BATTLETECH

FIELD MANUAL

3085



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A SETTING SOURCEBOOK



ENTER THE REPUBLIC

The year is 3085. In the wake of the Jihad, a new realm—the Republic of the Sphere—has been born. Drawing war-weary masses from all over the Inner Sphere, the Republic stands for unity and security, in the hopes that never again will its worlds suffer from centuries of relentless war. But even though the common threat has finally passed, few believe they have seen the last of war. As the combined realms and Clans of the Inner Sphere struggle to rebuild, a new balance of power has begun to emerge.

Field Manual: 3085 updates the military and political state of the Inner Sphere in the years following the end of the Jihad and the formation of the Republic of the Sphere. This report includes a brief history and overview of recent developments in the BattleTech universe (including the formation and organization of the Republic of the Sphere), as well as current TO&Es for all of the major 'Mech and mercenary commands employed by the realms and Clans of the post-Jihad Inner Sphere. Special rules are also included, enabling players to create characters and forces for use in campaigns set in and after this critical point in *BattleTech* history.

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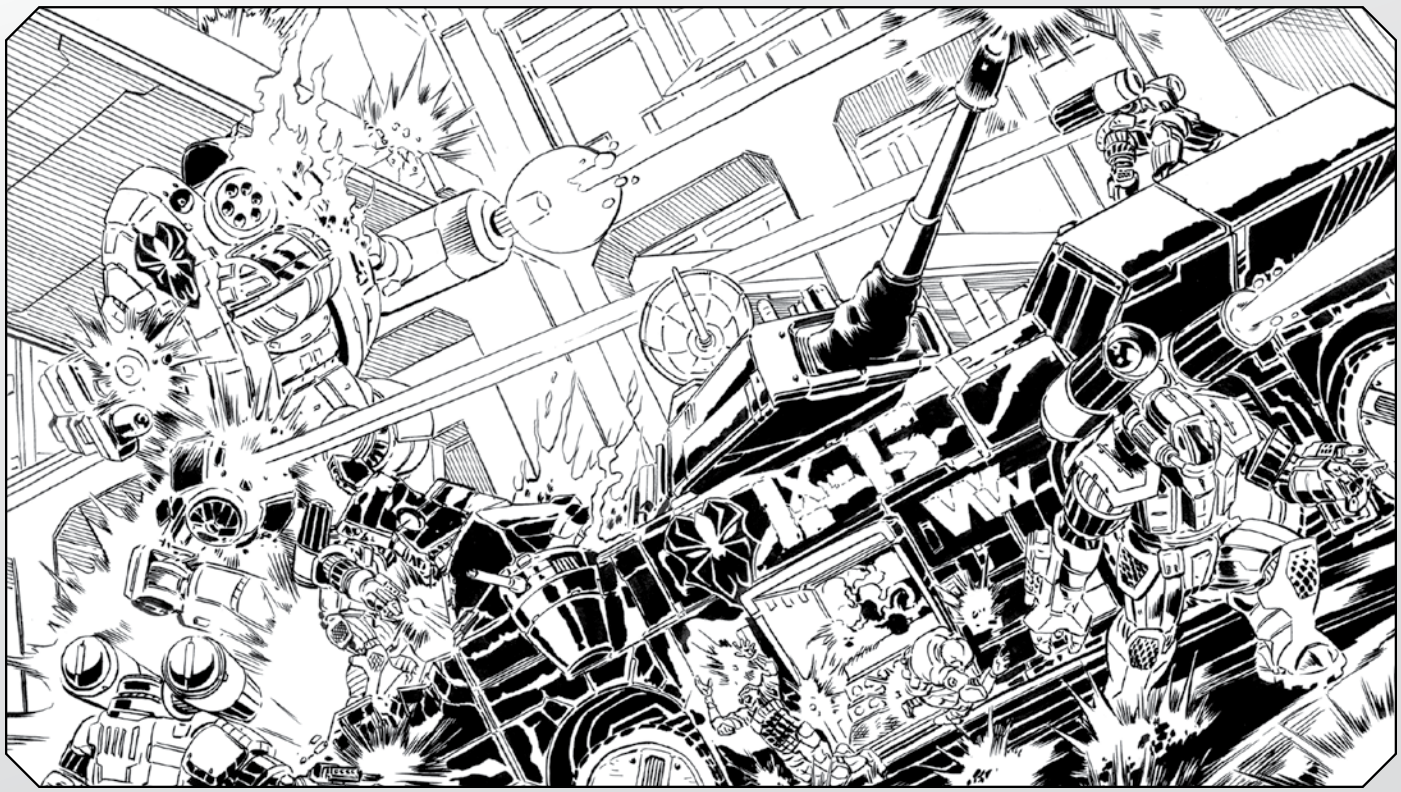
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BLACK TORRENT

60 kilometers northwest of Tikograd
Tikonov, Prefecture IV
Republic of the Sphere
7 July 3083

"Major! Ten minutes to drop."

Rhys' eyes opened, decades of combat experience taking him from sleep to battle ready. He took in the compact flight deck of the Zugvogel. The voice had come from the pilot's seat, a shock of red hair just peeking above the seat rest the only visible sign of the pilot.

Levering himself up with his arm, Rhys spoke. "Is it going to be a bumpy drop?"

Standing, he could better see the compact woman who deftly piloted the 200-ton airframe. Captain Shougon replied without taking her eyes from the controls. "Fighter jocks took out what little aerospace they had. I expect ground flak, but nothing *Gustbuster* can't handle."

Rhys flicked his eyes to the forward view screen before looking back to the pilot. Flying barely fifty meters above the deck, the Zugvogel was one slow pilot reaction from becoming one with the ground. He suppressed a nod she wouldn't see anyway. "Thank you, Captain. I'll get the kids ready." With that he turned to exit the flight deck without a backward glance.

Shougon flew the Zug as if she'd been born to the controls. Which wasn't surprising, given the Lyran-born pilot had been one of Lockheed's test pilots before joining the Republic. His men were in the best hands he could wish for and he had more pressing things to worry about.

In less than ten minutes, his unit would be air-dropping into the heart of Tikograd and the Capellan Warrior Houses defending it. They would then fight their way to the industrial sector's south gate and make sure it was open before Stone's Lament tried to move through it. He needed to check on his men and get into his own suit before the festivities started.

Rhys ducked to clear the narrow hatch to the cargo deck. He let his eyes scan the Zugvogel's interior space. To call it massive would have been a disservice to the word. There was only so much room one could cram inside a 200-ton airframe, but he couldn't help feeling he was in one of those science fiction ships that were bigger on the inside than the outside. The feeling was enhanced by the Maxim II Transport taking up the back half of the bay. The hovertank was facing aft, its rear loading ramp down to expose its own large cargo bay. The tank's bay within the larger cargo deck gave a surreal feel to the cramped space.

The remainder of the Zugvogel's cargo deck was mostly given over to four front-to-back rows of crash seating. Forty-two jump troopers occupied those seats. Some gave the appearance of being asleep, some spoke quietly with nearby troopers, and in one corner a game of four card drax was being played across two facing rows of seats. Rhys scanned seats for their commander. Seeing him leaning over to talk to a seated trooper, he cautiously made his way over.

"Mr. Smith, status of Alpha Jump?" The man turned to face him, hand coming up in a reflexive salute. Lieutenant John Smith could best be described as average. He wasn't quite two meters tall, his shoulders were just broad enough to accommodate his uniform's armored pauldrons, his hair was an unremarkable shade of blond and his face was one of those faces you could forget five minutes after meeting. If it weren't for the name "John" stitched over his left breast Rhys would have had a hard time telling him apart from the men seated behind him, who all had the near identical averageness of Lieutenant Smith.

"Alpha is good to go. Jones Five's pack was reporting a pressure failure, but we packed spare systems and were able to repair it."

"Jones squad is still using those Oriente heavy-lift packs, right?" Rhys asked.

Smith nodded, "Yes, sir. They don't handle atmospheric changes well. Great for garrison troops but for anyone moving planets it makes for a hell of a time keeping them working."

Rhys nodded in return. "Make a note on that, we'll talk to command about getting some of the new Krupp packs when we get home." Rhys pointed back to the jump troops. "We drop in eight minutes. Maxim first, Baker next, then your boys. Just like in training."

Smith saluted, "Roger that. We're ready to step off as soon as the lights go green."

Rhys let Smith return to his troops. John Smith wasn't the lieutenant's real name, of course. The Jihad had caused a lot of men to change their names for one reason or another, and Alpha Jump was a place a man could disappear. It didn't matter who or what he'd been before. Every man who joined the double strength platoon took on the last name of one of six squads. In some cases, like the Smiths, the men even looked alike, going so far as to dye their hair to match the others in the squad. No questions were asked and only Rhys knew anything about the real backgrounds of the troopers. Usually.

Rhys shook his head and made his way toward the rear of the cargo deck. Alpha was like the Republic itself, the ultimate melting pot. Even more than the unit as a whole, Alpha was a cross section of all of civilized space. What background he knew revealed men from Astrokaszy to Nowhere and a couple of Clan freeborns mixed in for good measure.

He stopped before the Maxim II's open bay. The jump trooper crash seats had given way to a small open space. On each wall were two battlesuit racks, each holding an imposing mass of armor. Like all the other equipment in the bay, the Elemental suits were painted a light-swallowing flat black. A slightly-built Elemental was checking a diagnostic screen on one, while three other Elementals were in the process of buttoning up their suits.

"Everything satisfactory, Gabriella?"

The Elemental turned to him. She pointed back at the suit, "*Neg*. The myomer in the left leg keeps twitching. The techs insist this Spheroid myomer is as good as the original, but it is garbage."

Rhys looked at the diagnostic panel. "Will it affect your combat performance?"


BIG BUS!
50

The former Nova Cat shook her head, perhaps a little too vigorously, "*Neg*, it is but an annoyance. We will not let you down, Major."

He smiled. "Good to hear, I'll get with logistics when we get back, see if we can't get some Clan-made myomer for your suits."

She offered him a somewhat stiff salute. "That would be satisfactory, Major."

He returned the salute. "We drop in seven minutes; I'll let you get buttoned up." He turned toward the Maxim before she had a chance to reply. Eleven years ago he'd probably have blown his top if a trooper had addressed an officer in the way she just had. But eleven years ago he'd been a regimental sergeant major in the FWLM. The Jihad had taught him that there were many ways to the same result. The Republic had taught him the value of many viewpoints forming a greater whole. Gabriella was an excellent soldier and if she had to occasionally overcome centuries of genetic breeding to be an RAF trooper, he was willing to give her leeway.

Just before climbing up the Maxim's loading ramp, he eyed the large cylinders strapped on either side of the Maxim's turrets. They had tested the Hachiman Taro-produced dropchute system a dozen times in training, but this was to be its maiden combat deployment. Ten seconds after the Maxim was ejected each canister would deploy four chutes. Using disposable rockets mounted on the canisters, the Maxim would have a small level of steerage as it was lowered to the ground. And also—in theory—they only needed three of the eight chutes to land safely.

Ducking into the tank's cargo bay he slipped down the narrow aisle between racked battlesuits. Lieutenant Ortega and his boys were already sealed into their Angerona scout suits. The former Com Guardsmen had given up the jumping mobility of their old Tornado suits, but Rhys doubted they regretted the improved protection the StarCorps-built suits offered them. Ortega turned his racked suit as best he could and gave Rhys a thumbs-up with his suit's armored glove. Rhys nodded and pushed deeper into the Maxim.

He stepped past his squad's suits to the back of the tank's cargo bay to check on the last squad. The hulking shapes of the Hunter Killer-configured Grenadiers threatened to poke through the low roof of the bay. In theory the Maxim could handle four squads of battle armor. Theory surrendered to volume where the Grenadiers were concerned. The four suits filled nearly half the tank's sixteen-ton bay. One of the Grenadiers' chest plate was still open, its helmet still waiting on the automatic rack above it. Rhys stepped up to the suit. "Ready, Hareesh?"

Captain Hareesh Hiraz wiggled an arm free of his battle suit and offered a salute. "As ready as we can be, considering we're about to drive a hovertank out of a perfectly good aircraft, while strapped into two-ton battlesuits that fly about as well as a falling star."

Rhys patted Hiraz's suit. "Glad to see you're keeping that positive spirit up."

The former First Davion Guardsman snorted but did not comment.

Leaving Hiraz to finish buttoning into his suit, Rhys stepped back to where his squad was waiting for him. The slightly hunched silhouettes of the Kopis battlesuits welcomed him with their deadliness. The charter to form this unit had given him the pick of nearly any battlesuit in production, Clan or Inner Sphere. Despite its limited mobility, he had stayed with his Kopis. It had served him well in both SCOUR and SCYTHE and it was one of the few ties he still had to his birth nation. He was fully committed to the Republic, but he also knew it was his life in the Free Worlds that made it possible for him to be here now. The League-designed armor helped him remember those roots.

Rhys used his arm to grab an overhead bar and swung himself into the open chest of his suit. The reactive systems immediately snugged around his legs, securing him safely. Leaning back into the suit's cavity he turned to look at the occupied left arm socket. The small LCD panel showed the robotic sub-arm was operating normally. He flipped down the safety pad to cover the display and rested his armless left shoulder against the pad. Reaching up, he pulled a flimsy looking sensor net down onto his head.

By all rights, the assault on the Rio SDS fortress should have been the last combat Rhys ever saw. His left arm had been ripped from his body, and even if he had wanted to use cybernetics—something his Free Worlds upbringing railed against—his mauled shoulder would have never supported the weight of a cyberlimb. It was the sensor net, an experimental technology from the Federated Suns, that gave him a second combat life. Similar to the more elaborate MechWarrior neurohelmet technology, the neuronet was supposed to give battle armor pilots the same control of their suits that Clan ProtoMech pilots possessed. The net fell far short of that lofty goal, but was capable enough to allow Rhys limited control over the robotic sub-limb in the left arm of his suit.

A moment of disorientation washed over him before being replaced by the sensation of having a left arm again. Concentrating, he made the suit's left arm rise and rotate. Satisfied, he went through the rest of the buttoning up process and a minute later he looked out of the suit's HUD-enhanced faceplate.

"Torrent Actual to all Torrents. Check in."

"XO here, Porcupines ready to waddle."

"Bravo Cats are satisfactory"

"Alpha Jump, five by five"

"Black Lighters are a go."

Rhys watched his HUD as each squad went green. He suppressed a chuckle, and offered up his own ritual reply. "A one-armed Leaguer, some FedRats, some Cats, some mercs and the phone company walk into a bar…"

Major Rhys keyed his com unit to the aircraft's tactical net. "*Gustbuster*, this is Black Torrent Actual. We are go for deployment."

Shougon's copilot responded. "Roger, Torrent, going ballistic in thirty. "

Rhys closed his eyes and let the sensations of the aircraft take him. At thirty seconds the heavy airframe went vertical, pushing his suit deeper into its support rack. Twenty seconds later the *Gustbuster* rolled out of the climb at what Rhys knew was the preplanned 1500 meters. While it made the aircraft a perfect target for any guns aimed skyward, it would give the Maxim's dropchutes the time needed to deploy and slow its hurtling fall. Rhys grinned, *Time to make like a falling star.*

"Initiating drop procedure in three, two, one, MARK!"

Acceleration threw him forward into his restraints, as the Maxim was catapulted out the rear of the *Gustbuster* and into the hostile air over Tikograd.

It was time for Black Torrent to earn its pay.

INTRODUCTION

Generals and Prefecture commanders,

The following manuscript contains a compilation of reports on the current state of military readiness for all major states, Clans, and significant minor powers now operating within the Inner Sphere. Also included is a primer on the recent history leading to the formation of our Republic, and its overall military organization. While much of this material is currently declassified, the whole of this manual is not to be disseminated to any government personnel below planetary-level executives, military personnel below the rank of lieutenant colonel, or other members of the Republic civil and military authority outside of the Knights of the Sphere.

Now that the disclaimers are done, I welcome you to the first compilation report on the state of the Inner Sphere post-Jihad. Our Republic, now officially over four years old, has already weathered its first crises as a new state. We have not only survived these challenges, but grown as an interstellar nation, devoted to the ideals that—hopefully—will make wars like the Jihad as much a distant memory as the rise and fall of Stefan Amaris.

The Word of Blake's power has been shattered, but the scars of the Jihad will remain with us for generations to come, and it remains an open secret that many of the Word's agents have escaped justice since the fall of Terra. In their absence, distrust and old enmities almost immediately rose to give our Republic new enemies—enemies who will likely rise again and again, challenging our very right to exist. These are facts of life, which hang like a pall over us in the same manner that our forefathers saw the Succession Wars as an ongoing, never-ending conflict.

If all of that sounds bleak and cynical to you, then I congratulate you on holding onto the sense of humanity we, as a realm, hope to rekindle across the Sphere. As we enter a new age, we will do all in our power to lead our neighbors by example, to bring together peoples once divided by centuries of fear and light-years of rule by petty warlords. We will never seek conquest, and we will never seek cultural ruin. We will strive for our brothers and sisters in mankind—regardless of their origins—to seek understanding before hostility.

It is a lofty goal, to be sure, but it is one I feel we can achieve.

In the meantime, we must remain vigilant. There are many who will mistake our desire for peace as a sign of weakness. Thus is the purpose of these collected reports, to provide a universal view of how our neighbors and others in the interstellar community are adjusting to the post-Jihad era. Though all share the same burden of postwar recovery, be careful to study how these various realms and Clans are doing so.

Each entry you will find within this manual will cover the overall industrial and training state of the various realms featured here. In addition, full deployment tables will be provided showing the experience, reliability, and general equipment ratings for these forces. Note, as always, that these deployment tables focus on primarily BattleMech forces; where secondary assets such as vehicular, aerospace, and infantry are attached, the equipment ratings for these assets are presumed to be the same as for the core 'Mech component.

For the sake of completeness, an overview of our own Republic rounds out this report. Be advised that our present military deployment is considered confidential and sensitive information, and currently reflects only the aftermath of our recent conflicts with the neighboring Capellan state. In the years to come, it is our fervent hope that our neighbors will acknowledge the fruitlessness of conflict against the Republic, enabling us to back away from the abyss of eternal warfare.

But, for now, forewarned is forearmed.

—Paladin Victor Steiner-Davion, Terra, 12 October 3085

HOW TO USE THIS BOOK

Field Manual: 3085 is a sourcebook for *BattleTech* that updates the state of the various military forces of the Inner Sphere factions in the aftermath of the Word of Blake Jihad and the formation of the Republic of the Sphere.

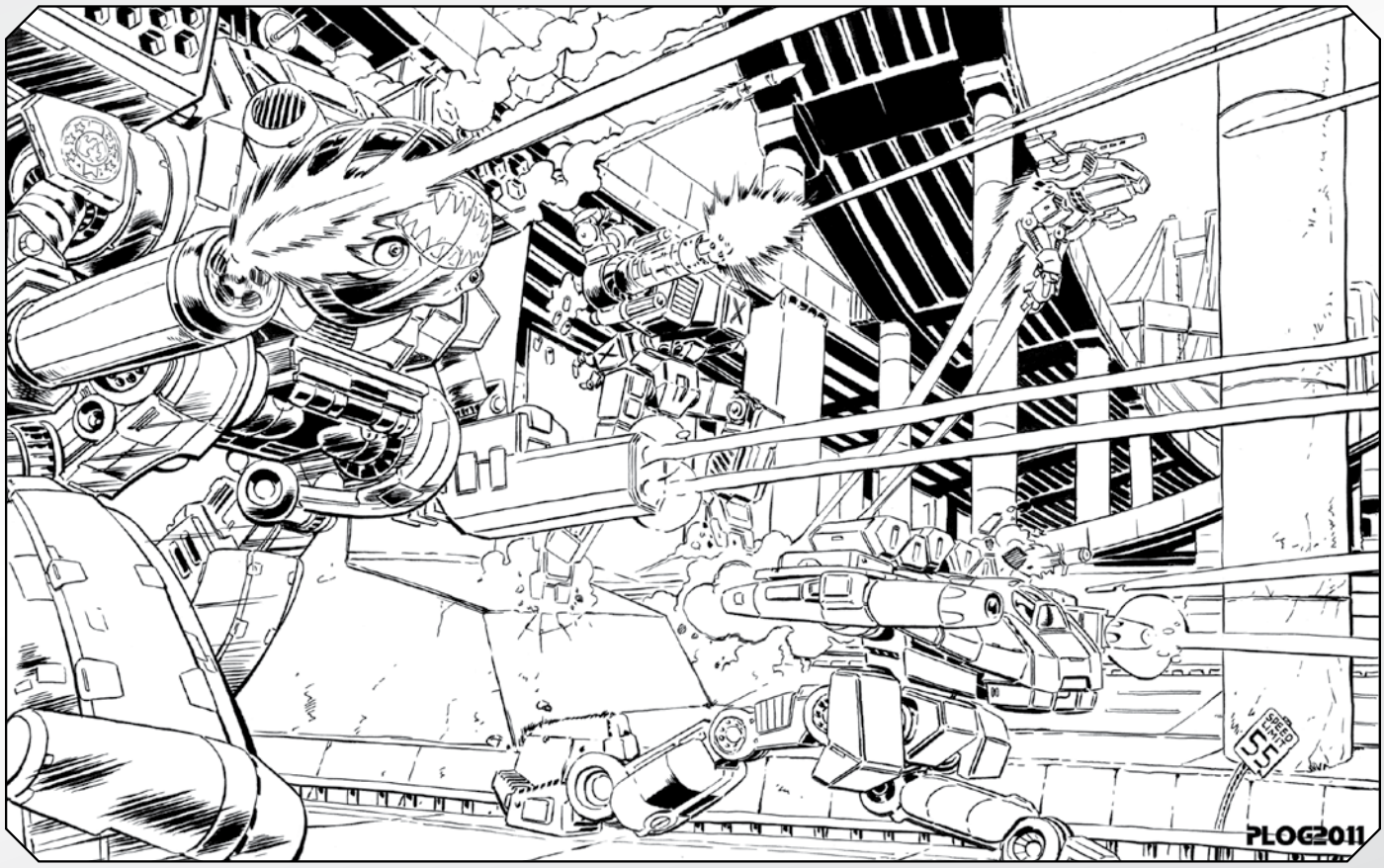
This first section of this book—*From the Ashes, We Rise*—is divided into two broad sections, a *Historical Review* and *From Many Comes One*. The *Historical Review* provides a shorthand overview of the Word of Blake Jihad and its effects throughout the Inner Sphere, while *From Many Comes One* details the formation and recognition of the Republic of the Sphere.

The next eight chapters—*The Capellan Confederation* through *Mercenaries*—cover the overall state of each of the Inner Sphere's major factions and power blocs. These chapters include a *General Review* of the faction (or faction group), a *State of Readiness* that discusses its industrial health, and a rundown of its various military forces, either by brigade (in the case of larger state militaries) or by total armed forces (in the case of grouped factions, like the former Free Worlds League, the Clans, and the Periphery powers). Deployment Tables for each faction or faction group conclude each chapter, providing a look at the overall BattleMech strength of the major powers in the post-Jihad Inner Sphere.

The next chapter, *The Republic of the Sphere*, offers a far more in-depth look at the most powerful of the Inner Sphere's new postwar factions. Beyond merely reporting the creation, organization, and readiness of the Republic's military might, this chapter also provides a look at the political organization, policies, and economics of the new realm that has risen from the ashes of the Blake Protectorate and now claims most of the ancient worlds once ruled by House Cameron's Terran Hegemony.

Finally, *3085 Rules Annex* provides advanced-play rules for BattleTech games set in this post-Jihad period. These rules include special command abilities for many of the Inner Spheres' most prominent military forces, as well as advanced Random Assignment Tables (RATs) designed to account for the varying Equipment Ratings given to the major military forces in each state. In addition, role-playing rules that account for the rise and fall of various factions are provided to modify *A Time of War* campaigns set in this post-Jihad period, along with a short timeline of major historical events through the end of the thirty-first century.

FROM THE ASHES, WE RISE



HISTORICAL REVIEW

We—humanity as a whole—were at a turning point in history. The wars that had plagued us for twenty years or so were behind us, and we were again enjoying a relative peace. The wars were over. It was the coda, the time for catharsis and with it the healing that only time can bring.

When the late Caradoc Trevena penned the words paraphrased above, on the eve of what would turn out to be the final gathering of the second Star League, humanity surely seemed on the verge of a marvelous future. Now, nearly two decades later, we can see just how naïve we all were to believe that. We had vanquished the Clans and persevered through a massive war that greatly affected even those not directly involved. There were no major conflicts raging, no crises needing immediate attention. The League, though its prestige and mystique had perhaps waned a bit in previous years, was still an institution of respect. Several minor powers—including the Word of Blake—expected to be inducted. The atmosphere on Tharkad in late November 3067 was one of hope and excitement and a sense that great things were just ahead on the horizon.

And then it all went wrong.

DAWN OF THE JIHAD

Though no one could have anticipated it at the time, one simple vote on 28 November sealed the fate of the Inner Sphere. The sibling rulers of the Federated Suns and Lyran Alliance, still hurting from the recently ended civil war and wary of foreign entanglements at a time of rebuilding, announced their decisions to withdraw from the Star League. Coming on the heels of the Capellan Chancellor's refusal to even attend the conference, instead sending a scathing condemnation of the League's ineffectiveness and irrelevancy, this proved to be a mortal blow to the multi-national alliance. Despite the best efforts of the remaining member-states, the Star League once more collapsed and, as it did nearly 300 years before, this collapse would have grave consequences for the people of the Inner Sphere.

Unbeknownst to everyone, the Word of Blake had anticipated their ascension to full membership in the League and was prepared to embark on an ambitious scheme to lead the League in a crusade to exterminate the Clans once and for all. To this end, they had assembled massive and secret stockpiles of supplies, equipment, personnel and weapons, many of which would be objectionable

to most of the Inner Sphere states. Believing itself robbed of what should have been its moment of triumph, the Word of Blake reacted with all the grace of a spoiled child. Threats to the departing Great House leaders did nothing, so in desperation the Word turned to violence to force the League to stay together. Whereas a mere week earlier they had been eager to demonstrate their friendship to the Houses with an open hand filled with gifts and assistance, on 5 December the Word clenched that hand and struck. Within hours of each other, Tharkad and New Avalon were the victims of Blakist assaults, spearheaded by attacks from the Word's WarShip fleet and followed by ground invasions. The death toll on both capitals was tremendous, but Tharkad was especially devastated; orbital strikes near the ancient power reactors of the capital city set off a sequence of events that resulted in terrible nuclear devastation. In minutes, the Blakists had allowed their anger and sense of betrayal to push them into a war they would be hard-pressed to win, even with the secret stockpiles they had built up. They had no options other than to commit wholeheartedly, or die an ignominious death.

Early Tactics

In the early days of the war, the Word was greatly helped by the naked opportunism displayed by its enemies, whose assaults against one another often did more damage than any Blakist attack. The fortuitous Black Dragon revolt on Luthien and other worlds of the Draconis Combine at the end of 3067 played directly into the Word's hands, keeping the leaders of the DCMS off-balance and unable to effectively oppose their actions. George Hasek's invasion of the Capellan Confederation in mid-3068 was another boon to the Word; though later Sun-Tzu Liao was able to redirect the anger of his people away from the Federated Suns and against the Word of Blake, the CCAF's concentration on repelling SOVEREIGN JUSTICE and launching their own THUNDERSTRIKE counteroffensive kept them from actively engaging the Word.

The Word was even able to manufacture strife between nations, all with the goal of directing attention away from themselves while they shuffled their forces and prepared for a fight for their very existence. The false flag operation that stirred up mutual invasions between Skye and the Free Worlds League was but one instance where the Word was able to turn things to their advantage through trickery and deceit. Though the truth would not come out until very near the end of the war, the Blakists kept the Northwind Highlanders bottled up on their homeworld through a system-wide blockade in one of their most successful acts of misinformation. Even when they were forced to remove their troops for use elsewhere, they successfully maintained the fiction that the blockade was still in place, effectively keeping those potent regiments out of action for over a decade.

That's not to say that the Word avoided engaging in direct action. On the contrary, the first few months of what was soon named the "Jihad" by the press saw Blakist troops strike a number of targets, beginning with Outreach. As payback for a Blakist-sponsored attack on their homeworld in October 3067, the Dragoons had in turn launched an assault on the Word's bases on Mars. Though that assault failed dramatically, the Word struck back in late December with overwhelming force, nearly annihilating the mercenaries through liberal use of orbital bombardments and nuclear weapons. A surprise WarShip strike against ComStar at Tukayyid eliminated most of the Com Guards and SLDF forces stationed there, forcing the Primus into hiding. Over the next six months, the Word struck at world after world: Donegal, Coventry, Hesperus, Dieron, Addicks and more. Many of these attacks involved the use of weapons of mass destruction such as nuclear devices or chemical and biological weaponry. The body count was enormous, and there appeared to be little anyone could do to stop the attacks. Through the use of both force and diplomatic efforts, the Word soon built a buffer state around Terra, dubbing it the Blakist Protectorate.

Early Setbacks

ComStar, which had lost Terra to the Blakists ten years earlier, had long had plans for how to retake their homeworld. First Precentor Gavin Dow put those plans into action, against the advice of Precentor Martial Steiner-Davion. Gathering a massive WarShip fleet, the assault was launched on 9 March and immediately ran into trouble. An unexpectedly-strong resistance was aided by widespread sabotage and defections within the fleet. Very few ground forces made it onto the planet, and those who did were ruthlessly hunted down and destroyed. In the end, ComStar lost almost eleven divisions of troops and twenty WarShips, a devastating loss from which they would never recover. Only fortune kept the flagship of the fleet—and with it the Precentor Martial and his senior staff—from joining the rest in oblivion; ambushed and damaged on the way to the rendezvous point, the *Invisible Truth* arrived several days too late and withdrew to report the horrifying news.

Nor was ComStar the only power to experience great loss in the early months of the war. Unlike the Federated Suns or Lyran Alliance, the Draconis Combine had voted to preserve the Star League, but this did little to shield them from Blakist vengeance. In the midst of an uprising by the reactionary Black Dragons, the capital world of Luthien went dark as its hyperpulse generator failed. Shortly thereafter, the planet came under attack from Word forces, who announced their hostilities with the detonation of a nuclear device at an industrial factory near the capital city. With Coordinator Theodore Kurita not yet returned from the fateful conference on Tharkad, Luthien degenerated into a three-way battle that would see the planet contested for the next six years. To add further injury, while planning an assault to recover his capital world, Coordinator Kurita suffered a stroke and fell into a coma. His heir and eldest son, Hohiro, was captured on Dieron by Blakist forces in June, leaving leadership of the Combine in the hands of Pesht District Warlord Kiyomori Minamoto, who promoted himself to *Gunji-no-Kanrei* and moved the capital to New Samarkand for the duration of the crisis.

The year 3068 ended with strikes against the only two national capitals not yet hit by the Word of Blake's temper tantrum. Though first blamed on the Federated Suns, the orbital bombardment of Sian demolished the Chancellor's palace and trapped Sun-Tzu Liao in the ruins for over two months. It would be some time before the true culprits behind the attack were known and, true to the Word's goals, the savagery of the assault and the near-death of their beloved leader spurred Capellan resistance to the Davion invasion. It would be two more years before the Capellans turned their attention against the Word

But it was the Blakist attack on Atreus, capital of the Free Worlds League, that shook the entire Inner Sphere. Though Captain-General Thomas Marik had been an ally of the Word in the past and had not acted overtly against them since the start of the war, many observers felt his recalling of the Knights of the Inner Sphere to Atreus in October was a prelude to joining the fight against the Blakists. To head off any such switch in allegiance, the Word launched a chemical attack on the Knights during a parade, an attack which nearly wiped out the elite warriors as well as most of the members of the Free Worlds Parliament. At the same time, a massive battle in orbit saw the Marik fleet divide into pro-League and pro-Word factions. The final blow, and the one with repercussions felt far beyond Atreus, came when the Word used their inside knowledge of hyperpulse generator operations to flood the communications network with propaganda and noise, jamming channels across the Inner Sphere and creating a "whiteout" effect for years to come. Along with this disruption came the revelation of secrets that the Word—because of their origins—had long been privy to. ComStar's Sharilar Mori and the former Precentor Martial, Anastasius Focht, were revealed as a Combine spy and a supposedly-dead Lyran royal, respectively. But most devastating of all: Captain-General Thomas Marik of the Free Worlds League was an imposter, placed on the throne decades earlier through ComStar's manipulations.

ESCALATION

The shock and sheer audacity of the Word's actions in those early years was sufficient to knock everyone off balance, and it took a long time before anyone could recover enough to begin striking back. The next few years were a seemingly unending series of victories for the Word and setbacks for everyone else. Blakist forces struck with impunity: hitting the shipyards at Alarion and Galax and poisoning the ecosystems of both planets; seizing control of most worlds surrounding Terra to create a buffer state against the inevitable counterattacks; stirring up trouble between the Draconis Combine and Clan Snow Raven; destroying civilian and military targets alike in a desperate bid to shock their opponents into surrender. No world was safe, it seemed; no target too insignificant to draw their attention.

THE CLANS

Though the intent of the Word's military buildup was ultimately war against the Clans, for the first couple of years of the Jihad they essentially ignored those Clans resident in the Inner Sphere. It was not until early 3069 that the Blakists attacked any Clan power, with the sabotage and destruction of a full Snow Raven naval Star at Ramora, and even then they did so behind the double front of an Outworlds Alliance terrorist group masquerading as a Combine strike team. The Ghost Bears would be the first to face Blakist forces when they liberated Tukayyid in mid-3070, in an early step toward their eventual absorption of the remaining Free Rasalhague worlds. But it wasn't until the end of that year that the Clans felt the pain of Blakist attention on the worlds of the occupation zones.

The Scouring of Tamar on 31 December destroyed the Clan Wolf capital and cost them over a Galaxy's worth of warriors, including their saKhan. Facing a concurrent invasion by Clan Hell's Horses and continual border fighting with both the Lyrans and the Jade Falcons, Khan Vladimir Ward sent representatives to Arc-Royal to discuss a truce with the Inner Sphere power. Facing their own internal difficulties, the Jade Falcons brought their two-year-old invasion of the Lyran Alliance to a halt as they considered their next course of action.

Hands of the Master

And it wasn't just their actions that came as a shock to the Inner Sphere. First deployed at the conquest of Hesperus II in 3068, the Word's new Shadow Divisions brought an element of horror that struck at the heart of what it meant to be human. These divisions—thirteen in total—were staffed by the Word's elite cyborg soldiers, the Manei Domini. Born of the twisted dreams of their shadowy Master, the Domini had been intended as a counter to the superior training and genetic advantages enjoyed by Clan warriors; now they were unleashed upon the Inner Sphere. With their fearsome cybernetic enhancements, names taken from demigods and demons of Terran myth and fanatical devotion to their Master's every utterance, the Domini were a foe never before seen. Their brutal efficiency against those they dubbed "frails" helped lead the Word to victory after victory.

Soon, Manei Domini Shadow Divisions were seen across the Inner Sphere, from the Fortieth on Tharkad to the Forty-fourth on New Avalon, from the Forty-second on Luthien to the Forty-ninth on Regulus. The latter operation resulted in the firebombing of large areas of the planetary capital as a personal insult toward Prince Kirc Cameron-Jones from his former lover, a Domini infiltrator known as Naamah, and demonstrated that they could strike anywhere and at anytime with near-impunity. Led by their fearsome commander, Precentor Apollyon, the right-hand of the Master, the Manei Domini were one of the Word's most devastating weapons throughout the war.

Hard-Won Victories

By 3072, the Inner Sphere powers had rebounded from the initial shock of the Blakist assaults and had not only begun to fight back but had even won some powerful victories. The divisiveness that had been stoked to great effect by the Word during the early years of the war was coming to an end as the combatants realized they had the same enemy and could better fight that enemy without unnecessary distractions.

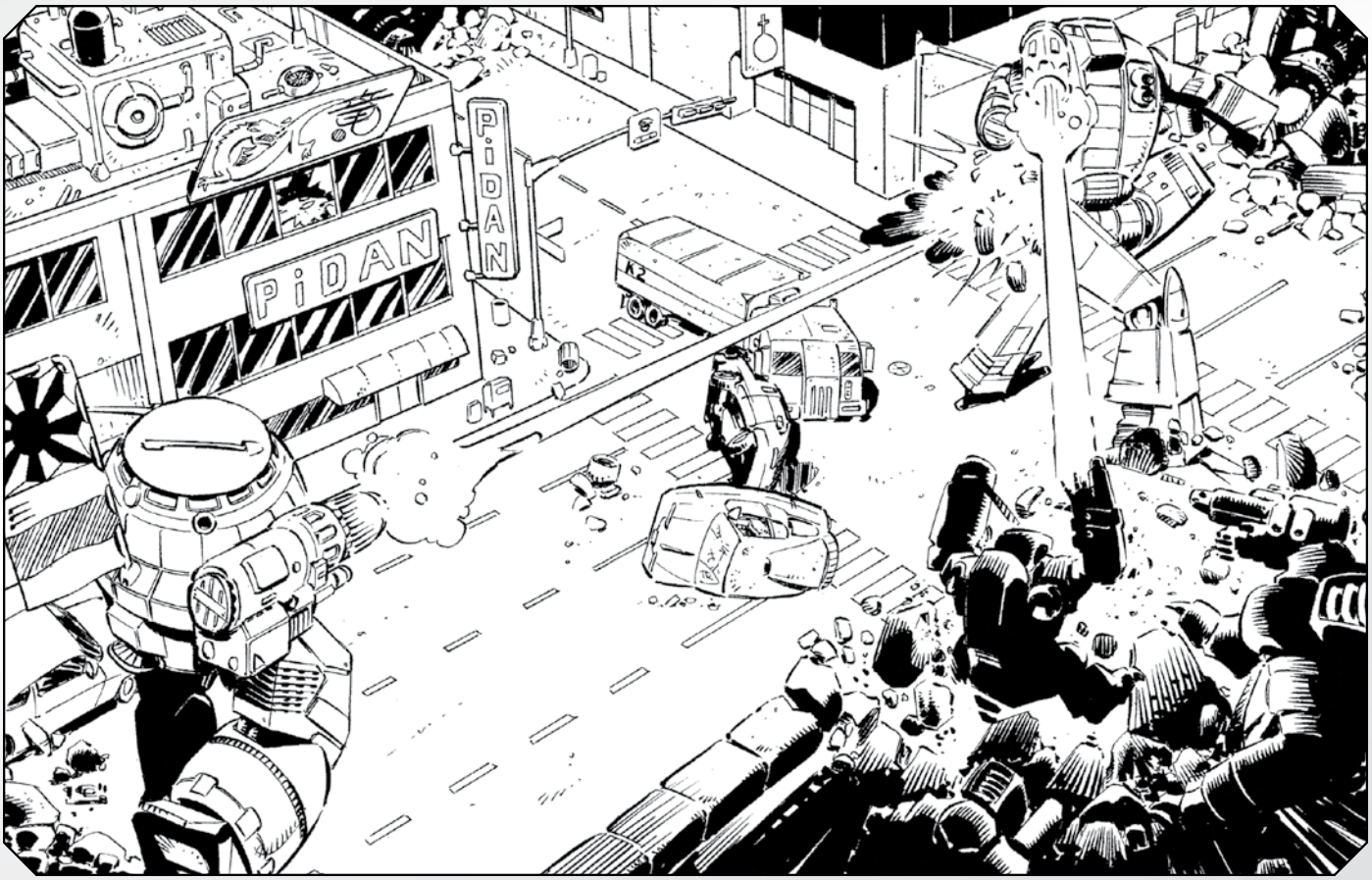
The war between the Lyran Alliance and the Free Worlds League came to a halt as both sides recognized the danger of their shared foe and called a ceasefire. In a similar vein, Sun-Tzu Liao offered a cessation of hostilities to the Federated Suns and turned his fanatical forces against the Word's presence on worlds the Confederation had never relinquished claim to. But though more than one leader would offer Chancellor Liao a friendly hand to help against the Blakists, the Capellans and their Magistracy allies would fight alone for the duration of the Jihad. In the Lyran Alliance, a truce with the invading Jade Falcons would free up forces to finally liberate Tharkad in early 3072.

That same year saw the first stirrings of cooperation between the various powers fighting against the Word. The liberation of Tharkad was a joint operation between Lyran, Wolf-in-Exile and Wolf's Dragoons forces—with even the Jade Falcons contributing a token force in honor of the ceasefire—but further actions throughout the year showed that it was possible to pool strength and resources to achieve victory. Mostly, these fledgling alliances included factions already on friendly terms, such as when ComStar and the Federated Suns freed Robinson or the Lyrans and Exiled Wolves joined with ComStar to liberate Donegal. But the ground was laid for a more thorough cooperation to come.

TURNING POINT

The year 3073 marked a turning point in the war, a new phase that saw the development of new strategies for fighting the Word of Blake and the rise of new leadership to direct them. A year that began in tragedy ended with the promise of new hope for defeating the Word.

Since the initial attacks over five years earlier, the Inner Sphere resistance to the Word of Blake had been, for the most part, a number of different and separate actions by the various powers. Until the end of 3072, there was almost no coordination of effort as each state



feared showing weakness to their traditional enemies almost as much as the Word. That reluctance to work together began to change in January, with the hosting by ComStar and the Lyran Alliance of a multi-national conference on Arc-Royal. All of the major combatants, with the exception of the Capellan Confederation, sent delegates at the invitation of Precentor Martial Steiner-Davion and Anastasius Focht; even the Clans showed up, with the Wolves, Falcons and Bears all having a presence at the summit. Chief among the items for discussion was the interrogation of Fritz Donner, a former Circinian commander who had recently been freed from a Blakist camp by Alys Rousset-Marik's resistance movement. This proved to be a mistake. Unbeknownst to anyone—probably not even to Donner himself—the man's bones had been laced with powerful explosives and their detonation took out over one hundred delegates and support staff, including high-ranking officers from nearly every nation and two Clan khans. With Steiner-Davion and Focht receiving the lion's share of the blame for the attack, it seemed as if the idea of coordinating against the Word of Blake would be just as dead.

The Rise of Devlin Stone

One man would save the spirit of cooperation, however. Having escaped a Blakist reeducation camp on Kittery in March of 3071, the mysterious individual known as Devlin Stone had quickly amassed an army of followers who were willing to not only fight the Word of Blake but also to reform society in their wake. They began with Kittery itself, where they established a new government that was more responsive to the people, and branched out to other Blakist-occupied worlds in the region. Within just a few months, Stone had attracted the support of Clan Nova Cat, whose mystical visions had allegedly showed them that he would be important to the future of the Inner Sphere.

In mid-3073 Stone appeared on Tukayyid, where he bargained with the Ghost Bears in order to establish a headquarters. From there, he contacted Victor Steiner-Davion and set up a meeting. After convincing the Precentor Martial of his intentions, Stone was able to plead his case to the other major leaders in the anti-Word fight and the first steps were taken towards a multinational coalition.

The first tests for this alliance came with the new year, as a joint Lyran and Jade Falcon force liberated the industrial planet of Coventry from Blakist occupation. A month-long defense of Skye led personally by Stone and the liberation of Hesperus II followed by the end of 3074, and solidified the coalition behind the new leader. The withdrawal of enemy forces from New Avalon and other worlds reinforced the danger posed by Stone's alliance and marked the beginning of the end for the Word of Blake.

COALITION ADVANCING

The next three years were a time of increasing setbacks for the Word in the face of hardening resistance from all sides. A need for troops to reinforce their faltering positions elsewhere led them to abandon New Avalon in September 3074, and the furious entrance of Clan Ghost Bear into the efforts against them resulted in the complete eradication of all Blakist forces on several major worlds of the Draconis Combine, including the capital Luthien. By the end of 3075, the Bears had crossed the coreward borders of the Protectorate while the Capellans had done the same from rimward. In addition, several worlds within the Protectorate were beginning to turn against their Blakist occupiers, with successful revolts on Tikonov and Irian representative of the dissatisfaction. To make things even more confusing, there were reports that the Blakist Shadow Divisions were attacking regular Word of Blake Militia forces throughout the Protectorate, though at the time this was unconfirmed and would remain speculative.

As the Blakists retreated into their own Protectorate, they engaged in increasingly desperate tactics, relying on weapons of mass destruction more and more to delay or discourage their foes. Entire Inner Sphere regiments and Clan Clusters were wiped out in moments, as with the two Ghost Bear units that fell victim to neutron bombs on Cebalrai in August 3075. On the basis of such losses, the Bears were convinced to join Devlin Stone's Coalition, bringing with them naval support from the Snow Ravens.

The addition of these two Clans—as well as the transport services of the Diamond Sharks—completed the roster for the Coalition, which began 3076 by initiating plans for a full-scale coordinated invasion of the Blakist Protectorate. Though they refused to join Stone's alliance, the Capellans and their Canopian allies agreed not to interfere with these plans and continued their own campaign against the Word. The Coalition's invasion, dubbed Operation SCOUR and launched on 10 January 3077, targeted multiple worlds on all sides of the Blakist realm and divided allied forces into several multinational task forces. Despite some continuing tension amongst troops that, in many cases, had recently been enemies, the operation proceeded apace. Expected to take at least a year to reach Terra, the Coalition thrusts encountered some of the bloodiest resistance in the war to date as they pushed closer and closer to the Word's homeworld.

By August 3078, the Coalition was ready to tackle Terra itself. Defended by fourteen Blake Militia divisions, the Fifty-first Shadow Division and the TerraSec militia force, and dotted with many fortified Castles Brian, the planet presented a tough nut to crack. The initial naval engagement near the Titan shipyards ran afoul of a fully operational CASPAR II defensive system and masses of WarShips and assault DropShips, but the determination and sacrifice of the mostly-Clan fleet broke through the line and opened the way.

Brutal Climax

And so it all came down to Terra. Ten long and brutal years of war culminated in a contest for the birthworld of humanity the likes of which had not been seen since the fall of the original

Star League three hundred years earlier. The initial landings came amidst the swirling chaos of an orbital battle that pitted ComStar's Precentor Naval Alain Beresick against his former friend and protégé Gregory Zwick, now his counterpart in the Blakist fleet. In all, seventeen Coalition WarShips were sacrificed to force open the doorway to the planet below.

Shepherded under Ghost Bear guns, hundreds of DropShips made planetfall in those first hours, with Stone and General Belle Lee targeting the Word's defensive positions throughout the Americas, Asia, Australia and North Africa. Smaller thrusts struck at several sites in Europe. The defenders of Terra put up strong resistance to the invasion and were not hesitant to utilize every weapon in their arsenal to defeat Stone's forces. The Dallas-Fort Worth region fell victim to cobalt-laced nuclear missiles in an attempt to eliminate Coalition supply depots. Sydney and Cairo turned into major meat grinders, with the latter city becoming a deathtrap for many Allied units, including the Kell Hounds. By mid-December, Stone had cornered the Word's Precentor Martial Cameron St. Jamais at Devils Tower in North America. In one-on-one combat with St. Jamais, Stone defeated the Word's military commander and the Blakist defense across the planet began to collapse, though several major holdouts would continue into the new year. Precentor TerraSec David Alsace, the highest ranking Word official remaining, formally surrendered in Geneva on 26 December.

Elsewhere in the Inner Sphere, the anger of Regulus over years of abuse from the Manei Domini erupted into a massive holocaust on the Domini baseworld of Gibson. Regulan forces rained nuclear and chemical destruction down on the planet's surface, scouring it clean of all life, including the fearsome Precentor Apollyon and the Manei Domini defenders. This victory was bittersweet, however, when it was discovered that the Word of Blake's shadowy Master, revealed as the real Thomas Marik, had escaped judgment and fled with a fanatical core of adherents.

A NEW TOMORROW

By 5 January 3079, the last of the defenders on Terra had surrendered and the planet was fully within Devlin Stone's hands. While scattered pockets of Blakist forces still existed within the Protectorate—and beyond—for all intents and purposes active, organized resistance to the Coalition ended at that time. Now the emphasis could turn from liberation to reconstruction.

The Inner Sphere had seen a lot of changes over the previous decade, but none so much as what was to come. Deriving its initial impetus from an anonymous tract that began showing up on the worlds around Kittery in mid-3071, a swelling grassroots movement spread like wildfire across the former Blakist Protectorate. At its heart, this movement agitated for the reform of society and the establishment of a new order out of the ashes of the Word of Blake's failed ambitions. Overwhelmingly, these dissatisfied masses turned to Devlin Stone to champion their cause.

Before a new order could be erected, however, the remains of the old needed to be dealt with. Operation SCOUR and the subsequent liberation of Terra had resulted in the capture of a large number of Blakist officials, both military and civilian, and the mood amongst the victors was bloody. Following the surrender of TerraSec, Stone and Lear had announced that all those accused of war crimes would be tried for their offenses and sentenced by a court consisting of representatives from the victorious powers. The Geneva War Crimes Tribunals opened on 12 April with a statement from Stone and then proceeded to hear evidence condemning the activities of the defendants before the court. The trials lasted for four months and during that time thousands of terabytes of data were presented to support the cases against over one hundred and thirty accused. The revelations within the evidence went a long way toward shifting public opinion away from the view of Stone as an invader and toward seeing him as a liberator. In the end, some eighty-nine Blakists were sentenced to death for their crimes, with prison sentences for the rest ranging from several years to life. Despite the wishes of a number of the participant nations, Stone and his allies made every effort to conduct the trials fairly and eight defendants were acquitted of all charges.

To date, David Alsace remains the only high-ranking Word of Blake official to stand trial for his actions during the war. Instead, low-level Militia commanders and administrators bore the burden of answering for the Word's crimes in open court. Officers such as Lawrence Stevenson, Anthony Celeste, Raul Tinker and Tiyanna Mukada went on record defending their actions and then accepted the ruling of the trial judges, while the true architects of the Jihad escaped punishment. Only one Manei Domini was ever brought to justice, though not for two years after the Geneva Trials. Many of the worst villains of the Word, such as the notorious camp physician Ivan Gorlenko or the infamous "Butcher of Downey Ruins," Cynthia Schaechi, simply vanished after the liberation. Some were later tracked down by a network of unofficial—and publicly disavowed—bounty hunters, but a still-significant number remain at large to the present day.

The remainder of 3079 was spent on the backbreaking rebuilding effort, both in the newly renamed Terran Protectorate and in the states that the Word had assaulted. While the great majority of Blakist forces had been eliminated during SCOUR, there still remained scattered holdouts on a number of worlds, though none exceeded a Level III in size. Clearing them out took several months, before the final pockets of resistance surrendered early in the next year.

In the civilian world, the increasing calls for a new state to rise from the ashes of the Protectorate drew fire from conservatives within the Houses who desired a return to the prewar *status quo*. Among the rulers, however, the idea gained traction for a variety of

reasons and most began developing plans for what they believed would be the inevitable outcome of the popular movement. The Federated Suns' Camelot Summit, held in late 3079, was a prime example, with the elite of that realm meeting to discuss, among other pressing issues, how the Suns would deal with the possibility of Devlin Stone as the head of a new state.

Over the next ten months, Stone and his followers engineered the reconstruction of the Protectorate, tirelessly working to repair the damage that over a decade of conflict had inflicted upon the infrastructure and populations of dozens of planets. But events in October 3080 would emphasize to the victors of the Jihad that the Word of Blake was not yet through with them. Though they lost the war, the Word would not die quietly.

Chaos Concluded

Beginning in the early hours of 12 October, a devastating series of attacks swept across the Inner Sphere and Clans both, hitting far more civilian and industrial targets than military. Taking the name from a phrase used in a taunting screed broadcast on Terra, the media quickly dubbed these assaults "Bloody Tricentennial" in reference to the three-hundredth anniversary of Jerome Blake's appointment as Director of Communications by the first Star League's ruling lords. Garrison forces on nearly every world went on high alert in the expectation of further assaults.

By the end of November, however, it appeared as if the Bloody Tricentennial attacks were over, the last gasp of a dying foe. With nothing left to stop them, the members of Devlin Stone's Coalition met in Geneva to determine the future of the Protectorate and the entire Inner Sphere.

The conference was even attended by multiple representatives from the splintering Free Worlds League states (and a single envoy from the Capellan Confederation, who primarily arrived to state that the Confederation and the Magistracy were boycotting the event and demanded nothing less than the complete withdrawal of Coalition forces from those worlds "rightfully belonging to the Celestial Realm"). For both delegations, these representatives contributed little beyond heckling and bickering.

Despite these distractions, three long months of intense negotiations and deal-making resulted in the signing of a treaty to found a new nation at the heart of the Inner Sphere: the Republic of the Sphere. With Devlin Stone as its head of state and chief executive, the Republic offered a home to all those who had grown sick of war over the last few decades and promised a new, better society to guide the rest of humanity into a bright future.

And yet, there remained one last loose end of the Jihad. The Word of Blake's secretive Master had never been brought to justice. The Prince of Regulus, Titus Cameron-Jones, determined to exact vengeance upon the Master and his forces, had pursued the Word's mastermind from planet to planet across the expanse of the former Free Worlds League. At each stop, the Regulan fleet unleashed their fury but always found themselves one step behind their prey. The worlds of Paradise, Diamantina and Poulsbo paid the price for sheltering the Master, however briefly, and were rendered completely uninhabitable. But all pursuits must end one way or another, and the Master was finally brought to ground on 2 April 3081 on the planet Circinus, from which he was preparing to flee into the Periphery for destinations unknown. With their typical savagery, the Regulans sterilized all life from the surface of the planet and thus ended the life of the Word's prophet of destruction. With his death, the Jihad finally, thankfully, reached its end.

THE LAST DOMINI?

The Manei Domini were the scourge of the Inner Sphere for more than a decade. Terrors both on and off the battlefield, they served the Word of Blake's shadowy Master with a fanatical devotion that exceeded all reason. Yet, as quickly and mysteriously as they had appeared, they vanished soon after the liberation of Terra. With the exception of a devastating rampage through Free Worlds space in early 3079, the Shadow Divisions of the Domini had effectively disappeared from the Inner Sphere within six months of the liberation. No Domini ever stood before the Geneva Trials on Terra to answer for their crimes, leaving many who had suffered at their hands feeling cheated and dissatisfied.

The sole trial of a Manei Domini took place in October 3081, some two years after the end of the Trials. Though the full records have been sealed by order of Exarch Stone, the basics of the case were made public after the conclusion of the trial. According to the public accounts, the accused had been trying to subvert the Council of Paladins when she was exposed through unknown means and arrested. A tribunal of Paladins found her guilty and sentenced her to death, but she was killed while trying to escape custody. Seven guards were killed during this attempt, a testimony to just how deadly even an imprisoned—and cybernetics-stripped—Manei Domini could be.

The name of this Domini infiltrator has never been revealed, but certain details point towards a possible identification. The Regulan ambassador is known to have attended the trial, and rumor has it he even pulled the trigger to put her down during her attempted escape. Afterward, the ambassador refused to speak with the press except to make a statement severing all diplomatic ties with the Republic. On this admittedly flimsy basis, many experts have concluded that the Manei Domini in question was the infamous Naamah, also known as Sonja Amora, among whose crimes were the brutal murders of Prince Titus Cameron-Jones' wife and unborn child in 3077.

Whether or not she was truly Naamah, the trial of this nameless fanatic was the final act of the Word of Blake's elite cyborg killers. In the years since, there have been no confirmed sightings of any Manei Domini anywhere within the Inner Sphere. Though many remained unaccounted for after the war, the official stance of the House governments is that the Domini are no more.

OPERATION GOLDEN DAWN

First Wave (April 3081)

- Suzano
- Ohrenson
- Augustine
- Connaught
- Alkes
- Kalidasa
- New Hope
- Savannah

Second Wave (May 3081)

- Nathan
- Alphard
- Miaplacidus
- Avellaneda
- Abadan
- Hamilton
- Bernardo
- Ibstock
- Park Place

Third Wave (June 3081)

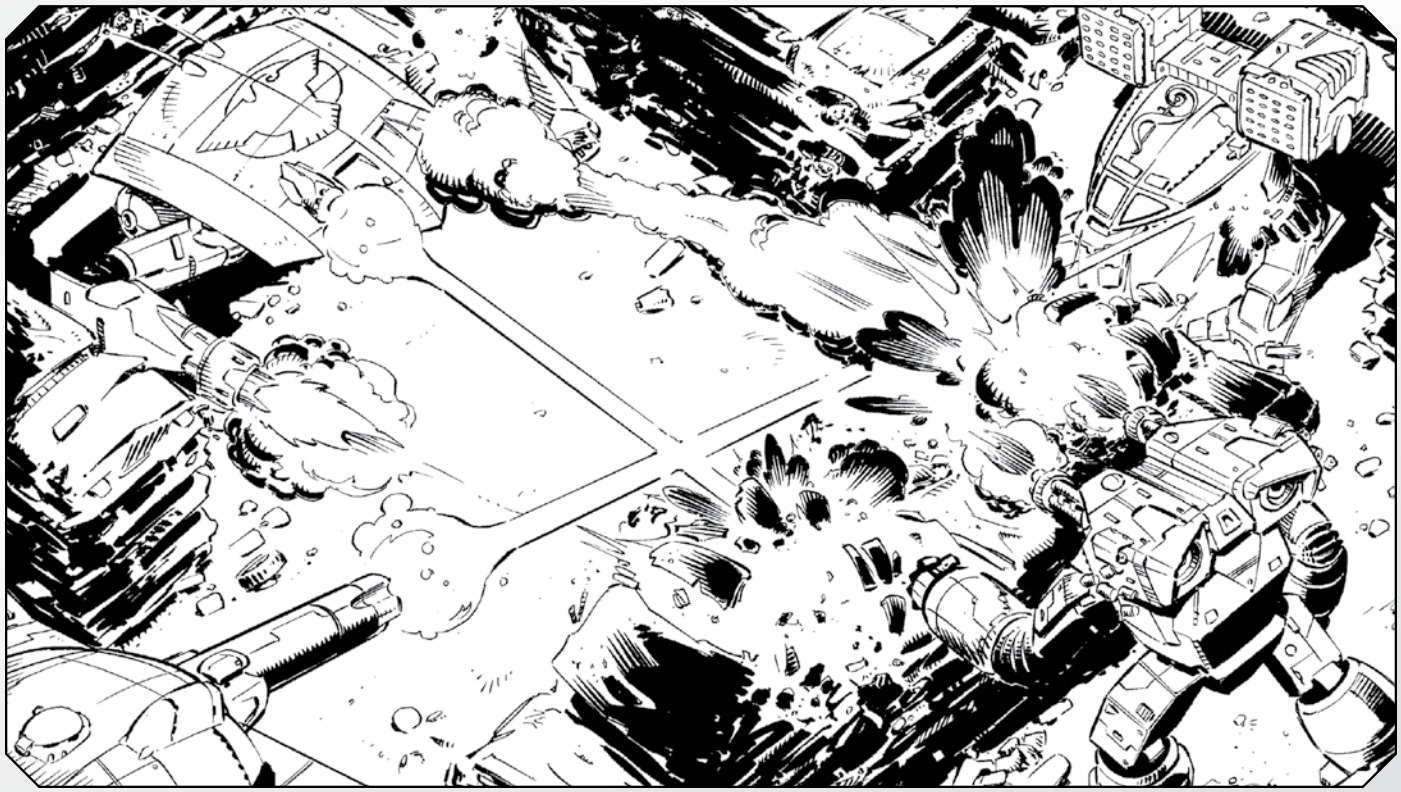
- Ventabren
- Adhafera
- Tania Borealis
- Holt
- Stewart

FROM MANY COMES ONE

The signing of the Republic Formation Treaty on Terra on 15 March 3081 marked the birth of a new era, but there were still many who clung to the old ways and would not let go of them easily or quietly. Neither the Capellan Confederation nor the various states of the former Free Worlds League acknowledged the Republic; the ex-League delegates (and the Capellan messenger) to the Geneva Conference all left Terra amid strident denunciations of Devlin Stone and the House Lords who were complicit in his ascension. Before the Republic could take its place among the nations of the Inner Sphere, it would have to fight for its right to exist.

GOLDEN DAWN

Just ten days after the signing of the Formation Treaty forces from the Silver Hawks Coalition seized New Hope. The response from the Republic was as swift as it was decisive. Alys Rousset-Marik, one of Stone's strongest allies and his chief advisor on League affairs, had long maintained a series of contingency plans for dealing with her former homeland. The aggression of the Silver Hawks spurred her into action. Operation GOLDEN DAWN launched on 3 April and the first targets were hit within the month. Striking at eight worlds along the border, the regiments of the new Republic Armed Forces rapidly advanced and, by June, had secured nearly twenty systems from the Free Worlds states, mainly the Marik Commonwealth but with a number of independent worlds as well. This campaign saw the first of the new Republic Auxiliaries regiments formed from units that had followed Stone's call during the Jihad; the Auxiliaries would later be used by the RAF High Command as the basis of the Hastati Sentinel and Principes Guard brigades.



The largest action of the operation came in late June with the assault on Stewart by elements of five different RAF regiments, including the Third Free Worlds Legionnaires, the Twelfth Atrean Dragoons and three Northwind Highlanders units. Fighting there lasted for two months before the last of the Home Guard defenders were run to ground in the wilds of Lothian and forced to surrender. Peace was established with the Marik Commonwealth and the Stewart Commonality in a treaty signed on 7 September. A separate treaty with Oriente had already been signed in July, by which the Duchy officially acknowledged the new border in exchange for the Republic's recognition of Oriente's influence over the former League worlds along the Capellan border. Of the combatants in the conflict, only the Silver Hawks Coalition refused to make peace with the Republic. Their military forces had been so devastated during the fighting, however, that they could offer no resistance and were warned that any rearming would be cause for retaliation by the Republic.

BUILDING A FOUNDATION

While the RAF took its first steps along the Free Worlds border, Devlin Stone and David Lear pressed on with the creation of the Republic's government and bureaucracy. One of their first acts was the establishment of six Transitional Councils to address issues of integration that might arise during the creation process. Each of these councils was charged with overseeing the regions of Republic space corresponding to one of the neighboring states, with a sixth council to address Clan issues. In this way, the process of building a coherent nation out of many disparate parts and people would be much easier than if one central body had tried to do it all. For the most part, the Transitional Councils were a success. Many of their members went on to serve in the Senate or one of the new government agencies. Unsurprisingly, each had its own special circumstances and problems to deal with, not least of which was the outbreak of hostilities with the Free Worlds remnants and the Capellans. Without a doubt, the Capellan council was the most overworked and had the most difficult job ahead of it, but to their credit they persevered out of respect for Stone and the Republic. Though in the end the Capellan council was disbanded in the face of a full-on invasion, no fewer than twenty-nine of its forty members later entered public service, whether as a senator, such as Melissa Allard-Liao, or in planetary politics, as with Governor Su Xiaose of Acamar, or as part of the central bureaucracy on Terra, where Denise Yuan became head of the Transport and Safety Bureau.

With the Transitional Councils deeply involved in smoothing over the rough edges of integration, Stone turned to his more direct advisors and set about selecting the seventeen men and women who would form his initial Council of Paladins. These individuals had to be of impeccable character, and would be tasked with upholding his ideals for the rest of their lives. Not only that, but per the procedure set down by the Formation Treaty, the next Exarch to follow Stone himself would be elected by the Paladins from within their own number, so Stone knew he had to choose wisely. After nearly five months of deliberations made both in private and in consultation with his closest confidants, Stone announced his final selections at a ceremony in August. Each candidate pledged to uphold the Republic's honor and integrity by word and by deed, and received their *colée* from Stone, who used a sword he had acquired during his legendary escape from the Kittery camp ten years earlier.

Following the naming of the Paladins, Stone made public his plans to create a new brotherhood consisting of soldiers within the new RAF who exemplified the best of what the Republic was to stand for. These "knights" would act within their units as liaisons with the public and standard bearers of the spirit of the new nation. The promise of this honorary brotherhood would be to carry the ideals of Devlin Stone

THE PALADINS

Who were the men and woman who became the first Paladins of the Republic? Naturally, every one of them was someone who had fought with Stone during the Jihad and in the liberation of Terra. They were chosen on the basis of not only their martial prowess but also their strength of character and the dedication they showed to Stone's dream. While most were high-level commanders, several were lower-ranked individuals who had in some way shown exemplary service during the campaign and afterwards.

Kelian Brackey: Commander of the Twelfth Atrean Dragoons.
Artis Chou: Commander of Stone's Liberators.
Karl Devalis: SaKhan of Clan Nova Cat and commander of Delta Galaxy.
Caleb Downes: Major in the First Davion Guards.
Heike Jorgensson: Star Commander in Clan Ghost Bear's Omega Galaxy.
Brett Kline: Commander of Stone's Stalwarts.
David McKinnon: Commander of the Fox's Teeth and the Paladins resistance force during the Jihad.
Daniel Mueller: Commander of the Com Guards Sixth Army.
Cecilia Navarrete: Captain in the Fifth Lyran Guards.
Dirk Radick: Commander of Clan Wolf's Delta Galaxy.
Ballade Randonee: Commander of the Seventeenth Skye Rangers.
Alys Rousset-Marik: Leader of anti-Blakist resistance in the Free Worlds League.
Edward Smith: Captain in Stone's Stalwarts.
Kelson Sorenson: MechWarrior in Sorenson's Sabres.
Victor Steiner-Davion: Precentor Martial of ComStar.
Andrea Stirling: Commander of Stirling's Fusiliers.
Sharon Yasuda: Precentor in the Com Guards First Army.

One name missing from the list that many had suspected would be included, due to her actions during the war and her closeness with David Lear, was Bethany Barrett. In fact, she was one of Stone's first choices for the Council until she fell ill and died shortly before the ceremony. She was buried with full honors in a private ceremony a mere two days before she would have been elevated to Paladin.

down to the level of the common soldier to demonstrate how those ideals form the backbone of the Republic Armed Forces. Stone announced immediate openings for nominations from senior officers across the state and the first of these new knights were named three weeks later.

By September, the creation of the Republic government was well under way, under the direction of Minister-without-portfolio David Lear and his teams of social scientists, economic experts and young idealists. One of the first departments to be fully functional was the Bureau of Citizens' Affairs, created to coordinate the movement of populations that was getting under way in the aftermath of the Jihad. With the opening of Terra after the fall of the Word of Blake, migrant families and some larger groups were traveling both to and from humanity's birthworld, as well as many of the worlds devastated by the fighting. Stone and Lear encouraged these migrations and viewed the subsequent mixing of ethnic and national populations as a strong basis for the Republic's future. Also at this time the first steps were taken toward what would become a major policy of the Republic just a few years hence, as the government began encouraging people to turn over their damaged weapons of war in exchange for monetary compensation. This desire to remove the tools of violence from society would later play a crucial role in Stone's reforms.

THE CAPELLAN CONFLICT

In the fall of 3081, the conflict that everyone knew was inevitable arrived. Sun-Tzu Liao had watched as the Republic forced the Free Worlds states into recognizing Stone's claim on their worlds and began to fear that the same would be inflicted upon his Confederation. Talks with Stone since 3079 had stalled as neither side was willing to relinquish its claims to a large swath of systems along the rimward edge of the former Blakist Protectorate. Feeling vulnerable and desiring a stronger position from which to reopen negotiations, Chancellor Liao launched a preemptive strike.

The timing of the Capellan invasion caught the RAF off-guard. A number of units were in the middle of relocations from the Free Worlds campaign and had yet to completely settle in to their new postings. An onslaught of determined Capellan forces swept over them and shattered more than a few. With alarming speed, the invaders established a line from Capolla through Acamar, Woodstock and Angol to Tikonov, a defensive position dubbed the Golden Fortress by the victorious Capellans. The latter world fell to a massive assault from no fewer than five Warrior Houses and saw the complete destruction of Stone's Stalwarts in the unsuccessful defense of Tikograd. Now believing himself to have secured a stronger bargaining position, Sun-Tzu Liao attempted to reopen negotiations with the Republic but was met instead with demands for the unconditional surrender of not only the planets his forces had seized, but many that the Confederation had liberated from the Blakists years earlier.

By mid-3082, the RAF had rebuilt many of the units that had been decimated by the Capellan assault, creating several new Auxiliaries formations from the survivors. Though the reorganization of the Republic's forces would continue throughout the war, the High Command decided the time was right for a counterattack and began it with assaults on Capolla and Yangtze. Slowly but steadily the Capellans were pushed back on planet after planet. The activation of the Ninth through Sixteenth Auxiliaries by the end of the year enabled the RAF to overwhelm the defenders of Woodstock, Bharat and Terra Firma and win decisive victories on those worlds and others. But the true prize was Tikonov, and by early 3083 the Republic was ready to retake it.

Operation VINDOLANDA sent the remaining three Stone's Brigade units and the new Hastati Sentinels regiments, accompanied by four Paladins and a number of smaller units, up against five defending Warrior Houses. The fighting was brutal and there were many casualties on both sides but, in the end, the Republic was victorious. The Warrior Houses abandoned Tikonov and retreated back across the prewar border to reinforce those worlds against the inevitable Republic push. The campaign for Tikonov also saw the first Paladin to die in battle, when Dirk Radick was cut down by a Tsang Xiao lance while holding a river crossing near Arkhangelsk. In a ceremony two weeks after the liberation, Devlin Stone appointed the commander of the Third Hastati, Leonid Tereshchenko, to take Paladin Radick's place.

Soon after recovering Tikonov, Republic forces pushed across the border into Capellan territory. Targeting mostly worlds that had been part of the Blakist Protectorate before the liberation of Terra, the RAF advanced slowly against the determined Capellan defenders. The resistance was finally broken in late 3084 with the fall of Liao; only a few mopping up actions were left and by mid 3085 a ceasefire was achieved. A month after the end of active hostilities, Sun-Tzu Liao and Devlin Stone signed the Treaty of Tikonov, by which the Capellan Confederation recognized the Republic of the Sphere and accepted the current border. With the treaty, the Republic's birth pangs were over and a new era dawned.

AD SECURITAS PER UNITAS

Since the end of the Capellan conflict, the business of building the Republic has gotten back on track. The Knights of the Republic of the Sphere have evolved from their more humble origins into a new order of knighthood to protect and lead the citizens. The Military Materiel Redemption Program, enacted during the war, will provide the basis for long-term economic growth. The Resettlement Directives, though controversial, promise to strengthen the fabric of the nation through cultural enlightenment and education. The Citizenship Priority Decree, though only two years old, has inspired millions—both within the Republic and outside its borders—to seek the benefits of citizenship. All of this has given the Republic a strong foundation, an indomitable will and the motivation to face the future with dignity and grace.

THE CAPELLAN CONFEDERATION

GENERAL REVIEW

While the Confederation suffered numerous brutal attacks at the hands of the Word of Blake during the Jihad, Chancellor Sun-Tzu Liao's unquestionably talented if callous leadership guided the Capellan state through the maelstrom of that conflict with impeccable clarity. The atrocities inflicted upon the Capellan people by the Blakists, particularly in the brutally-contested Liao Commonality, were amongst the most horrific, but despite horrible losses, the CCAF and the Confederation's military-industrial complex suffered significantly lower proportionate losses than the armies of the other Great Houses. Sadly, in many cases this can be attributed to the Chancellor's genuine disregard for his own worlds' populations. CCAF forces confronted with Blakist troops hiding in a Capellan city, in many cases, simply announced their intention to attack and then destroyed the city with nuclear weapons rather than confront the enemy directly. While many mouthpieces of the Confederation have taken a sick pride in these individuals' "sacrifice for the State", many of these worlds suffered almost as much at the hands of their own supposed protectors as they did their Blakist enemies. Nonetheless, this Machiavellian thinking preserved much of the Confederation's means of making war while simultaneously driving back the Blakists and denying them safe harbor. It was this success that likely led to the Confederation's overconfidence in its military prowess, ultimately resulting in their failure in Operation GOLDEN FORTRESS.

After largely rebuffing all efforts at a diplomatic solution, the few Confederation envoys who approached our Coalition provisional government after the fall of Terra delivered increasingly strident demands for us to return numerous worlds once held under Capellan rule. When the Republic officially formed in 3081, Chancellor Sun-Tzu surmised that further negotiations were likely to go nowhere. Rather than continue to attempt to secure our withdrawal through diplomacy, the Chancellor ordered the CCAF to occupy all worlds claimed by House Liao and eject or destroy their Republic garrisons, in an offensive operation: GOLDEN FORTRESS. Obviously, Chancellor Liao was confident in the strength of his military and expected the war-weary Republic to simply give in to him rather than risk further conflict. Unfortunately for the Chancellor, in the Republic he faced an opponent who refused to underestimate him. Rather than acquiesce to his bullying, the newly formed RAF launched a massive campaign to drive the CCAF from every world within the Republic's 3081 proclaimed demesne. Despite the amorphous state of the RAF, high morale from the recent success of Operation GOLDEN DAWN gave the Republic forces—many of whom were fighting together for the first time—performance far past what might have been expected in Capellan planning sessions. By mid-3084, the CCAF appeared to admit its position was untenable. *Sang-jiang-jun* Zahn ordered several commands to form up with the Red Lancers on Liao, intending to create a strike force capable of netting the Confederation a victory from which they could negotiate on better terms. The combined Stone's Brigade-Hastati assault on Liao shattered the CCAF's remaining reserves and ended any chance for a renewed Capellan offensive.

The Treaty of Tikonov was overwhelmingly humiliating for House Liao, but it would be foolish to consider them cowed. If there is one thing history has proven about the Confederation, it is that they will let no transgression against them go unchallenged and will never truly give up any claim on what they think is theirs. While the ink is still drying on our treaty with House Liao, the Confederation's industry remains viable, and their military academies continue to operate at full capacity. It would be foolish of us to let our guard down when it is obvious that the Confederation is simply biding their time for us to do so.

THE AUGMENTED REGIMENT

Perhaps the biggest change in CCAF military doctrine since the 3060s has been the increasing prevalence of the combined-arms formation known as the augmented lance. Already becoming well accepted at the time of the Fourth Whitting Conference, combat against the Blakists' combined-arms Level IIs and our Republic's mixed combat formations has only served to reinforce the Confederation's already-strong belief in the value of combined-arms formations. In 3081, the Strategios ordered the reorganization of the CCAF's regiments to make better use of augmented lance formations. At least one battalion in each Capellan BattleMech regiment has been restructured into four two-lance companies with an independent command lance.

CITIZENS' SACRIFICE

In all, House Liao's military suffered the loss of sixteen major battlefield commands in the war against the Word of Blake and its ancillary actions. To date, only one of these—Warrior House Kamata—has been reconstituted. Those that remain stricken from the rolls are the Confederation's victims of the Jihad.

CCAF Commands Lost in the Jihad

Warrior House Kamata*
Warrior House Lu Sann
Warrior House Ijori
Warrior House Fujita
Warrior House Ma-Tsu Kai
First McCarron's Armored Cavalry
Fourth McCarron's Armored Cavalry
Second Confederation Reserve Cavalry
Third Capellan Defense Force
Fifteenth Dracon
Shin Legion
St. Cyr's Armored Hussars
Second St. Ives Janissaries
Ambermarle's Highlanders
Marshigama's Legionnaires
Roman's Mounted Fusiliers

*These commands were later reconstituted

Each lance consists of four 'Mechs and two conventional combat vehicles. This new structure maintains the same BattleMech strength as a standard 'Mech battalion, but the attachment of integral armor assets significantly increases the firepower of a battalion which may find itself operating independently of the whole regiment, and encourages officers not to think of the armor as expendable auxiliaries. Remaining battalions are encouraged to form *ad hoc* augmented lances with attached battle armor formations, the ubiquity of the magnetic clamp-mounting Fa Shih suit in CCAF forces making this a relatively easy task.

Perhaps more surprisingly, the Grand Master of the Warrior Houses recently ordered the restructuring of the Houses into augmented lances. Where once each House consisted of a battalion of 'Mechs and a battalion of infantry, now two mixed battalions—one of twenty-four 'Mechs and forty-eight battle armor; the other twelve 'Mechs and ninety-six battle armor—is the norm. While prior to the Jihad this would be considered an unconscionable violation of the Lorix Order, modern realities have considerably shrunk the gap between MechWarrior and infantryman. While the MechWarrior is still considered superior to a foot soldier, the relationship is now more one of older and younger sibling and less of lord and servant. The two types of personnel in the Warrior Houses have even taken to calling each other "older brother" and "younger brother" as a sign of respect and camaraderie.

A BROKEN HOME

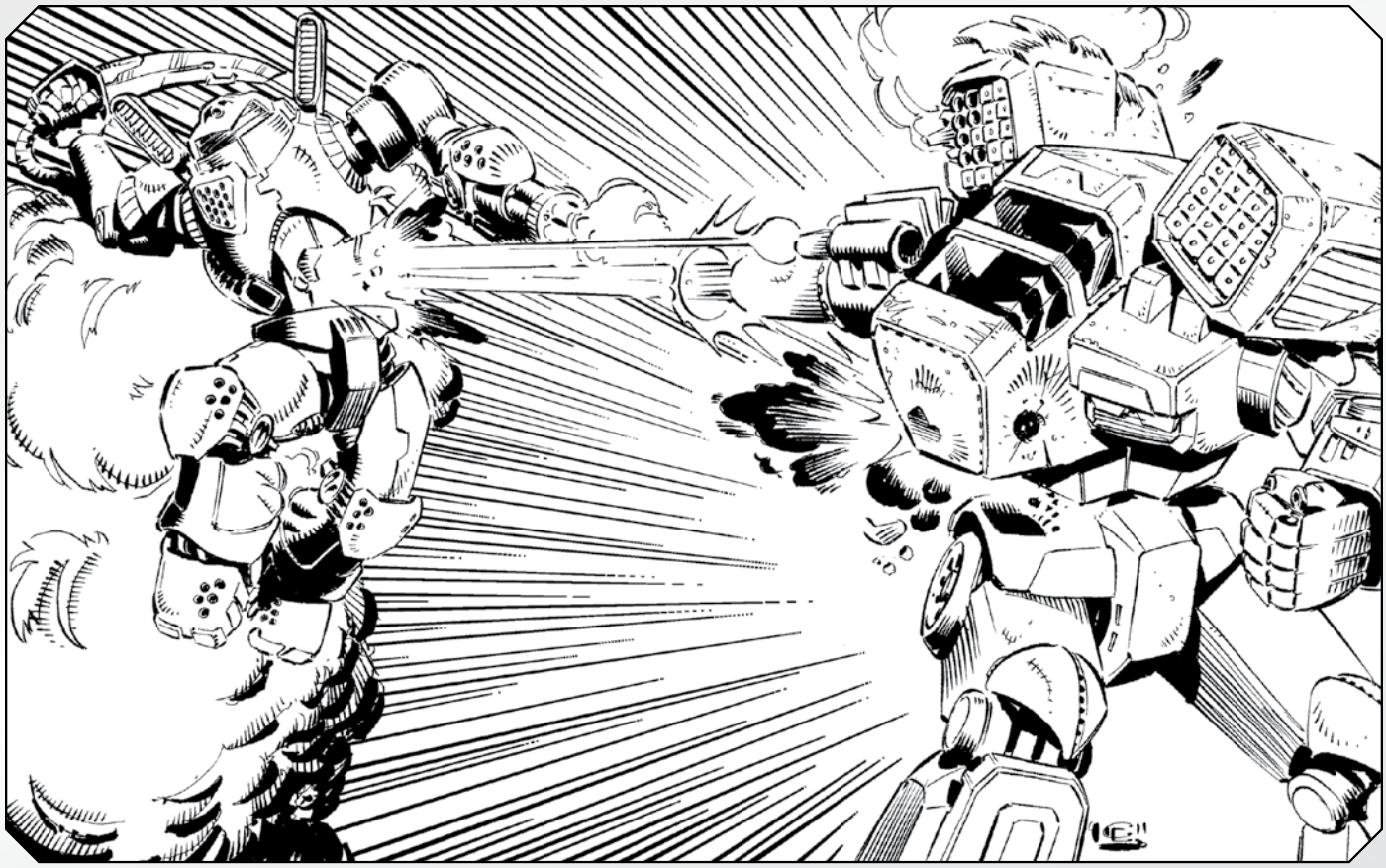
Kai Allard-Liao's defection to the Republic was seen in the Confederation as a shocking betrayal, but of greater surprise to outside observers has been the change of heart of Duchess Kuan-Yin Allard-Liao. Long expected to follow in her mother's footsteps as a thorn in the Chancellor's side, George Hasek's attack on St. Ives and the death of her mother seem to have drastically altered her perspective. Having spent much of the Jihad sheltered on Sian with her cousin, the Chancellor, it'd be easy to attribute her new outlook to Stockholm Syndrome, but the truth may be more complicated. Best known for challenging the Chancellor's policies in the former Compact, Kuan-Yin must have been surprised when Sun-Tzu solicited her input on a number of Capellan social issues. Kuan-Yin has challenged the Chancellor's directives on several issues pertaining to the Capellan standard of living, and in many cases the Chancellor later adopted her advice.

Unfortunately, the Jihad seems to have instilled in Duchess Allard-Liao the "us-versus-them" mentality common to Capellans. Untrusting of those outside the Confederation, Kuan-Yin has given Sun-Tzu *carte blanche* to use St. Ives military as he sees fit, and has publicly lamented her older brother's decision to betray "their people." While the Duchess of St. Ives may remain a catalyst for social change within the Confederation, it will be too much to expect her to hamstring Sun-Tzu's military aspirations.

THE FIRST AND LAST LINE OF DEFENSE

With the CCAF's strength crippled by their losses in GOLDEN FORTRESS, the defense of the Confederation is increasingly in the hands of the Capellan Home Guard and planetary militia. Both played a crucial role in repelling SOVEREIGN JUSTICE and against the Blakists, and efforts have been underway to rebuild both entities since the end of the Jihad. Those efforts have been redoubled. Home Guard regiments have mimicked the CCAF in making wider use of augmented lances. With line regiments mostly purged of RetroTech BattleMechs, many have been reassigned to augment vehicle lances in the Home Guard; the displaced vehicles are reassigned to provide backup to the infantry. Despite this moderate boost in firepower, Home Guard battalions are still considered insufficient to defend many Capellan border worlds.

Recruitment of Home Guard and militiamen are up, with a goal of tripling the number of planetary militia regiments within the next five years, and increasing the Home Guard by twenty-five percent. While militia-grade equipment is relatively inexpensive, these goals seem unlikely to be met. While possible in the long term, such an extensive expansion of local military forces could not be accomplished within the limitations of the Confederation's existing training and manufacturing institutions within such a short window.



STATE OF READINESS

STATE OF INDUSTRY

With normal communications restored within the Confederation, its battered but sound military industry is once again operating normally. The Confederation's production of weapons shows no signs of slowing. While it will take considerable time for the Capellans to completely recoup their losses, it's not a stretch to speculate that the Confederation may continue to mass-produce BattleMechs and combat vehicles at the current rate, allowing them to expand the CCAF to the point where they could pose a serious threat to the Republic's future. Though the CCAF lies in shambles, the Confederation may be in a better position to recover from battlefield losses than any other state, and it is no question that once they do, they will be looking to undo our recent victories over them.

CAPELLA COMMONALITY

With not even a single keel laid in the six years since our last report, Rashpur-Owens has apparently abandoned their dream of renewed Confederation WarShip production. While the Capellan Navy cannot build additional *Feng Huang*s, they are already adapting, adopting the Pocket WarShip concept pioneered by the Federated Suns. The Capella Commonality is the center of this development; both Rashpur-Owens and Earthwerks, Ltd. launched frightening new assault DropShip classes that put pre-Jihad assault DropShips to shame. Ceres Metals, one of the Confederation's core BattleMech manufacturers, has not been complacent, placing into production the Blakist *Eidolon* BattleMech. Known as the *Yao Lien* in the Confederation, rumor has it Ceres is continuing to tinker with a number of experimental weapon refits.

LIAO COMMONALITY

Tao 'Mechworks of Styk was gutted during the fight to seize the factory from Warrior Houses Dai Da Chi and Tsang Xiao, but the wily Capellans have given us the slip. Republic intelligence recently uncovered the existence of a new Tao 'Mechworks facility on Sarmaxa, just within Capellan space. The factory is producing a new variant of the *Crusader*, which uses a large number of identical parts to their earlier CRD-7L. While the performance of this model is wildly different, thanks to its much larger XL fusion engine, we suspect that the Confederation saw the writing on the wall and evacuated most of Tao's tools and machining from Styk before we attacked. Corey's Hollis Incorporated, however, that remains the main manufacturing center in the rump Liao Commonality.

SIAN COMMONALITY

With the devastation of St. Ives Commonality, the industrial axis of the Confederation now runs through the Sian Commonality, between Earthwerks Ltd. of Grand Base, StarCorps of Menke, and Hellespont on Sian. While Earthwerks has continued to provide the same reliable designs for which they are already well-known, StarCorps HQ on Menke has recently unveiled a production-model *Lich*. Terran production lines manufacture the *Lich*, but the capabilities of the *War Lich*, as the design is called by the Capellans, provide the CCAF with a wide range of capabilities that were previously rare in Liao BattleMechs. Curtiss Hydroponics' announcement that they are exiting the military market prompted Hellespont to express interest in purchasing their *Wraith* to replace Hellespont's unpopular *Assassin*. The company's Betelgeuse facility recently completed their final conversion of primitive *Firebee*s to the modern FRB-3E standard.

ST. IVES COMMONALITY

Once the industrial heartland of the Confederation, the St. Ives Commonality suffered such severe damage from both Hasek and the Master that its raw industrial output now ranks below both that of the Sian and Capella Commonalities. One of the few places where St. Ives manufacturing remains dominant is aerospace manufacturing, but even that title has been challenged, with both Rashpur-Owens and Ceres Metals hot on the heels of established manufacturers Tengo Aerospace and Mujika. Ceres Metals has rebuilt their manufacturing center on St. Ives, and in true native fashion have elected to establish manufacture of the assault-class *Trebaruna* BattleMech.

VICTORIA COMMONALITY

When one speaks of manufacturing in Victoria Commonality, one speaks of Shengli Arms. The manufacturing giant—virtually synonymous with the *Xin Sheng* movement—has returned to normal operations and introduced a new scout BattleMech for the Confederation in the *Dola*, but the restoration of the *Lao Hu* line required significant aid from Ceres Metals Industries. Ceres has expressed interest in purchasing the specifications for Shengli Arms' *Yu Huang*, but thus far the Victoria company has held out, despite not being able to produce the 'Mech.

STATE OF TRAINING ACADEMIES

No doubt the largest change for the Confederation in terms of military academies has been our capture of the Liao Conservatory of Military Arts. The loss of that prestigious institution has accelerated the rehabilitation of the Sarna Martial Academy and its acceptance as the primary officer training institution for the remaining Liao Commonality. After years of operating under an instructor-to-political officer ratio of almost one-to-one, the Maskirovka has begun to step back, relying more on the youthful exuberance of the academy's student body to keep the older faculty in line. Very few of the pre-Jihad professors remain at the academy, but those who do aren't bleeding the green and gold their students are, and have provided us with a substantial amount of intelligence.

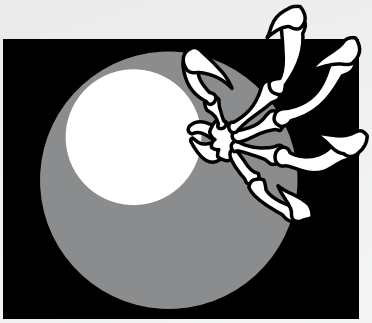
The devastation of the campus of the Sian Center for Martial Disciplines caused a significant slip in their severe standards of political performance and visual aesthetics. Despite recent attempts by the faculty to crack down and restore prewar standards to the school, the student body has been slow to fall in line. Sian University, with its minimalist, primarily academic approach, has suffered far less in resuming their usual function.

The St. Ives Academy of Martial Sciences has seen its prestige within the CCAF rise significantly. No longer perceived as a potential nest of seditionists, as it was in the 3060s, the officers graduating the school have proven time and again to be amongst the CCAF's most talented and adaptable leaders. With the capital's schools still struggling to reestablish their proper tempo and Capella War College swamped with cadets, the SIAMS has found itself more and more favored by the Strategios for its success. While the academy's training battalion remains short of equipment.

Capella War College has only recently started to reduce its class sizes to normal levels. Pumping out junior officers with only the most basic training throughout the Jihad, the academy has found restoring their previously encyclopedic class loads has been a difficult transition for both students and faculty. Standards remain reduced in the interest of graduating enough officers to replace combat losses, but the institution has reintroduced their full prewar class load to cadets, in addition to a number of recent courses analyzing the experiences of Jihad and Operation GOLDEN FORTRESS veterans. Of particular value to the CCAF has been the CWC's longstanding combined-arms training. With House Liao's frontline regiments increasingly integrated on the lance level, instructing officers on the proper use of all the assets at their disposal is especially important.

Victoria Academy of Arms and Technologies has found the recent influx of Canopian cadets has caused something of a discipline issue. While the academy has historically been the most laid-back of the Confederation's officer training schools, the determined and regimented mindset of the average Capellan citizen kept the amount of carousing to manageable levels. With the increase in Canopian cadets, breaches of the student code of conduct have shot through the roof. The school's chairman, Can Mei-Zhi-Shan, has ordered staff to rein in the students' partying before it prompts a Maskirovka intercession.

Despite the destruction of Warrior Houses Ijori, Ma-Tsu Kai and Lu Sann—and with no plans to rebuild them—the Chancellor has ordered the preservation and continued operation of their training monasteries. Although likely to be without active combat arms for the foreseeable future, each House will continue to raise suitable aspirants trained in the philosophies of their unit.



CAPELLAN HUSSARS

The *crème de la crème* of the CCAF, the Capellan Hussars are a force traditionally held in reserve for the most vital operations. Such operations were alarmingly common during the Jihad; the Hussars took the field again and again to face down serious threats to the Confederation and Magistracy. It seemed wherever the Hussars struck, they were unstoppable, until their conflict with the Republic. Despite successfully shattering a number of Nova Cat Clusters early in the fighting, the Hussars proved no match for Stone's Brigade in a number of clashes. Despite attempts by the Confederation to frame the battles as draws, the fact remains that even the Confederation's trump card wasn't enough to win them the territory they demanded.

RED LANCERS

With the death of *Sang-shao* Shennu in 3074 in a Blakist suicide attack, former Dynasty Guard officer Rose Dawson was promoted to command the Lancers. *Sang-shao* Dawson proved an able go-between in joint operations with the MAF, coordinating with Magestrix Centrella during their dazzlingly successful campaign to sweep the Blakists from the Magistracy. During the Confederation's recent offensive, the Chancellor dispatched the Red Lancers to the planet Liao in an attempt to cow the Republic into accepting his demands. It proved a threat the Republic was more than willing to match.

In 3084, Stone's Brigade, backed up by almost half the Hastati, dropped on Liao. When it became clear the CCAF was hopelessly outnumbered, the Red Lancers fought a disciplined rearguard action which allowed the evacuation of Warrior House Imarra and Kyp's Kommando. Fully half the Lancers fell in battle, including *Sang-shao* Dawson. The cockpit of her *Yu Huang* was crushed by the foot of a Revenant's *Atlas* as she continued to fire her PPC at the forces overrunning her position. Once again quartered in the Forbidden City, the Lancers are now under the command of *Sang-shao* William Le Marchant, cousin of Peter Smith (a late Lancers XO).

The Lancers have engaged in a number of recent public relations activities. Named for the chancellor from which the Red Heart Guard takes their nickname, little Ilsa Liao-Centrella has been made the Red Lancers' honorary *sang-shao*. Sixteen years old, and already as stunningly beautiful as her mother, Ilsa's birthday was feted by the Lancers with a full military parade. Posters of the young girl posing with several of the Guards atop the canopy of a *Men Shen* can be found across the Confederation and the Magistracy.

PREFECTORATE GUARD

The Prefectorate Guard rotated to Sarna from their traditional post of Victoria to act as a bulwark against future conflict with the RAF. This is just as well, as the Guards' simmering feud with the mercenary Lethal Injection left security of Shengli Arms in question, despite the cashiering of *Zhong-shao* Inien and retirement of the barely-coherent *Sang-shao* Nerekov. *Sang-shao* Nan Loen, now in formal command of the regiment, refuses to tolerate the kind of insubordination which cropped up under his former commander. He has transferred no less than seventeen MechWarriors out of the Guard for failing to live up to his harsh standards of discipline and decorum.

HOLDFAST GUARD

Unburdened by internal strife or recent battlefield shortcomings, the Grenadiers still stand proud at the pinnacle of Capellan political and military power. Despite the transferring of a good number of the unit's soldiers to fill openings in the Red Lancers, there has been no shortage of experienced Jihad veterans to take their place. *Sang-shao* Bey has found the biggest shortcoming the Grenadiers faced has not been combat experience or equipment but social graces. Flush with men and women drafted from the Home Guard and frontline units, many are struggling to adapt to guarding the *Sheng* of the House of Scions. *Sang-shao* Bey has recently retained the services of several Confucian scholars to teach proper etiquette, calligraphy and philosophy to the unit after a young *sao-wei* snubbed the *mandrinn* of Gei-Fu after accidently tripping him on the steps of the House of Scions. It is hoped that as the Guard comes to better practice *li* and *xaio*, it will become as adept culturally as it is militarily.

DYNASTY GUARD

The newest regiment of the Capellan Hussars has spent the past two decades chewing up and spitting out nearly every command to take the field against them, starting with the Eighth Syrtis Fusiliers in 3068. The Dynasty Guard shattered every unit sent to attack the world of Liao during the Jihad. When Sun-Tzu ordered the occupation of Republic worlds, the Dynasty Guard was at the forefront of the attack, wiping out three Nova Cat Clusters and mauling several other commands as they struck multiple worlds along the drive toward Tikonov.

Ferocity and fanaticism has taken a toll on the unit, however. By the time the Guard reached Algol, barely a battalion of BattleMech, aerospace and conventional assets remained, with many "active" personnel little more than walking wounded. When the Fourth Hastati arrived to drive them off, the Guard was able to offer only token resistance. Furious at being ejected by the Hastati and for the loss of their homeworld of Liao, the Dynasty Guard was withdrawn to Capella. The Guard burns with a wild hatred for the Republic, and intelligence reports indicate the command has been withdrawn to prevent them from launching an unsanctioned attack as much as to aid their reconstruction.

WARRIOR HOUSE ORDERS

Drawing parallels to their actions on Liao in the 3050s, all five active Warrior Houses landed on Tikonov and destroyed Stone's Stalwarts. The Warrior Houses weren't the only ones to draw on past events to send a political message, however. The very next year saw the Warrior Houses driven from Tikonov by all six regiments of the Hastati, in an offensive reminiscent of the Crucis Lancers stunning victory fifty years prior. The Warrior Houses were driven from the Republic; House Ijori was wiped out on Liao attempting to oppose the landing of Stone's Brigade. In the aftermath of their defeat, *Gang-shiao-zhang* Rush acknowledged a failure amongst the Warrior Houses to properly coordinate with supporting conventional assets as part of the reason for their defeat. The Grand Master sought the permission from the Chancellor to reorganize the Warrior Houses, a request Sun-Tzu Liao granted. While this change has proven difficult, for many of the Warrior Houses, the Jihad had already eliminated much of the distinction between MechWarrior and battle-armored infantryman. It is hoped that this new doctrinal approach will lead to a new synergy of action amongst all the *janshi* of the Orders.

WARRIOR HOUSE IMARRA

Often erroneously listed by foreign media as a political garrison formation, House Imarra has spent the past several years engaged in active combat. True to their stature as the preeminent Warrior House, Imarra turned back multiple Hasek and Blakist attacks on the heart of the Sian Commonality. Not content with merely securing his 3067 holdings, Sun-Tzu Liao sent Imarra to attack Coalition forces on Liberty, posturing to secure worlds past the Confederation's prewar border. Imarra briefly reunited with the rest of the Warrior Houses on Tikonov, but was overwhelmed by the Hastati. They fell back to Liao, where they briefly went toe-to-toe with Stone's Lament before retreating off-world when the rest of Stone's Brigade threatened to trap them.

WARRIOR HOUSE KAMATA

Ensconced on Betelgeuse, House Kamata was not considered combat ready during the recent conflict with the Republic. While the remaining Warrior Houses battled over Tikonov, the newly-minted warriors of House Kamata meditated under the guidance of *Bodhisattva* Gerald Tannoe.

While lighting incense in the unit's Hall of Relics, Milfeulle Ying Ye, a talented young *pai-zhang*, became curious about the old, non-functioning BattleMechs found amongst the other sacred objects of the House. Climbing atop the remains of a partially-destroyed *Striker*, she reached up to touch its cockpit hatch and was startled when it mysteriously opened. Officers of the House rushed in to discover that Ying Ye had inadvertently opened the hatch of the 'Mech that had once belonged to House Master Nicole Erus. Tannoe proclaimed it a sign, and declared Ying Ye *shiao-zhang* of House Kamata. While an unorthodox promotion, the Jihad killed every other officer of rank higher than Tannoe. This is not the first time major decisions for the House have been made according to supposed divine portents.

WARRIOR HOUSE HIRITSU

To the warriors of House Hiritsu, the Republic is an unconscionable disruption to the proper order. To them the Republic is a betrayer of the common cause against an unjust enemy, led by greedy *xiaorén* who have turned on the Confederation and captured their worlds just as the Blakists had. The House accepted their ejection from the Republic with reservation, but has already vowed to return to restore the proper order to the worlds the Confederation laid claim to in Prefectures IV, V and VI.

WARRIOR HOUSE DAI DA CHI

Dai Da Chi has remained the brutal hammer of the Chancellor's will. Unrestrained by philosophical rationalizations, Dai Da Chi's rampage through the Capellan March was regularly punctuated by the wanton destruction of civilian infrastructure and industrial manufacturing. Many an urban center was left without power or serviceable spaceport following the Warrior House's defeat of local defenders. More recently on Poznan, *Shiao-zhang* Shei ordered the planet's cities of Lodz and New Pilsen destroyed with artillery and carpet bombing rather than fight house-to-house against Blakist insurgents, saying "Good Capellans should be proud to die in the defense of the State." House Dai Da Chi has struggled more than the other Houses with integrating their infantry and BattleMech formations. When *Lien-zhang* Luk Tze Kung ordered his infantry counterpart *Lien-zhang* Steven Weinriet to clean and press his uniform, a brawl broke out which only ended when the House Master put a bullet in Kung.

WARRIOR HOUSE TSANG XIAO

The newest Warrior House order, Tsang Xiao has struggled somewhat to establish itself as a legitimate Warrior House due to the unorthodox nature of its independent formation. At both Tikonov and Styk, however, the new unit proved itself more than capable of living up to the expectations of a Warrior House in the field. The warriors of Tsang Xiao are indoctrinated in Tarantism, the philosophy of twenty-seventh century Capellan realist philosopher Drusus Taranto. While Taranto's works were unpopular during the Star League era of his time, their blend of traditional Capellan values espoused by Korvin and the Sarna Mandate with *realpolitik* ideals made it an on-again, off-again favorite amongst the *Sheng*, including *Mandrinn* Yang.

House Tsang Xiao wears khaki uniforms with red trim. Their paint scheme is sand-yellow with bright red and yellow accents, and their emblem is a stylized plum blossom, representing perseverance.

DEATH COMMANDOS

"Michael Hyung-Tsei didn't die. He just finally punched through the Heavens." So goes the quip oft-repeated across the Confederation. Exaggerated reports of the prowess of the Death Commandos' former CO have been common for years, although some of his confirmed feats are nonetheless notable. During the 3074 Blakist assault on the Forbidden City, Hyung-Tsei killed a Rakshasa cyborg bare-handed by ripping his bionic trachea from his throat. Earlier, during the extraction of Kai Allard-Liao from New Syrtis, debriefs from several sources indicate that Hyung-Tsei downed a pursuing *Caesar* BattleMech using a myomer cable secured to the prison foundation to rip away the 'Mech's cockpit hatch before firing into the open pilot compartment with an inferno. While the nature of Hyung-Tsei's death remains classified, it is most likely that he died in the intense fighting against the Blakist Militia on Arboris.

Little is known about the current state of the Death Commandos, but our intelligence network has established that its new *jiang-jun* is Kuhyen Zhen-Nei, a man whose slight build, carefully parted hair and pale complexion hide a sadistic personality. When the Confederation attacked New Aragon in 3077, the Protectorate Militia commander vowed to fight the CCAF to the last man. The morning after the Capellans' landed the Militia CO's eldest son was found with a dagger through his heart. The handle bore the Chinese character "*xiang,*" or surrender. Over the course of the next three nights, the CO's wife and two remaining sons were killed, all with the same message. New Aragon's militia surrendered on the fourth day, the CO pleading for the life of his youngest daughter.

ST. IVES ARMORED CAVALRY

Once stained with reintegration and questionable loyalty, the Jihad saw the St. Ives Armored Cavalry restored to their role as one of the primary offensive formations of the CCAF. The destruction inflicted on their homeland instilled a stronger sense of solidarity between the SIAC and the rest of the Confederation. No longer does a Cavalryman think only of how this or that decision will affect St. Ives, but the entirety of the Confederation. While the defection of their once beloved-duke has stung the entire Commonality, especially its new Duchess Kuan-Yin, the loyalties of the remaining Cavalryman are without question.

FIRST ST. IVES LANCERS

The First Lancers are a shattered and bitter command. Having fought through the worst of the Jihad as brothers and sisters in arms, nothing could prepare them for betrayal by their former commander, Kai Allard-Liao. Previously garrisoning the planet Liao, orders to attack the planet Genoa in 3081 took the duke by surprise. Friction immediately developed between Allard-Liao and some of the unit's junior officers. While the First Lancers successfully drove the Dragonfang Cluster from the world, much of the operation was coordinated by the regiment's company commanders and XO, *Zhong-shao* Rebecca Ling.

When orders came from the Strategios ordering the unit to embark to attack Terra Firma, Allard-Liao had had enough. He refused the order, invoking his authority as Duke of St. Ives, stating "There has been enough killing. Terra Firma is not a Capellan world. I will not be party to provoking the next war." Galled by Kai's lack of commitment to their cause, the majority of the lower-ranking Lancers mutinied. *Zhang-shao* Ling accused him of treason. In the ensuing melee, Kai escaped with the assistance of a handful of loyal Lancers, most of whom died holding off Ling's loyalists. Following the shattering of the regiment on Genoa, the First Lancers were rotated home to St. Ives for repair. Plans call for using members of the SIAMS Training Battalion to make up for the unit's personnel losses, and Rebecca Ling has seen herself promoted to *sang-shao* for her loyalty and dedication to the Confederation's cause.

SECOND ST. IVES LANCERS

Remaining in garrison on St. Ives, the Second Lancers were shocked and dismayed to learn of the defection of their lord to the Republic. Serving as the Commonality's shield throughout the Jihad while the First Lancers turned to offensive operations, close cooperation with the rest of the CCAF, in conjunction with zeal of its younger recruits, has erased the Second's lingering feelings of independence.

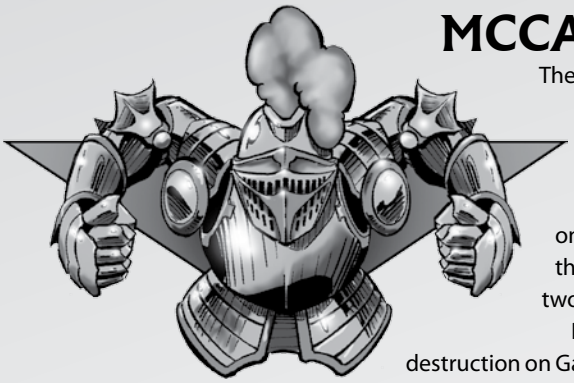
Duke Allard-Liao's actions inspired no outcry against the Chancellor, but instead bred feelings of anger and betrayal amongst the Second as well. When Duchess Kuan-Yin denounced her brother's decision to abandon the Capellan people, the Second Lancers hailed her as the true defender of the St. Ives people.

The Second St. Ives Lancers have clustered their *Trebaruna*s in their third battalion alongside *Goliath*s and *Xanthos*es, earning the battalion the nickname "Cochrane's Revenge."

ST. IVES ACADEMY OF MARTIAL SCIENCES TRAINING GROUP

The young students of the SIAMS faced many live-fire training exercises over the course of the Jihad. At one point they were completely wiped out by the Word of Blake. Since then, the Group has rebuilt, only to see its equipment and personnel constantly being transferred out to fill holes in frontline formations. While morale remains high, the personnel are all undertrained and the battalion suffers from such serious equipment shortages that the unit's combat value is negligible. With most of the latest equipment being delivered to make up combat losses in the CCAF's premier units, the SIAMS is currently slated to receive a company of RetroTech BattleMechs reassigned from the Home Guard.

MCCARRON'S ARMORED CAVALRY



The Big MAC has long been the offensive force of choice for the Capellan Confederation. The former mercenary command led the charge against the Capellan March during Sun-Tzu's Operation CELESTIAL VENGEANCE, and later provided the bulk of the forces which ultimately shattered Blakist defenses along the Confederation's coreward border. In 3081, the Chancellor called upon the Cavalry once again in his assault on the Republic of the Sphere, but unfortunately for the MAC the Confederation was unable to support them. This cost the venerable formation two of their five regiments.

Plagued by bad luck for years, the Nightriders' curse finally culminated in their destruction on Gan Singh, when several regiments of Principes cut them off from Rhamses' Regiment and cut them to ribbons. In an even deeper blow to the Armored Cavalry, the recently promoted Faith McCarron fell in battle on New Canton against the Eighth, Ninth, and Tenth Hastati. Her *Starslayer*'s head was struck repeatedly with rotary autocannon shells from a *Legionnaire*. The recently-rechristened Faith's Fortunate refused to yield the area around their fallen commander, surrendering only after being reduced to less than two lances of functioning 'Mechs.

SECOND MCCARRON'S ARMORED CAVALRY

Sang-shao Rhamses McCarron has taken the death of his sister extremely personally. On Gan Singh, Rhamses ordered his unit into a frontal assault on the Eighth Hastati, ignoring the other Republic units present until it was too late to save the Nightriders from complete destruction. The surviving McCarron continues to ruminate on his misjudgment, carrying an even deeper hatred for the Republic as a whole. While the formation's paint scheme hasn't changed since the 3060s, the unit's logo reflects its change of commander, now showing a crossed crook and flail before a red sun disk.

THIRD MCCARRON'S ARMORED CAVALRY

Still rebuilding from the meat grinder on New Syrtis, the Wild Ones were committed late to the Confederation's attack on the Republic. Twice they clashed with Stone's Revenants, first on Acamar, then on Tsitsang, getting the worst of the exchange both times. The Revenants' conventional assets outmaneuvered and tied down the ponderous assault 'Mechs of McCarron's Thugs. Despite this, the Third MAC has been reticent to accept the CCAF's new combined-arms doctrine. Geriatric *Sang-shao* Otto Kung insists that "school boys and go-karts will only get in the way of a MechWarrior doing his damn job."

FIFTH MCCARRON'S ARMORED CAVALRY

Once resistant to the Big MAC's transition from mercenary to House unit, Kyp's Kommando has become the model Capellan regiment while in garrison on Sian, even turning out for several impressive showings on the parade ground of the Forbidden City during the Red Lancers' sojourn to Canopus. A defensive force by trade, the Fifth's contribution to the Confederation's initial thrust into the Republic consisted primarily of backing up the other four MAC regiments, but the unit accounted well for itself in the defenses of Woodstock, Liao, and Tsitsang. Unfortunately for the Kommando, the overwhelming numerical superiority of the RAF eventually forced them to fall back. Despite this, the unit has not lost heart. For many of the regiment's soldiers, the experience has only served to drive home the importance of sacrificing for the defense of the State.



CITIZENS' HONORED

The units of this brigade are former mercenary formations, part of a radical experiment to rapidly expand the military of the CCAF by absorbing commands of established loyalty. After two decades, the mercenary heritage of the Citizens' Honored is hardly remembered. Fighting alongside traditional House troops, and with losses made up by Capellan academy graduates, there is little to distinguish the Citizens' Honored from the rest of the CCAF save their lack of ties to any particular Commonality and the occasional two thin silver bands on an older veteran's machine.

FOURTH TAU CETI RANGERS

The idea of launching a new major offensive operation into the Terran Corridor without the Rangers would have been unthinkable. Originally hailing from the Terran Hegemony world of New Earth and carrying the legacy of the old SLDF with them, the presence of the Fourth Tau Ceti provided a veneer of legitimacy to Capellan actions on the worlds of the former Protectorate. The Rangers initial foray saw them nearly wipe out the First Republic Auxiliaries on Bharat, but the unit was forced to quit the world for Wei later that year when the Auxiliaries counterattacked with over three times their number.

Despite being driven off, the Rangers' highly-mobile force allowed them to alternate between engaging the Ninth, Tenth and Eleventh Auxiliaries, mauling each so badly that all had to be withdrawn for reorganization. Out of respect for the fallen Fifteenth Dracon, *Sang-shao* Daniel Jax ordered that the Rangers will adopt that unit's previous tradition of donating captured wealth and material to local civilian communities. Though defeated by the Second Hastati, a Rangers spoiling raid on the Hastati's supply depot as the unit fell back captured several water filtration systems now serving a handful of rural communities on Shiba.

LOCKHARDT'S IRONSIDES

Long little more than a reliable garrison command, Lockhardt's regiment has seen more combat in the past ten years than it has in its entire history. While the Ironsides wound up the victors over Blakist militia on Halloran V, the battle cost the under-experienced unit over two-thirds of its strength. The skilled scavenger-technicians of the unit allowed them to rebuild reasonably quickly, and their carefully-practiced offensive strategy proved more effective when they combat-dropped on Yangtze in 3081. The Second and Third Auxiliaries fell back, rather than be clamped between the Harloc Raiders and the Ironsides. Without significant time to plan and practice a defense of the world, however, the Ironsides were quickly driven back to Kansu by the counterstriking Sixth Auxiliaries, beginning a trend of the Ironsides retreating after offering only limited resistance.

While *Sang-shao* Rhianna Lockhardt was chastised by the Strategios for failure to show greater diligence in the defense of "Capellan" worlds, *Sang-jiang-jun* Zahn acknowledged the Ironsides' CO preserved significantly more of the unit's strength for future operations, unlike many Capellan commands that were wiped out fighting essentially unwinnable confrontations. For now, Lockhardt's position remains secure, but many in the CCAF's command structure would like to see her command's performance become more in line with its fellow Citizens' Honored formations, and less like an over-armed Home Guard regiment.

LAUREL'S LEGION

After decades of fighting for the return of Laurel's World—Tigress—to the Confederation, the Strategios' decision to exclude the Legion from participation in the CCAF's 3081 action against the Republic came as a bitter disappointment to the *janshi* of the Legion. The unit watched helplessly as the Confederation's foray into Republic territory ended in disaster, growing more agitated and angry with their inability to enter the fray. When the unit was rotated to New Macao to act as a force in reserve, the temptation for action proved too much. When reports came in that Republic forces were attacking Styk, Laurel's Legion deserted its post, intent on assisting the embattled Warrior Houses there.

Much to *Sang-shao* Alexia Laurel's dismay, by the time the Legion hit the ground on Styk, Dai Da Chi and Tsang Xiao were already running for their DropShips. The Legion found itself facing Stone's Lament alone, with no hope of assistance from the rest of the CCAF. Within three hours the Legion had been burnt down to just over a company. Alexia Laurel's *Wolverine* was melted to unrecoverable slag. *Sao-shao* Betsy "Sugar" Lindsey surrendered the Legion to the RAF, and its survivors were repatriated as part of the Treaty of Tikonov, minus a sizable amount of their remaining equipment.

As a result, the CCAF has lowered the Legion's loyalty rating to questionable, obviously unhappy with the unit's cavalier actions and blatant disregard for proper chain of command. Only the Legion's proven combat skill and vehement hatred of the Republic has kept it from being completely disbanded.

CONFEDERATION RESERVE CAVALRY

Leaping into action during Operation CELESTIAL VENGENACE, the Confederation Reserve Cavalry proved themselves against the forces of the Capellan March, going toe-to-toe with some of the most prestigious formations in the AFFS and throwing them back. Since that time, the CRC has resumed its role as the Confederation's roving defense force, plugging holes in House Liao's garrisons and shielding strategically important worlds when the CCAF's elite formations go on the offensive. With the signing of the Treaty of Tikonov, the Reserve Cavalry has been rotated to the Republic border to take over for the shattered, combat-weary commands which previously held the worlds there.

THIRD CONFEDERATION RESERVE CAVALRY

In 3067 the Third was a regiment hovering on the verge of being disbanded. It's abysmal, nearly suicidal battlefield performance and the constant internal conflict made even providing the unit with basic maintenance materials a questionable use of resources. Had Operation SOVEREIGN JUSTICE not thrust the Third into combat in mid-3068, there is little doubt that the unit would have been disbanded. In a quite unexpected turn of events, the AFFS attack somehow managed to instigate a massive shift in the Third's character.

When news of the attack on Sian reached the Third on Holloway, *Sang-shao* Crawford made an impassioned speech imploring the *janshi* of the Third to put their past behind them and do whatever they could to defend the Confederation "before it's too late." *Shiao-zhang* Moore of House LuSann was shocked when she received the Third CRC's request to assist her forces in their counterattack against the Suns. With *Jiang-jun* Aterade-Liao's assent, the Third accompanied LuSann, fighting like demons alongside the Warrior House despite the decrepit condition of their BattleMechs. By the end of 3069 the Third had replaced the majority of their out-of-date equipment with Davion salvage and was hammering Capellan March and planetary militias all along the Federated Suns border in a series of lightning raids.

Their fear and indecision lifted, the Third now takes pride in its place as the senior regiment of the CRC. Now boasting more Davion-produced equipment than any Capellan regiment outside the St. Ives Commonality, the Third makes up for its lack of experience with its fanatical loyalty and hatred of all things Federated Suns. No longer stuck in jungle pattern, the Third now affects appropriate camouflage trimmed in a shade of iridescent green. Gone is the unit's old logo. To accompany its new nickname, the Third now uses as its emblem the Federated Suns crest with the central sun disk completely eclipsed by a dark green moon.

FIFTH CONFEDERATION RESERVE CAVALRY

The Fifth Cavalry is unique in that all three of the regiment's battalions—not just one, as the new Strategios directives require—are augmented 'Mech-armor formations, a distinction shared only with the First St. Ives Janissaries. Long at the forefront of Capellan combined-arms doctrine, the Fifth's successful defeat of units of supposedly much greater experience during Operation THUNDERSTRIKE further convinced the Strategios of the value of increasing the CCAF's focus on combined-arms operations.

Such is the Fifth's reputation for combined arms that *Sang-shao* Rhi Song was invited twice to lecture on the subject at the Capella War College to incoming MechWarriors. That much of what the Fifth does now was inspired by *Sang-shao* MacKenzie's First Janissaries is lost upon the CWC staff, who would rather see their students taught by a "true Capellan," rather than by the commander of a formation that remains under Maskirovka suspicion.

SIXTH CONFEDERATION RESERVE CAVALRY

The Hustaing Warriors stood up well against the AFFS' finest on Halloran V, until the Blakists' orbital bombardment devastated both sides. The deadly attack killed the majority of the original Arcade Rangers, but the handful that remain have significant hard-won experience to accompany their unorthodox tactics. With *Sang-shao* Dan Evans promoted to replace Dho, who retired in 3081, the traditions of the Arcade Rangers will likely remain with the Sixth for some time.

Stuck in garrison while the unit rebuilds, *Sang-shao* Evans has done his best to keep his MechWarriors from getting soft and antsy, allowing his battalion commanders to conduct a variety of unique and unorthodox training exercises. Unfortunately, Hollis Incorporated did not appreciate the Third Battalion's decision to disrupt production at their factory overnight by holding impromptu "war games" in their facility's main assembly area. It took the Arcade Rangers the better part of two weeks to clean up the mess, and many are still paying for lost productivity out of their salaries.

SEVENTH CONFEDERATION RESERVE CAVALRY

Often considered little more than a political showpiece, the Seventh Cavalry proved themselves capable of somewhat more in 3068 when they drove Marie's Golden Hammers from Housekarle. Providing mostly defense against Periphery pirates and, later, sporadic raiders from the former Free Worlds League, the Seventh has nonetheless drilled hard to perfect tactics for combat against full-fledged military opponents.

On Housekarle, the Seventh developed a strategy of closely-timed wave attacks where each battalion strikes the enemy in turn before fading back behind the next, disorienting the enemy with a constant stream of new attackers. The Seventh continues to practice this "rapid stream" strategy in hopes of perfecting its application. The Seventh continues to attract personnel from Canopus, including current Second Battalion commander *Zhong-shao* Erik Corrino. Corrino resigned his commission in the MAF when his CO made it clear she would not promote him due to his gender. While some might find the idea of immigrating to the Confederation to find freedom paradoxical, for Corrino, being treated as the equal of his female compatriots is a breath of fresh air.

CAPELLAN DEFENSE FORCE

While many of the CCAF's formations emerged from the Jihad in tattered disarray, the CDF suffered only the loss of the third regiment. With Ceres Metals still operating at near-peak efficiency, the CDF found itself with no shortage of equipment on hand, and the decision was made to significantly expand the reserve command. In an effort to alleviate the growing restlessness of the CDF regiments, those *janshi* who were clamoring for action most were transferred to one of the three new regiments.

When the Confederation invaded the Republic in 3081, the new CDF units were split up into independent battalions and used to garrison worlds captured by the advancing frontline forces. When the RAF counterattack broke through the CCAF's frontline formations, however, the small packets of CDF troops found their zeal a poor substitute for numbers or actual combat experience. The Sixth Capellan Defense Force, reinforcing the Capellan strongpoint of Liao, was completely wiped out standing at the side of the Red Lancers as Stone's Brigade and almost half the Hastati regiments overwhelmed the CCAF defenses there. With the Confederation Reserve Cavalry rotating to the still-simmering Republic border, the CDF has temporarily taken on the task of defending the Sian Commonality as well, a task which has buoyed its flagging morale.

FIRST CAPELLAN DEFENSE FORCE

The Grenadiers of Stapleton's Honorary have washed away the stain of their poor performance in Operation GUERRERO with their sterling, if unimpressive, defense of Capella during the Jihad, and similarly adequate service in the defense of the Forbidden City. Many of the First's MechWarriors spoiling for a fight were transferred to the Sixth Capellan Defense Force, falling in battle on Liao while serving alongside the same *janshi* for which they had earlier served as substitute.

Returning to defend the Capella Commonality as her senior native regiment, the Grenadiers decided to test the mettle of one of the AFFS's new LCTs, sending the third battalion under the command of *Zhong-shao* Alice Stapleton to harry the Forty-second Avalon Hussars on Shoreham. Despite the massive disparity in equipment weight, Alice's battalion ran rings around the slower Davion machines, absconding with several tons of autocannon ammunition and coolant.

SECOND CAPELLAN DEFENSE FORCE

The Second CDF has been a lackluster garrison command from its creation. Hammered by Compact forces decades ago, the unit has languished at the bottom of the CCAF rolls ever since, treated as little more than a 'Mech-equipped militia. Ironically, the equipment of the regiment is top-notch, but the Strategios lacked faith in the unit's ability to perform under fire, deliberately avoiding committing it to offensive operations.

When the CCAF ordered the creation of the Fourth through Sixth CDF, the Second's rosters were gutted when most of its personnel were transferred wholesale, mixing with new recruits and Home Guard veterans. Left as a headquarters detachment without a unit, it was decided to follow the example of Syn's Hussars and convert the unit to a training cadre for the Capella War College. With enrollment at the CWC quadrupled since 3079, it was a simple task to find enough personnel to bring the unit back up to strength. With fresh blood and a new nickname, Blackledge's Iron Hand has received a new lease on life, although it remains to be seen if the *sang-shao* will be able to coax any better performance out of his new personnel than he did his last.

FOURTH CAPELLAN DEFENSE FORCE

Formed in 3081, the Fourth CDF was dispatched almost immediately to provide garrisons to free up other CCAF units for offensive operations against the Republic. Consisting mostly of impressionable raw recruits, the unit's third battalion on Woodstock was taken under the wing of Marshigama's Legionnaires. While the Legionnaires long held a reputation as the riffraff of the CCAF, their combat record was solid and it was hoped that their experience could be imparted to the Fourth without too-heavily disrupting the regiment's discipline. Indeed, while the regiment's first battalion disintegrated on Capolla when pressed by Republic forces, the third battalion stood alongside the Legionnaires on Woodstock against four times their number of Republic troops in brutal urban fighting that lasted for weeks before both units finally quit the planet.

When fighting on Ningpo cost the life of the previous CO, command was given to newly promoted Elton Sneed, a quiet, non-confrontational graduate of Sian University. Two weeks later, the thirteen surviving members of Marshigama's Legionnaires were transferred into the Fourth after being granted citizenship for the unit's actions against the Republic. By July of 3085, the Strategios realized that the Fourth had contracted the Legionnaires' bad habits along with their battlefield skills. *Janshi* of the unit have taken to modifying their uniforms however they please; their equipment is festooned with personal graffiti and nose-art. While the unit's official logo is an upraised *jian* sword, only the commander's 'Mech displays it. The rest bear an image of a viper's head wearing a nose-ring, often with other crude embellishments. Despite *Jiang-jun* Gun's insistence that Sneed whip the regiment into shape, the *sang-shao* seems to be at a loss to control his unruly personnel, who affectionately call him "Uncle Elton" while ignoring his orders.

FIFTH CAPELLAN DEFENSE FORCE

Made up of mostly experienced Home Guard soldiers, the Fifth Capellan Defense Force was dispatched alongside the Fourth to provide rearguard security during the Confederation's recent war with the Republic. The Fifth saw little action until the final months of the conflict, when the regiment found itself facing the Seventh and Eighth Principes on Algot and New Aragon. *Sang-shao* Giorgos Nikephoros' experienced troops conducted an artful stalling action, hammering the Principes formations before breaking up and falling back to regroup and make another stand.

After two months of fighting, the Fifth was spent and forced to withdraw from both worlds, but not before earning the grudging respect of their opposite number. The Fifth's logo is a white hoplite's shield bearing a red Greek letter epsilon with a yellow lightning bolt running behind the shield.

LIAO CHÁNG-CHÉNG

As the Liao Commonality's dedicated local defense unit, the Cháng-Chéng saw more action during the Jihad than most other CCAF units. Through waves of enemy assaults and nuclear fire, the Great Wall withstood every attack. Such dedication to the Confederation's defense cost the LCC dearly. The division suffered so many casualties it necessitated rotation away from their native worlds to repair and rebuild along the relatively subdued Andurien border. Still recovering when Chancellor Liao ordered the invasion of the Republic, the LCC missed participating in the majority of the conflict, arriving back in the Liao Commonality just in time to cover the rest of the CCAF's retreat.

Conflicted emotions run rampant through the soldiers and personnel of the Cháng-Chéng. On the one hand, they are amongst the most celebrated units of the CCAF. On the other, they are enraged by the loss of much of their home region, and haunted by the feeling that their sacrifices during the Jihad ultimately came to nothing.

PHYR'S HUSSARS

For nine straight years Phyr's Hussars lived like nomadic raiders on the world of St. Andre, constantly on the move, coalescing to hammer Blakist forces before dispersing again. It has been suggested that the Hussars were too fanatical, or perhaps simply too pig-headed and stupid, to know when to quit. Nonetheless, when the Blakist Protectorate crumbled, the Hussars still flew the Confederation flag on St. Andre. Popularized in such films as "The Suicidal Rabble" and "Know Phyr," the Hussars have become renowned across Capellan space. The mostly-rebuilt Hussars arrived in the Liao Commonality just in time to rescue the Fourth Tau Ceti Rangers on Wei. With the Second Hastati driving the remnants of the Rangers back toward their DropShips, the Hussars executed a combat drop directly behind the Second, disrupting their operations.

When the Second's *Interdictor* attempted to launch and intercept the escaping Ranger DropShips, Taiga Kamakura led her company in a combat drop directly on top of the Pocket WarShip. The insane stunt—and the mid-air boarding fight that followed—left over half of Kamakura's company dead, but successfully forced the enemy vessel to ground. The pint-sized Kamakura was awarded the Baton of Illustrious Service for her actions and has since assumed command of the still-rebuilding Third Battalion. While isolated on St. Andre, *Sang-shao* Phyr took to wearing a dark green hussar pelisse, a tradition the whole unit has adopted, whether in the field or formal dress. Thus far, the Strategios has tolerated this extravagance in light of the unit's service and popular image with the media.

PAGET'S DRAGOONS

When Duke Hasek's Operation SOVEREIGN JUSTICE threatened the very heart of the Confederation in 3068, the Dragoons were ordered to hold the AFFS at Hexare no matter the cost. Leaping into the system right on the heels of the Illician Lancers, the Dragoons rushed to reinforce the local Home Guard and a number of small mercenary outfits desperately clinging to a few hastily-prepared defensive positions surrounding three of the world's major cities. Operating in battalion-sized elements, the Dragoons provided backbone to the *ad hoc* collection of planetary defenders, never giving the Lancers a breakthrough to exploit.

When the Sixth Syrtis Fusiliers leapt in-system to support the Lancers, the Capellans' prospects on Hexare looked bleak. Nevertheless, *Sang-shao* Renshield sent a message to General Dourin. "Should you think to tear the soil of Hexare from the bosom of the Confederation, know that each and every Dragoon would find greater contentment in dying here drenched in your blood than in allowing you a single Hexarian stone." The militia shattered beneath the weight of the Fusilier assault.

With the Guard's artillery batteries raining shells on their former positions, *Zhong-shao* Shashi H. Paget seized the initiative and ordered his cavalry company to counter-charge the Fusiliers at the breach. Caught between the steel rain of the Capellan guns and Paget's lance of *Ti Ts'ang*s and *Thunder*s, the Fusilier withdrew. Paget's force continued to harry the Davion forces as they fell back, despite Paget losing his leg to an LB-X flechette which penetrated his cockpit. The increasingly tenuous position of Hasek's forces within the Confederation forced the Fusiliers and Lancers to quit Hexare, leaving the Dragoons a shattered command. *Sang-shao* Renshield remained with the unit until 3082, He retired to teach at Sarna Martial Academy, leaving command to "Peg-Leg Paget."

CHAO'S GRENADIERS

One of the CCAF's most troubled commands, Vong's Grenadiers barely managed to hold Tsinghao against the Illician Lancers in 3068. They wore the Lancers down with constant hit-and-fade attacks, draining their own strength and stores in the doing. By the time the Fifty-ninth Strike withdrew, the Grenadiers were little more than a disorganized mob armed with BattleMechs. Contrary to previous reports, the Grenadiers weren't entirely idle in the period following the end of CELESTIAL VENGEANCE. With the bulk of the unit still rebuilding, *Sang-shao* Vong led an understrength battalion that roved throughout Liao Commonality responding to reports of Blakist raids and attacks.

The commander's absence only increased the collapse of discipline. In 3077, a full company of Grenadiers deserted with their BattleMechs when they were refused reassignment to units involved in the attack on the Blakist Protectorate. The deserters later turned up in the RAF. After an in-depth investigation, the Strategios cashiered almost the entire Grenadiers command staff in 3080. The Grenadiers were placed under the command of *Sang-shao* Luo Chao, formerly of Renshield's Dragoons. Whether Chao will have any better luck bringing the Grenadiers back in line remains to be seen.

SYN'S HUSSARS

Syn's Hussars' spirited defense of Liao against the Blakists all but killed the regiment. The inexperienced cadets of the Hussars died in droves under the enemy's callous, inhuman assault. When the smoke cleared the Hussars were shell-shocked and broken. Rotated to the Andurien border, the Strategios struggled for years to restore a semblance of normalcy to the regiment, but the loss of so many personnel left the Hussars lacking the spirit to fight. Among the fallen was the beloved *Sang-shao* Orr, who died shielding a cadet from an ambushing *King Crab*.

Only recently have time and an influx of new personnel begun to finally wash away the scars of the siege of Liao on the Hussars' psyche. *Sang-shao* Crushniev seized upon the loss of Liao as a means to focus the feelings of his unit, almost all alumni of the Liao Conservatory. Anger at the loss of their *alma mater* runs through the Hussars, but they remain young and idealist, convinced that the next conflict will give them the opportunity to "rescue" their school from the "devil" Stone.

SARNA MARTIAL ACADEMY CADRE

With the loss of the Liao Conservatory, the Sarna Martial Academy is the only remaining MechWarrior university in the Commonality. The formal readmission of Sarna into the Confederation and years of rigorous political indoctrination at the facility have washed away most of the CCAF's concerns regarding the loyalty of the students, leading to the Cadre's second reassignment, this time to the Cháng-Chéng. While a handful of the academy's remaining older staff grumble about the current state of affairs, the cadets of the training cadre are zealously loyal to the Confederation, and are fired up at the chance to prove they are up to the challenge of supplying the Cháng-Chéng's future *janshi* in their battles against the Confederation's enemies.

VICTORIA COMMONALITY RANGERS

Whilst the Confederation fought tooth and nail to hold on to worlds in the Terran corridor, the VCR enjoyed the relatively peaceful duties of guarding the Confederation's rimward border from pirate attacks/ The almost fully-rebuilt brigade somewhat out of place in the post Jihad era. Perhaps Olson's Rangers' devastating attack on Shengli Arms led House Liao to realize the importance of protecting its newest Commonality. Without the resources to actually expand the Rangers, the Strategios is determined to at least keep the reserves at full strength and prepared to respond to any threat.

KINGSTON'S RANGERS

By assigning Kingston's Rangers to Task Force Vengeance during Operation THUNDERSTRIKE, the CCAF honored the regiment's success as part of the earlier Task Force Serpent. The fierce fighting slew many of the remaining veterans of Huntress, but just as before, the regiment pulled through. Since then, the unit has rebuilt quietly in garrison.

In 3084, *Sang-shao* Green was promoted to *jiang-jun* to replace retiring *Jiang-jun* Andreyvich. Mara Kingston was promoted to fill the vacancy, bringing the unit full circle to command by its namesake family. *Sang-shao* Kingston received the Liao Sunburst of Gallantry for her actions on New Syrtis, and the promotion of the popular young officer to command has been lauded by the *janshi* of the regiment. Since then, Kingston has done her best to keep the Rangers in fighting shape, running regular simulations of possible Davion attacks on the Commonality capital.

SUNG'S RANGERS

While Sung's Rangers suffered from the desertion of two lances of Taurian-born MechWarriors when the Trinity Alliance collapsed, over twice that number of Taurian troops elected to stay with the unit. Those that remained have chosen exile and Capellan citizenship over the chaos and destruction of their homelands. While Kingston's regiment guards Victoria, *Sang-shao* Harris has continued to detach battalions from his unit for roving anti-piracy operations.

First Battalion *Zhong-shao* Steven Sung recently impressed the Commonality command when on New Roland his detachment encountered suspected pirates which actually turned out to be a force of Blakist renegades intent on unleashing a chemical weapon on the city of Maine. Sung's troops acted quickly, fanning out and pushing the enemy away from the city. Ignoring damage they sustained, they quickly neutralized the terrorists' delivery vehicle, averting disaster.

ST. IVES SENTINELS

The defection of the Second Janissaries to the Capellan March in the late 3060s brought the loyalties of all St. Ives' formations into question, but the zeal the Sentinels brought to the Confederation's assault on the Republic has largely restored faith in the brigade.

ROMAN'S MOUNTED FUSILIERS

During the initial thrusts into the Republic, the Fusiliers proved their mettle on Buchlau, forcing the Forty-sixth Nova Cat Cavaliers off-world despite being unfamiliar with Clan opponents. The regiment followed it up with a victory over the former Com Guards of the Second and Fourth Auxiliaries on Yangtze.

With the Tikonov salient secure, the Fusiliers proceeded to launch a steady stream of raids on nearby Achernar, Angol and Basalt, often eschewing military objectives simply to sow chaos and mischief. On one occasion, the Fusiliers hosted an impromptu parade through downtown River's End after looting a local distillery. On another, they held a 'Mech shot-put meet with the personal vehicles of the Basalt militia after crushing their armory. Needless to say, the inhabitants of nearby worlds breathed a collective sigh of relief when Stone's Revenants and Liberators caught up with the Fusiliers on Slocum and shattered them.

DEVON'S ARMORED INFANTRY

The Armored Infantry participated in the capture of Capolla from the Nova Cats, putting their mountain fighting skills to good use digging the 100th Striker from the craggy ranges of that world. When the Second and Eighth Auxiliaries arrived later in 3082 to drive them off, the outnumbered regiment made the Auxiliaries pay for every inch of ground, falling back but not before decimating both commands. Unfortunately, the open fields of Nanking proved to be of far less advantage to the rebuilding Armored Infantry, who found themselves quickly outmatched by First Hastati and driven off-world in 3084.

FIRST ST. IVES JANISSARIES

Their loyalties still considered suspect, but the CCAF can ill afford to disband the unit. After relieving *Sang-shao* MacKenzie of command, new CO Lyndon Maitland has attempted to bring the unit more in line with Capellan norms, restructuring each combat command as an augmented armor regiment, with companies of two lances with four vehicles and two 'Mechs. Those vocally opposed to the change of command and organization have found themselves suffering under increased Maskirovka scrutiny or relieved of duty, but resentment still boils just below the surface. That the new unit structure hampers offensive operations in favor of defensive engagement is of little concern to the Strategios.

CAPELLAN BRIGADE

The Capellan Brigade gave their all to the CCAF's invasion of the Republic, which all but destroyed the brigade. While the Brigade's regiments fared well during the initial push, once the RAF counterattacked things began to collapse. Ordered to reinforce Marshigama's Legionnaires on Zurich, Ambermarle's Highlanders delayed on Azha making preparations and were caught by surprise when the Seventh Hastati dropped. Left alone on Zurich, the Legionnaires fought like demons against the Sixth Hastati when they attacked six months later, but were simply overwhelmed. Some have faulted the feud between Ambermarle and Marshigama for the destruction of both units, but with both officers dead no one is left alive to answer. Refusing to throw good men after bad, the CCAF granted citizenship to the few surviving *janshi* and transferred them to other line regiments.

HARLOC RAIDERS

The Raiders provided the best service of the Capellan Brigade in the recent fighting, operating in conjunction with Lockhardt's Ironsides throughout the conflict. The combination of the Ironsides' rugged determination and the Raiders' flair for reckless and unconventional action was surprisingly effective, but ultimately not enough. Nevertheless, the surviving members of the Raiders were granted citizenship for their actions. Many transferred to the Ironsides or other units in the Citizens Honored. Rather than completely disband the Capellan Brigade, however, the Strategios chose to maintain the Raiders as a foreign legion.

With the Raiders' remaining command staff staying on with the unit, the CCAF has begun accepting volunteers for service in the Raiders from across known space. Despite what some might consider an undesirable position serving morally questionable leadership, applications to join the Raiders have poured in. Many are Periphery bandits looking for a steadier paycheck, but many more are former mercenaries looking for employment. Perhaps most interesting is *Sang-wei* Andre Ricci, a former AFFS MechWarrior who grew so disgusted with the failings of Steiner-Davion leadership that he defected to the CCAF during Operation CELESTIAL VENGEANCE.

CAPELLAN CONFEDERATION ARMED FORCES

(Deployment as of 31 October 3085)

Commander: *Chancellor* Sun-Tzu Liao
Strategic Military Director: *Sang-iang-jun* Talon Zahn
BattleMech Strength: Approximately 29 BattleMech Regiments, 2 Battalions

Sian Commonality

Line Director: *Jiang-jun* Siona Aterade-Liao
Home Guard Director: *Jiang-jun* Feng Fei Li

	Exp/Loy	Homeworld	Strength	Updated (Rating)
4th Capellan Defense Force (1 Btn)	R/R	Homestead	25%	75% (B)
(CO: *Sang-shao* Elton Sneed)				
4th CDF Aerospace Wing	R/Q	Homestead	40%	55%
(CO: *Kong-zhong-shao* Yong Ching Yau)				
4th CDF Armor Auxiliary (2 Btns)	R/R	Homestead	55%	60%
(CO: *Zhong-shao* Kin Kee Chan)				
4th CDF Infantry (2 Btns)	G/Q	Homestead	45%	—
(CO: *Zhong-shao* Siu Moi Cheng)				
3rd McCarron's (The Wild Ones)	R/R	Menke	20%	95% (A)
(CO: *Sang-shao* Otto Kung)				
Kung's Piranhas (2 Flights)	V/R	Menke	35%	100%
(CO: *Kong-zhong-shao* Maria Rossi)				
The Terrible Three	R/R	Menke	30%	100%
(CO: *Zhong-shao* Auberta Durand)				
5th McCarron's (Kyp's Kommando)	V/R	Menke	10%	100% (A)
(CO: *Sang-shao* Kyp Marloe)				
Kommando Armored Korps	V/F	Menke	20%	100%
(CO: *Kong-zhong-shao* Tip Lawson)				
Kommando Special Forces (1 Btn)	R/F	Menke	15%	—
(CO: *Sao-shao* Carolina Schulz)				
2nd McCarron's (Rhamses' Regiment)	E/F	Mitchel	35%	100% (A)
(CO: *Sang-shao* Rhamses McCarron)				
McCarron's Armored Mosquitoes (4 Flights)	E/F	Mitchel	45%	100%
(CO: *Kong-zhong-shao* Adwin Trotter)				
Rhamses' Gypsies (4 Btns)	V/F	Mitchel	35%	100%
(CO: *Zhong-shao* Sasha Vasilyev)				
4th Tau Ceti Rangers	V/F	Shiba	25%	80% (A)
(CO: *Sang-shao* Daniel Jax)				
Tau Ceti Hard Air (Wing)	V/F	Shiba	35%	60%
(CO: *Kong-zhong-shao* Lucio Ricci)				
Tau Ceti Heavy Cavalry (Company)	R/R	Shiba	70%	60%
(CO: *Sao-shao* Phil Gallagher)				
Lockhardt's Ironsides	R/R	Shiba	25%	45% (D)
(CO: *Sang-shao* Rhianna Lockhardt)				
87th Sax Home Guard	R/R	Shiba	20%	45%
(CO: *Zhong-shao* Takashi Fujii)				
Lockhardt's Enforcers (Company)	R/F	Shiba	60%	—
(CO: *Sao-wei* Liv O'Quinn)				
5th Capellan Defense Force (1 Btn)	G/R	Shiba	35%	80% (B)
(CO: *Sang-shao* Giorgos Nikephoros)				
27th Styk Home Guard (2 Btns)	G/R	Shiba	45%	30%
(CO: *Zhong-shao* Kit Wan Lee)				
5th CDF Infantry (2 Btns)	G/F	Shiba	30%	—
(CO: *Zhong-shao* May Szeto)				
Death Commandos (1 Btn)	E/F	Sian	25%	100% (A)
(CO: *Jiang-jun* Kuhyen Zhen-Nei)				
Red Lancers	E/F	Sian	45%	100% (A)
(CO: *Sang-shao* William Le Marchant)				
4th Sian Defense Wing (Wing)	E/F	Sian	60%	100%
(CO: *Kong-zhong-shao* Fun Che Chow)				
The Blood Brigade (2 Btns)	V/F	Sian	85%	100%
(CO: *Zhong-shao* Yuk Fan Lam)				
Red Lancers Infantry (4 Btns)	V/F	Sian	40%	—
(CO: *Zhong-shao* Wai On Ng)				

Capella Commonality

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

	Exp/Loy	Homeworld	Strength	Updated (Rating)
1st Capellan Defense Force	R/R	Ares	75%	90% (A)
(CO: *Sang-shao* Gary Weinrib)				
1st CDF Aerospace (Wing)	R/R	Ares	85%	45%
(CO: *Kong-zhong-shao* Wai Ching Yip)				
New Sagan Armor Auxiliaries (2 Btns)	R/R	Ares	95%	50%
(CO: *Zhong-shao* Etienne Morel)				
1st CDF Infantry (2 Btns)	R/R	Ares	100%	—
(CO: *Zhong-shao* Jimmy Baker)				
Syn's Hussars	R/R	Bithinia	45%	45% (D)
(CO: *Sang-shao* Kail Crushniev)				
Syn's Winged Hussars (Flight)	V/R	Bithinia	50%	20%
(CO: *Kong-sao-shang* Amaka Magan)				
Syn's Armored Hussars	G/R	Bithinia	55%	25%
(CO: *Zhong-shao* Angelique Francois)				
Syn's Support Hussars (1 Btn)	R/R	Bithinia	30%	—
(CO: *Sang-shao* Rohak Malik)				
Holdfast Guard	V/F	Capella	10%	100% (A)
(CO: *Sang-shao* Ulan Bey)				
Zhòng-shu Háng-ban (2 Wings)	V/F	Capella	20%	100%
(CO: *Kong-zhong-shao* Shuk Yi Chu)				
Bey's Backboarders (1 Btn)	R/F	Capella	15%	100%
(CO: *Sao-shao* Yioros Michelakos)				
1st Blandford's Defenders	V/F	Capella	25%	—
(CO: *Zhong-shao* Vadim Polzin)				
2nd Blandford's Defensers (2 Btns)	R/F	Capella	30%	—
(CO: *Zhong-shao* Ching Ting Hui)				
Dynasty Guard	E/F	Capella	15%	100% (A)
(CO: *Sang-shao* Zachary Bing Te)				
Liao First Air Defense (Wing)	E/F	Capella	25%	100%
(CO: *Kong-zhong-shao* Cadfan Evans)				
Dynasty Guard Cavalry (2 Btns)	E/F	Capella	45%	100%
(CO: *Sang-shao* Alva Calveley)				
Dynasty Guard Infantry (15th Liao)	R/R	Capella	10%	—
(CO: *Zhong-shao* Ka Yee Lam)				
Dynasty Guard Infantry (21st Liao)	V/F	Capella	25%	—
(CO: *Zhong-shao* Reese Marvin)				

Sarna Commonality

Line Director: *Jiang-jun* Pavlov Bagroutinni
Home Guard Director: *Jiang-jun* Allen Dalmar

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Chao's Grenadiers	R/Q	Campertown	55%	50% (D)
(CO: *Sang-shao* Luo Chao)				
Chao's Air Squadron (2 Squadrons)	R/R	Campertown	60%	70%
(CO: *Kong-sao-shao* Lita Harris)				
14th Aldebaran Home Guard	G/Q	Campertown	45%	40%
(CO: *Zhong-shao* Branislav Pliskin)				
Chao's Special Teams (1 Btn)	R/R	Campertown	40%	—
(CO: *Zhong-shao* Gabriella Romano)				
6th Confederation Reserve Cavalry	R/R	Corey	60%	85% (B)
(CO: *Sang-shao* Dan Evans)				
Hustaing Armor Corps	V/R	Corey	65%	40%
(CO: *Zhong-shao* Casimir Takac)				
Hustaing Associated Infantry (1 Btn)	G/R	Corey	70%	—
(CO: *Sao-shao* Greta Müller)				

	Exp/Loy	Homeworld	Strength	Updated (Rating)
5th Confederation Reserve Cavalry	R/R	Jonathan	85%	80% (B)
(CO: *Sang-shao* Rhi Song)				
5th Reserve Air Corps (Flight)	V/F	Jonathan	100%	40%
(CO: *Kong-sao-shao* Kirby Lynch)				
5th Reserve Armor Corps	R/R	Jonathan	90%	0%
(CO: *Zhong-shao* Kui Nung Ip)				
5th Reserve Auxiliary Forces (1 Btn)	R/R	Jonathan	100%	—
(CO: *Sao-shao* Yuk Fai Ng)				
Laurel's Legion (1 Btn)	E/R	Mandate	15%	50% (C)
(CO: *Sao-shao* Betsy "Sugar" Lindsey)				
12th Aldebaran Home Guard (Btn)	R/R	Mandate	20%	70%
(CO: *Zhong-shao* Vonda Bell)				
Tigress Citizen's Brigade (2 Btns)	V/R	Mandate	70%	—
(CO: *Zhong-shao* Fabiana Calicchio)				
Harloc Raiders	V/R	Mandate	25%	95% (A)
(CO: *Sang-shao* Wu Deng Tang)				
Harloc's Corsairs (Wing)	R/R	Mandate	45%	75%
(CO: *Kong-zhong-shao* Wen Yuen)				
Third Harloc Brigade (Btn)	R/R	Mandate	55%	10%
(CO: *Zhong-shao* Otto Hughes)				
Phyr's Hussars	R/R	Old Kentucky	70%	90% (A)
(CO: *Sang-shao* Kan Ai Phyr)				
Mig's Mustangs (2 Flights)	V/R	Old Kentucky	90%	55%
(CO: *Kong-zhong-shao* Ebony Saunders)				
Phyr's Armored Cavalry	R/Q	Old Kentucky	85%	45%
(CO: *Zhong-shao* Carenza Calicchio)				
Phyr's Infantry Corps (Btn)	G/R	Old Kentucky	90%	—
(CO: *Sao-shao* Osbert Mulvaney)				
Paget's Dragoons	V/F	Phact	60%	60% (B)
(CO: *Sang-shao* Shashi H. Paget)				
Paget's Airborne (Wing)	V/R	Phact	70%	70%
(CO: *Kong-zhong-shao* Yuk Yi Yip)				
Paget's Augmented Cavalry	V/F	Phact	65%	55%
(CO: *Sang-shao* Alastair Heskett)				
2nd Capellan Defense Force	G/Q	Remshield/Truth	80%	80% (C)
(CO: *Sang-shao* Matt Blackledge)				
15th No Return Home Guard (2 Btns)	R/R	Remshield	85%	25%
(CO: *Zhong-shao* Shiu Keung Ho)				
121st Urban Defense Detachment	G/R	Truth	75%	—
(CO: *Zhong-Shao* Spyridon Petrov)				
7th Confederation Reserve Cavalry	R/R	Sakhalin	80%	75% (B)
(CO: *Sao-shao* Georgia Shippe)				
7th CRC Aerospace Contigent (Flight)	G/R	Sakhalin	90%	55%
(CO: *Kong-sao-shao* Sai Leung Cheung)				
7th CRC Infantry Contigent (1 Btn)	R/Q	Sakhalin	85%	—
(CO: *Sao-shao* Zane Shaw)				
Prefectorate Guard	R/R	Sarna	85%	100% (A)
(CO: *Sang-shao* Nan Loen)				
Prefectorate Air Guard (2 Flights)	V/R	Sarna	95%	100%
(CO: *Kong-zhong-shao* Tsun Shan Fong)				
Prefectorate Armored Guard (1 Btn)	R/F	Sarna	90%	85%
(CO: *Sang-sao* Wai Keung Chan)				
Prefectorate House Guard	G/F	Sarna	80%	—
(CO: *Zhong-shao* Sotiris Floros)				
Sarna Martial Academy Cadre (1 Btn)	G/Q	Ulan Bator	90%	80% (C)
(CO: *Zhong-shao* Jang Humay)				

Victoria Commonality

Line Director: *Jiang-jun* Willow Green
Home Guard Director: *Jiang-jun* Lang Koo

	Exp/Loy	Homeworld	Strength	Updated (Rating)
3rd Confederation Reserve Cavalry	R/Q	Repulse/Ward/Rollis	80%	85% (C)
(CO: *Sang-shao* Lyle Crawford)				
3rd Cavalry Armor	R/R	Repulse/Ward/Rollis	95%	100%
(CO: *Zhong-shao* Habiki Yoshida)				
3rd Cavalry Support Staff (Company)	R/R	Repulse	100%	—
(CO: *Sao-shao* Carol Akingson)				
Kingston's VCR	R/R	Victoria	80%	95% (A)
(CO: *Sang-shao* Mara Kingston)				
Kingston's Air Rangers (2 Flights)	R/R	Victoria	90%	100%
(CO: *Kong-shong-shao* Igor Vasilyev)				
Kingston's Armored Rangers (2 Btns)	G/R	Victoria	85%	70%
(CO: *Zhong-shao* Barry Wang)				
Kingston's VCR Infantry (3rd Victoria)	R/R	Victoria	95%	—
(CO: *Sang-shao* Nadezhda Smirnov)				
Kingston's VCR Infantry (15th Victoria)	R/R	Victoria	90%	—
(CO: *Sang-shao* Po Ling Lee)				
Sung's VCR	R/R	Yuris	95%	100% (A)
(CO: *Sang-shao* Jason Harris)				
Sung's Air Rangers (Flight)	R/R	Yuris	100%	45%
(CO: *Kong-sao-shao* Aldo Bruno)				
Sung's Armored Rangers	R/R	Yuris	80%	55%
(CO: *Zhong-shao* Fox Mason)				
Sung's Ranger Vanguard	G/R	Yuris	100%	—
(CO: *Zhong-shao* Mustafa Jilani)				

Warrior Houses

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

	Exp/Loy	Homeworld	Strength	Updated (Rating)
House Imarra (2 Btns)	V/F	Grand Base	15%	100% (A)
(CO: *Gang-shiao-zhang* Ion Rush)				
House Kamata (1 Btn)	R/R	Grand Base	35%	100% (A)
(CO: *Shiao-zhang* Milfeulle Ying Ye)				
House Hiritsu (2 Btns)	V/F	Sarna	20%	100% (A)
(CO: *Shiao-zhang* Ty Wu Non)				
House Dai Da Chi (1 Btn)	E/F	Westerhand	15%	100% (A)
(CO: *Shiao-zhang* Fah Li Shei)				
House Tsang Xiao (1 Btn)	R/R	Westerhand	25%	100% (A)
(CO: *Shiao-zhang* Maximillian Paolucci)				

St. Ives Commonality

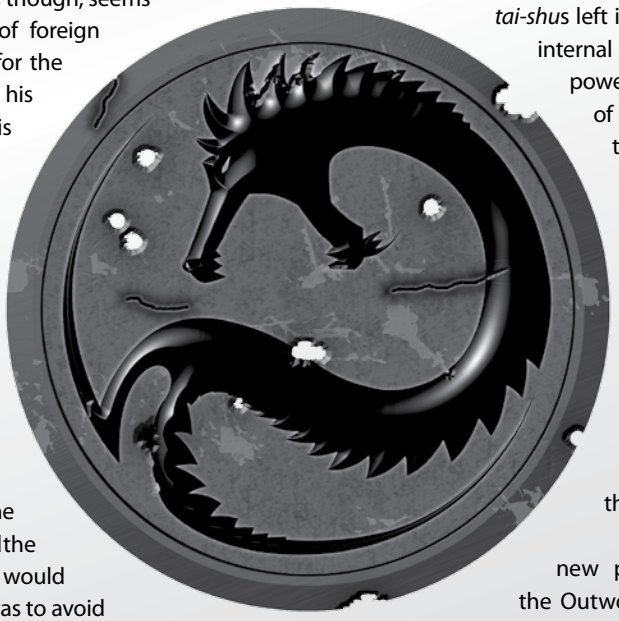
Line Director: *Jiang-jun* Kiara Trahn
Home Guard Director: *Jiang-jun* Tristan Bothel

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Roman's Mounted Fusiliers	V/Q	Indicass	25%	80% (C)
(CO: *Sang-shao* Peter Roman)				
84th Fusiliers Air Wing	R/R	Indicass	10%	0%
(CO: *Kong-sao-shao* Kit Shan Lai)				
Fusiliers Auxiliary	V/Q	Indicass	35%	30%
(CO: *Zhong-shao* Ching Pang)				
Devon's Armored Infantry	R/Q	Indicass	25%	90% (B)
(CO: *Sang-shao* Andrea Devon				
33rd St. Ives Skyflash Wing	R/Q	Indicass	45%	55%
(CO: *Kong-zhong-shao* Sin Yan Hon)				
1st St Ives Lancers (1 Btn)	E/F	St. Ives	10%	100% (A)
(CO: *Sang-shao* Rebecca Ling)				
2nd St Ives Lancers	E/F	St. Ives	60%	90% (A)
(CO: *Sang-shao* Justin Chung)				
2nd Air Lancers Wing	E/F	St. Ives	45%	100%
(CO: *Sao-shao* Adam Hunwicks)				
2nd Lancers Armor Brigade	V/F	St. Ives	85%	30%
(CO: *Zhong-shao* Susumu Kondo)				
13th Armored Grenadiers Regiment	V/F	St. Ives	100%	—
(CO: *Zhong-shao* Renata Greco)				
SIAMS Training Group (Btn)	G/Q	St. Loris	40%	15% (F)
(CO: *Sang-shao* Valera Tulski)				
1st Janissaries Brigade	V/Q	Warlock	45%	55% (D)
(CO: *Sang-shao* Lyndon Maitland)				
Combat Command Alpha	V/Q	Warlock	50%	55%
(CO: *Zhong-shao* Kam Wong)				
Combat Command Beta	R/Q	Warlock	45%	40%
(CO: *Zhong-shao* Dario Costa)				
Combat Command Gamma	R/Q	Warlock	40%	60%
(CO: *Zhong-shao* Mostyn Rhydderch)				
275th Aerospace Wing	V/Q	Warlock	60%	50%
(CO: *Kong-sao-shao* Gennadi Konstantinov)				
1st Ranger Regiment	R/R	Warlock	60%	—
(CO: *Sao-shao* Lotte Fischer)				

THE DRACONIS COMBINE

GENERAL REVIEW

Despite the grievous losses of the Jihad, the loss of dozens of their worlds, some peacefully to the Republic and others to weapons of mass destruction, and the internal upheaval of the attempted coup by the Black Dragon Society, the Draconis Combine emerged from the most devastating war in human history damaged but still raring for a fight with a willing and worthy foe. With threats both within and without, the Combine could easily devolve into a paranoid threat comparable to the Capellan Confederation's influence on the Federated Commonwealth fifty years ago. The measured leadership of Coordinator Hohiro Kurita, though, seems to ensure stability at least in terms of foreign relations. His prosecution of the hunt for the remaining Black Dragons demonstrates his resolve not to abide any challenges to his rule from dissident elements. With luck, we all will benefit from this parity of reason and intolerance.



The indomitable Combine warrior spirit was demonstrated quite clearly during their savage attacks on border worlds of the Outworlds Alliance in late 3082 and early 3083. Coming so soon after the end of the Jihad, these attacks brutally showcased how the DCMS' edge was honed in the Jihad. Already the cream of the Inner Sphere crop, only their best survived the Jihad—or at least that is what they would have their enemies believe. In truth, it was to avoid showing weakness in their military, which even now is still severely depleted and in a state of rebuilding. It was a demonstration more than to their enemies than to their own people that the DCMS is still the best, with the invasion intended to calm the nervous populace. That it humbled and seriously bloodied the Snow Ravens and repaid that Clan's actions of the 3070s (including the loss of Galedon to Raven bombardment) was a bonus. Since most of the Combine invasion force was composed of units whose homeworlds were lost in various ways, from the Dieron and Galedon Regulars to the Proserpina Hussars, it also served to give the restive warriors a means to relieve some of their frustration and anger while bleeding an enemy.

INTERNAL REALIGNMENTS

While the DCMS is pursuing their return to form with all the drive we would expect of the military-dominated society, political changes have riled the Combine. With almost the entire Dieron Military District given over to the Republic, the few remaining worlds were folded into the Benjamin Military District. Many feared that the concession would lead to rebellious troops declaring war and invading their former territory, as happened when the Rasalhague Military District was ceded to found the Free Rasalhague Republic. However, whether due to weariness from war or better adherence to their superiors, there have been no such independent actions taken to "liberate" worlds from the Republic and return them to Combine rule. Relocation of some of those regiments which might carry out such actions is also attributed a role in staving such a tide.

The political realignment has also eliminated another Warlord position. With the Dieron District gone, there are only three *tai-shu*s left in the Combine. While this has reduced internal squabbling, it has concentrated the power into fewer hands. With the reallocation of worlds still fresh, the added breadth of the Benjamin District has yet to accord any additional influence to *Tai-shu* Randy Olson. Considering that he now has to contend with four foreign neighbors, it was expected that forces and prestige would follow. However, with the loss of Galedon and relocation of the district capital to New Samarkand, it seems that the newly-installed Warlord New Samarkand, *Tai-shu* Ivor Stollarude, is the most ascendant of the three.

Taking little time to adjust to his new position, Stollarude sent forces into the Outworlds Alliance to repay the Ravens for Galedon. This bold action endeared the new warlord to his people, and to both the Galedon and New Samarkand Regulars. It also reminded the Ravens that they now have a neighbor that not only possesses anti-Clan combat experience, but also the will to use it. Stollarude has been quieter along the Federated Suns border, which could indicate the continuance of a détente with the Suns, or a simple prioritization of targets based on their perceived threat to the Dragon.

The Benjamin warlord, in the meantime, has been carrying out raids against the Federated Suns and Lyran Alliance, but these are clearly for show, to demonstrate the Combine's prowess against its ancient rivals. Even though his reasons are similar to those of his New Samarkand counterpart, *Tai-shu* Olson appears content to keep his flexing well below the point where it could spark an interstellar war.

Warlord Pesht, despite the long border with the Ghost Bears, remains the least active of the three. The only Warlord to survive the Jihad, *Tai-shu* Teyasu Ashora suffers as did his predecessors,

ALWAYS GIRI BEFORE NINJO

House Kurita's military suffered the devastating loss of twenty-five major battlefield commands in the war against the Word of Blake and various associated side actions. Of these losses, none have been reconstituted. To the DCMS, these losses reflect the blood, sweat, and tears of the Dragon in confronting its latest "yellow bird."

DCMS Commands Lost in the Jihad

- Second Sword of Light
- Ryuken-go
- Ryuken-yon
- Sixth Ghost Regiment
- Tenth Ghost Regiment
- Twelfth Ghost Regiment
- Sixth An Ting Legion
- Sixth Benjamin Regulars
- Fifteenth Benjamin Regulars
- Third Dieron Regulars
- Eighth Dieron Regulars
- Fifteenth Dieron Regulars
- Fortieth Dieron Regulars
- Twelfth Galedon Regulars
- Twenty-first Galedon Regulars
- Thirty-second Galedon Regulars
- Forty-second Galedon Regulars
- Eleventh Legion of Vega
- Sixteenth Legion of Vega
- Fourth Pesht Regulars
- First Proserpina Hussars
- Seventh Amphigean Light Assault Group
- Second Night Stalkers
- Third Night Stalkers
- Fourteenth Sun Zhang Cadre

languishing in the shadow of the Coordinator on Luthien. The occupations of Luthien and Pesht during the Jihad only further diminished the Pesht District's poor combat reputation, especially given how little fighting the rest of the region suffered. Since the Jihad, stepped-up raiding from the recovering Ghost Bear Dominion and a significant increase in coreward pirate activity have left Warlord Pesht no time to fret over prestige or engage in strength-proving raids of his own. Instead, he now lobbies hard for more men and materiel to defend his territory.

The effective secession of the five Azami Brotherhood worlds removed an essential component of the DCMS throughout the Jihad. With various incidents blamed on the Black Dragons, Word of Blake and the Combine itself, the Arkab Legions were determined to assert their independence. While four of the five Azami worlds are now part of the Republic, where their religious freedom is permitted without oversight or restriction, Algedi and Arkab—along with others not directly involved in the Brotherhood breakaway—remain in the Combine. Despite deep issues of distrust on both sides, some of which have existed for centuries, the DCMS is actively seeking to restore ties with the Arkab Legions and the people they protect. This takes the form of allowing further autonomy on Algedi, which once more is a prefecture capital, but in the Benjamin District.

Among the precepts of Coordinator Hohiro's rule is prohibition of conquest. The DCMS command still sees cross-border raiding as a legitimate means of demonstrating their strength (both to their potential enemies as well as to their more hawkish warlords), but we do not expect the Combine to try to seize and hold territory at this point. This is a pragmatic matter, given the depleted DCMS ranks. The new policy is not formalized. While the Dieron worlds were given freely to the Republic, the former Alshain District worlds were taken by force. Despite the current lack of hostilities with the Ghost Bears, there are many who desire the return of the Alshain District. Hohiro is placating these elements among his advisors by pointing out the inability of his depleted military to take their lost worlds and hold them for any length of time. He also points out that their once-peaceful border with the Outworlds Alliance now boasts a hostile Clan presence. Because the Ghost Bears—in their own way—aided the Combine against the Blakists but the Ravens did not, Hohiro has so far dissuaded any actions like those that ended the Alshain Avengers and eliminated the Alshain District.

UNDER WATCHFUL EYES

After the nearly successful Black Dragon coup, the ISF expanded its influence over matters of state. Taking liberties to protect the Coordinator, they are unflagging in their efforts to root out any further corruption. In cooperation with *Gunji-no-Kanrei* Minamoto, Director Jerrar's security forces have carried out dozens of raids large and small across the Combine, the most significant on Chatham. Despite its proximity to Luthien, a cell had been operating under the nose of the local officials. The ISF was more brutal than usual in their purge, desperate to prevent any damage to the precious factories and shipyards. With operatives stationed in more obvious roles throughout the industrial and military sectors, the ISF is more feared now than in the past thirty years.

With the ISF's many successes in eliminating dissident elements, the Coordinator has yet to rein them in. Even the DCMS has yet to protest; Minamoto's reticence is taken by some to indicate fear of another insurgency. Others take it to support the rumors of Minamoto's own ties to the Black Dragons, as he tries to keep a low profile and not attract unnecessary attention.

As usual, it is the innocent civilians that suffer the most from such paranoia, with little to no compensation given those whose homes or families suffer collateral damage in the indiscriminate police actions. Those who protest vocally are soon disappeared, with criticism against the state being deemed suspect at best, treasonous at worst. The Combine citizenry are a stoic lot, but even they will only to tolerate so much abuse. While we have already voiced our condemnation of the ISF's brutal tactics, the fact that it has also ferreted out a number of confirmed Blakist holdouts and their sympathizers weakens our argument in the eyes of House Kurita. With relations between us and Luthien frosty (but still cordial), we should be sure to keep our righteous indignation limited to rhetoric only, lest we draw the ire of a sleeping Dragon.

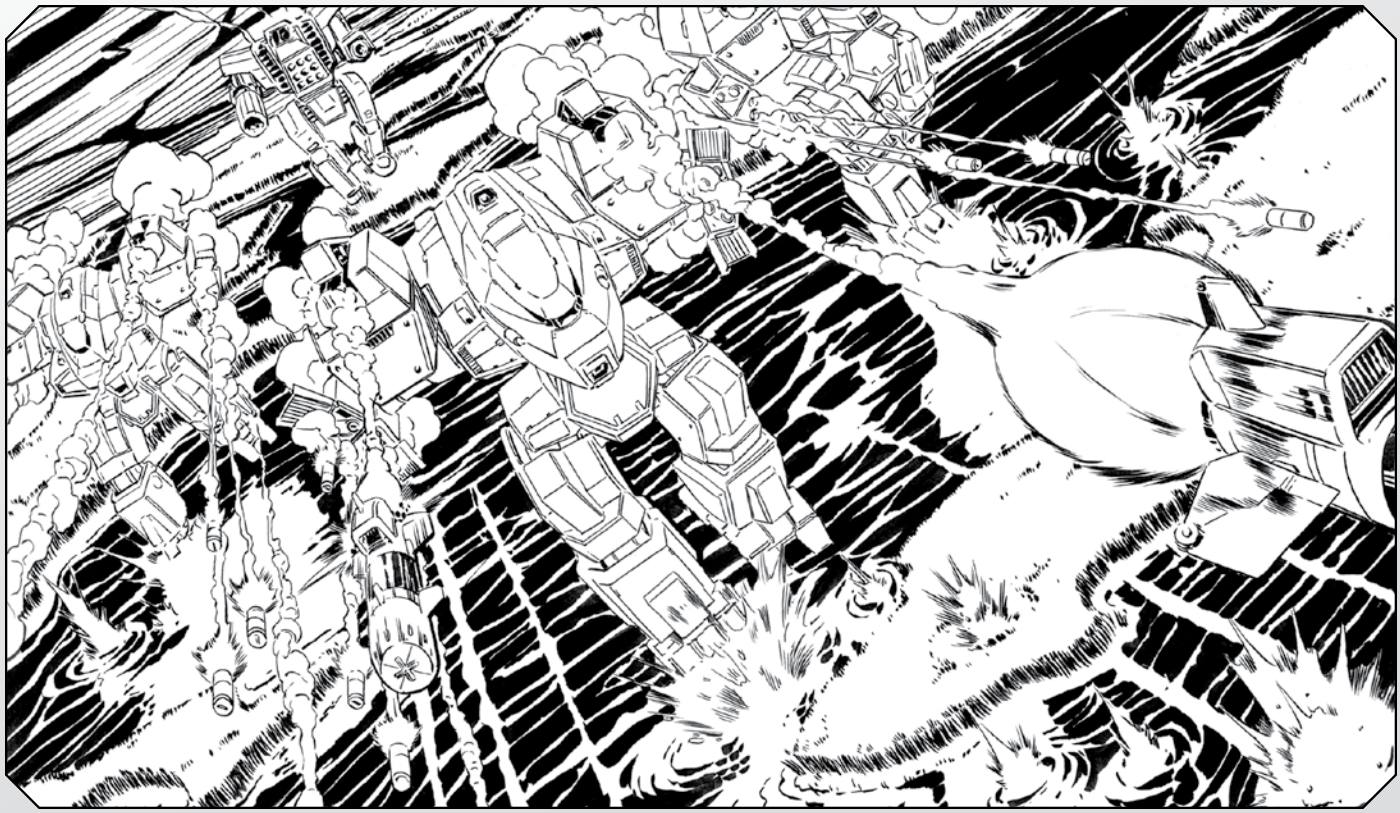
STATE OF READINESS

BLAKE'S LAST GASP

To hear Voice of the Dragon tell it, the Word of Blake's "Bloody Tricentennial" proved largely ineffective against the Draconis Combine. In truth, the Blakists were effective at sowing terror and damage that—in some cases—bit deeply into the realm's industrial capabilities. The worst example of this was Marduk in the Galedon Military District. There, Word of Blake operatives sought to destroy the mining portion of the Victory Industries complex. With only local militia forces to defend the world the operatives on Marduk faced little opposition. Their plan to detonate nuclear weapons underground, destroying the mining operation and collapsing the factory into the resulting crater, failed due to poor placement of the weapon. Instead of leveling the factory, an incredible swath of the heavily undermined Tillerbee Jungle collapsed into a massive sinkhole, igniting fires that savaged the entire continent, doing more damage than the Blakists could have hoped. Tens of thousands were killed in the raging firestorm, decimating the factory workforce. Heavy damage to the HPG led the DCMS to send an inquiry force. It found nearly the entire surviving population of Marduk involved in combating the vast wildfires that had spread from the jungle to croplands and devastated the ecosystem. The factory, however, has since been put back into service through resettling workers from other worlds.

Other Blakist attacks targeted industrial and civilian targets across the Combine on more than a dozen worlds. Focusing largely on undefended worlds, they also targeted Nykvarn in hopes of furthering the damage to Luthien Armor Works. However, an alert militia patrol caught the Blakists attempting to infiltrate the factory and fired without hesitation. The explosion that was set off was a powerful conventional bomb that did far more damage to the nearby civilian sector than to the factory, which continued operations uninterrupted. A similar result was realized on Unity, where the separation of the Pesht Motors facility from inhabited areas forced the Blakists to approach through the untamed wilderness. Caught outside the factory's fence, the terrorists detonated their explosives, but the old growth forest resisted the fire and spared the region the fate of Marduk. On Schuyler, the Twenty-second Dieron Regulars were attacked in their garrison inside the Wakazashi Enterprises plant, but they responded quickly and killed the attackers before they could sabotage the factory.

Aside from minor damage to factories on Aix-la-Chapelle (where the hardy construction resisted the attackers' frontal assault until the militia could arrive) and Soul (where the arctic conditions helped factory workers extinguish the fires as the militia hunted down the small cell of freezing, ill-equipped terrorists trapped inside the factory complex) the overall military industry suffered little significant damage. Considering the losses incurred during the Jihad, they were fortunate the operatives tasked with these attacks were less effective than their cohorts in other nations.



INDUSTRIAL RECOVERY

Owing mostly to the brutal efficiency of a true military dictatorship, the Draconis Combine has exceeded previous estimates of time required to return their battered industry to full capacity. The cause was helped, of course, by the fact that some of what needed to be repaired was on worlds that have joined the Republic. By freeing the resources that would have been devoted to those factories, they focused more on what remained and completed repairs at a rapid pace. Numerous minor expansions and upgrades were carried out at the same time, bringing the industry up to date with more modern components than had been in general availability prior to the Jihad. Much of this was aided through captured Blakist specs and schematics of advanced weaponry. Numerous sketchy intelligence reports speak of new prototypes of all unit types sporting unique enhancements and components. Clearly, the DCMS is using their recovered capacity not just to rebuild the DCMS but to improve it through modernization while the overall size remains reduced.

New or relocated factories have been in operation for some time on several worlds, including Dover, Tok Do, Kajikazawa and New Samarkand. The Combine's mobile factories remain a source of mystery, moving periodically though unpredictably through various systems. They return most often to the Dover system, likely to obtain components, supplies or perhaps personnel from the two academies on the planet's surface.

THE DRAGON'S TEETH

The training arm of the DCMS continues to operate much as it has for the past few decades, with some noteworthy changes. Academies that were not lost continued instruction unabated, if abbreviated, throughout the Jihad, though they have resumed their slower output of officers. Among the few new developments is the reallocation of MechWarrior or aerospace washouts to lesser professions in the DCMS, such as infantry or vehicle commands, instead of simply kicking them out. This has greatly helped the goal of fielding an adequate military. Though such forces remain lower in prestige, their greater percentage of the DCMS might presage future power shift.

The loss of the Galedon Military Academy on Matsuida was one of the few true losses to the DCMS' instructional apparatus. Since the Sun Zhang MechWarrior Academy is already located on New Samarkand, a new academy there made little sense. Instead, the New Galedon Military Academy—named in memorial of the original—was founded on Matsuida, with a monument on the site commemorating the original GMA and the brave cadets whose lives were lost defending it.

The New Samarkand Military Academy opened in September 3084and will graduate its first full class in 3088. Though the Galedon Regulars retained their name, they will be the first to welcome new NSMA graduates into their ranks. The curriculum has the same breadth as the GMA, and fills the ranks of the district regulars. Early graduation will occur next year, with the newest tank and infantry officers filling the DCMS' conventional ranks.

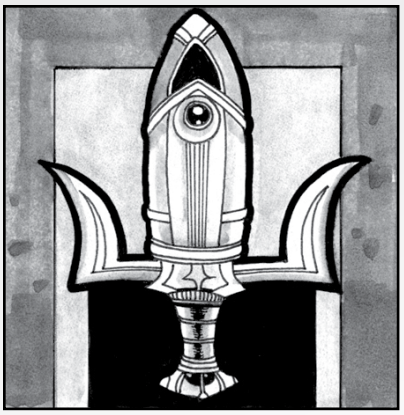
The return of the Azami worlds (only to see four of them join the Republic) also brought the Algedi War College into the DCMS infrastructure. This academy opened during the Jihad, as the Azami Brotherhood knew they needed to replenish the ranks of the Arkab Legions in the face of the blockade of their worlds. With the Legions' veterans instructing cadets in tactics and strategy, incorporating traditional Arab and Islamic tenets, the Legions recovered significant numbers simply through training their own. With the slight warming of relations once more between the DCMS and the Azami, the Algedi War College now boasts several instructors from the DCMS, in the hopes that the graduates might be free to serve in other regiments. Thus far, the influx of new troops has been diverted to rebuild the Arkab Legions exclusively, but the cooperation between the two has already done much to heal the rift that the Jihad festered.

The Dieron District Gymnasium is a special case. Much as the Combine did with several factories, they dismantled what equipment they could, including the teak-floored offices and original brick building from the Gymnasium's founding, and leveled what remained. The desecration, coming so soon after restoring the facility from the Blakist occupation, was bitter fruit to the faculty. The valued academy was reconstructed and expanded on Kajikazawa, where the students use output from the two similarly relocated factories. The cadets are often assigned security duty in both the Cosby and KCMC facilities.

Likewise, the Third Proserpina Hussars took with them some of the military education components of the University of Proserpina. The rest was ceded to the Republic, but with several concessions (such as a minimum percentage of former Combine citizens in the training classes for the first ten years). Installed in a converted *Overlord* DropShip, the Third Hussars train their own in the same fashion as they have for centuries, ensuring their sense of self will persist despite their new name and assignment.

The dangerous shortage of aerospace pilots has seen the DCMS open up every academy but the Sun Zhang MechWarrior Academy to physically qualified aspiring cadets. With critically depleted aerospace wings in nearly all regiments, the DCMS' desperation has seen invitations extended to all but the *yakuza*. Should the washout rate not decrease, though, they may be forced to accept even these undesirables into the academies. The failed recruits have not been excused entirely from service, though, with many finding posts as VTOL or conventional aircraft pilots, while the rest end up in infantry formations.

Among the other changes in the DCMS is the massive expansion of proving grounds. Despite the opposition from many of the old guard, the Coordinator wisely insisted that new proving grounds be developed while existing ones be expanded. No longer limited to a single branch of warfare, the new proving grounds offer locals the opportunity to demonstrate their suitability for multiple branches. The VTOL skill testing added to Benjamin's Osaka Proving Grounds uses advanced simulators, while the battle armor testing on Savinsville uses freshly-built Kanazuchi suits. The requirement for potential MechWarriors or aerospace pilots to bring their own 'Mech or fighter has been waived in favor of free simulator time. This modification of the proving ground system will only last until the DCMS replenishes its ranks, which the academy system has been slow to accomplish.



BENJAMIN REGULARS

The Benjamin Regulars have long been used as auxiliary forces in support of the Dieron and Galedon Districts. With the Dieron District gone, the weight of the Combine's defense will fall more heavily on the Benjamin Regulars. That their reputation has suffered due to betrayal by most of the Sixth has hampered their efforts to return to fighting form as the vanguard of the Combine against the Ghost Bears, Lyrans and Federated Suns and the Republic.

The Benjamin Regulars as a whole were effectively shattered during the Jihad. The Sixth was fouled by treasonous elements within that saw most of the regiment side with the Black Dragons during the attempted coup. While the members who were loyal kept the unit from being struck from the rolls for a short time, their destruction in Cairo as part of SCOUR ended their lineage in the DCMS. The Seventeenth was essential to restoring the DCMS' faith in the Benjamin Regulars, with their exemplary performance during SCOUR gaining them great fame throughout the district. However, because of the Sixth's betrayal, the entire brigade was relegated to the lowest priority for replacement troops and equipment. To prevent possible collusion between the regiments in the event of persistent traitorous elements, the *Kanrei* has stationed the Second and Seventeenth nearly as far from one another as possible within the district. The Forty-third, whose recent formation has been under close scrutiny, remains on the district capital.

SECOND BENJAMIN REGULARS

The Second and Fifteenth were instrumental in preventing the conquest of Benjamin from alternating invaders. As they were fending off Federated Suns forces, Blakists arrived and attacked both sides, inflicting severe casualties. They were trapped on-world without relief until the Nova Cats arrived and destroyed nearly all the Blakists in-system. The Fifteenth were declared destroyed and their survivors folded into the Second, which was similarly damaged. Despite their stalwart defense, once Benjamin was liberated the survivors of the Second were quickly shuffled off-world to ensure the safety of the incoming Coordinator. Though they returned once the Coordinator had departed, the Second had received the message: they were not trusted. Taking this as evidence that their long-term dispute with the DCMS would lead to further distrust, the Second has ceased their rhetoric demanding equal treatment with other district regulars. Their silence has met with some success, as they have more than doubled their strength from the end of the Jihad. While they are stationed on Buckminster, though, their current strength is far from adequate in light of the proximity to the Ghost Bear and Lyran borders.

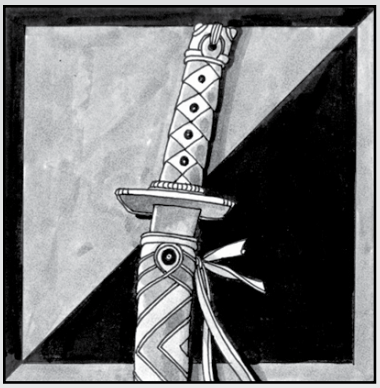
SEVENTEENTH BENJAMIN REGULARS

The warriors of the Seventeenth have long prided themselves for maintaining their personal honor regardless of the circumstances in which they might find themselves. This acquitted them quite well after the Sixth's betrayal. While the *Kanrei* and others painted all the Benjamin Regulars with the stain of suspicion, the Seventeenth abided the scrutiny with their heads held high, knowing their loyalty would be proved and their honor kept intact. Indeed, they surprised everyone but themselves with their response to the various crises that erupted during the Jihad. They inspired the entire district through their strict adherence to honorable conduct, and through their steadfast cooperation with the Third Lyran Guards during Operation SCOUR they exemplified the best ideals of the DCMS. Despite the instinct to label the entire brigade traitors and rebuild from scratch, the Seventeenth single-handedly staved off such a disaster.

While their numbers were sorely depleted after SCOUR, their example to the district swelled them with new recruits. Because of the blanket low priority for new equipment, the massive influx of personnel has been funneled into new infantry formations. Thus, the Seventeenth's strength is now largely reflected by non-BattleMech assets. Taking the development in stride, the Seventeenth has begun training its new members in combined-arms warfare.

FORTY-THIRD BENJAMIN REGULARS

Little can be said about the newest regiment of the Benjamin Regulars. Their oversight by the ISF has been stifling, to say the least. However, the new unit, whose commanders hail from the former Fifteenth Regulars, has bore up well under the pressure. Taking a page from the gallant Seventeenth, they accept the price of their former comrades' dishonor and seek only to comport themselves honorably. Their association with the Second, however, has instilled at least some of that regiment's persistent persecution complex. While they have avoided direct statements to the effect, they have put voice to the observation that even the new Seventh Legion of Vega has been built up to the same level as the Forty-third. Though it has not resulted in a sudden influx of supplies and equipment, their measured approach to the subject might have done more for their reputation than the Second's traditional denouncements ever did for them. While they are brimming with enthusiasm, the fact that have barely more than a battalion to their name means it will be some time before they can properly defend their district.



GALEDON REGULARS

While the Dieron Regulars were renamed and transferred to the New Samarkand Military District, the proud Galedon Regulars were not required to change their name. This was perhaps the first demonstration of *Tai-shu* Ivor Stollarude's wisdom. By allowing them to retain their name, he honored the history of the former district capital. This immediately gained the respect of the surviving Galedon Regulars. When he sent them against the hated Snow Ravens in revenge for the murder of Galedon, he cemented their loyalty.

Currently stationed in the Oshika Prefecture, the three regiments are prepared to levee Hell against any threat to their district or nation. Their posting away from the border is a hedge against independent actions against the Raven Alliance. Not so much an indication of distrust, it is more a desire to avoid a war with the Ravens at this time. Once the regiments rebuild, it is doubtful they can be restrained for long. Each regiment alternates loaning a battalion to serve with the ISF hunting down potential subversive elements throughout the district. The Nineteenth's second battalion was recently credited with destroying a small Black Dragon cell on Arlington.

FIFTH GALEDON REGULARS

After serving out the Jihad fending off pirate attacks and guarding the Outworlds border against further Snow Raven incursions, the Fifth was in much better condition than most of the DCMS. Desperate for the opportunity to face the Snow Ravens, the Fifth was almost impossible to restrain in the early months after the Jihad. When Combine-sponsored mercenaries raided Outworlds Alliance border worlds, *Tai-sa* Kenneth Reid asked permission of *Tai-shu* Stollarude to commit *seppuku*. Realizing the predicament Reid had been placed in, the Warlord refused permission and promised the Fifth their chance to redeem lost Galedon. The Fifth burned with the need for vengeance.

In February 3083, the Fifth was tasked with retaking Valentina from the Ravens. Relying on their heavy armor elements, the Pride of Galedon faced elements of the Snow Ravens' Gamma Galaxy. Savage in their prosecution of war against the hated Ravens, the Fifth's superior tactics destroyed the Twelfth Raven Garrison Cluster, but at a terrible cost. They were forced to return to Combine space after the rallying local defenders succeeded in a rear-area attack that destroyed the Regulars' supplies and killed half the command staff. They had taken fifty percent casualties. Proud at their performance against the Ravens but humbled by the losses taken, the Fifth is recovering on Midway.

Given its appreciation for conventional forces in its TO&E, the Fifth is rebuilding slowly. While in other times they could acquire new vehicles and crews with little delay, the buildup of other regiments has slowed the Fifth's recovery just as it has others.

SIXTEENTH GALEDON REGULARS

Having faced combat for the first time in decades just before the Jihad's outbreak, the Sixteenth somehow never exchanged fire with the Blakists. Instead, it faced enemies from within the Combine. In 3068 the Sixteenth fell afoul of the Black Dragons. After putting down the traitorous elements, the Keepers of Treasures resumed their garrison stance only to be attacked by criminals of the local *yakuza* gang. The attacks were carried out simultaneously, nearly decapitating the regiment. Their commanding and executive officers were killed in the attacks, but the remaining higher echelon officers survived. *Chu-sa* Hiro Kurasawa assumed command and set out to avenge the killings. The criminals suffered far greater losses, including their *oyabun*, in the reprisals. Only then was the news of the terrorist attacks communicated to the high command. Kurasawa was rewarded for his initiative with promotion to *tai-sa* and command of the Sixteenth. The rest of the Jihad was spent in the effort to guard the border from the Snow Ravens, who never ventured across it, while continuing to engender goodwill and camaraderie with the law-abiding locals. The surviving *yakuza* did not cross the Sixteenth again.

The DCMS further rewarded the Sixteenth by assigning it to recapture Budingen from the Snow Ravens. While they acquitted themselves well, they were unable to overcome the determined defense by Gamma Galaxy. Though they retreated, they left the defenders in a sorry state.

NINETEENTH GALEDON REGULARS

Held responsible in part for the actions of the Snow Ravens early in the Jihad, because of their destruction of the WarShip *White Cloud*, the Nineteenth nevertheless remained at their longtime home of Bad News, right across the border from the Ravens. Because of the Clan presence and markedly increased pirate activity in the Tabayama Prefecture, the Nineteenth was later tasked to carry out a publicity campaign. Facing little combat, they succeeded in calming the prefecture's population. Their ranks swelled with volunteers from throughout the prefecture and, though they are now stationed on Hun Ho in the Oshika Prefecture, they are the most intact of the three Galedon Regulars regiments. That they were left out of the action in the Outworlds Alliance angered *Tai-sa* Yosif Absahttah, as the unit was unable to atone for the stain of honor like the Fifth and Nineteenth. Since they are nearly at full strength, it is their hope to return to their former home on Bad News and face down the Snow Ravens, seeking the chance to earn their own repayment for the loss of Galedon.



NEW SAMARKAND REGULARS

Despite the new name, this oldest military district in the Draconis Combine is populated by people rooted in a proud heritage of exceptional service to the Dragon. Even with the loss of several worlds to Blakist and Raven aggression, their pride remains undiminished. Bolstered by their comrades in the Galedon Regulars, the New Samarkand Regulars are the largest of all the district regular brigades. While this has caused some consternation among the various Warlords, the Coordinator has finalized the decision to guarantee the defense of the region while shrinking the defense of the inner regions of the Combine. This has come about mostly because of the general but informal peace agreements between the various powers abutting their interior. While the Republic has no expansionist goals, the Federated Suns and Lyran Alliance exhibit a weariness of war in the face of rebuilding from the last one. The Ghost Bears' savage pursuit of the Blakists and any Clan Wolverine descendants left them battered. Left is the Periphery border, where piracy and the Ravens are grave threats to the Combine.

The New Samarkand Regulars are comprised of the former Dieron Regulars regiments who survived the Jihad. Their inherent pragmatism has lent itself well to the reimagined philosophy of the new Regulars' combined-arms approach. Well known for accomplishing victory by whatever means necessary, the Dieron Regulars always concerned themselves with victory first and honor second. They would rather be dishonorable in victory than honorable in defeat.

FIRST NEW SAMARKAND REGULARS

The Coordinator himself attended the commissioning ceremony of the first new regiment in the New Samarkand Regulars. Cued by the realities of modern warfare, the First is a truly combined arms force. As it has been built unit composition has been carefully monitored to have equality of troops. Thus, their current strength reflects a single, well-integrated combined-arms regiment. Their training is relentless: based on the district capital, they routinely venture into the world's wilds or patrol the Periphery to dissuade any pirates from raiding. Reminiscent of the Ceti Hussars or Com Guards, the degree of integration is remarkable given the Combine's stratified military society. With no evidence of caste-like disrespect, a MechWarrior commands the first company, a tank commander the second and a battlesuit officer the third, with each company having the same overall composition.

SECOND NEW SAMARKAND REGULARS

The pride of the new Regulars, the Second Dieron Regulars were understandably upset that the world they had fought and bled for was among those ceded to the Republic. Many took the regiment's relocation and renaming after the hard-fought campaign on Terra as an insult. Why, they thought, should they be cast into the outer reaches when for so many centuries they had been the steadfast defenders? Granted a personal audience with the *Gunji-no-Kanrei* to voice their grievance, the Second's commanders emerged with their heads held high. While the substance of that meeting is unknown, the Second now championed reassignment. As the DCMS' premier unit outside the Sword of Light, its rebuilding has been slowed only by its refusal to accept anything but the best. This quality was demonstrated when, still called the Second Dieron, it hit Weisau in 3083. The attack was on the verge of success when word came of the Galedon Regulars' pullback on Valentina and Budingen. Knowing their position would be unsupported, the Pride left Weisau, shattered defenders in their wake.

TWELFTH NEW SAMARKAND REGULARS

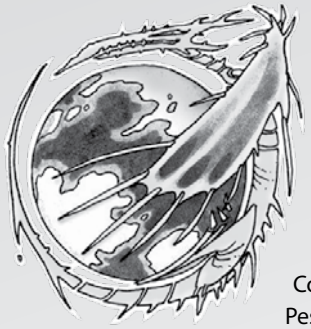
One of the regiments that was crushed and humiliated by the Diamond Sharks on Nykvarn, the Twelfth was in no state to protest its new status like the Second was. Broken but still spirited, the warriors of the Twelfth pursued the approval of its new district with vigor, impressing their new district brethren with a loyalty oath to the Warlord and immersion into the culture of their district.

TWENTY-SECOND NEW SAMARKAND REGULARS

Like the Twelfth, the Twenty-second was humiliated on Nykvarn, but its bitterness has not faded as easily as that of its fellow regiment. Only a firm hand from the Warlord and warning from the Coordinator has prevented a foolish quest for revenge. The Vengeance of Dieron has yet to win the support of the district's people.

FORTY-FIFTH NEW SAMARKAND REGULARS

Revived at last from the edge of death, the Forty-fifth finally began receiving supplies and personnel at the Jihad's conclusion. Victim of a bookkeeping snafu, the Forty-fifth was incorrectly listed as destroyed by some, while others labeled the regiment Black Dragon supporters. Neither was true, though the sorry state of their equipment led many to believe they should be cleared from the rolls. Their refusal to give in throughout the Jihad, despite lack of support of any kind, made the warriors of Spawned in Darkness prime candidates to be reborn in the new district. Flush with new troops and materiel, the soldiers of the Forty-fifth are stalwart patriots of their new home.



PESHT REGULARS

Counting among their number the last of the former Proserpina Hussars regiments, the Pesht Regulars remain in much the same state since the Clan Invasion. Their personnel have become more skilled, but they are no match for their fellow district regulars. Their equipment is older and in poorer repair than any other brigade in the DCMS, a state made especially clear in the rebuilding effort. In some cases, rather new equipment they receive former equipment from other regiments as those units receive new supplies. Despite their presence on the Ghost Bear border, the high command ranks the Pesht Regulars above only the Benjamin Regulars. This is not because of any loyalty concerns, but rather simple pragmatism. Considering the number and quality of non-regular regiments stationed to protect the capital, a need for the Pesht Regulars to have the best men and materiel does not exist. Thus, they are left to defend the Periphery and Ghost Bear borders with, in many cases, pre-Clan invasion BattleMechs. Despite the influx of additional conventional assets to bolster their numbers, the Pesht Regulars have barely more strength than the Benjamin Regulars. While the example of the Fourth Pesht's gallant sacrifice to save their people from the Blakists is often cited as typical, it has done little to earn them consideration from the Procurement Department.

THIRD PESHT REGULARS

After languishing in the Combine's interior during the Jihad, the Third Proserpina Hussars were granted their request for reassignment. They hit Weisau in the first reprisal assaults against the Snow Ravens in late 3082, but the Sixth Raven Regulars and the Twelfth Garrison Cluster blunted their attack. Despite a hard-fought campaign that dealt the deathblow to the Twelfth, the Third had to retreat back to Combine space. Their reward for this failed performance was reminiscent of the punishments meted out during Takashi Kurita's reign.

The Third Proserpina was ordered to merge into the Pesht Regulars. Regardless that they were the same class as the rebuilding Regulars, the Prosperpinas were insulted. Their fury at this "demotion" and loss of status as a floating regiment was noted, but quickly forgotten with the need to adjust the entire DCMS to defend the realm. Simple pragmatism demanded that the weak Pesht Regulars receive an infusion of strength, and the Third Proserpina, despite losing two-thirds of its warriors on Weisau, was exactly the shot in the arm the Pesht Regulars needed. Their greater skill and higher (though now tarnished) self-respect motivated the other Pesht Regulars to improve themselves to match their new fellows.

The Third make use of their old connections and reputation to obtain better equipment than the rest of the Pesht Regulars. Their recruitment has suffered with their downgrade, but their internal training efforts have improved markedly. With retired Hussars teaching new recruits in their own portable academy, they are expecting a steady trickle of quality new members in the future.

SIXTH PESHT REGULARS

Stationed on Pesht and away from the Periphery border, the Sixth is still regarded poorly for the disciplinary lapse that saw it removed from Operation SCOUR. With their commanders replaced as punishment for the unit's actions on Lyons, the soldiers' morale is low. Kept under close watch by the Warlord, there is no doubt among the troops that their lack of combat experience has limited them to garrison duty on the district capital.

The Sixth has a history of pulling undesirable assignments and experiencing little combat. The Warlord has different plans, and has transferred in veterans from other regiments to establish an *esprit de corps* among the Sixth. Knowing the need for properly trained and highly-skilled warriors to defend his district, the Warlord has identified the Sixth to assume a place of leadership in the Regulars. The Third may have arrived with their pride and history, but the Sixth will resuscitate the internal pride of the district. Whether the demoralized and chastened troops fulfill his lofty goal remains to be seen.

SEVENTH PESHT REGULARS

The arrogance of the Seventh over its exemplary performance on Terra in Operation SCOUR sets it apart the other original Regulars regiments. That the warriors of the Third Pesht look down upon the Seventh and do not even recognize the Seventh's bragging rights has sparked an almost instant rivalry between the two commands. Given that the Third has ties to the quartermaster's office, this has resulted in the Seventh being relegated to the same slow supply stream that the rest of the Pesht Regulars suffer from. As the Sixth Regulars remain their Warlord's favored regiment, the Seventh has been unsuccessful in their petition for a greater share of the incoming supplies. Nevertheless, even at nearly two-thirds of its combat strength, the Seventh considers itself battlefield-ready. Unfortunately for the self-important Seventh, its posting to Qandahar will provide little chance for glory.

TENTH PESHT REGULARS

Stationed on Schuyler, the Tenth glare across the border with the Ghost Bears. Ready to face Clan foes, the largely intact Tenth has not had to worry as much about supply issues as the Sixth and Seventh. Instead, they carry out small raids over the border in response to the Ghost Bears' own raids. Perhaps overlooked because of their quiet pursuit of excellence in their duty, the Tenth are confident in their abilities and do not overreach them.



GENYOSHA, OTOMO, AND IZANAGI WARRIORS





The embodiment of the concept of *giri*, these four commands refuse to surrender or allow the enemy to break them. In the opening stages of the Jihad, when the Black Dragons initiated their coup, all four units suffered grievous casualties that would have broken any other combat unit, including the Sword of Light. Rather than capitulate, the Otomo, Izanagi Warriors and First Genyosha on Luthien, and the Second Genyosha on Irurzun, faced their enemies boldly and in the finest warrior tradition of the Draconis Combine Mustered Soldiery. The forces on Luthien exacted such a toll on the rebels that the capital could not be held against the Blakists when they arrived. On Irurzun, the campaign against the rebels toppled the false government and reinstated legitimate rule. Throughout their parts of the war, all four commands demonstrated why they have been held in such esteem for so long.

FIRST GENYOSHA

Only four lances strong when Terra fell, the First Genyosha was the very definition of a shattered command. Unlike other units, though, its survivors were galvanized by the unit's sacrifice. Secure in their doctrine, instilled so long ago by Yorinaga Kurita, the First rebuilt. That some of their few survivors have been transferred to other commands to disseminate the true warrior code throughout the DCMS has only raised the morale of the First.

Stationed on Luthien, the First is receiving new recruits from the Sun Zhang MechWarrior Academy exclusively, ensuring only the best new *buso-senshi* for the storied unit. Even with this narrow avenue for expansion, the prestige of the First has seen it nearly quadruple its numbers since the Jihad ended. With the second battalion nearly fully staffed, the First requested and was granted a transfer off Luthien. Now at Marlowe's Rift on the restive Federated Suns border, the First has been busy fending off and launching raids, probing the Suns' border defenses.

SECOND GENYOSHA

After crushing the Black Dragons on Irurzun, the Second withstood the crucible of war under the guns of the Federated Suns before joining Operation SCOUR. The *Kanrei* cut their dispute with the Second Davion Guards short. After loosely patching things up, the two rivals were instrumental in the Tokyo liberation. Returning to the Combine, the warriors of the Second were rightly hailed as heroes throughout the nation.

Their returning battalion has seen veterans transferred out just like the First. With the desire to return both regiments to form, the First has received the lion's share of replacements, bringing the two to near parity. The Second is stationed on Lapida II, on the Republic border. Whether this is to participate in the proposed future cooperative maneuvers between our two nations or to intimidate the RAF is unknown.

OTOMO

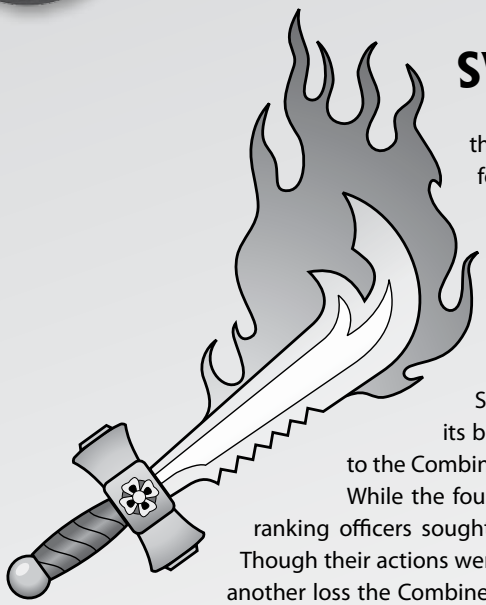
The personal guards of the Coordinator, by sacrificing their lives fighting the Black Dragons, dissolved the haze of suspicion that had hung over the unit for several years. From a mere thirty percent strength to their present level, the Otomo have maintained the same stringent admission requirements: the Coordinator personally hand-picks its members.

The three survivors of the Third Night Stalkers, liberated from the Blakist camp on Lyons, all are now in the Otomo. While their unit no longer exists, their dedication in resisting the Blakists even while incarcerated showed their loyalty beyond question. The Otomo are the slowest to rebuild in the entire DCMS. Despite the high number of elite MechWarriors that survived the Jihad, who are certainly qualified to join the Otomo, the *Kanrei* advised the Coordinator to limit the number of transfers rather than bleed the DCMS of skilled leaders.

IZANAGI WARRIORS

Honoring the memory of his friend Shin Yodama, former CO of the Izanagi Warriors, Hohiro has confirmed the Izanagi Warriors' parallel status to the Otomo. While he personally selects the warriors for each, the Order of the Five Pillars vets the Warriors' recruits, while the ISF vets the Otomo. Seen as a hedge against further internal dissent, this seems wise considering the rumors of Black Dragon sympathies in both the ISF Director and the *Kanrei*.

Though not as close to *Sho-sho* Yeng Sum Lee as he was to Yodama, the Coordinator trusts Lee implicitly. Rebuilding only slightly faster than the Otomo, the Izanagi Warriors' new status as an elite command whose posting is a recognition of service beyond the call of duty has garnered much publicity throughout the Combine, with the public clamoring for knowledge of the heroes that compose it.



SWORD OF LIGHT

The Jihad accomplished the unthinkable; it tarnished the Sword of Light's honor. When the Second, long the DCMS' premier unit, sided with the Black Dragons, the resulting battle for Luthien devastated the capital and its loyal defenders. While the traitors were eventually defeated, the few who fought for the Combine against the rebels were rewarded with unrelenting persecution and suspicion. Consolidated into the Ninth Sword of Light, their posting to protect the Coordinator during his travels was little more than a mobile imprisonment. Chafing under the scrutiny despite their loyalty and exemplary performance, the ISF pressure actually bled away the loyalty that had kept the Ninth fighting. After the battle for Terra, the High Command chose to add the demoralized Ninth Sword to the forces ceded the RAF. While the ISF felt the ease with which the Ninth turned its back on the Dragon justified their years of oppression, others in the DCMS realized the loss to the Combine. Few warriors, after all, could bear up under such constant scrutiny the way the Ninth did. While the four remaining Sword of Light regiments avoided the dishonor of the Second, their higher-ranking officers sought to deflect any similar ISF machinations against their warriors by committing *seppuku*. Though their actions were undertaken to prove the honor of their regiments, the deaths of these elite warriors was another loss the Combine could ill-afford. The Coordinator has since granted a written absolution to the remaining Sworders in order to prevent the further unnecessary loss of such irreplaceable personnel.

The Sword of Light regiments remain the most respected by the High Command. They receive the first choice of new equipment and new academy graduates. Even with their internal distaste for lesser regiments, the Swords' conventional forces have increased in size. Unlike other regiments, however, the Swords add to these forces from academy graduates, leaving proving ground recruits for the rest of the DCMS.

FIRST SWORD OF LIGHT

After its *de facto* conquest of Xhosa VII, which it held for six years during the Jihad, the First Sword finally returned to the Combine, its mission to tie up invasion-minded Federated Suns units more than accomplished. The First was at the heart of the *Kanrei*'s force during the long and drawn-out bloodbath in Cairo. After the long siege that resulted in millions of civilian casualties, the First Sword formed its own unsavory opinion of the Republic military. While they saw the united, multi-national force at its worst in that situation, the Sworders learned that unmitigated warfare can bear fruit against a determined and dug-in enemy. It is unfortunate they learned this lesson from us, as it could return one day to haunt us. However, the Sworders were merely witnesses to the carnage, not soiling their hands or their honor with the blood of the innocents. As they are now stationed on the Raven Alliance border, it is our hope they don't resort to similar tactics to reclaim Combine worlds from the Ravens.

As the elite, the First accept only the finest Sun Zhang graduates. Thus, while they have priority for rearmament and recruiting, they have only half-rebuilt since the Jihad ended.

FIFTH SWORD OF LIGHT

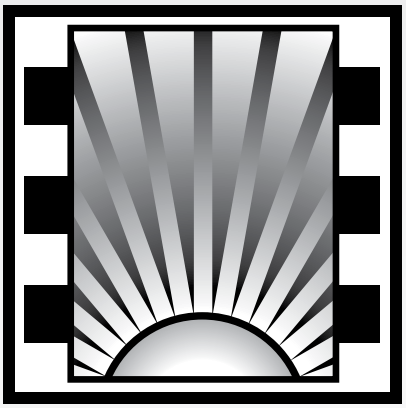
The Sword of Light regiment closest to full strength, the Fifth is stationed along the Ghost Bear border. On Kiamba they have repelled monthly minor Ghost Bear raids since their arrival. Their prior experience against the Ghost Bears, especially on Meilen, has the Fifth eager to face the Bears at any opportunity. While they have busied themselves settling into their new base, the Gold Dragon's response to raids in the region is aided by their standby JumpShip capacity. The Fifth reacts on worlds up and down the border as soon as action is called for, but has yet to launch its own raids across the border. Given their equal respect and enmity for the Ghost Bears, and the desire to repay the Clan forces for the destruction of so many DCMS units, it is unlikely the Fifth will overstep its abilities, though we expect brutal combat to erupt eventually.

SEVENTH SWORD OF LIGHT

Since the Jihad touched off, the Seventh has been a nomad, especially during the hunt for the escaping Fifteenth Dieron. This pursuit, in close cooperation with both the O5P and ISF, lasted until the Xinyang Prefecture was cleansed of the Black Dragons. The Teak Dragon spent the duration of Operation SCOUR securing the Ghost Bear border, never truly settling into any particular base, the better to respond quickly to incursions. It has since relocated to Thestria, where its rebuilding efforts have mirrored the First's. The Seventh's posting to the Matsuida Prefecture has it poised to retaliate for any Draconis March actions that might be launched against the Combine.

EIGHTH SWORD OF LIGHT

Reassigned from its Federated Suns border post to bolster the defense of the Albiero Prefecture, the Eighth has spent most of its time on a goodwill tour of the prefecture to demonstrate the Combine's dedication to the region's defense. Aside from some pirate raiders whom they crushed, the warriors of the Eighth wait for an incursion from the Ghost Bears, so they might see some real action.



SUN ZHANG CADRE

While the Federated Suns has battalions representing even the most mundane of its training camps, the DCMS assembles regiments from only their most respected academy: the Sun Zhang MechWarrior Academy. The Sun Zhang Cadre, like the Sword of Light regiments, answers not to the district Warlords, but to the Coordinator and High Command only. To match their unparalleled education, the Cadres also receive the best equipment. With the relocation and new installation of new factory production lines on New Samarkand, the availability of new equipment of the highest quality is guaranteed to the Cadre's members. As an avenue to serve in the prestigious units of the DCMS, the Cadre is not held back from the cauldron of war. Instead, knowing the academy graduates to be the cream of the crop, the DCMS uses them as they would any other line regiment. In this way, the theory goes, the cadets can experience the reality of warfare firsthand.

As with the period after Tukayyid, Coordinator Hohiro has permitted the Sword of Light and Genyosha regiments to recruit graduating cadets prior to their assignment to the Cadre. This has not impacted the size of the Sun Zhang regiments too badly, since there is always an influx of new graduates. While Theodore allowed the process to continue for several years, it is unknown how long Hohiro will permit the direct recruiting to continue. The Sun Zhang regiments are critical to the Combine's defense, and we expect the policy to be curtailed soon.

Currently, only three understrength Sun Zhang regiments remain in operation. Though the Fourteenth Cadre survived, those six MechWarriors remained with the First Genyosha when the war ended. The Coordinator recognized their service and dedication, but elected not to reconstitute the regiment until the other three were at full strength. The Fourteenth remains officially on the DCMS rolls, waiting to be resurrected as soon as a few more classes have come through the academy. We expect the Fourteenth to be on the field once more within five years, though likely not at full strength until the mid-3090s.

FIFTH SUN ZHANG CADRE

With so many of troops transferred out during the Jihad, few remain who were on Kessel when the Jihad broke out. Shattered on that world, the personnel who were counted among the Fifth Cadre at the Jihad's conclusion were entirely fresh faces. Cadets passed through the Fifth rapidly, with most leaving after their first nine months, which used to be a rarity. The needs of the Jihad overrode the training regimen that had withstood centuries of change. Tasked now with duty in the Ningxia Prefecture, the Fifth Cadre has been busy the past three years with increased piracy throughout the Pesht Military District. Their dogged pursuit of a company-sized pirate force led them to the wilds of Hongor, where they exterminated the raiders and their base camp. Seizing the enemy's old but functional DropShips was a great accomplishment for the cadets. The constant rotation of troops, however, already moved most of those cadets into line regiments, with their replacements itching for similar action.

THIRTEENTH SUN ZHANG CADRE

Stationed near the Periphery border with the Ghost Bears, the Thirteenth has engaged in training maneuvers with the Eighth Sword of Light, the Tenth Pesht Regulars and the First Ghost Regiment. Since all the units are stationed in close proximity, the opportunity to observe the experienced line regiments in action against Ghost Bear raiders and in training missions has done much to further the cadets' education.

Allowed to accompany the First Ghost on a recon raid of Last Frontier in mid-3084, the Thirteenth's first battalion came under fire from the Third Hussars Cluster. The encounter was nearly a disaster for the first battalion, as the commanding officer, *Tai-sa* Miko Tanaka, formerly of the Second Genyosha, got lost in the moment and recalled the action on Ardoz years before. Fortunately, his reckless charge scattered the Hussars and allowed the Thirteenth's cadets to withdraw back to their DropShip. While the cadets were congratulated for supporting their commander, Tanaka was later reprimanded in private for his eagerness to enter the fray.

SIXTEENTH SUN ZHANG CADRE

The Sixteenth's Jihad experience consisted of patrolling the Ghost Bear border while the war raged in the Blakist Protectorate. Their numbers remained mostly constant, with experienced cadets rotating out to the Fifth Cadre and being replaced with new cadets from the academy. This has fallen off with the war's end, and the Sixteenth remains at less than full strength. Its posting to Tabayama makes use of the unit's developing skill at repelling Clan cross-border raids.

Just as they did throughout the Jihad, the Sixteenth patrols the border with the Ravens, ready to engage and put to flight any Raven incursions. With only the Twenty-second New Samarkand Regulars in the Tabayama Prefecture, the Sixteenth has been busy. The Ravens stepped up their raids after the Combine's recapture of Goubellat and Schirmek, the latter of which saw the Sixteenth guarding the landing zone in a supporting role.

GHOST REGIMENTS

The brainchild of Theodore Kurita, the Ghost Regiments saved the Draconis Combine and humbled Hanse Davion in the War of 3039. Theodore realized that the Combine could not rebuild the DCMS as quickly as the Federated Commonwealth could its own regiments. He knew the equation had changed, that the balance of power in the Inner Sphere had shifted precariously. To prevent certain defeat, Theodore appealed to the undesirables of Combine society. In the *yakuza* he found willing partners. The Ghost Regiments existed off the rolls, making for an unpleasant surprise when the Fox invaded in 3039. Despite the victory achieved thanks to their existence, the existing regiments and the High Command looked down on these criminals. Under Coordinator Hohiro, the fate of the Ghost Regiments is unknown. The Ghosts were fiercely loyal to Theodore; it is unknown if that loyalty will transfer to his son.

Perhaps more than any other reason, the noble sacrifice of the Twelfth Ghost Regiment justifies the continuation of the brigade. Foregoing their own opportunity to escape the plague on An Ting, they gave over their DropShips to civilians that they might escape instead. There are many of the more respected regiments in the DCMS who could learn a great deal from the so-called lower classes. As a mark of respect for the honor this deed earned, the Twelfth officially remains on the DCMS' rolls, to serve as an example not only to their fellow Ghost Regiments but also to the DCMS as a whole.

As ever, the Ghost Regiments obtain their supplies through black market ties, since the Procurement Department supplies the rest of the DCMS ahead of the Ghosts. With every unit in the DCMS in need of equipment, it would be years before the Ghosts rebuilt if they did not utilize their own set of skills. While their equipment might not match DCMS specs, or even appear in the DCMS inventories at all, the Ghosts nonetheless maintain their strength.

Recruiting troops has always been easier than finding equipment. The *oyabun* never seem to lack foot soldiers eager to serve the Dragon from the cockpit of a BattleMech. Using their own analogs of proving grounds, the Ghosts hold trials to select the best volunteers, somewhat reminiscent of the Clans.

FIRST GHOST

The First Ghost spent much of the Jihad stationed along the Federated Suns or Protectorate borders. Fighting disloyal countrymen more than outsiders, their efforts to put down the Black Dragons were like a personal grudge match. While some *oyabun* were known to traffic with the *Kokoryu-kai*, not all were on good terms with the society. The First, apparently, were among the latter. After crushing the uprising on Kuzuu, they were loaned to Devlin Stone as garrison forces for Operation SCOUR.

Stationed now on Nykvarn, two of their three battalions are in excellent condition. Being far from their comfort zone, they have not recruited from the locals. Instead, a *kuromaku* has been negotiating with *oyabun* from the former Dieron District worlds to find new troops.

FIFTH GHOST

After losing nearly half their number to Blakist raids on Gram during the Jihad, the Fifth admirably held their posts. Despite their condition, the world was never at risk of falling. There were also no Black Dragon uprisings. Their courage in the face of the enemy endeared the Fifth to the DCMS, though they remain unsupplied thus far. In any case, the Fifth is slowly rebuilding. Their efforts were hampered by a number of Draconis March raids during their posting to Harrow's Sun. The weak *yakuza* presence there is little help in recruiting replacement troops.

SEVENTH GHOST

The Seventh is stationed on Capra, where frequent raids by the Federated Suns are common. Raids from Clan Snow Raven are less typical, but have increased in the past ten years. The Ghost Regiment most damaged during the Jihad, thanks to particularly fierce Black Dragon opposition on Fellanin II, the Seventh has had to reduce its standards for acceptance into the regiment. While this has allowed them to field more warm bodies, the poor skill level sees many of them becoming cold bodies soon after joining the unit.

ELEVENTH GHOST

The Eleventh was blamed for the loss of Valentina to the Snow Ravens. Accustomed to being looked down on, it maintained its vigil in the Galedon District. The presence of the Bringers of Light and Life, though depleted in number, was enough to discourage further Snow Raven aggression.

After a brief posting to the Ghost Bear border to secure it against similar aggression during Operation SCOUR, the Eleventh found itself once more on the border with the Ravens. Guarding the Prefecture capital on Kaznejoy, the Eleventh is able to recruit more troops than the DCMS expected, considering the world's political import. The ISF has planned, but not executed, a purge to clean up the underworld there, while the Eleventh ignores the developments and trains new recruits to fend off Clan tactics.



LEGIONS OF VEGA AND RYUKEN



The Legion of Vega was once the dregs of the DCMS. The reforms of Theodore Kurita, following his own service in the unit, saw the Legion attain some respectability. The Legions were still regarded poorly by comparison to their brethren of the Sword of Light, but after successes against both Clan and Inner Sphere opponents they were accorded a modicum of respect. Unfortunately, since Hohiro's ascension to Coordinator, the DCMS has begun something of a backslide.

Perhaps as a balance to the reforms necessary to rebuild, the Warlords have resumed consigning their problem children to the Legion. Many expected the Legion to be disbanded or renamed like the Proserpina Hussars and Dieron Regulars, but the Legion was not just kept on the rolls. A new regiment, the Seventh, was founded. Even the vaunted DCMS has troublemakers and the hardheaded who chafe under the strict authority demanded by superior officers; the Legion of Vega remains a convenient place to dump those who can still contribute. Once more filled with disciplinary cases and lesser warriors, the Legion has leaned heavily upon conventional forces.

The loss of two Legions was compounded by the tremendous cost of the Second's success against the Blakists on Kimball III. Their stalwart defense became hollow when Kimball, like their homeworld of Vega, was given to the Republic. Unlike the Alshain Avengers, though, no one expects adventurism from the battered Legion.

The Ryuken never lacked for skill, but their reputation was always in low regard, most especially from the elite Sword of Light. Despite this, their dedication to the Dragon never wavered. Always tasked with the toughest assignments, the Ryuken never falters in the face of the enemy. The Ryuken are among the most fanatical DCMS troops, regardless of how the High Command regards them.

SECOND LEGION OF VEGA

The Second Legion of Vega is currently stationed on Camlann. Proximity to the Ghost Bear border has seen them repel several Clan recon raids. While these raids seem intended to blood new Clan warriors, the warriors of the Second throw themselves at the invaders, seeking redemption in the blood of their enemies. Despite rebuilding, their recklessness in battle has seen their numbers remain constant since the Jihad's end, as the newest Legion members are often lost in the sudden savagery of aggressive defense.

SEVENTH LEGION OF VEGA

Safe from border raids, the new Legion is tasked with guarding the Diplan factory on Aix-la-Chapelle. There is a distinct bitterness among the Legion's troops as they see the brand new 'Mechs coming off the assembly line shipped off-world to other units, leaving them with lower quality, older 'Mechs and tanks. Given the world's hostile weather, they spend more time in underground shelters than on the training grounds, leaving them inexperienced.

RYUKEN-NI

Despite losing two-thirds their number before ever making Terran orbit, Ryuken-*ni* fought hard alongside Devlin Stone himself in the assault on Hilton Head. Their already depleted numbers fell further in the savage fighting against the Blakists. Limping back to the Combine after the victory, Ryuken-*ni* disputed the order to disband, with their survivors intended to rebuild other regiments. Nearly causing another internal conflict which the DCMS desperately wanted to avoid, Ryuken-*ni* was allowed to begin rebuilding with the caveat that should another crisis erupt, they would be consolidated into other units. With the only combat to speak of being the Combine's aggression toward the Outworlds Alliance, the Ryuken-*ni* have thrown themselves into training and lobbying for better quality recruits from the academy graduates sent their way.

RYUKEN-SAN

After being lost in transit and labeled deserters during the Jihad, Ryuken-*san* found itself with another stain on its honor. The DCMS investigation bore out their story of sabotage, and they became part of Belle Lee's thrust toward Terra after Ryuken-*roku* was destroyed on New Home. Taking heavy losses in Sydney with the rest of Lee's forces, Ryuken-*san* fought not just to liberate Terra but to redeem its recent loss of honor. That the DCMS High Command authorized the unit to rebuild with no argument was more than the warriors might have hoped for. Unfortunately, their support for Ryuken-*ni*'s refusal to disband has strained their relations with the DCMS High Command.

RYUKEN-ROKU

Though effectively destroyed on New Home at the hands of the Forty-seventh Shadow Division, Ryuken-*roku* was never actually removed from the DCMS rolls. With only a handful of survivors folded into Ryuken-*ni* and Ryuken-*san* for the push on Terra, those who survived returned to the Combine with the end of hostilities to resume their place among the new recruits assigned them for rebuilding. Though they have recovered to nearly two battalions, their troops are the greenest of raw recruits. They train hard, as always, but with so few veterans they will not regain their former skill level for some time.

ALTERNATE PATHS

The independent regiments of the DCMS have been whittled away since the Clan invasion. The Proserpina Hussars are no more, with their last regiment folded into the Pesht Regulars. The Night Stalkers were destroyed in the Jihad, the coup-supporting Second at the hands of Ryuken-*roku* and the Third at the hands of the Blakists. While the Arkab Legions survived the Jihad, the secession of the five Azami worlds left the DCMS without their aid. With various attacks by the Black Dragons, Word of Blake and the Combine itself, the Arkab Legions were determined to protect their people. While some accord has since been reached, the Legions remain autonomous, though they have accepted recent deployment requests.

FIRST AMPHIGEAN LIGHT ASSAULT GROUP

The First Amphigean defended the Protectorate border worlds of Atria and Dromini VI throughout the Jihad. Despite the privations of repeated Blakist attacks, they held their ground and exacted a terrible toll on the Jihadists. As Operation SCOUR began, the First was surprised to receive replacement infantry and aerospace assets. Though their BattleMech forces were dwindling, they made use of the new troops effectively and continued to frustrate the Blakists.

The end of the Jihad found the floating regiment with slightly less than two battalions and little hope of obtaining replacements. Their preferred style of hit-and-run combat requires lighter and faster 'Mechs, so rather than sit on their laurels and gripe, they visited worlds that had seen significant combat. Salvaging the battlefields that had been passed over as the Jihad raged on, the Amphigeans were able to put more than a company of 'Mechs back into service. While it was longer before they found qualified MechWarriors, they now have most of their third battalion back.

Split between the Bjarred and Qandahar prefectures, the First is a quick response force. Benefitting from several line regiments' PR campaigns, the First has become more selective than usual in their recruitment efforts.

SECOND AN TING LEGION

Actively pursuing and eliminating Black Dragon cells throughout the Jihad, the Second An Ting Legion was almost constantly on the move. It repeatedly encountered the despicable xenophobia of the Black Dragons. Most revolting was the Black Dragons' actions on Korramabad, where concentration camps had slaughtered countless Azami. After ruthlessly destroying the Black Dragon presence there, the Second gave themselves to the command of the First Arkab Legion, whom they joined in the assault on Slaithwaite. Offering no quarter to those who would exterminate innocent civilians, they utterly destroyed the Black Dragons in the Qandahar Prefecture.

The Second now find itself on Klathandu IV, the corner of the border between the Republic and the Federated Suns. Unrelenting Draconis March raids have done significant damage to the Second; its numbers now the same as they were when the Jihad ended, despite having received several small waves of replacements.

FIRST ARKAB LEGION

The First Arkab Legion was re-constituted during the Jihad. The Azami Brotherhood felt that three regiments were insufficient to protect their scattered faithful. While the five Azami worlds were close to one another, large populations throughout the Combine also needed protection. Since the DCMS was not concerned with safeguarding these citizens, the Azami decided to do so themselves.

The warriors of the First are the fiercest of the Arkab Legions. This was demonstrated by their vengeance against the Black Dragons for the extermination of millions of Azami faithful in the Qandahar Prefecture. The mass decapitations were well deserved, and the broadcast footage of "Arkab justice" eroded much of the Black Dragon Society's power. Stationed once more on Algedi, the First made it clear to the Republic that it would take matters into its own hands should any persecution occur on the Azami worlds now within our borders.

SECOND ARKAB LEGION

The Second Arkab is now on Arkab, the traditional posting of the Sixth Legion. They are less concerned with rebuilding their force than with the continuing humanitarian crisis from the asteroid strike early in the Jihad. Their feverish efforts have restored the survivors' faith in Allah and the Legions. The proximity to the Ghost Bear border does not concern the Second, who faced the Jaguars and trained alongside the Nova Cats.

FOURTH ARKAB LEGION

Nearly at full strength thanks to the relative inactivity of safeguarding the Azami worlds, the Fourth agreed to a posting on Shionoha, in the saddle formed by the borders with the Lyrans and the Republic. With any significant raid on the world not expected from either nation, the Fourth would prefer to join its brothers in the Second in recovery efforts on Arkab. The close deployment near the Republic likely also indicates the desire to remain close to the Azami worlds in the event of any hostile action on the part of the Republic.

SIXTH ARKAB LEGION

Like the First and Fourth, the Sixth is stationed near the Azami worlds. On Minakuchi, a world untouched by the Jihad, they have refused to indulge in the peace that surrounds them. With a persecution complex justified by the atrocities committed by the Black Dragons, they hope for word of Black Dragon Society activity in their region. They long for the opportunity to exact vengeance upon the traitors just as the First did on Slaithwaite.

DRACONIS COMBINE MUSTERED SOLDIERY

(Deployment as of 31 October 3085)

Commander: *Coordinator* Hohiro Kurita
Aide: *Gunji-no-Kanrei* Kiyomori
BattleMech Strength: Approximately 25 Regiments, plus Clan Nova Cat forces

BENJAMIN MILITARY DISTRICT

Commander: *Tai-shu* Randy Olson
Aide: *Tai-sho* Hishu Stonara

Benjamin Prefecture

Prefecture *Tai-sho* Winston Phillips
Aide: *Sho-sho* Ben Auberjona

	Exp/Loy	Homeworld	Strength	Updated (Rating)
7th Legion of Vega	G/Q	Aix-la-Chapelle	35%	80% (C)
(CO: *Tai-sa* Sa'adat Abbaticchio)				
27th Vegan Armor	G/Q	Aix-la-Chapelle	40%	100%
(CO: *Tai-sa* Neha Fromm)				
98th Vegan Mechanized Brigade	G/R	Aix-la-Chapelle	60%	—
(CO: *Tai-sa* Gage Charmchi)				
1st Arkab Legion	R/Q	Algedi	60%	83% (C)
(CO: *Tai-sa* Yori Inoue)				
1st Arkab Aerospace Wing	R/R	Algedi	45%	78%
(CO: *Cho-sa* Aya Sato)				
1st Arkab Armor	G/Q	Algedi	65%	87%
(CO: *Tai-sa* Yori Yukimura)				
1st Arkab Infantry	G/Q	Algedi	70%	—
(CO: *Tai-sa* Haruko Kurosawa)				
Ryuken-roku	V/Q	Benjamin	60%	74% (D)
(CO: *Tai-sa* Gratia Bernard)				
Ryuken-roku Aerospace Wing	V/R	Benjamin	70%	87%
(CO: *Cho-sa* Egilhard Rey)				
Ryuken-roku Armor	R/R	Benjamin	45%	84%
(CO: *Tai-sa* Anton Arriola)				
Ryuken-roku Infantry	V/R	Benjamin	60%	—
(CO: *Tai-sa* Shichiro Shizuka)				
43rd Benjamin Regulars	R/R	Benjamin	35%	100% (A)
(CO: *Tai-sa* Garret Tanzer)				
43rd Benjamin Aerospace Wingh	G/R	Benjamin	45%	100%
(CO: *Cho-sa* Leonardo Bulle)				
43rd Benjamin Heavy Armor	G/R	Benjamin	55%	73%
(CO: *Tai-sa* Sopheap O'Donnell)				
43rd Benjamin Infantry	G/R	Benjamin	70%	—
(CO: *Tai-sa* Quinten Cavallo)				
2nd Arkab Legion	V/Q	Dover	60%	52% (D)
(CO: *Tai-sa* Cora Schultheiss)				
Hard Air (Wing)	V/Q	Dover	55%	86%
(CO: *Cho-sa* Sho Inoue)				
2nd Arkab Armor (1 Btn)	R/Q	Dover	85%	92%
(CO: *Chu-sa* Scott Pettersson)				
2nd Arkab Infantry	V/Q	Dover	60%	—
(CO: *Tai-sa* Ryouichi Motou)				
6th Arkab Legion	V/Q	Minakuchi	85%	53% (D)
(CO: *Tai-sa* Theodosius Mihov)				
6th Arkab Aerospace Wing	V/Q	Minakuchi	75%	47%
(CO: *Cho-sa* Mathilda Abrahamsen)				
51st Armored Battalion	R/Q	Minakuchi	85%	77%
(CO: *Chu-sa* Bertie Driessen)				
201st Pesht Recon	V/R	Minakuchi	65%	—
(CO: *Tai-sa* Germano Hoffman)				

Buckminster Prefecture

Prefecture Commander: *Tai-sho* Hajii Mara
Aide: *Tai-sa* Vlad Petrovka

	Exp/Loy	Homeworld	Strength	Updated (Rating)
2nd Benjamin Regulars	V/Q	Buckminster	55%	90% (B)
(CO: *Tai-sa* Yuuto Motou)				
War Shrikes (Wing)	R/R	Buckminster	60%	100%
(CO: *Cho-sa* Mannix Maestri)				
15th Precinct Armor (1 Btn)	V/Q	Buckminster	40%	78%
(CO: *Chu-sa* Nanami Yukimura)				
Minori's Vanguards	V/R	Buckminster	50%	—
(CO: *Chu-sa* Minori Adami)				
2nd Legion of Vega	V/R	Camlann	60%	75% (B)
(CO: *Tai-sa* Tikov Recardni)				
53rd Vegan Lancers (2 Btns)	R/R	Camlann	70%	62%
(CO: *Chu-sa* Youta Nakahara)				
241st Vegan Regulars	V/Q	Camlann	55%	—
(CO: *Tai-sa* Stephanus Alessi)				
5th Sword of Light	V/F	Kiamba	75%	84% (A)
(CO: *Tai-sa* Hinata Akiyama)				
4th Arkab Legion	V/Q	Shionoha	95%	67% (C)
(CO: *Tai-sa* Aoi Matsuoka)				
4th Arkab Aerospace Wing	V/Q	Shionoha	105%	47%
(CO: *Cho-sa* Hermann Jordà)				
4th Arkab Armor (1 Btn)	G/Q	Shionoha	95%	100%
(CO: *Chu-sa* Akane Matsushita)				
17th Tannil Holy Defenders	R/Q	Shionoha	100%	—
(CO: *Tai-sa* Consus Kron)				

Iruzun Prefecture

Prefecture Commander: *Tai-sho* Timothy Tousley
Aide: *Sho-sho* Mark Isoguri

	Exp/Loy	Homeworld	Strength	Updated (Rating)
17th Benjamin Regulars	R/R	Breed	60%	100% (A)
(CO: *Tai-sa* Prudencio Kulmala)				
Petals on the Wind	V/R	Breed	70%	100%
(CO: *Cho-sa* Yoshirou Saito)				
17th Benjamin Armor (2 Btns)	R/Q	Breed	85%	100%
(CO: *Chu-sa* Cyrus Coleman)				
3rd Benjamin Heavy Motorized Infantry	R/R	Breed	65%	—
(CO: *Tai-sa* Timotej Merlo)				
2nd An Ting Legion	V/F	Klathandu IV	70%	90% (A)
(CO: *Tai-sa* Matthei Kozlowski)				
2nd And Ting Aerospace Wing	V/R	Klathandu IV	80%	100%
(CO: *Cho-sa* Flora Bergfalk)				
2nd An Ting Armor (1 Btn)	E/F	Klathandu IV	65%	100%
(CO: *Chu-sa* Mortimer Seoras)				
2nd An Ting Infantry (1 Btn)	R/F	Klathandu IV	80%	-
(CO: *Chu-sa* Rikuto Fukui)				
Ryuken-ni	R/Q	New Mendham	60%	90% (B)
(CO: *Tai-sa* Pierrette Van Rumpade)				
Ryuken-ni Aerospace Wing	R/Q	New Mendham	45%	100%
(CO: *Cho-sa* Timon Clayton)				
Ryuken-ni Armor	G/R	New Mendham	55%	92%
(CO: *Tai-sa* Yui Tsukuda)				
Ryuken-ni Infantry	R/Q	New Mendham	65%	—
(CO: *Tai-sa* Ross Maynard)				

Junction Prefecture
Prefecture Commander: *Tai-shu* Jasmine Goshentara
Aide: *Tai-sho* Seth Adano

	Exp/Loy	Homeworld	Strength	Updated (Rating)
1st Genyosha	E/F	Lapida II	55%	100% (A)
(CO: *Tai-sa* Hachirou Ito)				
1st Genyosha Aerospace Wing	V/F	Lapida II	80%	100%
(CO: *Cho-sa* Ryoichi Ito)				
1st Genyosha Armor	E/R	Lapida II	90%	100%
(CO: *Tai-sa* Emi Akiyama)				
1st Genyosha Infantry	E/F	Lapida II	105%	—
(CO: *Tai-sa* Nobuyuki Fujimoto)				

Xinyang Prefecture
Prefecture Commander: *Tai-shu* Sawa Gasmiri
Aide: *Tai-sho* June Adji

NEW SAMARKAND MILITARY DISTRICT
Commander: *Tai-shu* Ivor Stollarude
Aide: *Tai-sho* James O'Callahan

New Samarkand Prefecture
Prefecture Commander: *Tai-sho* Hsari Pangetta
Aide: *Tai-sa* Yung Li

	Exp/Loy	Homeworld	Strength	Updated (Rating)
1st New Samarkand Regulars	G/R	New Samarkand	35%	85% (B)
(CO: *Tai-sa* Nobuyuki Ueno)				
1st New Samarkand Aerospace Wing	G/R	New Samarkand	85%	100%
(CO: *Cho-sa* Radomil Klements)				
1st New Samarkand Armor	R/R	New Samarkand	60%	82%
(CO: *Tai-sa* Kohaku Inoue)				
1st New Samarkand Infantry	G/Q	New Samarkand	40%	—
(CO: *Tai-sa* Desta Neo)				
45th New Samarkand Regulars	G/Q	New Samarkand	35%	100% (B)
(CO: *Tai-sa* Keiko Yamauchi)				
45th New Samarkand Aerospace Wing (2 Wings)	R/R	New Samarkand	65%	100%
(CO: *Tai-sa* Kyou Yamauchi)				
32nd Odabasi Fast Armor	R/Q	New Samarkand	55%	76%
(CO: *Tai-sa* Forbes Arrighetti)				
45th New Samarkand Infantry	G/R	New Samarkand	70%	—
(CO: *Tai-sa* Xolani Refilwe)				
1st Sword of Light	E/F	Sverdlovsk	60%	85% (A)
(CO: *Tai-sa* Soru Yukimura)				
101st Aerospace Wing	E/F	Sverdlovsk	80%	100%
(CO: *Cho-sa* Angjelko Schmeling)				
17th Sverdlovsk Militia	G/F	Sverdlovsk	105%	—
(CO: *Tai-sa* Leon Arena)				

Oshika Prefecture
Prefecture Commander: *Tai-shu* Gavin Eriami
Aide: *Sho-sho* Jerome Wolf-Hunter

	Exp/Loy	Homeworld	Strength	Updated (Rating)
19th Galedon Regulars	R/R	Hun Ho	90%	100% (A)
(CO: *Tai-sa* Kichirou Watanabe)				
7th Bad News Aerospace Wing	G/R	Hun Ho	100%	100%
(CO: *Cho-sa* Seosamh Abbracciabeni)				
43rd Bad News Militia	R/R	Hun Ho	105%	—
(CO: *Tai-sa* Heliodoros Offermans)				
5th Galedon Regulars	V/F	Midway	45%	90% (A)
(CO: *Tai-sa* Gerlach Bachman)				
42nd Aerospace Wing	R/R	Midway	60%	87%
(CO: *Cho-sa* Natan Jonker)				
156th Galedon Regulars	V/F	Midway	35%	100%
(CO: *Tai-sa* Pankratios Accursio)				
503rd Motorized Infantry	V/R	Midway	50%	—
(CO: *Tai-sa* Tyreek Alban)				
16th Galedon Regulars	R/R	Togura	30%	100% (A)
(CO: *Tai-sa* Ailill Coenen)				

Matsuida Prefecture
Prefecture Commander: *Tai-sho* Masayoshi Kitakyusho
Aide: *Tai-sa* Peter Tokaydo

	Exp/Loy	Homeworld	Strength	Updated (Rating)
5th Ghost	R/R	Harrow's Sun	60%	70% (B)
(CO: *Tai-sa* Kyösti Rennoll)				
5th Ghost Aerospace Wing	G/R	Harrow's Sun	45%	62%
(CO: *Cho-sa* Viktor Magnusson)				
77th Pesht Medium Cavalry	R/R	Harrow's Sun	60%	83%
(CO: *Tai-sa* Jeannot Wilmer)				
201st Pesht Recon	R/F	Harrow's Sun	55%	—
(CO: *Tai-sa* Wally Finlay)				
2nd Genyosha	V/F	Marlowe's Rift	60%	90% (A)
(CO: *Tai-sa* Camillus Crespo)				
2nd Genyosha Aerospace Wing	V/R	Marlowe's Rift	75%	92%
(CO: *Cho-sa* Petia Boulos)				
2nd Genyosha Armor	R/F	Marlowe's Rift	55%	85%
(CO: *Tai-sa* Mahir Terry)				
2nd Genyosha Infantry	V/F	Marlowe's Rift	60%	—
(CO: *Tai-sa* Remigio Knudsen)				
7th Sword of Light	V/R	Thestria	60%	90% (A)
(CO: *Tai-sa* Odhrán Olasz)				
99th Lancers (1 Btn)	E/R	Thestria	55%	100%
(CO: *Chu-sa* Ewald Byquist)				
45th Recon	V/R	Thestria	45%	—
(CO: *Tai-sa* Iago Van Dael)				

Kaznejoy Prefecture
Prefecture Commander: *Tai-sho* Elliot Taharaga
Aide: *Sho-sho* Patrick Adami

	Exp/Loy	Homeworld	Strength	Updated (Rating)
7th Ghost	V/R	Capra	60%	81% (B)
(CO: *Tai-sa* Rufus Basurto)				
7th Ghost Aerospace Wing	R/R	Capra	55%	67%
(CO: *Cho-sa* Diede Vandroogenbroeck)				
15th Benjamin Heavy Raiders (1 Btn)	V/R	Capra	65%	94%
(CO: *Chu-sa* Makena Nsia)				
152nd Assault Infantry	R/F	Capra	80%	—
(CO: *Tai-sa* Hideki Fujimoto)				
11th Ghost	V/Q	Kaznejoy	60%	84% (C)
(CO: *Tai-sa* Petar Hendrikx)				
11th Ghost Aerospace Wing	V/Q	Kaznejoy	70%	90%
(CO: *Cho-sa* Perla Alderisi)				
11th Ghost Armor	R/Q	Kaznejoy	50%	78%
(CO: *Tai-sa* Acke Mooren)				
72nd Kaznejoy Militia	G/R	Kaznejoy	90%	—
(CO: *Tai-sa* Katsu Sato)				
Ryuken-san	V/Q	Kesai IV	75%	81% (C)
(CO: *Tai-sa* Leuthar Mulligan)				
Falling Skies Aerospace Wing	V/R	Kesai IV	70%	87%
(CO: *Cho-sa* Taiki Kato)				
Ryuken-san Armor	R/R	Kesai IV	45%	84%
(CO: *Tai-sa* Kirabo Wasswa)				
Ryuken-san Infantry	V/R	Kesai IV	60%	—
(CO: *Tai-sa* Bernhard Mooshian)				
12th New Samarkand Regulars	R/R	Niles	60%	90% (A)
(CO: *Tai-sa* Iakobos Yanev)				
12th New Samarkand Aerospace Wing	V/R	Niles	85%	58%
(CO: *Cho-sa* Riku Yoshida)				
3rd Niles Heavy Armor	R/Q	Niles	90%	47%
(CO: *Tai-sa* Didac Junge)				
Legacy of Minoru	V/F	Niles	70%	—
(CO: *Tai-sa* Jed Schneider)				
2nd New Samarkand Regulars	E/F	Senorbi	60%	100% (A)
(CO: *Tai-sa* Enobarbus Kedzierski)				
2nd New Samarkand Aerospace Wing	V/F	Senorbi	80%	100%
(CO: *Cho-sa* Haru Tsukino)				
2nd New Samarkand Armor	E/F	Senorbi	90%	100%
(CO: *Tai-sa* Timotheus Pellegrino)				
2nd New Samarkand Infantry	R/F	Senorbi	105%	—
(CO: *Tai-sa* Elsdon Coel)				

Tabayama Prefecture
Prefecture Commander: *Sho-sho* Calvin Trueffeau
Aide: *Tai-sa* Matthew Lodo

	Exp/Loy	Homeworld	Strength	Updated (Rating)
22nd New Samarkand Regulars	R/R	Bad News	35%	100% (A)
(CO: *Tai-sa* Gregorius Tinker)				
22nd New Samarkand Aerospace Wing	G/R	Bad News	70%	100%
(CO: *Cho-sa* Tomoko Akiyama)				
Devil Dogs	E/F	Bad News	45%	100%
(CO: *Tai-sa* Tatenda Rudo)				
22nd New Samarkand Infantry	R/F	Bad News	60%	—
(CO: *Tai-sa* Enu Sefu)				
16th Sun Zhang Cadre	R/R	Tabayama	75%	76% (B)
(CO: *Tai-sa* Iulian Ó'Floinn)				
16th Sun Zhang Aerospace Wing	V/F	Tabayama	80%	100%
(CO: *Cho-sa* Tsubasa Hamasaki)				

PESHT MILITARY DISTRICT
Commander: Teyasu Ashora
Aide: *Tai-sho* Tahara Sakamoto

Albiero Prefecture
Prefecture Commander: *Tai-shu* Gregory Matsuida
Aide: *Tai-sho* Bella Solanice

	Exp/Loy	Homeworld	Strength	Updated (Rating)
8th Sword of Light	V/R	Coudoux	70%	92% (A)
(CO: *Tai-sa* Dorotheus Bai)				
243rd Aerospace Wing	E/F	Coudoux	80%	100%
(CO: *Cho-sa* Bijoy Petes)				
1st Ghost	R/R	Nykvarn	70%	89% (A)
(CO: *Tai-sa* Goro Kobayashi)				
1st Ghost Aerospace	G/R	Nykvarn	45%	48%
(CO: *Cho-sa* Rikuto Koizumi)				
Iron Will (1 Btn)	V/R	Nykvarn	65%	48%
(CO: *Chu-sa* Conchobhar Reyer)				
13th Sun Zhang Cadre	R/R	Richmond / Idlewind	85%	96% (A)
(CO: *Tai-sa* Shripati Steensen)				
13th Sun Zhang Aerospace Wing	G/F	Richmond / Idlewind	90%	100%
(CO: *Cho-sa* Piaras Carl)				
10th Pesht Regulars	R/R	Schuyler	85%	91% (A)
(CO: *Tai-sa* Takako Himura)				
Shrieking Skies (2 Wings)	E/R	Schuyler	90%	100%
(CO: *Tai-sa* Dominicus Gagne)				
192nd Schuyler Infantry	G/R	Schuyler	105%	—
(CO: *Tai-sa* Faustinus Peusen)				

Bjarred Prefecture
Prefecture Commander: *Tai-shu* Tashu Jacarlaba
Aide: *Tai-sa* Dirk Hundingson

	Exp/Loy	Homeworld	Strength	Updated (Rating)
1st Amphigean Light Assault Group	V/R	Bjarred / Salford	75%	88% (A)
(CO: *Tai-sa* Kenta Kato)				
Starwalkers (Wing)	E/F	Bjarred / Salford	80%	100%
(CO: *Cho-sa* Katsuo Matsuoka)				
4th Kilmarnock Defense League	R/Q	Bjarred / Salford	45%	—
(CO: *Tai-sa* Zosimos Gardener)				

Irece Prefecture
Prefecture Commander: Khan Santin West
Aide: saKhan Ajax Drummond

Ningxia Prefecture
Prefecture Commander: *Tai-shu* William Cloud Climber
Aide: *Sho-sho* Kei Ouchi

	Exp/Loy	Homeworld	Strength	Updated (Rating)
5th Sun Zhang Cadre	R/F	Ningxia / Soul	60%	80% (A)
(CO: *Tai-sa* Rob Jeffers)				
5th Sun Zhang Aerospace Wing	G/F	Ningxia / Soul	55%	100%
(CO: *Cho-sa* Ingvar Marmo)				
Dragon's Cavaliers	R/F	Ningxia / Soul	70%	82%
(CO: *Tai-sa* Feichin Guttuso)				

Kagoshima Prefecture
Prefecture Commander: *Tai-sho* Jillian Adams
Aide: *Sho-sho* Stephen Somogyi

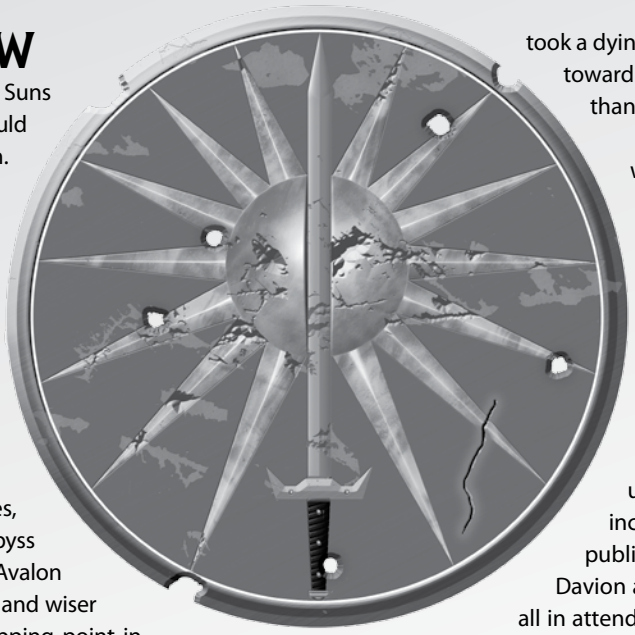
	Exp/Loy	Homeworld	Strength	Updated (Rating)
3rd Pesht Regulars	R/R	Chatham	30%	85% (B)
(CO: *Tai-sa* Nanami Ueno)				
3rd Regulars Aerospace Wing	R/Q	Chatham	40%	76%
(CO: *Cho-sa* Disgleirio Nikolic)				
201st Pesht Assault Team	V/R	Chatham	60%	—
(CO: *Tai-sa* Spurius Travers)				
Izanagi Warriors	E/F	Luthien	60%	100% (A)
(CO: *Tai-sa* Michi Tachibana)				
32nd Luthien Aerospace Wing	E/F	Luthien	90%	100%
(CO: *Cho-sa* Michi Yukimura)				
1st Luthien Battlesuit Infantry	V/F	Luthien	65%	—
(CO: *Tai-sa* Sylvester Raynerson)				
Otomo	E/F	Luthien	55%	100% (A)
(CO: *Tai-sa* Emory Durante)				
Otomo Battlesuit Infantry (1 Btn)	E/F	Luthien	60%	—
(CO: *Chu-sa* Nkosana Tinashe)				
6th Pesht Regulars	R/F	Pesht	60%	82% (A)
(CO: *Tai-sa* Yuuki Yukimura)				
6th Regulars Armor	R/R	Pesht	70%	76%
(CO: *Tai-sa* Kibwe Gwandoya)				
101st Pesht Guard	G/F	Pesht	105%	—
(CO: *Tai-sa* Petrica Fortuyn)				

Qandahar Prefecture
Prefecture Commander: *Tai-sho* Robert Manati
Aide: *Sho-sho* Jinsiru Stoffersson

	Exp/Loy	Homeworld	Strength	Updated (Rating)
7th Pesht Regulars	V/F	Qandahar	65%	87% (A)
(CO: *Tai-sa* Bernard Johnsson)				
7th Regulars Aerospace Wing	V/R	Qandahar	85%	43%
(CO: *Cho-sa* Akiko Sato)				
Monty's Maulers	V/R	Qandahar	70%	51%
(CO: *Tai-sa* Jonah Montgomery)				

THE FEDERATED SUNS

GENERAL REVIEW



If one compares today's Federated Suns with that of just ten years ago, one would be hard pressed to see the same nation. At the time the Word of Blake withdrew their occupation of New Avalon they could not have been faulted if they thought the nation would soon collapse in on itself. The Free Worlds League had suffered only a fraction of the command and control disruption that the Suns had, and it splintered into more than a half dozen nation-states. Facing hostile neighbors on every border and two breakaway states, the Federated Suns teetered on the abyss throughout 3074. The freeing of New Avalon and the triumphant return of an older and wiser Yvonne Steiner-Davion marked the tipping point in the favor of a single nation. Still a deeply-marred nation, not just physically but also politically and emotionally, the Suns is far from the pinnacle of forty years ago but the worry the nation will fold like a house of cards is lessened.

Once the nation most likely to "take charge" and act first, the post "Never Again" speech Federated Suns appears content to let the center of political and military influence shift back to Terra. Though by no means pacifistic, its blitzkrieg Operation MATADOR reminded everyone that the Suns was not yet dead. The Davion nation appears to be content to pursue peace as its first and second course of action. Seven years after the liberation of Terra, the Federated Suns remains on a war footing: direct military interface with its defense contractors and a military rebuilding program that puts even its own post-Tukayyid rebuilding to shame. As MATADOR clearly pointed out, the post-Jihad AFFS may be smaller, but it has not lost any of the skill and reputation it once possessed. It has learned new skills and techniques.

The greatest challenge facing the Federated Suns is not military or political, but economic. Having been on some manner of war footing for the last thirty-five years, the nation is facing a postwar recession the likes not seen since the end of the Reunification Wars. Civil rebuilding projects and the AFFS' ROaR program are efforts to soften the looming recession, as are recent trade deals with the Lyran Commonwealth and our own Republic.

CAMELOT SUMMIT

The Princess-Regent's "Never Again" speech is often credited as the turning point away from national dissolution. The Camelot Summit, on the other hand, was the much more tangible force that took a dying nation off life support and headed it toward a future that looks far more promising than ten years ago.

The official purpose of the summit was to gather key civilian and military leadership together and jointly map out a postwar direction for the recovering nation. Two major agenda items, identified before the start of the summit, were the creation of a Periphery March and the acceleration of Marshal Davion's ROaR (Reallocation, Organization and Rearmament) program. The unwritten agendas included an increase in national morale, through public dedication of the rebuilt Castle Davion and Avalon City, and firmly reminding all in attendance that New Avalon was the center of the nation.

General Raymond-Roger Marsin had once been considered a serious impetus for the secession of the Davion Outback. His loyalty and dedication to the Outback was so great that it overshadowed his loyalty to New Avalon, especially a New Avalon absent of leadership and occupied by the Word of Blake. By 3080 the power granted him by the court of public opinion and the results of his successful campaign to return Malagrotta to the Federated Suns made him a force that New Avalon was extremely wary of. Rather than try and curtail this power, Princess-Regent Yvonne instead chose to channel it to her own ends. By creating the Periphery March and getting her Privy Council to fully back the elevation of General Marsin as its duke, she diverted her greatest potential rival into her greatest ally.

That is not to say the appointment was not without acrimony. It is rumored that in a private audience, prior to his appointment, Yvonne made it clear to Marsin that if she or future First Princes ever suspected the loyalty of the Marsin line, it would cease to exist. More practically, she also forbade him from taking direct military action against the Filtvelt Coalition. The Princess-Regent has been adamant that Federated Suns will not perpetrate violence on its own citizens, no matter how misguided they may be. Marsin apparently realized that working with New Avalon he would grant a greater chance to see his goals succeed. So long as the Outback is seen on par with the rest of the nation, Marsin has been publically—and even privately—supportive of the Princess-Regent's political and military policies.

Duke Marsin poured himself into his new role, creating an administrative infrastructure from nothing and tackling the thorny issue of absorbing the Capellan March's Warren PDZ and Draconis

March's Woodbine and Miligan PDZs into his new march. His skills as a politician have proven to be on par with his battlefield skills. Adhering to the strict guidelines of the Princess-Regent, Marsin initiated no attacks on the Filtvelt Coalition. Today four Coalition worlds are now part of the Federated Suns again. In the case of Hephzibah, no shots were fired and the return was in response to trade and economic incentives. In the case of the other three worlds, Marsin sent in his troops but they were "invited" by the legitimate planetary authority to remove the illegal occupation forces of the Coalition. This political maneuvering has not gone without some admonishment from New Avalon, but success is hard to punish and Marsin continues to be very successful in winning the hearts and minds of the people of the Outback.

The success of the Camelot summit was not completely unmarred. In private audience with Yvonne, Angela Hasek accused the Princess-Regent of assassinating George Hasek. Yvonne's reaction and refutation of the accusation confirm our own intelligence estimates that she had nothing to do with Duke Hasek's death. This places Tancred Sandoval as the most likely candidate. It would not the first time he has acted without his wife's knowledge, ostensibly for the better of her and the realm.

The explosive confrontation between Princess-Regent and march duchess is another proof that Yvonne is not the meek woman her elder sister once manipulated. The Princess-Regent did not cower. Instead, she put Angela Hasek on the defensive with a declaration that as Princess-Regent she had all the power and authority of the First Prince and would use that power, if needed, to deal with any action she felt were a threat to the realm.

Had other events not transpired, there is little doubt that the Summit would have ended with a Hasek/Davion feud that would have made the Hanse/Michael feud seem like a schoolyard squabble. The attempted assassination of the Princess-Regent by individuals from Capellan March space immediately put Hasek in the spotlight and on the defensive. While it would be later found that the assassins came from another Blakist sleeper cell, the tensions and evidence of the moment put Duchess Hasek firmly in the line of fire for blame. However, in a move similar to her elevation of Duke Marsin, Yvonne chose to accept Hasek's apologies and claims of innocence, agreeing that the two women should work together and not at odds. Given the Princess-Regent's calm reaction, even in the face of the death of her friend and MIIO Chief Cole Williams, Angela could not easily refuse Yvonne's "suggestion" that Angela's nieces, Amanda and Isabella—practically daughters to Angela after their parents' deaths in the Jihad—stay on New Avalon and eventually attend the NAIS while living under Yvonne's care during that time. Taking adversity in stride, Princess-Regent Yvonne is showing again that mistakes of youth can be overcome and turned into strengths.

REMEMBERING THE FALLEN

In all, House Davion's military suffered a loss of fifteen major battlefield commands in the war against the Word of Blake and its ancillary actions. A few of these were reconstituted in the wake of the Coalition victory on Terra, but most remain stricken from the rolls.

AFFS Commands Lost in the Jihad

First Aragon Borderers
Fifth FedCom Lancers
Second Federated Suns Armored Cavalry
First Kittery Borderers
Twentieth Avalon Hussars RCT
Thirty-ninth Avalon Hussars RCT
First Ceti Hussars RCT*
Third Ceti Hussars RCT*
Third Crucis Lancers RCT
Sixth Crucis Lancers RCT
Second Davion Guards RCT*
Third Davion Guards RCT
Twelfth Deneb Light Cavalry RCT
Second New Ivaarsen Chasseurs
First Robinson Rangers

*These commands were later reconstituted.

STATE OF READINESS

The Federated Suns has continued its brisk recovery, as if oblivious of the strain the effort has already placed on its factories, refit yards and shattered military education system. While the continued drive to rebuild is in part martial, it is more likely a part of New Avalon's attempts to stave off the looming recession. Leveraging sovereign debt, national resource reserves and the goodwill of the nation's corporations, Princess-Regent Yvonne's government is pouring every available resource into rebuilding programs. Whether this investment will prove successful, or only deepen the possible recession, is open to great conjecture. What is known is it has benefitted the struggling AFFS.

In the last five years, the FedSuns armies have seen extensive rebuilding or refitting to more modern equipment, while simultaneously undergoing a massive reorganization. While BattleMech production remains limited, the influx of conventional equipment and battle armor has allowed nearly all frontline formations to field full support contingents, enabling House Davion to field more of its new Light Combat Teams (LCTs)—the smaller, and more mobile form of their massive regimental combat teams. In addition to this rebuilding, the AFFS has reactivated or created more than a dozen more combat formations. Using equipment shipped from across the Draconis and Crucis Marches, the Capellan March Militia has been fully reactivated. The other three marches have also rebuilt their militias, bringing the number of these LCT-based commands close to a pre-FedCom Civil War level. In addition, the new Periphery March has created its own brigade, with little expense spared to outfit these new commands. Still, one should note that that few of these newer LCTs boast their full BattleMech complement, and thus must rely on armor regiments for heavy fire support. Thus, while they may boast a greater number of operational commands than they

OPERATION MATADOR

Whether it was purely a political smokescreen to allow solidification of post-Jihad power, or an attempt to bring peace and stability to her realm, few can argue with the results of Princess-Regent Steiner-Davion's Operation MATADOR. The operation was her political brainchild, but the strategy bears the fingerprints of Marshal of the Armies Jon Davion. During the occupation of New Avalon he became adept at the application of minimum force for maximum affect, and through Operations SCOUR and SCYTHE he perfected these techniques. Gone was the overwhelming invasion model of the Fourth Succession War. Speed and surprise allowed Davion to apply a minimal amount of force to free or capture fifteen worlds in only two months.

The assault began with a coordinated attack across nine worlds on 5 May 3080. The Davion Assault Guards performed an orbital drop on Flintoft, with the green First Syrtis assisting them. The two defending battalions of Concordat Jaegers were completely wiped out in two weeks, allowing the Assault Guards to push on to secure Carmichael.

Both combat commands of the Fourth Ceti Hussars (formerly the Lexington Combat Group) assaulted Horsham. While the battalion of Taurian Guard BattleMechs was quickly rendered combat ineffective, it still took over a month to ferret out the Guard's conventional forces and fully liberate the world.

The Fifth Crucis Lancers would, however, face stiffer opposition from the Taurian Guard detachment defending Robsart. In a running five-week battle, the Guard seriously damaged the Fifth. In the end, the defenders could not match the weight of a nearly intact RCT and the Taurians pulled barely a combined-arms battalion free of the world. In late June, after stabilizing the world, the Fifth jumped to Diefenbaker, where they dispatched the militia defenses in less than two days' time.

In a deployment not seen since the Reunification Wars, a unit from the Syrtis Fusiliers and the Robinson Brigade teamed up to push the Third Taurian Lancers' Second Battalion from Hyalite. Once the mangled Lancers had withdrawn, the Second Robinson Strikers secured Hyalite while the Eighth Syrtis Fusiliers LCT pushed across the border to secure Norman's World from its militia defenders.

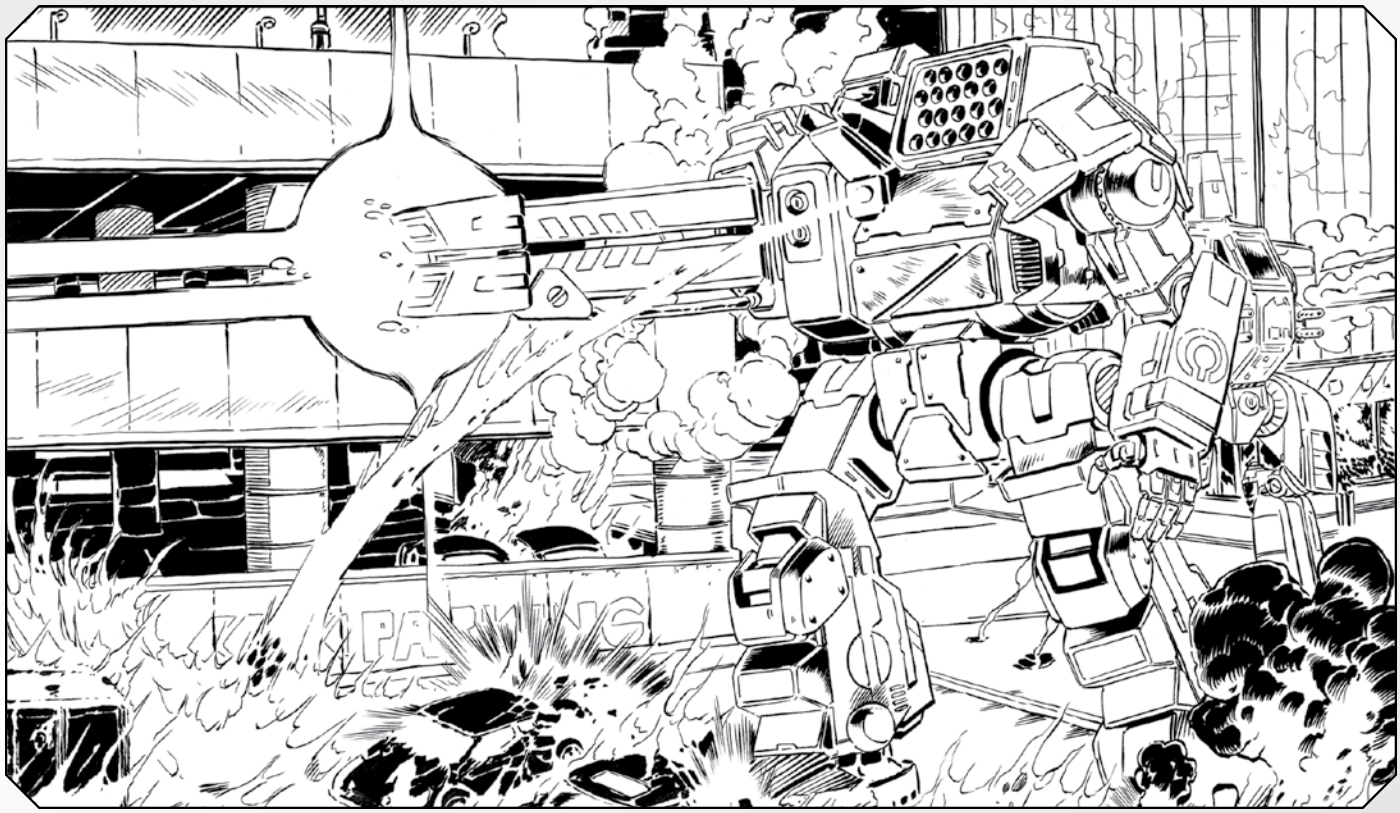
With nearly two RCTs of strength dropping onto Lothair, it is surprising the Third Taurian Lancers First Battalion was able to extract any forces from the world at all. In less than two weeks, the world was pacified and the Twenty-second Avalon Hussars jumped to Perdition, where they assisted the First Davion Guards in dislodging the III Corps newest regiment, the First MacLeod's, from their entrenched position. The Twenty-second's arrival allowed the Davion Guards to push on to secure Logan's Land. Meanwhile the Illician Rangers' Twenty-first Rangers left half their force on Lothair and jumped the remainder to Amber Grove, where the world surrendered without firing a shot. Amber Grove has subsequently been the quickest world to integrate into the Suns' Periphery March.

The Illician Lancers' Fourth Rangers was tasked with the invasion of Organo, where they faced the First Battalion of the experienced Red Chasseurs. Fighting dragged out for over a month as the Chasseurs used their skill at maneuver to draw the battle out before the Taurians were forced to retreat.

Facing the Second Ceti Hussars and newly reconstituted Third Ceti, the Second Battalion of the Red Chasseurs was even less successful in its defense of Althea's Choice. After managing to hold out for nearly a month, the Chasseurs' battalion was wiped out. The Second left the Third Ceti to ferret out remaining Chasseur resistance and pushed on Cyrton, forcing the planetary militia to surrender after a brief battle at the planet's spaceport.

Only on Ridgebrook did the Suns offensive stall and ultimately collapse. While New Avalon has avoided laying any blame for this, post action reviews have shown that Nathanial Hasek ignored the operational orders not only when he brought his personal unit with him, but in the execution of the invasion itself. Hasek's own desire to "be right" likely led to his death in the Taurian ambush and stalled the offensive long enough for the Taurian defenders to lay their nuclear deterrents—or producing a convincing fiction that they had such assets—in the major urban centers of Ridgebrook. When the truce was finally called, the Illician Fifty-ninth Strikers and Syrtis Avengers were forced to withdraw, battered and bloody.

The speed and surprise with which the Federated Suns rolled over the Taurian forces was matched only by the speed of the truce and eventual peace that was brokered by the Calderon Protectorate. The exact motives of the breakaway Taurian nation remain unknown. They may have worried the Suns would extend their conflict to them, or might have hoped it would strengthen their position with both the people of the Taurian Concordat and New Avalon. The end result was the effective confiscation of the Taurian WarShip *Vendetta* by the more distant Calderon Protectorate and a settlement that left all worlds under the government that held the world at the time of the truce. The most surprising provision of the peace was the Suns' agreement that no Capellan March unit would be stationed within forty-five light years of the Taurian border except on march and PDZ capitals. In truth, New Avalon may have suggested this provision, ensuring that units firmly under the control of high command would be watching the Taurian border.



had at the end of the Jihad, the AFFS' frontline force still has a long way to go to actually having the same level of strength.

This long road is in no small part due to the massive damage to the nation's BattleMech construction capacity. Even factories that were not damaged have seen a steep decline in production. This decline is the result of factory damage (or outright obliteration, as in the case of Talon and Galax), component shortages (due to strained supply lines) and diversification. The latter has seen the Suns' major defense contractors rebuilding not for military production but for civilian. Lines that once churned out the venerable *Centurion* are now building *Jabberwocky* EngineerMechs, for example. As this diversification has mostly been focused on infrastructure, and is sold to the government at discount or with generous long-term loan deals, New Avalon has not pressured the companies to restore their military capacity.

The Blakist sleeper attacks—their Bloody Tricentennial—impacted the Federated Suns as it did all other nations. The Suns' diverse infrastructure offset much of the targeted damage, but in one place it has greatly contributed to the Suns' inability to produce BattleMechs in the volumes it desires. The realm's largest 'Mech gyro manufacturer, Kaleidoscope Technology of New Avalon, was completely leveled by a Blakist terror cell. The loss of Kaleidoscope has had an impact out of scale from the company's relative size.

Availability of experienced military personnel is the other great hurdle to the Federated Suns. Wide-scale retirement has impacted the AFFS, most notably among its veteran BattleMech pilots. With many MechWarriors seeing near-constant combat since 3062, even academy graduates from as late as 3065 are choosing to retire in the face of a peacetime military. The personnel can easily be replaced—volunteerism is at an historic high in all but the Draconis March—but the loss of experience will be far more difficult to overcome. This looming threat accelerated the rebuilding of the Albion and NAIS training cadres, and several frontline commands have whole companies dedicated to training new MechWarriors alongside soon-to-retire soldiers. Even so, the quality of the AFFS' equipment may soon outshine the quality of the men and women who use it.

The Federated Suns' naval forces are in considerably better shape than its ground forces. While its four remaining WarShips are committed to defense of the march capitals, its conventional black-ocean forces have pushed back to the fore of activity. Pocket WarShip squadrons—comprised of four Pocket WarShips, one aerospace fighter carrier and a support ship—are the most common naval deployments. With the naming of June as the Periphery March capital, the FSS *Brest* has been moved from New Avalon to June. The FSS *Lucian Davion* remains defending New Avalon and the FSS *Admiral Michael Saile* and FSS *New Syrtis* continue their stations at Robinson and New Syrtis respectively. The *Syrtis* is still unable to jump, and has structural flaws that limit its ability to perform maximum thrust maneuvers, but still maintains standard system patrols.

INDEPENDENT COMMANDS

In the Jihad the independent commands of the AFFS were called upon to do great things with very little. In recognition for their heroic service, the last few years have been relatively calm. This stability has also allowed New Avalon a place to cycle newly graduated officers through, on their way to more permanent commands.

Once a clearinghouse for various units that didn't fit into the AFFS' existing brigade structure, the independent commands have become shining stars with nearly the same prestige as the Davion Guards. Each command is high in the AFFS resupply queue and regularly called upon to test new equipment. This has further reinforced their morale and helped to offset the feared retirement attrition.

FIRST FEDERATED SUNS ARMORED CAVALRY

Mostly rebuilt after the Capellan/New Syrtis peace, the Armored Cavalry was tasked with mobile defense of the Capellan border. Seeing near-constant action against Word raiders, Taurian deep strikes, piracy and "unsanctioned" Capellan raiders kept the unit's skills honed.

The First Armored Cavalry wants for nothing. Thus it has had the greatest challenge coming to grips with the post-Jihad military rebuilding. Used to being instantly rebuilt, the First is still nominally understrength in its BattleMech forces. This has been somewhat offset with the expansion of its supporting Auxiliary to a full regiment, well-stocked with the newest battle armor, VTOLs and hovertanks. General Rennard has cheerfully folded these new assets into her command and continues to adjust the Cavalry's tactics to a more integrated arms focus.

FIRST FEDERATED SUNS LANCERS LCT

The former First FedCom RCT is one of the most respected commands in the AFFS. Assigned several free regiments, the Lancers took part in the Lyran thrust of Operation SCOUR. During the Sydney campaign it was nearly destroyed in the brutal tunnel warfare. Reorganized along the LCT model, the First has become specialized in rapid response.

Positioned in the New Hessen thumb, the Federated Suns Lancers is one of the few independent commands to see significant action in the post-Jihad era. Several times it has been called upon to hunt down "pirates" operating in this region between the Confederation, the Republic and the Suns. The amount of Capellan equipment being used by these "pirates" has not gone unnoticed by New Avalon or Terra.

FIRST KESTREL GRENADIERS

The Kestrel Grenadiers took part in all four offensive waves of Sovereign Justice, coming within a jump of the Capella. Even as George Hasek's illegal war turned against him, the Grenadiers held strong, bloodying the Confederation advance and remaining a constant threat through the course of the Jihad. Like the Lancers, the Kestrel Grenadiers has found itself embroiled in low-grade actions on the Capellan border. Currently split into two combat commands, the Grenadiers are constantly patrolling the Lee-Bell border. This has made them a prime candidate for rotating young officers through for "seasoning."

While technically not an RCT, the Grenadiers maintain armor and infantry support, replacing one infantry regiment with two battalions of battle armor. Not surprisingly, the Grenadier suit is highly popular with the First Kestrel.

FIRST NEW IVAARSEN CHASSEURS

The Ivaarsen Chasseurs suffered extensively during the Jihad. Moved to the Combine border, both units saw combat during the DCMS incursions of 3068. The Second Chasseurs was wiped out by the Galedon plague, leaving the First the sole defenders of New Ivaarsen's long-standing service to the Federated Suns. Damaged early in SCOUR, the First had barely rebuilt to over half strength before the grinder that was the battle for Sydney.

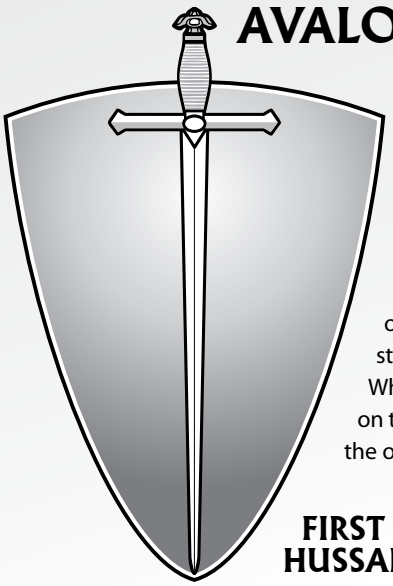
Determined to rebuild completely from New Ivaarsen-born natives, the Chasseurs has been slow to rebuild despite its relative high placement on the quartermaster's resupply list. Possessing the best equipment somewhat offsets their loss of experience.

FIRST ROYAL CAVALIERS

Once regarded with the same dark eyes the as the FedCom brigades, the Royal Cavaliers has now risen to the prestige of the Armored Cavalry or Davion Guards. Its steadiness in the early Jihad earned the Cavaliers the premier slot in the Periphery March defenses.

One sign of the prestige with which it are held is the Cavaliers' status as an RCT. No other independent regiment remains so large. Nearly at full strength, thanks in part to StarCorps-built machines, the Cavaliers are one of Duke Marsin's hammers with which to strike down pirate adventurism in his new march. Currently operating in three battlegroups, Alpha remains on Crofton while Bravo and Charlie bounce along the border region from Rentz to Delos IV.

AVALON HUSSARS



Held in the same respect as the Crucis Lancers and Davion Guards, the Avalon Hussars trace their lineage back to before the forming of the Federated Suns. This tradition served the brigade well through the tumultuous Jihad. With two of its commands lost and the remainder heavily damaged, the Hussars became the perfect test-bed for the new light combat team formations. Ten years after the formation of the first Hussar LCTs, the concept has been well proven and the Hussars remain the poster child of LCT tactics. While technically smaller, the brigade as a whole has a combat effectiveness on par to it pre-Jihad strength.

No small amount of credit goes to the commander who led the Hussars through the Jihad. With over twenty years in command of the Hussars, Field Marshal Roger William is the oldest general officer still on active duty in the AFFS, having seen his first combat deployment in the Fourth Succession War. While he finally gave up command of the brigade to Admiral Solomon D'Angelo, he continues to serve on the High Command in charge of Force and Command Readiness. He was instrumental in helping craft the original LCT concept.

FIRST AVALON HUSSARS LCT

The First LCT participated in over a dozen combat operations in the last four years, performing well in each. Ratified—along with the Second—as a full-blown Hussar command, the First continues to build its strength, while embracing the same traditions of the older Hussars regiments.

SECOND AVALON HUSSARS LCT

Like the First, the Second Avalon Hussars LCT took part in several combat operations designed to test its mettle (and that of the light combat team concept). Officially promoted to Hussars status along with the First, the Second finds itself blending new traditions with those established by centuries of Hussars before them. Many of the AFFS's first post-Jihad academy graduates are finding their way into the Second Avalon Hussars.

SEVENTEENTH AVALON HUSSARS LCT

Once known as Dragon's Bane, the Seventeenth had a long reputation of conflict with the Draconis Combine. The Jihad has erased that history and reshaped the unit into a command that is often called the heart of the brigade. The Seventeenth rode out the Jihad on Talcott with minimal damage. As a result, when the time came to form the First and Second Hussars, many of the Seventeenth were tapped to be the core of these new commands.

When the Kittery Prefecture was turned over to the Federated Suns, the Seventeenth was on a very short list of units to be sent to garrison it. It is currently settling in on Spica.

With access to General Motors' Talcott battle armor lines, the Seventeenth had converted much of its infantry to armored infantry by the time of the LCT reorganization. These battle armor regiments were parceled out to the other Hussar units, leaving the Seventeenth with two regiments of their own.

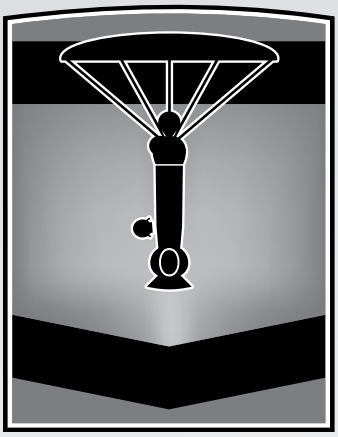
TWENTY-SECOND AVALON HUSSARS LCT

The Twenty-second has covered a lot of ground in the last two decades: garrisoning the Outback, watching over the hen house of New Syrtis, a place of honor on New Avalon and finally Operation MATADOR. Its stellar service in the Jihad was only marred by the heavy losses the unit sustained in the Taurian war. Currently, the Hussars holding on to elite status only because they it has yet to receive a major influx of new replacements.

The Twenty-second is authorized to maintain two BattleMech battalions, though at present only one is fully equipped. To reflect the two-battalion command, this LCT's conventional assets are correspondingly larger, with four battalions each in heavy armor, cavalry and battle armor. This allows each 'Mech command to field half the conventional forces in support.

FORTY-SECOND AVALON HUSSARS LCT

The Forty-second became the big brother unit of the Hussars. While the Seventeenth lent many of its skilled soldiers to the creation of the First and Second Hussars, it fell to the Forty-second to guide these forming units as they coalesced into cohesive LCTs. During the latter part of the Jihad, the Forty-second was in constant motion along the Protectorate border with one or both of the new units in tow. In addition to providing valuable intelligence to the Coalition, the Forty-second also ensured its sister commands earned much-needed combat experience without getting over their heads. The Forty-second now helps keep a wary eye on the Capellan border from their base of operations on Shoreham.



CETI HUSSARS

The Ceti Hussars have come back from the brink of destruction with the tenacity that has marked this brigade's existence from the earliest days. In 3079 the Hussars were barely two operational commands and one of these was the converted Lexington Combat Group. Were it not for the long and distinguished history of this unit, it is very possible the command would have been disbanded. That the Ceti Hussars' combined-arms combat style has finally become recognized as the modern form of combat no doubt aided in their rebuilding as well.

The survivors of the First and Third Hussars had been rolled into the Second Hussars where, instead of being fully integrated, they continued to operate as their own structures. This allowed them to be easily reformed, once sufficient materiel and personnel were available. Today the Ceti brigade has four active regiments, under command of Field Marshal Kellie Lee-Marrow, though only one is near full strength.

FIRST CETI HUSSARS LCT

The First has only recently been reformed, even though it is the best-equipped unit in the brigade. It is currently acting as a feeder unit for the other regiments, taking in new recruits and academy graduates to train up before sending them on to the Second and Third. This has prevented the other two regiments from dropping dangerously in their combat readiness, but has left the First little more than a training cadre.

With a full battalion of BattleMechs, the First has been able to field the standard three combat commands of a Ceti Hussars LCT. Alpha Command is staffed primarily with combat veterans. The Bravo and Charlie Commands are cadre commands, and often conduct regular training exercises against one another.

SECOND CETI HUSSARS LCT

Having held the line against Taurian assaults for so long, it came as no surprise that the Second was at the forefront of Operation MATADOR. Joined by the Third Ceti, they dropped onto Althea's Choice and faced off against the experienced Red Chasseurs. Experience and determination proved lacking for the Chasseurs, and by the end of May its Second Battalion was wiped out and its survivors scattered. After the short war was over, the Second Ceti Hussars was happy to once more take up a watchful gaze over the Taurian border.

Still well below full combat strength, the Second only fields an Alpha and Bravo Command. They rely heavily on their large armor and battle armor forces to make up for the critical lack of BattleMechs, and are working on combat tactics that use only one or two 'Mechs in a fire support role to conventional units.

THIRD CETI HUSSARS

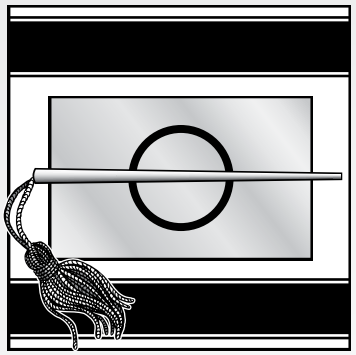
Reactivated in orbit of Althea's Choice, Operation MATADOR heralded the Third's return to combat status. The devastation of Hasek's war fell away from the Third as it fought side-by-side with its sister unit. Determined to prove themselves, the soldiers of the Third pushed hard, taking heavy damage to their equipment.

The Third came close to being deactivated again; only the large number of experienced combat veterans saved it. Repairs and resupply put these soldiers back into tanks and BattleMechs, and the Third is now at two-thirds strength as it helps guard the Taurian border.

FOURTH CETI HUSSARS

Nearly ten years into their new existence, the former Lexington Combat Group has finally started being more the Fourth Ceti and less "the unit formerly known as." With each combat command patterned off one of the original LCG brigades, their mercenary past has not been forgotten. The Fourth also took part in Operation MATADOR, dropping in regimental strength onto Mendham. Facing off against portions of the Taurian Guard, the Fourth nearly destroyed the Concordat force before the Taurians retreated.

Rebuilding has been very slow for the unit. While equipment has been available, the Fourth wants to make sure it does not lose its roots. Currently it is only taking recruits from their own training camp on Lexington, with the majority of these recruits being children of warriors of the Fourth.



CRUCIS LANCERS

The heart and soul of the AFFS, the Crucis Lancers held strong through the Jihad despite heavy losses. The five regiments remaining are among those AFFS's remaining RCTs and form a core part of AFFS High Command's operations. While the three destroyed Lancer commands remain on the rolls of inactive units, as opposed to stricken entirely, the Lancers know it will likely not be until the new century that any of them will be rebuilt.

Since the end of the Jihad the Crucis Lancers have seen relatively little action. Only the Fifth took part in Operation MATADOR; the other units saw only minor border clashes or pirate activity. They remain stalwartly loyal to New Avalon and, with the exception of the Seventh, continue to be some of the best-performing units in the AFFS. Field Marshal Ryan Davion-Coles has been considering retirement, but has so far been convinced to remain on to lead the premier brigade.

FIRST CRUCIS LANCERS RCT

By the end of Operation SCYTHE the First Crucis Lancers showed the wear and tear of decades of combat. Their loyalty and steadfastness were rewarded with one of the most aggressive post-Jihad rebuilding programs. After an initial period of rebuilding, the First was stationed on Weekapaug, where it continues to keep a wary eye on the Capellan border and possibly New Syrtis. It has been called to respond to "bandit" attacks several times in the last few years, forcing the regiment to dispatch small detachments to nearby worlds on a regular basis.

As the pinnacle of the Crucis Lancers brigade, the New Avalon Lancers' BattleMechs are almost all less than fifteen years old. Despite heavy and repeated losses, the First can call on a good number of Clan machines, both older models and new, postwar chasses. The Third's armor corps boasts a significant amount of Protectorate salvage, including a number of vintage Star League tanks captured from the Word during combat on Terra.

SECOND CRUCIS LANCERS RCT

The Second spent the Jihad defending the Combine/Outworlds Alliance border, shouldering even more responsibility after their sister unit, the Third Crucis, lost its entire BattleMech command in an ill-fated attack on Clan Snow Raven. Absorbing the Third's conventional assets allowed the Second to cover more defensive territory in the weakly defended spinward half of the Draconis March. Near-constant raids, pirate hunting and maneuvers have allowed the Second to keep its trained edge, even in the absence of any major combat. Currently The Second keeps half its strength on Tancredi IV, while the other half engages in mobile patrols.

The Second still lacks its third BattleMech battalion. It makes up for this lack with a large number of Clan-designed 'Mechs and an oversized conventional force. Six full regiments of armor and two aerospace wings allow the Second to project significant force behind its BattleMechs, giving it the effective firepower of two LCTs. It has pared down its infantry from ten regiments to five, but one of those is a new battle armor regiment.

FOURTH CRUCIS LANCERS RCT

Before the Fourth was reassigned from New Avalon, Davion Guards commander Dixon Zibler presented Major General Roxanne Mendoza with a banner superimposing the Fourth's insignia over that of the Davion Guards' and recognizing the Fourth Crucis as honorary members of the Davion Guard for its protection of the Princess-Regent throughout the Jihad. Carrying the banner proudly, the Fourth took up station in the Kittery prefecture.

Still under ideal BattleMech strength, what units the Fourth does possess are of the highest quality and include a large amount of New Avalon-built equipment. What the Fourth lacks most is experience. A combination of limited combat over the last decade and retirement of its most experienced soldiers has left the unit bereft of combat experience.

FIFTH CRUCIS LANCERS RCT

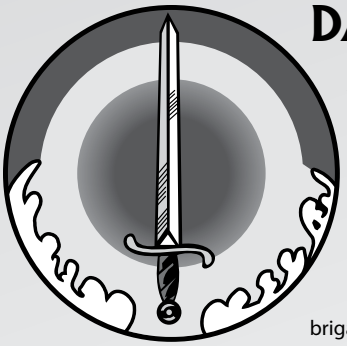
Having seen almost constant warfare for the last twenty years, the Fifth has honed itself into one of the most highly trained and effective commands in the AFFS. Despite being repeatedly battered to within an inch of dissolution, the Remagen Lancers held together. This is remarkable enough that NAIS and Albion instructors have observed the Fifth's training programs with an eye to modifying their base curriculum.

Nearing his sixtieth birthday, General Meshach Felsner continues to lead the Fifth, one of the few armor commanders to have led an RCT for so long. Under his command the Fifth has developed integrated combat teams very similar to the Ceti Hussars. Opponents facing the Fifth can expect to face unconventional unit formations both in size and composition. The Fifth has a large percentage of Capellan and Taurian equipment, and deploys the largest number of Blakist Purifiers in the AFFS.

SEVENTH CRUCIS LANCERS RCT

For much of the Jihad the shining lights that kept the Seventh going were the daring tales of their famed independent company, McKinnon's Raiders. When the survivors of that company joined the Republic, it removed a bright spot from the unit and left it to struggle with the continued integration of the Sixth Lancers' survivors.

Doctors have determined that many of the Sixth's troopers suffered not only emotional distress, but also physiological consequences of their time at Galax. Dubbed the Galax Syndrome, the condition is believed manifest secondary effects of the Galax plague. Few survivors of the Sixth remain on active duty, but the morale damage has meant even new recruits are facing an uphill challenge to be effective.



DAVION BRIGADE OF GUARDS

Considered the pinnacle of the AFFS, the Davion Guards remain the best-equipped and largest combat formation in the Federated Suns military. Their loyalty, dedication and sacrifice during the Jihad remain a testament to their devotion. At one point reduced to two barely functional commands, the Brigade of Guards is well on its way to fielding five full RCTs by the end of the decade. Two regiments of the Davion Guards took part in Operation MATADOR, and another operates in the still-contentious Periphery March border regions.

Once deployed as reinforced BattleMech regiments, all five brigades are now standard regiments. This reduction in BattleMech force is offset by the addition of reinforced aerospace wings, with a complete regiment of battle armor supplementing their standard infantry formations.

Field Marshal Dixon Zibler gave up command of the Assault Guards in 3080, allowing him to focus exclusively on the brigade. He maintains an active command company and regularly drills with the active commands on New Avalon.

DAVION ASSAULT GUARDS

The Crushers never shy from a fight. When New Avalon was invaded, it was one of the first units to rush to the aid of the capital, risking deadly naval blockades to drop onto a world where it would face little hope of resupply or escape. Fighting through the years of occupation, the Assault Guards came out battered but unbroken. The first Guards unit to be considered combat-worthy, it anchored New Avalon's defenses until being positioned on the Taurian border ahead of the Camelot Summit. This move is clear evidence that Princess-Regent Yvonne had already planned MATADOR before the Summit.

The Assault Guards' surviving *Conquistador* DropShip has been modified as a Pocket WarShip, giving the Crushers aerospace a greater punch than expected. With far more medium and heavy BattleMechs than ever before, the Assault Guards has had to modify its tactics, replacing the iron wall of assault 'Mechs with mixed 'Mech and assault armor. The Crushers possess two full regiments of battle armor, making them one of the only two regiments to do so. One regiment is comprised of heavy and assault suits, while the other is exclusively made up of light suits and PALs.

DAVION HEAVY GUARDS

Defending New Avalon through the end of the Jihad, the Heavy Guards had ample time to rebuild and integrate its new recruits. With the First Davion's return from Terra, the Heavy Guards was given the vital task of creating training cadres for the many rebuilding planetary militias. Starting with the Golden Worlds, the Davion Heavy Guards spent 3080 to 3084 drilling and training these worlds' planetary militias. Recently the Strength of Davion has moved its base of operations to Kathil and is continuing its program of training planetary militias.

A heavy regiment, the Heavy Guards' BattleMechs are nearly all capable of a walking speed of at least fifty kph, giving the heavy formation remarkable speed for the power it can bring to bear. In addition to its double-sized aerospace contingent, the Heavy Guards currently has a regiment of conventional atmospheric fighters which form a vital part of their militia training program.

DAVION LIGHT GUARDS

Unwavering loyalty to the Suns was the Light Guards' hallmark in the Civil War. The RCT failed to be swayed to Katherine's cause even when its leader had been. This same loyalty saw it come to the aid of Blakist-occupied New Avalon only to be all but destroyed before reaching the planet's surface. Today's Light Guards only possess a handful of Light Guards veterans; the majority of the unit is made up of the stalwart veterans of the First NAIS Cadre. Their loyalty proven in both the Civil War and the Jihad, Marshal Davion took the entire Cadre and used it to reform to Light Guards. While still below full combat strength, the use of an existing unit meant the Light Guards was immediately combat-ready. It has been attached to Duke Marsin's Periphery March and active in anti-piracy and "defense" missions.

High-speed VTOL and hover APCs allow the Swift Foxes to use assault battle armor, giving the light 'Mechs and armor an unusual hammer with which to pummel their opponents. Backing up these transport units is an entire regiment of attack VTOLs, giving the Light Guards an impressive level of mobile firepower. The first Davion-deployed Aeron VTOLs saw combat with the Davion Light Guard on Moultrie.

FIRST DAVION GUARDS

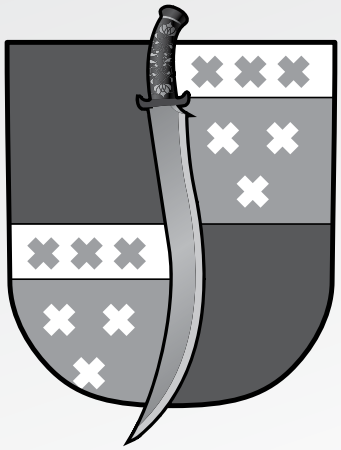
Given their history, it is not surprising that the phoenix has become the First's unofficial insignia. From its post-Five Princes Civil War origins to being destroyed in the FedCom Civil War, and then being destroyed in all but name during the Blakist occupation, the unit has faced annihilation and come back from it stronger. Today it is not uncommon to see a blue-eyed phoenix on the arms or legs of the First's 'Mechs. Some troopers go so far as to paint "Yvonne" below the firebird's image.

The First is once more enjoying its historical posting on New Avalon. After being rebuilt, first as an LCT and then an RCT, and serving on the front lines of the Jihad, the premier unit is enjoying the opportunity to fulfill its historical post as defenders of the First Prince and family. Though he is still too young to attend, the First has already begun leaving a seat open for young Harrison at their officer's mess.

SECOND DAVION GUARDS

The Second is best described by the old tri-vid trope of the hardened soldier who fights through the worst of the vid and, seeing the end in sight, utters the fateful words "We're gonna make it" and is promptly killed. Surviving the start of the Jihad by pure luck, the Second harried the Word Protectorate in a continual stream of hit-and-run attacks. Taking part in SCOUR and SCOURGE, the Second was the most combat-capable Federated Suns command going into the liberation of Terra. And then, as victory was in the grasp of the Coalition, the unit was wiped out in a nuclear firestorm. The unit's only survivors were those too injured to travel from Singapore.

While more than the paper fiction of 3079, the Second is still well below acceptable combat levels. Its BattleMech battalion is made up almost exclusively of *Legionnaire* and *Valkyrie* 'Mechs, and a complete regiment of Musketeer Hover Tanks are its only armor complement to date. The only place it is not lacking is in battle armor, though the regiment of suits is made up exclusively of designs created by Albion Advanced Technologies.



PERIPHERY MARCH GUARD

As further proof of its intent to support the Outback, High Command authorized Duke Marsin to form his own march brigade. Placed high on the Quartermaster priority list and with the backing of the duke himself, the Periphery Guard has quickly come together. They want for little in the way of conventional support, and enjoy priority delivery from both StarCorps' Crofton factory and Jalastar on Panpour. Not even five years old, the brigade has yet to form any strong character of its own.

Marshal Willard Martin's command is still young, but the brigade is not unblooded. The First saw action, as the Remagen CMM, throughout the Jihad, and the Second took part in the "defense" of Moultrie as well as other pirate hunting operations. Only the Third has yet to see major combat.

FIRST PERIPHERY GUARD LCT

Duke Marsin was loath to give up the men and women of the Remagen CMM, who had served as his personal unit through the Jihad. Their dedication and loyalty to him was likewise deeply ingrained, and retirement would have undoubtedly been high if the march militia had returned home.

Striking a deal with New Avalon, Marsin was able to convert the Remagen CMM to the First Periphery Guard in exchange for using Periphery March resources to build a new Remagen CMM. The General's Own is fanatically loyal to its general-turned-duke.

The First consists of one full battalion of BattleMechs with command elements. As the premier unit of the march, it is made up entirely of BattleMechs less than twenty years old, with a solid mix of weight classes. The LCT's heavy armor regiment leans to assault armor, with one battalion completely outfitted with C3 networks. The unit's cavalry regiment has a high number of C3 network-equipped hovercraft and Morningstar Command Tanks. Having downsized from a March Militia RCT, the unit still boasts a full battalion of artillery and, in addition to its regiment of battle armor, retained its elite commando infantry.

SECOND PERIPHERY GUARD LCT

The Wyverns are currently refitting on Redondo, after their participation in the "defense" of Moultrie. Having acquitted itself well, the Second is already earning a reputation for skilled maneuver in combat. In several recent actions they have executed a rapid wraparound attack, which pinned the enemy force down with their heavy BattleMechs. This allowed their cavalry and VTOL-carried battle armor to dart past the defenders to engage them from the rear. This "Wyverns' Tail" maneuver is what contributed to this command's nickname.

Intended as the all-purpose unit of the brigade, the Second is mostly made up of medium and heavy units with a smattering of light recon units and anchor assault units. Only its battle armor shows a decided slant, favoring the Grenadier and Hauberk suits.

THIRD PERIPHERY GUARD LCT

The newest unit in the Brigade, the Third Guard has only been officially active for the last eighteen months. As a result it missed combat in the recent "freeing of oppressed worlds from piracy." Hoping to quickly blood the Third and allow the veteran commanders to put some season in their green troops, the Periphery March has divided this LCT's current BattleMechs and battle armor into two combat commands and sent them into the Deep Periphery between the Taurian Concordat and the Filtvelt Coalition. The remainder of the command continues to outfit on June.

Only two of the Third's BattleMech companies are online at this time, with both deployed on anti-piracy patrols that leave only the command lance on June with the still-forming armor assets. Purpose-built as a rapid reaction force, even its heavy armor regiment is made up of units able to achieve or pass eighty kilometers an hour. While still only a battalion in size, the Third's battle armor consists solely of light and medium-weight suits that stress versatility and mobility over all else.



ROBINSON MARCH BRIGADE

Much changed from its historical roots, the Robinson Brigade is one of the many new leaves in the pages of the AFFS' post-Jihad restructuring. After one too many misadventures by the Robinson Rangers, Tancred Sandoval and Marshal of the Armies Davion decided it was time to open a new chapter in the Draconis March history books. By forming all-new Striker LCTs, Tancred hoped to create a clean slate for the march and the brigade of troopers that staff them.

With the exception of the lingering hostility coming from the First Rangers, the Brigade has done remarkably well in coming together and stabilizing in the post-Jihad. The Rangers' return to Robinson has ended the unit's exile, and current public attitudes remain professional and focused. In a move believed to be a peace offering to his estranged cousin, Duke Tancred has assigned Jerome Sandoval to the post of brigade commander—as well as commander of the Robinson Operational Area.

FIRST ROBINSON RANGERS

A much chastened but still-smoldering First Rangers were recalled to Robinson in 3082 to take over garrison duty from the departing First Strikers. Spending two years on the border world of McComb, with no transport and just enough supplies to keep them operational, appears to have reminded the unit that it is still part of the AFFS. While still hostile to their duke, the Rangers have achieved a relative truce with their commander. His putting the trust of Robinson in their hands may have gone a long way in that regard.

The trust of defending the march capital apparently did not extend to mentoring the Robinson Militia. Instead, this honor was given to the First Avalon Hussars. The Rangers have chosen to accept the surface answer—that the Hussars had much more experience in combined-arms actions. It is clear they do not fully accept the answer, but loyalty to world is winning out over anger at duke.

The Rangers are still at half-strength, but their oversized aerospace force has allowed them to project more power than would be expected from such a small command.

FIRST ROBINSON STRIKERS LCT

This unit is fanatically loyal to Duke Sandoval. The command staff and most of its senior combat veterans served with Tancred in the FedCom Civil War, and their loyalty has penetrated the rest of the command. Having spent the last three years in the Combine/Outworlds border regions, the young LCT has become well seasoned from a series of minor actions and pirate hunting. It has recently arrived on New Avalon for refit, before heading back to the Draconis March for a permanent duty station.

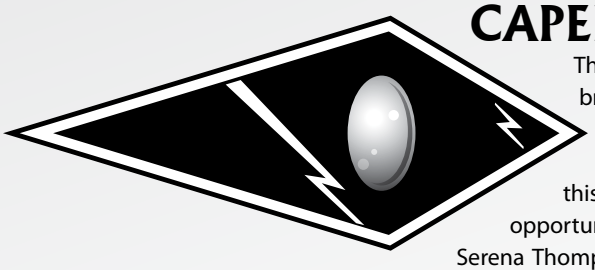
Both the First and Second Strikers are considered cavalry formations, focusing on light and medium BattleMechs and tanks. Only their battle armor detachments use heavier equipment, which are capably deployed by VTOLs.

SECOND ROBINSON STRIKERS LCT

Many were surprised when the barely-formed Second Striker was loaded aboard DropShips and sent across the realm to take part in Operation MATADOR. Few can argue with the result. Serving alongside the experienced Eighth Syrtis Fusiliers, they acquitted themselves and earned much-needed combat experience. The combat also affected another change on the unit, with morale shooting up and comparisons to the disbanded Second Rangers dropping. This is credited in part to the *esprit de corps* of combat veterans, but also to the loss of several key agitators who were conveniently killed in combat.

Still garrisoning Brussett, it is expected the Second will be returning to the Draconis March sometime in 3088. In the meantime the unit is enjoying the fruits of a frontline command and the preferred supply lines. Five years after formation, they are finally staffing up their aerospace wing to pilot the newly-supplied *Stuka*s and *Sparrowhawk*s.

CAPELLAN MARCH BRIGADE



The loss of Nathaniel Hasek hit the Syrtis Fusiliers hard. One of the few constants the brigade knew in the last thirty years was its brigade and march commander, whose death has led the surviving Fusiliers to reexamine everything they value and trust. In light of the political tensions between New Avalon and New Syrtis, this could not have happened at a worse time. Angela Hasek has jumped on this opportunity and has stepped in to try and fill the void left by her older cousin. She raised Serena Thompson-Hasek to command the brigade and has provided the new Marshal with everything under her power to ensure the brigade is rebuilt and directly loyal to New Syrtis.

New Avalon has taken note of this. Many of the replacement BattleMechs coming into the brigade are coming from outside the Capellan March, one of the many small things High Command is trying to do to ensure the Fusiliers know they are part of a greater whole.

FIRST SYRTIS FUSILIERS LCT

Formed from veterans and skilled recruits, the First Syrtis was ready for action when called to support the Davion Assault Guards' liberation of Flintoft. Having acquitted itself well, the First was on a fast track for experience and rebuilding when it ran afoul of the political bickering between New Avalon and New Syrtis. With New Syrtis seeing the First as a pet of New Avalon, they have continually put them at the bottom of the Fusiliers resupply list, in spite of New Avalon's attempts to rebuild the unit's combat losses. Experienced troops are continually being transferred out to fill other unit slots, and New Syrtis has managed to ensure only the freshest of troops get moved into the empty slots. As a result, the First is still understrength and considered a green command.

FIFTH SYRTIS FUSILIERS LCT

Barely considered combat–worthy, the Fifth was stationed on Salem to guard the General Motors facilities there. Six years later the command is still on Salem, and has been able to restaff and rebuild its shattered conventional forces. It has also managed to maintain its veteran status despite seeing no combat in close to ten years. This is in no small part thanks to transfers of skilled soldiers from the First Fusiliers.

Ajax and Challenger main battle tanks dominate the Fifth's armor forces, and it fields the largest number of Pandion WiGEs in the AFFS.

SIXTH SYRTIS FUSILIERS LCT

The Sixth is the premier unit of the Fusiliers, and its pristine equipment and elite troops reflect this. Despite—or perhaps because of—this, the Sixth has seen no action in the last six years, despite being stationed directly on the Capellan border. Given the low-grade raiding that occurs up and down the border, it is very likely this is a conscious decision by Sian. While the peace between New Avalon and Sian can be called anything but warm, poking the tiger that is the heart of New Syrtis appears to be one thing Sian will not risk.

Recently returned to New Syrtis, the Sixth continues to maintain an honor guard of BattleMechs and battle armor on New Syrtis as the personal guard for the march ruler.

EIGHTH SYRTIS FUSILIERS LCT

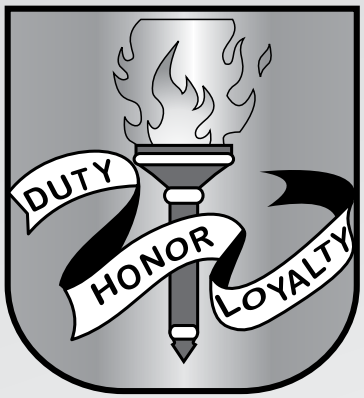
Solid performance in Operation MATADOR earned the Eighth positive attention from both New Syrtis and New Avalon. Its antiquated tank force has since been upgraded, and by 3082 it claimed its full complement of battle armor. While the unit would have much preferred to remain on the Taurian border, the treaty between the Concordat and the Suns prevented that. Instead, the Eighth replaced the Seventeenth Avalon Hussars on Talcott. This posting has allowed the LCT to slowly rebuild, but does nothing to satisfy its desire for constant action.

SYRTIS AVENGERS LCT

Officially only two Syrtis Fusiliers regiments—the First and the Eighth—were authorized to take part in Operation MATADOR. Nathanial Hasek chose to bring the Avengers with him when he took command of the Pleiades front. The original plan was for Ridgebrook to be quickly pacified and then push on to relieve the local resistance efforts on the worlds of the Pleiades Cluster.

Hasek's death on Ridgebrook cut this plan short and deeply affected the men and women of the Avengers. More than once the Avengers nearly came to blows with their own allies, the Fifty-ninth Striker regiment. When the orders came to pull off of Ridgebrook, the Avengers only acquiesced after a direct order from Duchess Hasek.

With all BattleMech allocation directly authorized by High Command, the Avengers are still short one company of 'Mechs. Duchess Hasek has attempted to make up for this with allotments of the best armor and battlesuits at her disposal.



CAPELLAN MARCH MILITIA

It is a rare brigade commander who gets the chance to start over with a complete slate. With the only surviving Capellan March Militia transferred to the Periphery March, that is exactly the opportunity given to Marshal Kenneth Williams. The Capellan March Militia was all but wiped out over the course of the Jihad, and is only just now being rebuilt.

Marshal Williams has spent the last five years marshaling one of the largest recruitment and training programs the March has ever seen. Coupled with his manpower challenges have been nightmarish incidents that can only be found when receiving, processing, repairing and reallocating combat equipment from across the entire realm. In one instance, a *Firestarter* salvaged from pirates was found to have the bones of at least a half dozen people woven into its leg. And the sight of *Dragon* BattleMechs on the Taurian border has become fodder for many a news vid.

The greatest challenge facing the CMM is integration. With more than enough volunteers and enough equipment to outfit all militias to at least two-thirds operating strength, only the New Syrtis CMM is considered combat-worthy. The remaining CMMs are still facing issues, from no field time to BattleMechs whose arms are still packed in shipping crates.

ALCYONE CAPELLAN MARCH MILITIA LCT

The Alcyone Militia has some of the most grievous logistics issues in all of the Capellan March. Ostensibly listed at eighty-five percent effectiveness, the reality is much lower. This is due to issues that range from ammunition shortages to basic equipment training. The unit has a company of Vedettes that were built in the thirtieth century and use manual firing controls, which the young tankers of the regiment are completely unfamiliar with.

The Alcyone aerospace wing has yet to be allocated equipment, forcing the LCT's commander to purchase conventional fighters from local sources to give the unit some measure of air cover.

NEW SYRTIS CAPELLAN MARCH MILITIA LCT

The New Syrtis CMM was first to be reconstituted. Even before the first equipment arrived, the entire unit was staffed out with personnel. While waiting for equipment, the entire unit, from MechWarriors to infantry grunts, engaged in joint ground-combat training. This training resulted in very tight unit cohesion. Even five years after the first 'Mechs and tanks were allocated, the entire command still takes part in a monthly capture the flag scenario that sees MechWarriors fighting side-by-side with astechs.

As the lead unit of the CMM, the New Syrtis CMM is equipped with all new equipment and boasts several cutting-edge technologies, including C3 networks. The LCT's cavalry regiment is equipped with the heaviest cavalry equipment available. Save for a headhunter company of Infiltrators, the entire battle armor regiment is composed of Cavalier suits.

RIDGEBROOK CAPELLAN MARCH MILITIA LCT

The Ridgebrook CMM is the newest LCT to be activated and still lacks significant amounts of equipment. Only one regiment of armor and a short battalion of battle armor are backing up the two medium/light 'Mech companies. Despite Ridgebrook being in Taurian hands, and expected to be so for the foreseeable future, Marshal Williams was adamant that the unit should keep its name and traditions.

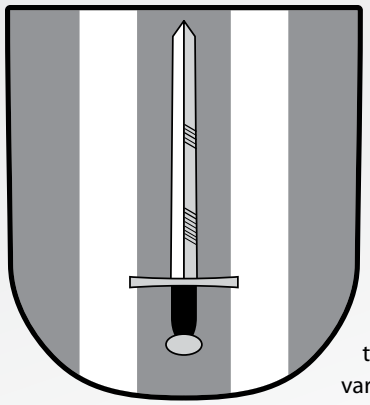
SIRDAR CAPELLAN MARCH MILITIA LCT

Whether by design or accident, the Sirdar CMM has already become something of a dump unit. This may have been a side effect of the unit's command staff anticipating this possibility too much. Knowing they would not be assigned battle armor for some time, Leftenant General Killarny trained heavy and assault infantry to cover this gap. The success of these formations may have contributed to the further delays in the unit being assigned battle armor: the Sirdar CMM has less than a battalion. Its other equipment also reflects haphazard allocation, with technology ranging from over a century old to a brand new lance of *Fennec*s.

This inconsistent deployment, coupled with internal personnel clashes, have affected the LCT's morale and, by extension, its reliability.

VALEXA CAPELLAN MARCH MILITIA LCT

Starting from a similar state as the Sirdar CMM, the Valexa CMM is a marked contrast to its sister unit. With heavy support from regional government and the nearby Goshen War College, the Valexa CMM has seen high quality personnel and equipment funneled to it. Valexa has integrated its battle armor tightly with its assault infantry, creating a potent defensive combat formation.



CRUCIS MARCH MILITIA

The Crucis March Militia still ably defends the smaller Crucis March. Still under the capable command of Marshal Timothy Watson, the Crucis March Militia remains a steady influence in the core words of the Davion nation. After two decades of warfare, the CrMM welcomed the post-Jihad peace.

The CrMM has taken swords and made plowshares of them. Across the Crucis March, march militias take an active role in the rebuilding of the nation's infrastructure. This dedication to rebuilding has resulted in an unusual deployment. Each LCT now has an engineering company made up of IndustrialMechs and engineering vehicles. Princess-Regent Yvonne is very pleased with Watson's leadership, and has recently inducted Watson into the Order of Davion.

Equipment runs the gamut, from the predominantly pre-Clan era technology of the Marlette CrMM to the cutting-edge equipment of the New Avalon militia. Similarly, the size of deployed of combat forces varies across the brigade.

KESTREL CRUCIS MARCH MILITIA LCT

The Kestrel CrMM has enjoyed their postwar calm. Finally taking up a permanent base of operations on New Valencia, they help defend the General Motors facility.

Other than a higher proportion of General Motors equipment, the Kestrel CrMM has little to differentiate itself from the standard LCT.

MARLETTE CRUCIS MARCH MILITIA LCT

What the Marlette CrMM lacks in experience, it more than makes up for in drive. Before the first 'Mechs were shipped to the unit there were twice as many volunteers as there were slots to fill. The LCT is still on Marlette, running work ups and mock battles to gain some measure of experience.

NEW AVALON CRUCIS MARCH MILITIA LCT

The jewel of the Crucis March Militia lacks for nothing. The unit is staffed almost exclusively with AFFS combat veterans. Factory-fresh equipment is the norm, and even the older technology is of high quality. The unit has been active for only three years, and has not seen any major combat. In spite of this, the New Avalon CrMM is considered in excellent combat readiness. Constantly training with the Davion Guards has no doubt helped.

Each of the three BattleMech companies has four lances and the command lance has two more lances. The armor and cavalry regiments each have four battalions and, in addition to full organic transport for the reinforced battle armor regiment, the New Avalon CrMM has a regiment of attack and recon VTOLs.

REMAGEN CRUCIS MARCH MILITIA LCT

Today's Remagen CrMM is a new LCT raised from the ground up. It is the result of a deal between Duke Marsin and High Command that allowed Marsin to convert his Remagen CrMM into the First Periphery Guard. Still lacking BattleMech strength and quality, the new LCT makes up for in its conventional assets, which are factory-fresh tanks and battle armor.

It is unlikely the new Remagen CrMM will see combat anytime soon, so will lack the combat seasoning it needs to improve unit quality.

TSAMMA CRUCIS MARCH MILITIA LCT

Welcoming the downgrade to an LCT, much of the Tsamma CrMM retired after 3080—including General Wagner, the militia's commander. With only a small core of experienced men and women to build around, the Tsamma CMM has skated the edge of combat effectiveness, despite being one of the best-equipped LCTs in the March.



DRACONIS MARCH MILITIA

Between surrendering worlds to the Republic and the new Periphery March, the depleted Draconis March Militia now has far less territory to protect. In keeping with the tradition of the march, that is no comfort to the men and women of the DMM. With much of their equipment taken from them to rebuild the Capellan March, and large swaths of their worlds taken from them by a foreign nation, the morale of the Draconis March Militia is simmering on the edge of explosion. The assignment of an outsider—no matter that she commanded the Dahar DMM—as their commander was seen as further insult by a number of the DMM commands. Marshal Sarah Zibler-Trent is facing an uphill battle to maintain the morale of the brigade and keep its effectiveness up in the face of mass retirements and apathy.

With the rebuilding of the Robinson DMM, all of its brigades are currently active and working to come up to full combat strength. The relative peace of the Draconis border and High Commands extremely tight control over JumpShip assets will likely allow the Draconis Militia to rebuild and settle into the post-Jihad peace.

BREMOND DRACONIS MARCH MILITIA LCT

The Bremond DMM has recently transferred to garrison duty on Conroe. Once on the short list to be disbanded, the unit received the direct patronage of Jerome Sandoval. With the powerful Sandoval advocating for the unit, it has remained on the rolls and has received two battalions of battle armor.

Jerome's stewardship has not improved the unit's supply situation, and it remains one of the least-advanced units in the AFFS.

BRYCELAND DRACONIS MARCH MILITIA LCT

The Bryceland DMM stands as the most experienced and battle-ready Draconis March Militia formation. Surviving Black Dragon assaults, ongoing low-grade piracy and the low morale of its sister unit for the last fifteen years has been a challenge that the men and women of the Bryceland DMM have embraced, using the adversity to become stronger.

The loyalty and skill of the Bryceland DMM has been rewarded by Robinson and New Avalon. It has been second only to the Kentares DMM in resupply, resulting in a fully operational conventional force and nearly a full BattleMech complement. All of the new equipment is straight off the production lines, a privilege few other DMMs enjoy.

DAHAR DRACONIS MARCH MILITIA LCT

The Dahar DMM has refused to allow its smaller size to affect its ability to protect its PDZ. After half their equipment was repurposed by the ROaR program, the unit's commander negotiated with the planetary militias in the PDZ. With each world willing to give up a platoon or more of conventional units, the Dahar DMM was able to build up a conventional force double that of a standard LCT. Dividing its BattleMechs companies, up it then used these tank heavy formations to continue their patrolling. Unfortunately, poor luck caught up with the unit in late 3084. The militia's second 'Mech company was lost when their DropShip suffered an engine failure and crashed to the surface of Glenmora.

KENTARES DRACONIS MARCH MILITIA LCT

The Kentares DMM is considered by many to be the fourth member of the Robinson Brigade. The veteran warriors of the unit fought their way through the liberation of Terra, showing up many in the Coalition that questioned the Federated Suns' inclusion of a mere militia command in their contribution.

The Kentares DMM is authorized to maintain two battalions of BattleMechs. Currently, they are under-strength, having donated one company to the creation of the Robinson DMM. The equipment in the unit is of the highest caliber and includes salvage from their Terran campaign.

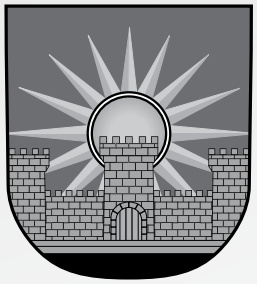
RAMAN DRACONIS MARCH MILITIA LCT

The Jihad seemed to almost pass them by. Despite extreme closeness to the Word's Protectorate, the Raman PDZ saw a relatively minor level of combat. The Raman DMM ably protected its worlds from the limited combat they saw and came out of the Jihad in relatively good shape.

ROBINSON DRACONIS MARCH MILITIA LCT

Duke Sandoval had wanted to postpone the rebuilding of the Robinson DMM. Similar to the Robinson Rangers, the march capital's DMM has a lot of negative history wrapped around it. However, when his cousins, Jerome and Mordecai, presented him with the funds and volunteers to form the unit, he could not turn down the offer. That the funds came from hard-line Robinson families and the volunteers were "traditionalist" did not matter.

Tancred has tried to offset this "gift" by requesting the Second Avalon Hussars train the unit and oversee its formation. Time will tell, but currently the attitudes in the Robinson DMM lean more to those of Mordecai and the First Rangers than Tancred and the First Strikers.



PERIPHERY MARCH MILITIA

Once the commander of the Anjin Muerto march militia armor brigade, Marshal Fin Petrucci has proven an excellent commanding officer for the Periphery March Militia. With worlds ranging from the lackadaisical oilmen culture of Okefenokee to the rigid class-based culture of Harira, the Anjin Muerto Combat Region has long been known for its deep diversity. Commanding the armor command of the Anjin CMM gave Petrucci the skills he would need to bring commands from three Marches under a single structure.

Seven LCTs make up the Periphery March Militia. Three of them are freshly rebuilt, and the remaining four restructured into the light combat team model. The seven LCT brigades give the march excellent coverage over the long and narrow Periphery region, and have helped to contribute to the most popular support seen from the Outback in its history.

ANJIN MUERTO PERIPHERY MARCH MILITIA LCT

Having faced nothing more serious than minor pirate raids, the Anjin Muerto CMM was in excellent shape at the formation of the Periphery March. At nearly full strength, the brigade was able to contribute to the rebuilding of both the Hortense and Marlette militias. Despite having nearly two thirds of their strength bled away, the morale of the unit is extremely high. Some of its soldiers voluntarily moved to the new Hortense PMM, and many others chose this downsizing as an opportunity to retire.

The militia's ninety percent upgrade rating is a bit misleading, as the majority of its upgraded equipment dates back to the early fifties and are almost all hand-me-downs from frontline regiments upgrading to modern equipment. Half of the LCT's battle armor is older Inner Sphere Standard suits and Sloth quad suits. The Sloths have been upgraded to the new Interdictor variant, making them somewhat more effective.

HORTENSE PERIPHERY MARCH MILITIA LCT

It has been nearly a century since the Hortense (formerly Broken Wheel) Combat Region had a march militia of its own. In 2992, the Broken Wheel CMM was lost when their *Monolith* JumpShip disintegrated on jump. Through the course of the thirty-first century, priority for its rebuilding was always pushed off for higher priority units.

With the formation of the Periphery March, Duke Marsin made the reformation of the Broken Wheel Militia a priority. While the sentiment was well received, in the worlds of the Hortense Combat Region, the name was met with resistance. Broken Wheel remains one of the key worlds of the Filtvelt Coalition and the loyal worlds in the Broken Wheel region were opposed to having their militia named for the breakaway world. As a compromise, Marshal Petrucci allowed the unit to use the name of its current home.

ISLAMABAD PERIPHERY MARCH MILITIA LCT

With the Remagen CMM converted to the First Periphery Guard, the Islamabad PMM is one of only a few march militia LCTs authorized to maintain two battalions of BattleMechs. This is both a reward for the militia's loyalty and recognition of their skill. Marshal Petrucci felt that breaking up the command would destroy its effectiveness, so he chose to slow rebuilding of other units rather than damage the effectiveness of the Islamabad PMM. This has effectively given Petrucci a second LCT, and he has continued to keep the Islamabad PMM deployed in two combat commands.

MALAGROTTA PERIPHERY MARCH MILITIA LCT

With the dissolution of the Malagrotta Combat Region—merged now into the Islamabad CR—many questioned the creation of the Malagrotta PMM. This decision came directly from Duke Marsin, and is very likely a political move to solidify the loyalty of these recently breakaway worlds. This has meant the Islamabad Combat Region has the equivalent of three militia commands, as well as being home to the march capital and at least one March Guard. This attention to this critical area has gone a long way to stabilizing this fractious region, and put pressure on the Filtvelt Coalition, whose *raison d'être* has been based on the claim that the Suns' does not care about the Periphery Outback.

The Malagrotta PMM has been rebuilt, but much of its equipment is older gear and salvaged technology. Even its upgraded equipment all dates from prior to the Jihad. It has still not received any battle armor or aerospace fighters, but can call on a full regiment of conventional fighters.

KILBOURNE PERIPHERY MARCH MILITIA LCT

The Kilbourne DMM's ferocious defense against the Snow Ravens' superior equipment and training has been credited as one of the reasons the Ravens were willing to cease hostilities with the Federated Suns. If simple solahma units could put up such defenses, then perhaps attempting to carve off part of the Suns would not be the best use of their limited assets.

Reorganized under the LCT model, the unit is currently under its full 'Mech strength as a result of recent pirate hunting actions. At least some of the lost 'Mechs were a result of simple wear and tear as century-old units just refused to be rebuilt again.

WARREN PERIPHERY MARCH MILITIA LCT

The soldiers of the Warren March Militia were eager to be transferred to the Periphery March, seeing the source of their suffering primarily as New Syrtis, though they chafed at the reorganization to an LCT. That it was New Avalon that orchestrated the war against the Concordat has further strengthened the militia's loyalty to its new March. General Ingram is certain that under Duke Marsin's watch the Taurian border will be well-controlled.

WOODBINE PERIPHERY MARCH MILITIA LCT

The Woodbine Militia has been rapidly formed from frontline veterans who chose to move to a less-active formation. The rapid outfitting of the unit is thanks to the ROaR program and the Periphery March's preferential access to Jalastar and StarCorps production outputs. Less than a year old, the LCT is nearly fully-outfitted but still coming together as a fighting unit.

ACADEMY AND TRAINING UNITS

The Academy Appropriations War Power Act absorbed all surviving training units into existing line forces and militias. By 3080, save for the realm's two completely private academies, the Federated Suns had no practical means to provide live training to its military students. Moreover, the spike in retirements after the brief Taurian war brought New Avalon up short in realization that those veterans still in service we're exhausted and done with war. By 3081 efforts were shifted toward reactivating the Albion and NAIS cadre commands.

By working with frontline units that have dedicated training programs, the new Cadres are passing most of their cadets through an accelerated program in well less than a year. This has reduced their effectiveness as combat formations but the seasoning of green cadets, before they move to frontline units, is proving sufficient for the time being.

The two private academies, Goshen War College and the Sakhara Academy, have adapted to the changing times and expanded their classes, and by extension their training units, to cover all major combat disciplines.

FIRST ALBION TRAINING CADRE

The last men and women to wear the uniform of the Albion Cadre are wearing Davion Guards uniforms today. This is a high bar for those that would follow, and for the first cadet class of the new Albion Training Cadre, it is a bar they are eager to strive for. Made up exclusively of cadets from the 3085 graduating class, the Cadre has only just come together on New Hessen. The first task of the Cadre is to literally unpack much of their equipment from the cargo crates and start to work up the unit as a formal force.

The Cadre is still being outfitted; it is able to field two BattleMech companies, a single mixed regiment of armor and reinforced battalion of battle armor.

FIRST NAIS CADET CADRE

With only two Cadet Cadres expected for the foreseeable future, the NAIS Cadres have had to adjust their focus to accommodate this. In the past the First NAIS was made up exclusively of light and fast medium units. The new First NAIS is the cavalry cadre. Cadets in the First NAIS pilot cavalry units of any weight class, and will train in the hit-and-fade tactics that Jon Davion practiced on New Avalon and perfected in Operation SCOUR. In keeping with modern AFFS cavalry tactics, the cadre's battle armor leans heavily to heavy and assault suits.

Currently deployed to Kathil, the First has been the virtual shadow to the Davion Heavy Guards since being reformed.

SECOND NAIS CADET CADRE

While originally planned for later reactivation, the Second was the first NAIS Cadre Cadre to enter service. In line with the changes to the First, the Second is the fire support NAIS Cadre. A mix of heavy and assault combat units predominates the formation, and cadets learn to work closely together to bring maximum firepower on target with minimum return damage. Not even five years old, the Second has already seen major combat twice thanks to its posting in the Periphery March. Several cadet graduates from the first training rotation have already been given command of their own companies in frontline formations.

One of the advantages of the prestige of being a NAIS Cadre is the connection with the NAIS itself. The Second often receives pre-production equipment to evaluate as part of their deployments. Currently our intelligence hints at the Second testing a super-heavy siegebreaker tank called "Destrier." Whether this is the unit's actual designation, a code name, or just inaccurate intelligence is unknown.

GOSHEN WAR COLLEGE TRAINING BATTALION

Goshen's loyalty to New Avalon never wavered throughout the fractious civil war and the long Jihad. Fielding every machine it could muster, the War College Battalion was in the thick of defending the Suns from both Blakist and Capellan aggression through the entire Jihad. These students would become the core of a new generation of the AFFS officer corps, and it is expected that many of these students will be leading their own regiments or brigades by the new century. At a little over two companies of BattleMechs and a company each of tanks and battle armor, the academy battalion is small but highly-skilled, thanks to the training methods and strategies of the Goshen War College.

Goshen has recently been authorized to copy Sakhara's model for supporting conventional units in their training battalion. It is expected Goshen will soon expand its conventional armor and battle armor to full battalions.

SAKHARA ACADEMY TRAINING BATTALION

The Sakhara has managed to regain much of the prestige it lost in its ill-fated participation in attacks on the Combine during the early Jihad. This is in no small part thanks to the sponsorship of former teacher turned Marshal of the Armies, Jon Davion. Without his stewardship, it is very likely the distinguished history of the Sakhara would have ended in the Jihad. Instead, the academy as responded to the changing times, adding officer training courses for aerospace and conventional armor to the recently-added battle armor curriculum. The training battalion is still only capable of fielding two companies of 'Mechs, but now has a full battalion of armor, battle armor and two squadrons of aerospace fighters.

Fielding combat vehicles in their training formation was a challenge that Sakhara found an elegant solution to. Training only officer candidates, it would have been impractical to man each tank with cadet officers as only one cadet would gain the firsthand officer training. Rotation of the command would cause confusion and possible safety issues as chains of command became murky. Working with Marshal Davion, Sakhara was authorized to create an basic military training camp for enlisted tankers and battle armor troopers. The best recruits from each training rotation are given an opportunity to serve in the Sakhara training battalion's conventional detachment under the command of a cadet officer. After a year's rotation in the academy unit, they are immediately promoted to corporal and transferred to a frontline unit. Demand to get into the Sakhara training camp has quickly outpaced its ability to accept recruits.

ARMED FORCES OF THE FEDERATED SUNS

(Deployment as of 31 October 3085)

Commander: Princess-Regent Yvonne Steiner-Davion
Aide: Marshal of the Armies Jonathan Davion
BattleMech Strength: Approximately 32 Regiments, 2 Battalions

THE CAPELLAN MARCH

Commander: Field Marshal Angela Hasek
Aide: Marshal Aldo Fizgerald

COREWARD COMBAT THEATER (KATHIL OPERATIONAL AREA)

Theater Commander: Field Marshal Davis Tan-Bei
Aide: Marshal Dennis Mahoney

Valexa PDZ (Valexa Command)
Commander: Marshal India Egner
Aide: General Sarah Yomiko

	Exp/Loy	Homeworld	Strength	Updated (Rating)
1st Kestrel Grenadiers	E/F	Bell/Demeter	90%	90% (A)
(CO: General Malinda Gorenc)				
Fighter Wing	E/F	Bell	100%	100%
(CO: Colonel Orya Pavlov)				
Armor Brigade	V/R	Demeter	95%	95%
(CO: Major General Livingston Sellers)				
Infantry Brigade	V/F	Bell	90%	—
(CO: Major General Jewel Westlake)				
Goshen War College Training Battalion	G/F	Goshen	75%	60% (B)
(CO: Major General Karsten McCarron)				
1st Ceti Hussars LCT	G/R	New Hessen	80%	90% (A)
(CO: Vice Admiral Elias Biggs)				
Aerospace Brigade	G/R	New Hessen	85%	60%
(CO: Rear Admiral Adelie Girard)				
Combat Command Alpha	R/R	New Hessen	75%	90%
(CO: Eduardo Walker)				
Combat Command Beta	G/Q	New Hessen	65%	80%
(CO: Bernt Schulz)				
Combat Command Charlie	G/R	New Hessen	100%	100%
(CO: Lucie Lefebvre)				
1st Albion Training LCT	G/F	New Hessen	60%	80% (A)
(CO: Leftenant General Roger Cole)				
Aerospace Brigade	G/Q	New Hessen	55%	64%
(CO: Colonel Marcel Moreau)				
Armor Brigade	G/F	New Hessen	65%	78%
(CO: Leftenant General Edgard Wood)				
Infantry Brigade	G/R	New Hessen	50%	—
(CO: Leftenant General Ambrosia Gadsden)				
Valexa CMM LCT	G/R	Valexa	90%	60% (C)
(CO: Leftenant General Janell Lowes)				
Aerospace Brigade	G/R	Valexa	105%	45%
(CO: Colonel Xadrian Sheridon)				
Armor Brigade	R/R	Valexa	85%	75%
(CO: Kimiko Knight)				
Infantry Brigade:	G/R	Valexa	90%	—
(CO: Sy Perrot)				

Kathil PDZ (Novaya Zemlya Command)
Commander: Field Marshal Gerald Fuchs
Aide: General Felipe Marchal

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Davion Heavy Guards RCT	V/F	Kathil	105%	100% (A)
(CO: Marshal Athena Davion-Roos)				
Aerospace Brigade	G/R	Kathil	105%	100%
(CO: Rear Admiral Vasha Moreau)				
Armor Brigade	R/R	Kathil	105%	100%
(CO: Major General Titus Cormack)				
Infantry Brigade:	G/R	Kathil	100%	—
(CO: General Ursula Whit)				
1st NAIS Cadre	G/F	Kathil	70%	90% (A)
(CO: Leftenant General Evan Krey)				
1st Air Wing	G/F	Kathil	80%	100%
(CO: Leftenant General Kana Murakami)				
1st Armored Infantry Battalion	G/R	Kathil	60%	—
(CO: Major Orson Inson)				
1st Cavalry Regiment	G/F	Kathil	65%	85%
(CO: Colonel Ali Cleary)				
5th Syrtis Fusiliers LCT	V/Q	Salem	90%	90% (B)
(CO: General Fortino Agassi)				
Aerospace Brigade	R/R	Salem	95%	85%
(CO: Rear Admiral Axel Müller)				
Armor Brigade	V/R	Salem	75%	100%
(CO: Major General Lara Morozov)				
Infantry Brigade:	R/Q	Salem	95%	—
(CO: Major General Cecelia Barsby)				
8th Syrtis Fusiliers LCT	R/Q	Talcott	85%	90% (B)
(CO: Marshal Entropy Richards)				
Aerospace Brigade	G/R	Talcott	80%	85%
(CO: Commodore Adriano Bott)				
Armor Brigade	R/R	Talcott	95%	75%
(CO: Major General Fleur Baggaley)				
Infantry Brigade:	G/R	Talcott	85%	—
(CO: Major General Alaric Schneider)				

Kittery Prefecture (Kittery Command)
Commander: Marshal Jonah Mikler
Aide: General Connie Hagwell

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Alcyone CMM LCT	G/R	Alcyone	90%	60% (C)
(CO: Leftenant General Terrance Cavalry)				
Aerospace Brigade	G/R	Alcyone	105%	100%
(CO: Colonel Margot Roux)				
Armor Brigade	R/R	Alcyone	75%	87%
(CO: Leftenant General Alexis Popov				
Infantry Brigade:	G/R	Alcyone	85%	—
(CO: Leftenant General Wycliff O'Moore)				
1st Avalon Hussars LCT	R/R	Daniels	90%	100% (A)
(CO: Leftenant General Angel Waters)				
Aerospace Brigade	G/R	Daniels	105%	45%
(CO: Colonel Abraham Hellier)				
Armor Brigade	R/R	Daniels	85%	90%
(CO: Leftenant General Jo Murray)				
Infantry Brigade:	G/R	Daniels	80%	—
(CO: Leftenant General Vladimir Babici)				
4th Crucis Lancers RCT	R/F	Kittery	75%	100% (A)
(CO: Marshal William Bruecker)				
Aerospace Brigade	R/R	Kittery	85%	100%
(CO: Commodore Magnolia Lefèvre)				
Armor Brigade	V/F	Kittery	55%	100%
(CO: Major General Tim Kilbride)				
Infantry Brigade:	R/F	Kittery	60%	—
(CO: Major General Taro Ikeda)				

	Exp/Loy	Homeworld	Strength	Updated (Rating)
1st Federated Suns Lancers LCT	E/F	Lee	95%	95% (A)
(CO: General Dixon Zibler)				
Aerospace Brigade	V/R	Lee	95%	95%
(CO: Major General Egbert Beresford)				
Armor Brigade	E/F	Lee	85%	100%
(CO: Leftenant General Jezebel Kennedy)				
Infantry Brigade:	R/Q	Lee	95%	—
(CO: Leftenant General Quasim Mohamed)				
42nd Avalon Hussars LCT	V/R	Shoreham	85%	100% (A)
(CO: General Brooke Hasey)				
Aerospace Brigade	G/R	Shoreham	105%	45%
(CO: Commodore Skip Clancey)				
Armor Brigade	R/R	Shoreham	85%	75%
(CO: Leftenant General Sparkle Reid)				
Infantry Brigade:	G/R	Shoreham	90%	—
(CO: Leftenant General Percy Roux)				
17th Avalon Hussars LCT	E/R	Spica	100%	100% (A)
(CO: General Cassandra Dzuiba)				
Aerospace Brigade	G/R	Spica	105%	100%
(CO: Rear Admiral Angelique Vincent)				
Armor Brigade	R/R	Spica	95%	100%
(CO: Major General Socrates Fox)				
Infantry Brigade:	G/R	Spica	90%	—
(CO: Major General Jill Awad)				
1st Crucis Lancers RCT	R/F	Weekapaug	70%	100% (A)
(CO: General Kathyrn Louise Murphy)				
Aerospace Brigade	G/R	Weekapaug	70%	100%
(CO: Leftenant General Jesiah Pears)				
Armor Brigade	R/R	Weekapaug	60%	100%
(CO: Major General Kimoko Sokolov)				
Infantry Brigade:	G/R	Weekapaug	55%	—
(CO: Major General Georgiy Kelly)				

EDGEWARD COMBAT THEATER (TAYGETA OPERATIONAL AREA)

Theater Commander: Field Marshal Romulo Armstrong
Aide: Marshal Charles Weeks

New Syrtis PDZ (New Syrtis Command)
Commander: Marshal Xavier Julian Kearney
Aide: Admiral Kolby Yuan

	Exp/Loy	Homeworld	Strength	Updated (Rating)
6th Syrtis Fusiliers LCT	E/Q	New Syrtis	100%	100% (B)
(CO: General Christiana Koch)				
Aerospace Brigade	E/R	New Syrtis	105%	100%
(CO: Commodore David Atkins)				
Armor Brigade	E/R	New Syrtis	95%	100%
(CO: Major General Kimmy Weldon)				
Infantry Brigade:	E/Q	New Syrtis	100%	—
(CO: Major General Live Ricci)				
New Syrtis CMM LCT	R/R	New Syrtis	90%	100% (A)
(CO: Leftenant General Sean Thompson-Hasek)				
Aerospace Brigade	G/R	New Syrtis	100%	100%
(CO: Leftenant General Amos Meechan)				
Armor Brigade	R/R	New Syrtis	85%	100%
(CO: Leftenant Greer McNiece)				
Infantry Brigade:	G/R	New Syrtis	90%	—
(CO: Leftenant General Danil Belkin)				

Sirdar PDZ (Sirdar Command)
Commander: Marshal Lou Hogan
Aide: Major General Amie Penhall

	Exp/Loy	Homeworld	Strength	Updated (Rating)
1st Syrtis Fusiliers LCT	G/R	Hadnall	75%	90% (A)
(CO: Leftenant General Wallace Hasek-Cole)				
Aerospace Brigade	G/R	Hadnall	65%	45%
(CO: Rear Admiral Celine Doherty)				
Armor Brigade	R/R	Hadnall	60%	75%
(CO: Leftenant General Lourdes Bertrand)				
Infantry Brigade:	G/R	Hadnall	50%	—
(CO: Leftenant General Bernie Moreau)				
Sirdar CMM LCT	R/Q	Sirdar	85%	60% (D)
(CO: Leftenant General Evan Scaglione)				
Aerospace Brigade	G/Q	Sirdar	55%	76%
(CO: Colonel Deepak Hoffman)				
Armor Brigade	R/R	Sirdar	85%	53%
(CO: Leftenant General Hilda Keffler)				
Infantry Brigade:	G/Q	Sirdar	60%	—
(CO: Leftenant General Bebe Moreau)				
Syrtis Avengers LCT	R/Q	Verlo	75%	80% (C)
(CO: Leftenant General Stuart Bills)				
Aerospace Brigade	G/R	Verlo	105%	45%
(CO: Commodore Quinlan O'Sullivan)				
Armor Brigade	R/R	Verlo	85%	75%
(CO: Leftenant General Jess Byrne)				
Infantry Brigade:	G/R	Verlo	90%	—
(CO: Leftenant General Tamara Lebedev)				
1st Federated Suns Armored Cavalry	E/F	Ziliang	85%	100% (A)
(CO: General Tabitha Rennard)				
Fighter Wing	E/F	Ziliang	65%	100%
(CO: Colonel Barrington McNiven)				
Armor Regiment	E/R	Ziliang	75%	100%
(CO: Leftenant General Andolina Nishimura)				

Altair PDZ (Altair Command)
Commander: Marshal Hugh Tregre
Aide: Leftenant General Melissda Husk

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Davion Assault Guards RCT	E/F	Carmichael	70%	100% (A)
(CO: General Marguerite McCaffee)				
Aerospace Brigade	V/R	Carmichael	65%	100%
(CO: Rear Admiral Arvid Kader)				
Armor Brigade	E/F	Carmichael	55%	100%
(CO: Major General Aureliano Dalca)				
Infantry Brigade:	E/R	Carmichael	60%	—
(CO: Major General Royale Slavik)				
5th Crucis Lancers RCT	E/F	Diefenbaker	70%	100% (A)
(CO: General Mesach Felsner)				
Aerospace Brigade	E/R	Diefenbaker	50%	100%
(CO: Commodore Vilho Lukska)				
Armor Brigade	E/F	Diefenbaker	85%	100%
(CO: Major General Baltasar Schubert)				
Infantry Brigade:	V/R	Diefenbaker	40%	—
(CO: Major General Roman Rosa)				
4th Ceti Hussars LCT	R/R	Flintoft	75%	95% (A)
(CO: Major General Jules Borozescu)				
Aerospace Brigade	G/R	Flintoft	65%	72%
(CO: Commodore Thierry Brent)				
Combat Commant Alpha	R/R	Flintoft	60%	86%
(CO: Major General Silverster Baanders)				
Combat Command Beta	R/Q	Flintoft	85%	—
(CO: Major General Edgard Bhrighde)				
Combat Command Charlie	V/R	Flintoft	75%	97%
(CO: Major General Dobromil Anselmi)				
Ridgebrook CMM LCT	R/R	Taygeta	75%	80% (B)
(CO: Leftenant General Dana Morganfield)				
Aerospace Wing	G/R	Taygeta	85%	91%
(CO: Colonel Ben Fukuda)				
Armor Brigade	R/R	Taygeta	55%	82%
(CO: Leftenant General Niall Cox)				
Infantry Brigade:	G/R	Taygeta	65%	—
(CO: Leftenant General Maxim Conti)				

THE CRUCIS MARCH

Commander: Field Marshal Lucy Davion
Aide: Field Marshal Gerald Mitchell

COREWARD COMBAT THEATER (MARKESAN OPERATIONAL AREA)

Theater Commander: Field Marshal John Daniels
Aide: Marshal Kelly Cothron

Achemar Combat Region (Marlette Command)
Commander: Marshal Erik Unzueta
Aide: General Guy Ensley

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Marlette CrMM LCT	R/R	Marlette	80%	60% (C)
(CO: Leftenant General Jackie Kenan)				
Aerospace Wing	G/R	Marlette	80%	79%
(CO: Colonel Toussaint Girard)				
Armor Brigade	R/R	Marlette	85%	64%
(CO: Leftenant General Tony Johnson)				
Infantry Brigade:	G/R	Marlette	65%	—
(CO: Leftenant General Natalia Esposito)				
Kestrel CrMM LCT	R/R	New Valencia	80%	90% (A)
(CO: Leftenant General Wade Plate)				
Aerospace Wing	G/R	New Valencia	65%	84%
(CO: Colonel Jessie Andrews)				
Armor Brigade	R/R	New Valencia	75%	57%
(CO: Leftenant General Walden Bellman)				
Infantry Brigade:	G/R	New Valencia	80%	—
(CO: Leftenant General Sakura Ota)				

Kestrel Combat Region (Kestrel Command)
Commander: Marshal Ralph Macaffree
Aide: Admiral Tomas Netz

New Avalon Combat Region (New Avalon Command)
Commander: Field Marshal Phillip Outerbridge
Aide: Marshal Noemi Cunningham

	Exp/Loy	Homeworld	Strength	Updated (Rating)
1st Davion Guards RCT	V/F	New Avalon	65%	100% (A)
(CO: General Alana Zibler)				
Aerospace Brigade	R/F	New Avalon	95%	100%
(CO: Rear Admiral Yavin Ostberg)				
Armor Brigade	V/F	New Avalon	75%	85%
(CO: Major General Agapios McManus)				
Infantry Brigade:	E/F	New Avalon	95%	—
(CO: Major General Ambrus Lane)				
2nd Davion Guards RCT	V/F	New Avalon	35%	100% (A)
(CO: Major General Tyrell Rand-Davion)				
Aerospace Brigade	G/F	New Avalon	75%	100%
(CO: Rear Admiral Eileifr Nicolson)				
Armor Brigade	R/F	New Avalon	45%	100%
(CO: Major General Kshitij Nagi)				
Infantry Brigade:	R/F	New Avalon	80%	—
(CO: Major General Suibhne Knutsen)				
1st Robinson Strikers LCT	G/R	New Avalon	95%	100% (A)
(CO: Leftenant General Victoria Sandoval)				
Aerospace Brigade	G/R	New Avalon	100%	85%
(CO: Leftenant General Dekel Kevinson)				
Armor Brigade	R/Q	New Avalon	100%	100%
(CO: Leftenant General Mitja Ariesen)				
Infantry Brigade:	G/Q	New Avalon	10%	—
(CO: Leftenant General Leopold Cristanson)				
New Avalon CrMM LCT	V/R	New Avalon	105%	90% (A)
(CO: Major General Germaine Hoover)				
Aerospace Brigade	R/R	New Avalon	105%	100%
(CO: Rear Admiral Yasmin Drage)				
Armor Brigade	V/F	New Avalon	100%	100%
(CO: Leftenant General Abdullah Khan)				
Infantry Brigade:	V/F	New Avalon	90%	—
(CO: Leftenant General Jericho Morris)				

EDGEWARD COMBAT THEATER (CHIRKOFF OPERATIONAL AREA)

Theater Commander: Field Marshal Ophelia Trimple
Aide: Marshal Alexander Sanromea-Davion

Remagen Combat Region (Remagen Command)
Commander: General Aiko Hiriki
Aide: Major General Chris Giraud

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Remagen CrMM LCT	V/R	Remagen	85%	50% (C)
(CO: Leftenant General Stuart Vanschoyk)				
Aerospace Wing	R/Q	Remagen	65%	74%
(CO: Colonel Raheem Qazi)				
Armor Brigade	V/F	Remagen	75%	83%
(CO: Leftenant General Olga Andersson)				
Infantry Brigade:	V/R	Remagen	85%	—
(CO: Leftenant General Kobe Elwood)				

Point Barrow Combat Region (Point Barrow Command)
Commander: General Allie Mcnab
Aide: General Fernando Zibler

Tsamma Combat Region (Tsamma Command)
Commander: Marshal Fred Exley
Aide: General Iren Qadei

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Tsamma CrMM LCT	R/R	Tsamma	90%	90% (A)
(CO: Leftenant General Alba Bole)				
Aerospace Wing	R/R	Tsamma	85%	78%
(CO: Major Henrik Schneider)				
Armor Brigade	R/R	Tsamma	95%	83%
(CO: Leftenant Colonel Yates Ryan)				
Infantry Brigade:	V/R	Tsamma	90%	—
(CO: Leftenant Colonel Rafael Tustin)				

THE DRACONIS MARCH

Commander: Field Marshal Tancred Sandoval-Davion
Aide: Field Marshal Henry Davion XII

COREAWARD COMBAT THEATER (ROBINSON OPERATIONAL AREA)

Theater Commander: Field Marshal Jerome Sandoval
Aide: Marshal Dana Eubirch

Kentares PDZ (Kentares Command)
Commander: Marshal Brandon Sandoval
Aide: Admiral Jami Hazan

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Kentares DMM LCT (2 Btns)	R/R	Kentares IV	75%	100% (A)
(CO: General Liam Grey)				
Aerospace Wing	G/R	Kentares IV	85%	100%
(CO: Colonel Atsushi Ishikawa)				
Armor Brigade	R/R	Kentares IV	65%	100%
(CO: Leftenant General Jovanna Polack)				
Infantry Brigade:	G/R	Kentares IV	70%	—
(CO: Leftenant General Raine Layfield)				

Le Blanc PDZ (Le Blanc Command)
Commander: Field Marshal Darryl DuVall
Aide: Marshal Clayton Dynes

	Exp/Loy	Homeworld	Strength	Updated (Rating)
1st Robinson Rangers	R/R	Robinson	50%	100% (A)
(CO: Major General Deann Feff)				
Air Wing	G/R	Robinson	55%	47%
(CO: Colonel Ambrosius Sokal)				
2nd Avalon Hussars LCT	R/R	Robinson	90%	100% (A)
(CO: Leftenant General Archimedes Ukhanov)				
Aerospace Brigade	R/R	Robinson	100%	79%
(CO: Commodore Usman Albrektsson)				
Armor Brigade	R/Q	Robinson	85%	95%
(CO: Leftenant General Fathi Daugherty)				
Infantry Brigade:	G/Q	Robinson	100%	—
(CO: Leftenant General Gereon Wojewódzki)				

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Robinson DMM LCT	R/Q	Robinson	70%	65% (D)
(CO: Major General Carl Ito)				
Aerospace Wing	G/Q	Robinson	85%	48%
(CO: Colonel Nariko Ishii)				
Armor Brigade	R/Q	Robinson	85%	67%
(CO: Leftenant General Evgeniy Reynolds)				
Infantry Brigade:	G/Q	Robinson	70%	—
(CO: Leftenant General Leona O'Byrne)				

Dahar PDZ (Dahar Command)
Commander: Marshal Darcy Longwell
Aide: Major General Allan Wessner

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Dahar DMM LCT	R/R	Cassias	80%	75% (B)
(CO: Leftenant General Alejandro Betancour)				
Aerospace Brigade	G/Q	Cassias	75%	60%
(CO: Colonel Bastien Lawrence)				
Armor Brigade	R/R	Cassias	65%	85%
(CO: Leftenant General Yul Kremnitzer)				
Infantry Brigade:	G/R	Cassias	80%	—
(CO: Leftenant General Ghada Ahmadi)				
Sakhara Academy Training Battalion	G/F	Sakhara	60%	75% (A)
(CO: Major General Carissa Sable)				

Raman PDZ (Raman Command)
Commander: Marshal Reneé Mazner
Aide: Leftenant General Saundra Lembke

	Exp/Loy	Homeworld	Strength	Updated (Rating)
1st New Ivaarsen Chasseurs	R/R	McComb	65%	65% (C)
(CO: Major General Arek Stephenson)				
Air Group	R/Q	McComb	90%	67%
(CO: Rear Admiral Erling Van Hassel)				
Raman DMM LCT	R/R	Raman	90%	75% (B)
(CO: Leftenant General Nicholas Bellew)				
Aerospace Brigade	G/R	Raman	105%	45%
(CO: Leftenant General Blithe Batting)				
Armor Brigade	R/R	Raman	85%	75%
(CO: Leftenant General Wolfgang Lambton)				
Infantry Brigade:	G/R	Raman	90%	—
(CO: Leftenant General Freida Wagner)				

EDGEWARD COMBAT THEATER (TANCREDI IV OPERATIONAL AREA)

Theater Commander: Field Marshal Warren Briscoe
Aide: Marshal Erik Haris

Bryceland PDZ (Bryceland Command)
Commander: Marshal Lance Reynosa
Aide: General Ted Mclelland

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Bryceland DMM LCT	V/R	Bryceland	90%	75% (B)
(CO: Leftenant General Enrique Carstensen)				
Aerospace Wing	R/R	Bryceland	95%	85%
(CO: Colonel Edward Jones)				
Armor Brigade	V/F	Bryceland	100%	65%
(CO: Leftenant General Noboru Yamada)				
Infantry Brigade:	R/R	Bryceland	90%	—
(CO: Leftenant General Ursa Wallin)				
Bremond DMM LCT	G/Q	Conroe	85%	60% (D)
(CO: Leftenant General Dorthey Cormouche)				
Aerospace Brigade	G/R	Conroe	80%	72%
(CO: Leftenant General Kirill Morozov)				
Armor Brigade	R/R	Conroe	90%	63%
(CO: Leftenant General Dina Lawson)				
Infantry Brigade:	G/R	Conroe	90%	—
(CO: Leftenant General Kana Kimura)				
2nd Crucis Lancers RCT	V/F	Tancredi IV	65%	100% (A)
(CO: Major General Lorenzo Rode)				
Aerospace Brigade	R/R	Tancredi IV	55%	100%
(CO: Leftenant General Chance Andersson)				
Armor Brigade	V/F	Tancredi IV	45%	100%
(CO: Leftenant General Krikor Wruck)				
Infantry Brigade:	V/R	Tancredi IV	70%	—
(CO: Leftenant General Machli Grossel)				

Bremond PDZ (Bryceland Command)
Commander: Marshal Hugh Burlison
Aide: General Lorrie Cooperman

Mayetta PDZ (Mayetta Command)
Commander: Marshal Dona Gunnerson
Aide: General Frank Jessup

THE PERIPHERY MARCH

Commander: Raymond-Roger Marsin
Aide: Marshal Rory Paddock

COREWARD COMBAT THEATER (WOODBINE OPERATIONAL AREA)

Theater Commander: Field Marshal Jasper Zibler
Aide: General Karina Suydam

Kilbourne PDZ (Kilbourne Command)
Commander: General James Silbey
Aide: General Christian Plewa

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Kilbourne PMM LCT	R/R	Kilbourne	90%	55% (C)
(CO: Leftenant General Frederick Eiler)				
Aerospace Brigade	G/R	Kilbourne	105%	45%
(CO: Leftenant General Ilya Kuznetsov)				
Armor Brigade	R/R	Kilbourne	90%	88%
(CO: Leftenant General Astin Bonnet)				
Infantry Brigade:	G/R	Kilbourne	90%	—
(CO: Leftenant General Dorcas Chapman)				

Woodbine Combat Region (Woodbine Command)
Commander: Marshal Felicia Preston
Aide: Leftenant General Lance McDole

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Woodbine PMM LCT	R/Q	Woodbine	95%	60% (D)
(CO: Leftenant General Enrique Vert)				
Aerospace Brigade	G/Q	Woodbine	100%	65%
(CO: Leftenant General Eduardo Richardson)				
Armor Brigade	R/Q	Woodbine	95%	65%
(CO: Leftenant General Yvonne Bernard)				
Infantry Brigade:	G/R	Woodbine	90%	—
(CO: Leftenant General Ames Robert)				

SPINWARD COMBAT THEATER (ANJIN MUERTO OPERATIONAL AREA)

Theater Commander: Field Marshal Toren Kell
Aide: Marshal Fin Petrucci

Anjin Muerto Combat Region (Anjin Muerto Command)
Commander: Marshal Ursala Marsin
Aide: Admiral Rae China

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Anjin Muerto PMM LCT	R/R	Anjin Muerto	95%	90% (A)
(CO: Leftenant General Rowena Leaven)				
Aerospace Wing	R/R	Anjin Muerto	105%	100%
(CO: Colonel Ursa Donnachie)				
Armor Brigade	R/R	Anjin Muerto	90%	100%
(CO: Major General Adonis Pomphrey)				
Infantry Brigade:	V/R	Anjin Muerto	95%	—
(CO: Major General Nadezhda Ivanov)				
1st Royal Cavaliers RCT	R/R	Crofton/Rentz	90%	100% (A)
(CO: Marshal Loren Reitmann)				
Aerospace Brigade	G/R	Crofton	100%	75%
(CO: Commodore Eusebio Crncevic)				
Armor Brigade	R/Q	Rentz	85%	95%
(CO: Major General Fidel Sorrentino)				
Infantry Brigade:	G/R	Rentz	90%	—
(CO: Major General Imre Albertsen)				

Hortense Combat Region (Hortense Command)
Commander: General Darcy Quesinberry
Aide: Major General Mathew Heist

	Exp/Loy	Homeworld	Strength	Updated (Rating)
7th Crucis Lancers RCT	E/Q	Brockton	80%	100% (B)
(CO: Admiral Sammy Dahike)				
Aerospace Brigade	G/R	Brockton	70%	100%
(CO: Colonel Mihovil Sinasohn)				
Armor Brigade	R/R	Brockton	55%	100%
(CO: Major General Marius Dimov)				
Infantry Brigade:	G/R	Brockton	90%	—
(CO: Major General Anil Switzer)				
Hortense PMM LCT	G/Q	Hortense	105%	60% (D)
(CO: Leftenant General Austin Hawthorn)				
Aerospace Wing	G/R	Hortense	105%	58%
(CO: Colonel Blodwyn Clark)				
Armor Brigade	R/Q	Hortense	105%	62%
(CO: Leftenant General Kole Martin)				
Infantry Brigade:	G/Q	Hortense	105%	—
(CO: Leftenant General Oberon Robert)				
2nd NAIS Cadre	G/F	Hortense	65%	90% (A)
(CO: Leftenant General Otis)				
2nd Air Wing	G/F	Hortense	50%	65%
(CO: Major Meredydd D'cruz)				
2nd Armored Infantry Battalion	R/F	Hortense	70%	—
(CO: Major Tlaloc Rivero)				
2nd Cavalry Regiment	G/F	Hortense	55%	100%
(CO: Colonel Faustino Gaganier)				
Davion Light Guards RCT	V/F	Moultrie	65%	100% (A)
(CO: Major General Tess Freeman-Steiner)				
Aerospace Brigade	V/R	Moultrie	40%	45%
(CO: Rear Admiral Ridley Kunze)				
Armor Brigade	V/F	Moultrie	60%	100%
(CO: Major General Stig Garner)				
Infantry Brigade:	E/F	Moultrie	40%	—
(CO: Major General Mithras Richter)				
2nd Periphery Guards LCT	R/R	Redondo	75%	90% (A)
(CO: Major General Hugh Al-Ateeq)				
Aerospace Brigade	G/Q	Redondo	65%	90%
(CO: Colonel Hakeem Attwater)				
Armor Brigade	R/F	Redondo	85%	59%
(CO: Leftenant General Vilhelmas Carbone)				
Infantry Brigade:	R/R	Redondo	90%	—
(CO: Leftenant General Aziz Lieberenz)				

RIMWARD COMBAT THEATER (JUNE OPERATIONAL AREA)

Theater Commander: Marshal Loraine Pascale
Aide: General Clinton Jobs

Islamabad Combat Region (Islamabad Command)
Commander: Marshal Willard Martin
Aide: General Raj Ravular

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Islamabad PMM LCT (2 Btns)	R/R	Great Gorge	95%	100% (A)
(CO: Leftenant General Seth Gaddie)				
Aerospace Brigade	R/R	Great Gorge	105%	45%
(CO: Rear Admiral Olga McCarthy)				
Armor Brigade	R/R	Great Gorge	90%	75%
(CO: Leftenant General Decker Murphy)				
Infantry Brigade:	G/Q	Great Gorge	100%	—
(CO: Leftenant General Russo Greco)				
1st Periphery Guards LCT	V/F	June	80%	100% (A)
(CO: General Mark Scheller)				
Aerospace Brigade	V/R	June	95%	66%
(CO: Colonel Yun Von Wegberg)				
Armor Brigade	R/F	June	75%	90%
(CO: Leftenant General Endre Matejka)				
Infantry Brigade:	R/R	June	85%	—
(CO: Leftenant General Meirion Ermacora)				
3rd Periphery Guards LCT	G/R	June	65%	70% (B)
(CO: Leftenant General Clinton Hickox)				
Aerospace Brigade	G/R	June	45%	53%
(CO: Colonel Emilian McNab)				
Armor Brigade	G/Q	June	55%	68%
(CO: Leftenant General Hartmut Maria)				
Infantry Brigade:	G/Q	June	60%	—
(CO: Leftenant General Irving Danchev)				
Malagrotta PMM LCT	G/Q	Malagrotta	90%	50% (F)
(CO: Leftenant General Otis Allende)				
Aerospace Wing	G/R	Malagrotta	105%	55%
(CO: Colonel Felda Hoffmann)				
Armor Brigade	R/Q	Malagrotta	95%	65%
(CO: Leftenant General Alden Batting				
Infantry Brigade:	G/R	Malagrotta	100%	—
(CO: Leftenant General Lotte Fischer)				

Warren PDZ (Warren Command)
Commander: Marshal Orlando Ingram
Aide: Admiral Alana Fowle

	Exp/Loy	Homeworld	Strength	Updated (Rating)
3rd Ceti Hussars LCT	R/R	Amber Grove	70%	90% (A)
(CO: Major General Edward James Miemi)				
Aerospace Brigade	G/R	Amber Grove	75%	86%
(CO: Colonel Symeonu Aukes)				
Combat Command Alpha	R/R	Amber Grove	90%	100%
(CO: Major General Yoav Errol)				
Combat Command Beta	G/F	Amber Grove	60%	84%
(CO: Leftenant General Idra Oirschotten)				
Combat Command Charlie	R/R	Amber Grove	60%	92%
(CO: Leftenant General Herodin Grosse)				
2nd Robinson Strikers LCT	G/R	Brusett	90%	100% (A)
(CO: Leftenant General Darryl Groell)				
Aerospace Brigade	G/Q	Brusett	105%	100%
(CO: Colonel Romolo Marshall)				
Armor Brigade	R/Q	Brusett	65%	100%
(CO: Leftenant General Avima'el Didikov)				
Infantry Brigade:	R/R	Brusett	60%	—
(CO: Leftenant General Jove Warwick)				
Warren PMM LCT	R/Q	Brusett	80%	50% (D)
(CO: Leftenant General Brigitte Luff)				
Aerospace Brigade	G/R	Brusett	85%	45%
(CO: Rear Admiral Dario Costa)				
Armor Brigade	R/Q	Brusett	65%	65%
(CO: Leftenant General Tomiko Baggaley)				
Infantry Brigade:	R/R	Brusett	80%	—
(CO: Leftenant General Woodward Sweetman)				
2nd Ceti Hussars LCT	R/R	Organo	65%	95% (A)
(CO: General Christian Peterson)				
Aerospace Brigade	G/R	Organo	70%	86%
(CO: Colonel Dewey Samson)				
Combat Command Alpha	R/F	Organo	95%	100%
(CO: Major General Karam Furnadjiev)				
Combat Command Beta	G/R	Organo	40%	84%
(CO: Leftenant General Yi Wetzel)				
Combat Command Charlie	R/R	Organo	40%	100%
(CO: Leftenant General Svarog Kunkel)				
22nd Avalon Hussars LCT	E/F	Perdition	65%	100% (A)
(CO: Major General Lance Zhen)				
Aerospace Brigade	V/F	Perdition	30%	67%
(CO: Leftenant General Zsiga Martinov)				
Armor Brigade	V/F	Perdition	50%	82%
(CO: Leftenant General Knut Raptis)				
Infantry Brigade:	E/R	Perdition	70%	—
(CO: Leftenant General Jody Batori)				

THE SUNDERED LEAGUE

GENERAL REVIEW

The end of the Free Worlds League brought with it an end to the united FWLM and Thomas Halas' initiatives of standardization. No longer bound by the dictates of Atreus, rank and organizational structure has drastically changed in many of the former League powers. Adding to the confusion, many of the new standards of organization are being irregularly applied by battalions and regiments still unsure about their future, veterans and stubborn officers resistant to restructuring and opposing powers that refuse to accept that now-independent portions of the League are charting their own way.

ANDURIEN DEFENSE FORCE (DUCHY OF ANDURIEN)

The forces of Andurien have adopted a combined-arms structure. Andurien regiments are now typically made up of three mixed battalions of a company of 'Mechs, a company of tanks, and a company of battle armor. In instances where sufficient equipment is available, the regiment is reinforced with a single pure BattleMech battalion to provide offensive punch, a situation that currently only the First and Second Rangers currently find themselves in.

Asserting their independence, the ADF has resumed the use of its native rank structure and uniforms. Their dress uniform consists of a white jacket with vermilion shoulder pads worn over buff-colored trousers. Each regiment possesses a distinct color of sash, worn draped from the shoulder and clasped at the waist with a metal device bearing the Andurien crest. Andurien infantry kit is a hodgepodge of available gear, the only constant being the tawny colored blouse and pants worn under a wide array of equipment styles. Veteran soldiers often use equipment they brought with them from the FWLM, but newer recruits have been issued Canopian, Capellan and even Taurian gear.

ARMY OF THE MARIK-STEWART COMMONWEALTH (MARIK-STEWART COMMONWEALTH)

While the forces under the command of the other major powers in the former League now deviate significantly in doctrine and organization from the old FWLM, the AMSC has continued to use the same ranks, uniforms and regiment composition the League's military did in the late 3050s. For the soldiers of the Commonwealth, maintaining the traditions and dictums of the FWLM provides a measure of reassuring stability at a time when their morale is still shaken from the collapse of a political entity many enlisted to serve.

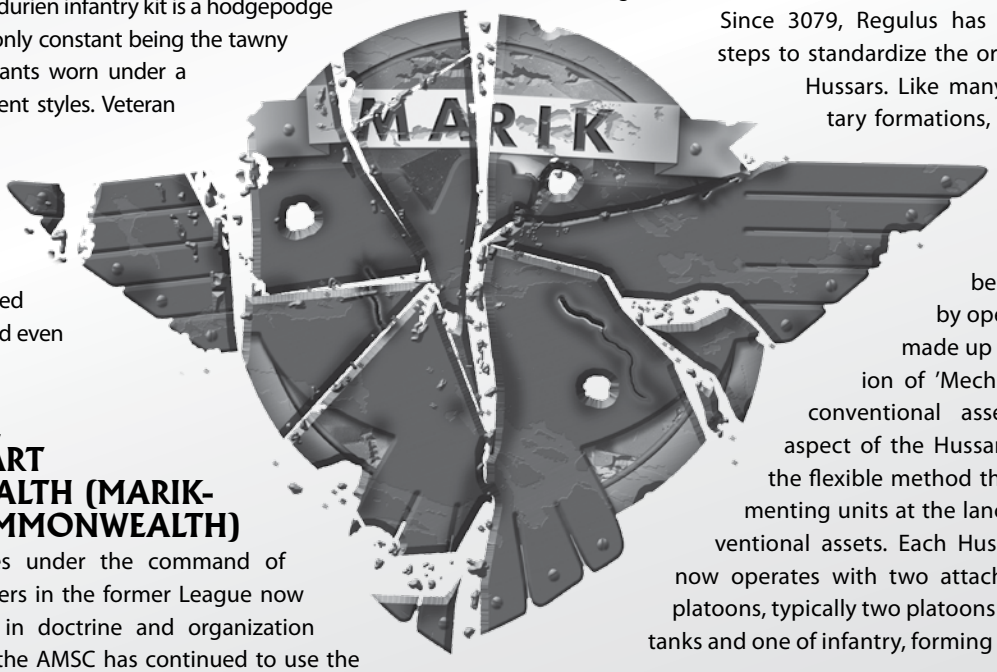
THE DUKE'S AND DUCHESS' OWN CORPS OF FOOT AND HORSE (GRAND DUCHY OF ORIENTE)

Serving under the command of the same man who developed the old FWLM's standardization program in the first place, regiments of the DDOCFH remain unchanged in structure from their time in the FWLM, although the rank of "major" has replaced "force commander" and "banner sergeant" has replaced "sergeant major" in a nod to regional traditions.

The standardized uniforms the FWLM adopted were largely based on those of the Duchy. As a result, the current uniforms of the DDOCFH are of identical cut, but distinguished by replacement of purple on the dress uniform with the rose shade of the Calloway orchid, and green trousers are worn in place of the white worn by the old FWLM. The armor plating worn by Oriente infantry is likewise molded in green as opposed to the olive brown color of the AMSC.

THE REGULAN HUSSARS (PRINCIPALITY OF REGULUS)

Since 3079, Regulus has taken significant steps to standardize the organization of the Hussars. Like many post-Jihad military formations, the Hussars have increased defensive coverage with the same number of BattleMechs by operating regiments made up of a single battalion of 'Mechs combined with conventional assets. The unique aspect of the Hussars organization is the flexible method they utilize of augmenting units at the lance level with conventional assets. Each Hussars' 'Mech lance now operates with two attached conventional platoons, typically two platoons of tanks or one of tanks and one of infantry, forming a combined-arms



company. The result is a regiment which contains only a battalion of 'Mechs but which possesses firepower appropriate for its size.

The Hussars have revived their traditional dress uniform, a dark blue jacket with dark gray shoulder boards and a matching collar, worn with blue trousers and matching peaked cap. Hussar infantry are easily distinguished by their environmentally sealed charcoal colored helmets with a red stripe running along the center. The remaining portion of the uniform is a chemically sealed olive jumpsuit worn with a black webbing belt, gloves and a black armored vest.

RIM COMMONALITY GUARDS (RIM COMMONALITY)

The new military of the Commonality fields combined-arms regiments consisting of a 'Mech battalion and two vehicle battalions, typically augmented by a regiment of conventional infantry. The RCG dress uniform consists of a khaki colored jacket with a closed gold-braided collar and cuffs worn with khaki trousers bloused into knee-high leather boots and a red fez, rank displayed on shoulder boards for all personnel. Simple khaki colored coveralls are used as a field uniform, the legs again tucked into knee-high boots. Infantry wear imported Lyran helmets and kit colored khaki with a black plume along the right side of the helmet.

Soon after its breakaway from the FWLM, the RCG introduced new rank titles in a bid to cultivate local pride amongst the young country's defenders, but uses the same symbols for them as the equivalent Marik rank. Even now, adoption of the new rank titles remains sporadic at best, to the point where we suspect these changes may not last more than a decade or so.

UNIFIED DUCHY MILITARY COMMAND (DUCHY OF TAMARIND-ABBEY)

Tamarind forces continue to adhere to the old FWLM's standards of organization, but the need to visually identify the allegiance of UDMC military personnel has mandated alterations to dress and duty uniforms. The dress uniform of the UDMC uses dark green piping in place of the purple used on the uniform still worn by the AMSC, with the exception of the two broad shoulder stripes, which remain purple. The field uniforms of conventional personnel are distinguished from the old FWLM style in that the coveralls worn are cut from a deep hunter green color as opposed to the olive shade previously used. Many personnel also sport a green-white-green identification stripe on their helmets.

MARIK PROTECTORS (NON-ALIGNED FORMER LEAGUE WORLDS)

The Protectors have continued to use the old FWLM's rank structure. As a loose association of former League regiments dedicated to defending the local people, there is little standardization in terms of uniform and equipment amongst the Protectors, with each battalion commander able to decide for themselves on matters of decorum. Soldiers assigned to the First wear their old League uniforms with no alteration, while those of the Third and Fifth have no formal uniforms at all. The Second provides a sky-blue jacket, trousers and purple beret as a duty uniform, and a powder blue field uniform. The Fourth has a strict dress code that requires its male MechWarriors to wear a jacket, trousers and ascot whenever they are on duty but away from their cockpits, with females required to wear a scarf and skirt. The Sixth's uniform is a white short-waisted jacket trimmed in rose, with black trousers or pleated skirt and a rose beret.

HEROES OF A SHATTERED HOUSE

Even before the realm's final collapse, the Free Worlds League military suffered the horrific loss of thirty major battlefield commands in various actions associated with the Jihad and its aftermath. Of these losses, only the Second Regulan Hussars and the Steel Guard have been reconstituted. Sadly, most of these forces fell in vain, defending a state that would not survive the horrors of the Word of Blake's war.

FWLM Commands Lost in the Jihad

- First Knights of the Inner Sphere
- Second Knights of the Inner Sphere
- First Marik Militia
- Fifth Marik Militia
- Sixth Marik Militia
- Thirteenth Marik Militia
- Fifteenth Marik Militia
- Twenty-third Marik Militia
- Fourth Free Worlds Legionnaires
- Sixth Free Worlds Legionnaires
- Seventh Free Worlds Legionnaires
- Second Regulan Hussars*
- Third Regulan Hussars
- Ninth Regulan Hussars
- Eleventh Regulan Hussars
- Twelfth Regulan Hussars
- Thirteenth Regulan Hussars
- Second Fusiliers of Oriente
- Fourth Fusiliers of Oriente
- Fifth Fusiliers of Oriente
- Third Oriente Hussars
- Fifth Oriente Hussars
- Sixth Orloff Grenadiers
- Steel Guard*
- Haematite Guard
- Juggernaut
- Third Sirian Lancers
- Gryphons
- Falcons
- Home Guards

*These commands were later reconstituted

RANK EQUIVALENCY TABLE (FORMER FREE WORLDS LEAGUE FORCES)

Marik-Stewart Commonwealth, Duchy of Tamarind-Abbey, Non-Aligned/Former League	Grand Duchy of Oriente	Duchy of Andurien, Principality of Regulus	Rim Commonality
Captain-General	Captain-General	Captain-General	—
Marshal	Marshal	Major General	Maresal
General	General	Lieutenant General	Stratigos
Colonel	Colonel	Colonel	Albay
Force Commander	Major	Major	Yusbasi
Captain	Captain	Force/Flag Captain	Lochagos
Lieutenant, SG	Lieutenant, SG	Lieutenant	Tegman
Lieutenant, JG	Lieutenant, JG	—	—
Sergeant Major	Banner Sergeant	Master Banner	Archilochias
Master Sergeant	Master Sergeant	Banner	Epilochias
Staff Sergeant	Staff Sergeant	Serjeant	—
Sergeant	Sergeant	Junior Serjeant	Lochias
—	—	Thegn	—
Corporal	Corporal	Corporal	Uzman
Private First Class	Private First Class	—	—
Private	Private	Private	Stratiotis
Recruit	Recruit	Recruit	—

STATE OF READINESS

DUCHY OF ANDURIEN

Industrial Readiness

Duchess Humphreys' plans have come to full fruition and the Duchy has become a major exporter of both military and civilian goods. Still, the Duchy is far from self-sufficient, requiring imported DropShips and JumpShips to move both soldiers and merchandise. Luckily, the Duchy remains on good terms with most of the former League zone's major power blocs, with the exception of the Commonwealth, so finding sources for these important transportation assets has been simple.

Military Training Centers

The Humphreys Training Academy has had no trouble adapting to the ADF's recent restructuring to combined-arms formations, seeing as how the school has heavily emphasized inter-arms training since it was reopened as the Legionnaire Training Academy in 3051. The fact that the LTA was designed as a self-contained, all-encompassing training facility for the purposes of fulfilling all the training needs of the Legionnaires has also aided in its return to serving as the Duchy's sole national military academy. The toughest challenge for the academy brought on by the Jihad was simply the loss of many of the academy's faculty. Many of them hailed from more "loyal" regions of the League and elected to return home, but even they have been replaced by veteran personnel from the Rangers or returning from the far flung portions of the League.

MARIK-STEWART COMMONWEALTH

Industrial Readiness

Earthwerks' Keystone facility has elected to turn over much of the factory rebuilt from battle damage to the production of civilian IndustrialMechs, but they continue to develop new military systems as well. Their new *Shockwave* BattleMech is emblematic of the Commonwealth's recent romance with autocannons, but has proven a swift-seller on the export market. Meanwhile, Kallon Industries recently unveiled a BattleMech production line at their Loyalty facility for the production of the CRD-6M *Crusader*. It seems Kallon was afraid we would limit their ability to export to the Free Worlds League when we took control of their planet on Bernardo, and is taking steps to prevent it. In addition to the *Crusader,* the Loyalty plant has recently expanded into VTOL production as well, producing the Cavalry and Hawk Moth designs they purchased from struggling Michaelson. Imstar Aerospace completed conversion of their Atreus *Cheetah* production line to produce the Star League-spec EGL-R6b *Eagle* in 3084. With a true domestic heavy fighter, the CCCC has breathed a sigh of relief.



Military Training Centers

The Commonwealth maintains a large number of prestigious military schools, but recruitment continues to lag behind CCCC benchmarks. Captain-General Corinne Marik has made a point of admitting individuals hailing from worlds she is courting for admission into the Commonwealth to both the Allison MechWarrior Institute and the Lloyd Marik-Stanley Aerospace Academy, and in a reconciliatory move, officer candidates from the Duchy of Tamarind-Abbey. A full thirty percent of applicants are actually immigrants from Stewart and the Silver Hawk worlds, brash youth spoiling for payback against us.

The juxtaposition of fired up and angry cadets from the outlying worlds with the pensive and pessimistic native Marik students has caused no small amount of turmoil in a pair of schools already known for inspiring intense rivalry. Explosive confrontations between students are increasingly common. Perhaps the greatest asset of the Army of the Marik-Stewart Commonwealth is the Athene Combat School. The only dedicated infantry school in the former League zone, the ACS has insured the superiority of AMSC infantry over the soldiers of their rivals.

GRAND DUCHY OF ORIENTE

Industrial Readiness

Earthwerks Incorporated's recent cooperative venture with Defiance Industries, the *Ghost*, has experienced some success as one of the first widely available BattleMechs constructed with stealth armor, but many find its weapons array rather limited. Listening to customer concerns, Earthwerks is already working to develop a variant of the *Ghost* with more punch, experimenting with a variant which mimics the armament of the older *Anvil*. StarCorps' plant on Emris IV has become a *de facto* Oriente production center through a layer of defensive and economic treaties. With the Blakists' C3i systems all but vanishing from the Inner Sphere, the company's EMP-6M2 *Emperor* refitted with a standard C3 system has proven a hit within the DDOCFH.

Military Training Centers

The proficiency and pedigree of the Princefield and Orloff Military Academies are unquestioned, but as the only two military universities in the Grand Duchy, the DDOCFH is in danger of becoming excessively gentrified. While few can question the skill of the two school's noble alumni, Thomas Halas is seriously concerned that talented applicants are being turned away simply because of the low stature of their birth. The duke and duchess have ordered Princefield to increase its acceptance of common-born cadets from ten to twenty percent, but thus far this has resulted in no actual increase in the number of non-noble students. Colonel-Chairman Sir Wallace Lu Fan contends that this is simply a natural result of the "proles lacking the stomach for proper military service," but Duke Halas suspects it's the Academy's reputation for hazing and abusing cadets considered lacking in lineage that is to blame.

PRINCIPALITY OF REGULUS

Industrial Readiness

After years of state operation, the Principality has sold their Mt. Rajah production facilities to the newly-founded Tvastar Enterprises. Formed with the express intent of purchasing the Regulan Jihad-era manufacturing facility, House Cameron-Jones retains a controlling interest in Tvastar, but civilian administration and the influx of investment capital is expected to defray costs significantly. Small but crucial BattleMech manufacturer Ronin, Inc. has begun pursuing the production of conventional combat vehicles as a less resource-intensive return on expanding infrastructure. The Tufana hovercraft performs in its intended role admirably, and has already become the company's largest seller. It seems likely that Ronin will further expand their manufacturing of ground vehicles in the near future.

Military Training Centers

Aitutaki Academy has relished finally being free of the burdensome oversight of the LCCC. No longer compelled to fall in line with Marik standards, Aitutaki Academy has restored the brutal training standards for which they have long been famous, complete with regular grueling physical training, corporal punishment, and indoctrination in proper Regulan teamwork; success and failure comes as a unit, with punishment and reward handed out to all members equally.

The aerospace branch has seen its students under increasing pressure lately to increase their performance. When one of the students recently missed the runway and crashed, his entire class was hitched to the shattered aircraft and forced to drag its wreckage back to the hangar like human mules. The student responsible for the crash disappeared from the academy shortly thereafter, having reportedly received death threats from his classmates.

RIM COMMONALITY

Industrial Readiness

Years of attempting to woo Nimakachi Fusion Products to return to the Commonality have finally paid off, and the company has partially completed rebuilding their destroyed factory on Tematagi. Currently producing *Spider* and *Flea* BattleMechs, Nimakachi plans to also begun production of the larger *Vulcan* and *Scorpion* as soon as the facilities are complete. Despite significant subsidies from Lesnovo, a large amount of the funds for the reconstruction have been supplied by the Duchy of Oriente, in exchange for a fixed percentage of the factory's output for the next two decades.

Military Training Centers

In late 3079, Hero Institute opened a campus on Tohelet under a contract with the Commonality Parliament to provide training for the country's nascent BattleMech force. Five years later, the Rim Commonality Guards seized the academy and charged Headmaster Paul Perril with fraud, larceny and a number of other crimes. When newly-graduated MechWarriors began arriving to their units and the veterans there caught on that many of them had only the foggiest understanding of how to operate their equipment, an investigation was launched into the Institute's training methods.

Undercover detectives revealed that many of the supposedly "experienced" instructors at the school were dishonorably discharged from the FWLM or LCAF. More shockingly, some were not even academy graduates themselves, having washed out of school or being little more than 'Mech simulator fanboys. The Commonality has since sacked the entire faculty and is starting fresh with new instructors, but "Toilet Institute" is still held in disdain by the soldiers of the RCG.

DUCHY OF TAMARIND-ABBEY

Industrial Readiness

One of the largest hindrances to the defense of Tamarind-Abbey is their almost total lack of manufacturing centers for modern military equipment. Duke Photon has attempted to entice the planetary governments of Trellisane and Thermopolis into joining his fledgling federation, but has thus far been rebuffed, likely because both worlds feel their security is better served by remaining neutral and selling to all sides rather than aligning with a nation ill-prepared to defend them from a determined attacker. While the Duke continues to court both worlds and encourage outside companies to establish factories within the Duchy, the native industry of the district continues to struggle to fulfill the needs of its military.

With the failure of Maxwell's Thumper, the startup company has fallen back on producing simple APCs and missile carriers. In an effort to turn the company around, Maxwell's owners have approached New Earth Trading Company, hoping to secure a license for that company's Myrmidon medium tank. With NETC's Myrmidon line on their homeworld a still-radioactive crater, it is Maxwell's hope that they can entice the company to invest in upgrading their intact but primitive production lines. Meanwhile, on Tamarind proper, Graham-Davis Enterprises and the government-owned Venkateswara facility have teamed up in an attempt to establish a modern BattleMech factory. Thus far, all that the two have accomplished is cobbling together a few *Icarus IIs,* but it is hoped that reliable production of military grade fusion power plants will begin soon, allowing for much more. The Duchy has expressed interest in Curtiss Hydroponics' *Yeoman* and *Eagle* designs, but thus far lacks the means to produce either.

Military Training Centers

One of the few advantages possessed by the UDMC is the quality of their officer corps. The Jeremy Brett Memorial University has benefited highly from the presence amongst the Duchy's forces many of the former League's most talented officers, which had been assigned to Operation BROKEN FIST and elected to remain with the Duchy when central authority collapsed. In spite of severe equipment shortages, the university continues to turn out class after class of talented officers.



ANDURIEN DEFENSE FORCE

The Duchy of Andurien has taken advantage of the peaceful coexistence it has secured with its neighbors to cautiously reinforce its defenses through the creation of additional regiments. The expansion of the ADF to include the First Guards and Fifth Rangers has required canceling plans to expand the remaining Rangers regiments to seventy-two 'Mechs, leaving all but the First and Second Rangers as combined-arms regiments with the equivalent of a single battalion of 'Mechs a piece.

FIRST ANDURIEN GUARDS

With the expansion of the Rangers continuing apace, Dame Humphreys deemed the construction of a powerful defensive unit provided with significantly heavier equipment than the typical Rangers regiment was in order. While the Rangers regiments excel at going to ground and fighting hit-and-run campaigns against an invader, the Duchy previously lacked any sort of formation which could be counted on in a stand-up fight.

Drawing experienced heavy and assault 'Mech pilots and their equipment from across the ADF, the Guards collectively hold a strength that the individual assault lances attached to the Rangers lacked. Heavier equipment assigned to the Rangers was often squandered, left behind by the higher speed and operational tempo of the rest of the regiment to guard landing zones and supply depots. Collected together, the Guards are a force to be reckoned with.

The Guards paint their machines using alternating buff and green vertical stripes, a garish pattern which opposing forces find distracting. As their logo, the Guards use two halberds crossed in front of the world of Andurien.

FIRST ANDURIEN RANGERS

The First Rangers has done its best to put their hatred of the Capellan Confederation behind it, but frustration with Dalma Humphreys' alliance of convenience with House Liao still lingers. While Colonel Martin Honnifer isn't the Capellan-hater former CO Fenton is, no love is lost between himself and the CCAF.

Like the First Legionnaires from which it sprung, the First Rangers utilize primarily light BattleMechs, in conjunction with fast hovercraft and VTOLs. Operating in open plains and rolling hills such as is common on Andurien allows the Eagles to range about the battlefield striking *en masse* before fading way from slower, less agile attackers.

Like all the Rangers regiments, the First dropped the purple highlights from their paint scheme, now simply using white with green accents on the arms and legs. Where once its logo depicted an eagle over the map of the League, now the raptor flies over a map of the Duchy.

SECOND ANDURIEN RANGERS

Colonel "Misha" Orloff's loyalty to Andurien was called into question when the Duchy of Orloff recently merged with Oriente. While Colonel Orloff has willingly served the Duchy for almost a decade, and made clear he still regards the now-dead world of Lopez as his true home, his actions have not silenced accusations by the press that he may deliberately or unwittingly compromise the security of the Duchy through his familial ties to a rival foreign power. The soldiers of the Second have rallied to the defense of their embattled commander, insisting that many of them likewise hail from worlds outside the Duchy, and have threatened to desert *en masse* if the colonel is removed. Lieutenant-General Fenton is struggling to walk a fine line between public disapproval and mass defections from one of the ADF's largest and most experienced units, but thus far the ADF commander has yet to find a suitable solution.

The Monkeys continue to utilize the same logo and equipment they did as the Fifth Legionnaires. Already known for relying heavily on their conventional assets, the shift to Andurien's new combined-arms unit structure has been an easy one for the Second.

THIRD ANDURIEN RANGERS

The Ninth Free Worlds Legionnaires had barely been added to the roster of the FWLM when the bulk of the unit defected to the Duchy of Andurien in the early 3070s. After the brief and relatively bloodless power struggle for control of the unit, command fell to Cassia Faulkers, an El Giza native and experienced officer from the First Legionnaires. When the Mosiro Archipelago signed a defensive pact with Andurien in 3076, the Duchy sent the Third Rangers to provide for their defense. The presence of a commander who understood the culture of the Mosiro worlds proved extremely beneficial in easing the region's transition from protectorate into full political union with the Duchy.

The Third's fighting style closely mimics that of the first, although the overall weight of the Stallions' equipment is higher, and the Third's MechWarriors prefer to harry the enemy from long range rather than the First's proclivity for rushing in to try for shots against weak rear armor. The Third's logo depicts a rearing black stallion on a sand-colored circle.

FOURTH ANDURIEN RANGERS

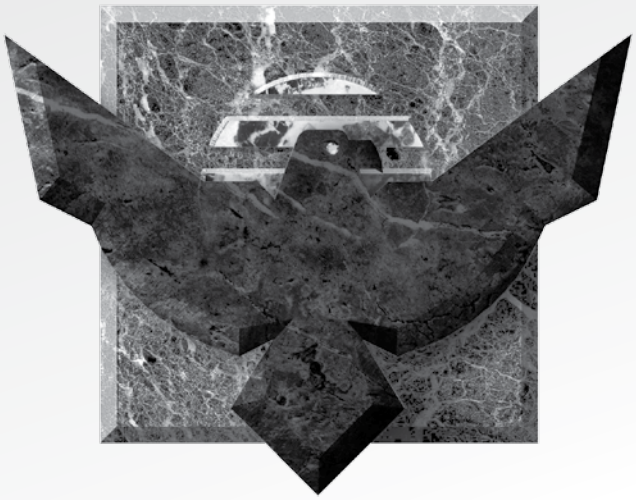
While Colonel Steven Humphreys claims the decision to place him in command of the Fourth Rangers was based purely upon his performance and experience with the First Legionnaires, it is very unlikely that his family connections played no role in the decision to assign him command. Finally in the possession of the independent command he always dreamed of, Colonel Humphreys has taken this opportunity to try to turn the Fourth into his ideal military unit. Unfortunately for the soldiers of the Fourth, the colonel has become an overbearing micro-manager who is rapidly crushing the morale of the unit even he pushes to increase their proficiency in basic combat skills. With little means of checking the behavior of the duchess' brother, the soldiers of the Fourth's only solace is that the little dictator can't be everywhere at once.

The Fourth's logo depicts a wolverine in profile, but the rest of the ADF jokingly refer to the unit and its logo as a sloth, since the Rangers' resistance to their arrogant commander tends to take the form of doing as little as possible whenever he's not around.

FIFTH ANDURIEN RANGERS

Green as the grass in spring, the Fifth Rangers has only been recently formed. Raised on Sadurni from amongst the native population of farmers, cattle ranchers and huntsmen, the Fifth has little combat experience but has excellent survival skills, hailing as they do from a world covered primarily in wilderness and personally-owned farms. Discipline remains rather rough, with carousing and fights both far more common than the ADF would like, but the recruits of the Fifth are as dedicated to the defense of the Duchy as anyone.

Colonel Luigi "El Duce" Vincero is doing his best to make the Sadurni character work in the military's favor. Soldiers of the Fifth are given a large amount of leeway to act on their own initiative, provided they can coordinate what they are doing with the rest of the unit. Large set-piece operations are proving exceptionally difficult for the Bulls. The logo of the Fifth is an angry bull, snorting and pawing the ground.



ARMY OF THE MARIK-STEWART COMMONWEALTH

Although Corinne Marik claims the Irregulars' occupation of New Home was unauthorized, the AMSC was completely unprepared for the swift and highly coordinated counterstrike that was Alys' Operation GOLDEN DAWN. In a period of just three short months, a Republic force outnumbering the entirety of the Commonwealth's military asserted the Republic's sovereignty, obliterating the Irregulars and Stewart. Facing a no-win situation, Captain-General Marik wisely chose to withdraw her remaining regiments and recognize our claims. While the Silver Hawk worlds have balked at the peace treaty, their lack of military forces and our declaration that any reformation of the Irregulars will constitute an act of war have rendered their protests mute.

GARDA PALATINI

Faced with rebuilding a military suffering from flagging morale, Corinne Marik has recently restructured the AMSC into two brigades, the elite, offensive-oriented Garda Palatini and the regular, more defensive Militie National.

First Free Worlds Guards (The Amazons)

In the AMSC's finest performance in the recent conflict, the First Guards bloodied the Third Legionnaires and Stirling's Fusiliers on Augustine, pouring their resentment for Rousset-Marik on the Republic units. With the Marik line collapsing, the captain-general ordered the First to fall back, an order Colonel Dana Briggs interpreted as a directive to smash through the enemy before moving off-world. In the resulting head-to-head slugfest, the Amazons mauled both regiments, but left the overwhelming majority of the Guards' 'Mechs strewn across the Augustinian landscape.

The Guards' nickname "Amazons" seems to have stuck, despite the fact that new Second Battalion CO Dixie Kowalski is not *technically* female. Proud of their fierce reputation, the surviving members of the First Guards have wholeheartedly embraced the image of the proficient and unyielding warrior as their own.

Eleventh Atrean Dragoons (The Cannonfire Carabineers)

Taking up station on their namesake world, the overstrength Eleventh has twice swatted down Regulan raids on the former League capital. Once dedicated to raiding and independent insurgent operations, the Dragoons have become extremely adept at urban fighting, taking advantage of easy supply from Imperator Automatic to modify a number of 'Mechs to utilize rotary and ultra autocannons. When the Fifth Regulan Hussars struck Atreus City in 3083, the AMSC actually gained more in salvage than they lost in combat; the Dragoons' modified *Orion*s and *Tempest*s actually rent the limbs off of many of the Hussars' 'Mechs, leaving them neutralized but repairable.

Second Free Worlds Legionnaires (The Stygians)

Having served as Corinne Marik's personal guard of honor for several years, the realities of the Commonwealth's current state have seen the garrison of Marik left to the Militia, with the comparatively full-strength Stygians rotating to where they are most needed. The Second first arrived on New Olympia to provide humanitarian aid to Darienbad, but has remained there as the threat of Regulan aggression was considered increasingly likely. General William Childs is relishing the possibility, eager for a chance to put the Stygians expertise at planetary assaults to good use.

For the moment, however, the regiment is the toast of New Olympia, the people of the world reassured by the presence of the AMSC's premier formation and grateful for the assistance the unit's technicians and engineers have provided in restoring the city of Olympica's power grid and cleaning up radioactive material.

Eighth Free Worlds Legionnaires (The Alpineers)

A new and untested command prior to the Jihad, the Eighth has garnered a massive amount of experience under fire, first in hunting down the rogue Knights of the Inner Sphere, then in driving the Blakists from the former League capital. The Eighth has only recently arrived on Manihiki, taking up position amongst the craggy peaks of the planet's northern hemisphere.

General Evan Hradcany is determined to turn his already-experienced mountain fighters into one of the Inner Sphere's foremost airmobile 'Mech formations. The overwhelming majority of the regiment's transport DropShips are aerodynes, and in addition to the usual conventional assets, the Eighth possesses the First Legion Transport Air Regiment, including two companies of Tonbo VTOLs, four squadrons of Planetlifters, and a myriad mix of

other transport VTOLs and conventional aircraft. The Legionnaires have begun regular air deployment drills, and are making significant progress in perfecting rapid deployment under fire. The Eighth's logo is an alpine mountain peak.

MILITIE NATIONAL

As the name suggests, the Militie National represents the realm's core defense militia, tasked with holding down the fort while the Garda Palatini comprises the Commonwealth's strong offensive arm.

Atrean Hussars

Over a decade of training and serving alongside the Atrean Dragoons has washed away the stain of poor performance that previously colored the unit. While the Hussars saw very little direct action during the Jihad years, the unit served as a combination active reserve and secondary training school for the forces loyal to Corinne Marik. Its newly-enhanced training regimen made it a favorite command for the LCCC to assign new recruits. As a result, the Hussars as a whole are of only average experience, but possess the vigor and patriotism that comes with the youth of its personnel. Their assignment to garrison first Atreus, then the shipyards of Ionus, have filled the Hussars with pride, but perhaps even more prideful was the decision by Captain-General Marik to make them the senior regiment of the Militie National.

Second Marik Militia

The Second Militia is still struggling to come to terms with the collapse of the League. With over forty-five percent of the unit's personnel hailing from outside the Commonwealth, many of the troops have continued to serve with the regiment simply because they are at a loss for what else to do. Colonel Gierke has done her best to keep the regiment busy with details and training to prevent a further collapse in morale. Disappointment and bitterness pervade the unit just below the surface, a state of affairs that seems unlikely to change anytime soon. Perhaps the lament scrawled across the torso of Force Commander Vittorio Kleinen's *Thunderbolt* best sums up the Militia's malaise: "cruel Moirae, thy strand mere mortals cannot rethread"

Twenty-fifth Marik Militia (Soldiers of Faith)

Faced with a galaxy gone mad, the soldiers of the Twenty-fifth took solace in prayer. The unit's relatively peaceful service under the Blakist occupation—avoiding the horrible fate which befell the Fifth Militia—and their continued survival and service to the Commonwealth are all taken as signs of divine protection. Despite adhering to widely divergent beliefs, friction between faiths is unheard of amongst the Twenty-fifth, to whom theological understanding is as important as their faith.

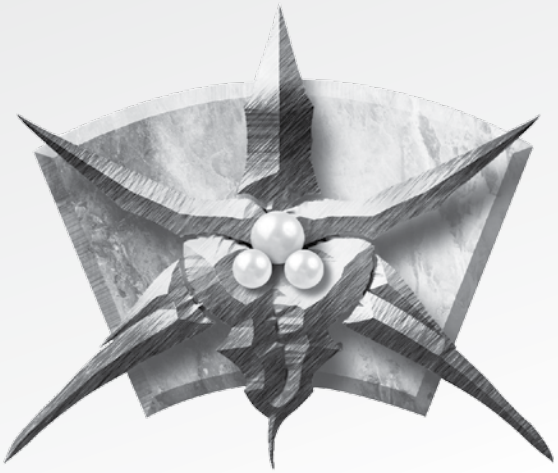
Force Commander Daniel Handley has recently introduced the Unfinished Book to the unit, and the Crucian faith is finding fertile ground amongst the Marik regiment. Soldiers of the Twenty-fifth are permitted to display religious symbols and imagery on their equipment and wear religious jewelry with their uniform. Most are modest affairs, but some are surprisingly impressive, such as Lieutenant Senior-Grade Jamal Korobeko's image of Our Lady of Guadalupe, which spreads from shoulder to shoulder on the back of his *Orion*.

Fortieth Marik Militia (Stewart's Black Avengers)

In some the fiercest fighting of GOLDEN DAWN, the Stewart Home Guard and planetary militia held out against five times their number in former League and Northwind Highlander regiments for two months, evading repeated attempts by the RAF to box them in and striking at our supply chain. Eventually, the Home Guard was surrounded just outside the city of Lancaster and obliterated by Republic artillery. For the Republic and most of the Commonwealth, the Home Guards' defeat spelled the end of the conflict, but for the surviving personnel, it was only the beginning of their spite. Repatriated to the Commonwealth, the survivors were assigned to the newly-formed Fortieth Militia, which had been routed by the Fifth Free Worlds Guards on Connaught and still harbored similar misgivings.

The Fortieth's commanding officer, Colonel Ichabod Nash, was the son of former Home Guard CO Virginia Nash. He allowed the festering feelings amongst the surviving troops and throughout the Stewart Commonality to manifest. In 3082, Colonel Nash approached Duke Leonard Stewart to receive his sponsorship for the Fortieth, an offer which the aging noble quickly granted. With the support of the exiled Duke of Stewart, Nash declared that "the Fortieth will not rest until Stewart has been avenged!" The Fortieth paints the heads, upper torso, hands and feet of their 'Mechs jet black. As their logo, the Fortieth uses the skull and crossbones, below which is set the motto "*Remissio Non Est.*"

Concerned that the Fortieth will take unsanctioned action against the Republic, Corinne Marik has stationed it on Marik under the watchful eyes of the Second Militia. The CCCC has cut off supplies to the unit, leaving it extremely under-equipped, but recruiting applications continue to flood in from the Commonality worlds. Duke Stewart has begun to supply the Fortieth out of his own coffers. While one would think the AMSC would refuse to tolerate such a borderline insubordinate command, it seems the captain-general thinks the Fortieth is a dog she can keep leashed.



THE DUKE'S AND DUCHESS' OWN CORPS OF FOOT AND HORSE

Whilst the DDOCFH has seen almost constant low-level conflict over the past six years, with the integration of the Duchy of Orloff and soon the Protectorate Worlds it has expanded into the single strongest military in the former League zone. The only major loss suffered by the Corps has been the Fifth Hussars.

In what was perhaps one of our biggest political missteps, Paladin Rousset-Marik sent the Second Marik Militia and Third Auxiliaries to overwhelm the Fifth Hussars, which was garrisoning the remaining worlds of the united Zion-Ohren Province. Alys had feared they'd intervene in Operation GOLDEN DAWN, but the Hussars were only present at the request of the provisional government on Zosma, and Oriente had previously issued no challenge to our claims over the worlds of the region. Most likely, we could have negotiated in good faith with Duke and Duchess Halas for the Hussars' withdrawal. Now, Alys' actions have earned us the enmity of both House Halas and many of the neighboring worlds as well.

DUCAL GUARD BRIGADE

Edgar Halas remains in command of the Guard, but has begun grooming Major Harold Halas, his second cousin, to take his place. Harold, a rakish and brash young man with a thin moustache, previously participated in the aborted attempt to rescue Sheryl Halas from Atreus on his own initiative, which ended in him having to sneak off-world on a cargo DropShip hidden amongst an outgoing shipment of timepieces. His harrowing escape was the talk of the Oriente court, and the subject of a no-doubt well-embellished novelization that became a rapid bestseller across the former League. Women just can't seem to keep their hands off Harold, with the result being that he has reportedly fought at least seven duels over the past decade against the erstwhile beaus of his several flings, and in at least one case against a young lady herself which he had spurned.

First Brigade, Fusiliers of Oriente (The Jesters)

Looking for payback against the Regulan Hussars for their attack at Dayr Khuna, the Jesters launched a series of simultaneous lightning strikes, ending the Regulan offensive for the time being. Operating in formations no larger than a battalion—and often as small as a company—the First Fusiliers struck every world along the Regulan border. Refusing to engage the Hussars in a stand-up fight, the Jesters instead targeted Regulan infrastructure.

On Harmony, a deep raid by the Jesters crushed a corporate security detail and made off with every fusion engine on company property. On Cameron, Fusilier engineers infiltrated the Tenth Hussars compound and detonated their ammo dump while the Regulans chased a series of Jester feints. Even the Regulan capital was not immune to the Jester's campaign, with a team of MechWarriors sneaking aboard a cargo DropShip delivering *Patron* LoaderMechs and running amok in the primary spaceport for Regulus City, dealing millions of C-Bills in damage and delaying outgoing shipments from the capital for weeks.

Third Brigade, Fusiliers of Oriente (The Corkscrew)

In one of the final Blakist attacks of the Jihad the Third Fusiliers found themselves facing a Shadow Division assault on Les Halles in 3079. Already alerted to the possibility of action by the Blakists' earlier attacks on Ohrenson and Oriente, the regiment dug in and appeared ready to face the Blakist attack head-on. The Blakists hit Les Halles like a whirlwind, but just when it seemed the Corkscrew would break, the regiment's fast-moving medium assets burst from hiding behind the Blakists and caught them in a vice between the two Oriente lines. The battle degenerated in a major melee, with the Fusiliers ultimately driving the Blakists off-world.

Relocated to Ventabren, a world orphaned by the merger of the rest of Ohren Province with the Republic, the regiment is itching for a chance to put their vaunted planetary assault skills to use. Colonel Roderick Morgan publicly chided the AMSC for getting "beat by a pack of cowards, kids and cuckoos."

First Orloff Grenadiers

Mostly maintaining their edge through the Jihad by virtue of their ceaseless march and drill, the First Grenadiers briefly engaged the Fifth Regulan Hussars on Emris IV, leaping in-system to drive off the surprise Regulan attack as part of the Protectorate's security pact with Oriente. While the Fifth Hussars held the upper hand in individual skill, their abilities proved no match for the carefully coordinated operations of the far larger Grenadiers, who drove the Hussars before them while suffering only limited losses.

The Grenadiers have maintained their odd tradition of electing their commander from amongst their number. The current regimental commander is Judy Westings, a classy, no-nonsense Vanra native with a charming, if rigid, personality. To Westings, both combat and drill are little more than choreography. A classically trained ballerina, the colonel's insistence on the finest points of unit coordination is well known. Thus far, the performance she gets out of the unit, whether on the battlefield or on the parade ground, has always proved stellar.

Eighth Orloff Grenadiers

Vanra high society was ill-prepared for the return of the Eighth Grenadiers in the late 3070s. Expecting to welcome home a unit of similar character to the First, the government and public of Vanra were horrified to learn the Eighth was a unit of ill-mannered, violent, and crude vigilantes used to belching whenever they felt like it and giving pirates a taste of "frontier justice."

Not even turning back the Second Regulan Hussars' abortive attack on the capital in 3082 won the Eighth any accolades. The tight-laced Orloff public considered being in the presence of the Eighth little better than being Regulan captives. After a number of drunken confrontations between soldiers of the Eighth and the public, the unit has been confined to base.

First Oriente Hussars

Duke Thomas Halas' politically-motivated decision to grant the Orloff Grenadiers higher seniority within the DDOCFH than the Oriente Hussars has reignited the simmering rivalry between the Hussars and the Fusiliers, with the Hussars' resentful feelings now directed at the Grenadiers as well.

Taking over the Fusiliers position on Dayr Khuna, the First Hussars found itself struggling to deal with incessant Regulan raids. Continually looking for a set-piece showdown with the Regulans that never materialized, the Hussars were being slowly worn down by the enemy until the First Fusiliers shut the Principality's offensive down with their lightning reprisal campaign. Further humiliated by requiring the help of the Fusiliers to beat back the Regulans' attacks, the First's morale is in a deep slump, from which it is unlikely to recover anytime soon. The aging Colonel Roger Harsila has instituted a new course of anti-insurgent training, but the commander's disappointment that his earlier training attempts ended in failure are wearing on both him and the unit.

Second Oriente Hussars (The Crazy Second)

A raid on Jouques ended in not only defeat but embarrassment for the First Regulan Hussars at the hands of the Crazy Second. Expecting to shatter the only average-rated unit, the Regulans launched an all-out assault on the planet, targeting the major city of Nouveaux Marseille. The Hussars took advantage of the winding, non-linear roads and tight city blocks of the city to wreak havoc on the invading Regulans, ultimately forcing them to withdraw after substantial losses.

Of particular note were the actions of Lieutenant Michelle Marx. Operating in a cul-de-sac of buildings off of one of the main streets of the city, Marx used her *Phoenix Hawk* as a decoy, feigning hip actuator damage. Regulan MechWarriors repeatedly gave chase to Marx's 'Mech, only to find that as they rounded a corner the *Hawk* had leapt to safety while they slid across the pavement on an oil slick laid by the fluid gun plugged into her lancemate's *Perseus*. When the careening and disoriented Regulan 'Mech finally came to a stop at the end of the road, the lance's two remaining units, a *Hunchback* and a *Buccaneer*, would pound them to pieces. Marx's lance successfully subdued seven Regulan 'Mechs using this tactic.

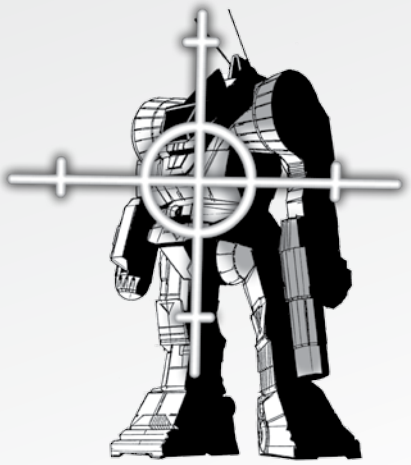
Fourth Oriente Hussars

While the overwhelming majority of Oriente regiments have come to accept and even honor Thomas Halas as their leader, the Fourth was aghast when the former captain-general was placed in command of the DDOCFH, and doubly appalled when he was made co-ruler of the Duchy. Even though Colonel Dragoo and Lieutenant Commander Ling were both court-martialed for corruption in 3069, the unit remains as difficult as ever, having transferred their dislike for the old FWLM's increasingly centralized policies to just Thomas Halas, the imposter captain-general responsible for them. Ordered to Les Halles from Maritgues, Colonel Shannon Dolier replied to Corps command with the message "What, can't Tom's running dogs in the Fusiliers handle their own affairs?"

Despite the borderline contempt the entire unit holds for the Duchy's new duke, the regiment remains truly loyal to Oriente, and to a lesser extent, the Halas family. As the Fourth continues to follow orders, the duke and duchess have elected to keep the unit active in the spirit of the League's principles.

Sixth Oriente Hussars (The Aardvarks)

A new and inexperienced unit prior to the Jihad, the Aardvarks turned their limited experience in anti-pirate activities to blunting raids against the Duchy's rimward border, first from the Blakists and Anduriens, then from Regulans. Defending Nimakachi Fusion Products' plant on Dalton has pushed the young unit to the limit, but throughout the period they have guarded the DropShip manufacturer no attacker has successfully damaged the facility or made off with any crucial materials. A large amount of this is due to Lieutenant Commander Kraus' aerospace wing, a veteran formation equipped with swift and powerful *Stingray* and *Gotha* fighters. The Sixth's ground forces rely heavily on VTOL and conventional aircraft reconnaissance, generally massing at strong points or their DropShips until the air units locate the enemy. The Sixth's logo is the stylized head of an aardvark rendered head-on.



PROTECTORATE GUARD

[*Note: The Protectorate Guard is not formally counted as part of any former League state's military force, but is being included here due to its past affiliations with the Free Worlds League, as well as its commander's current suspected dealings with the Duchy of Oriente.*]

Colonel Virgil Ridgeway was horrified when he learned that his fellow Protectorate Guard commanders had sided with the Word of Blake and handed the Border Protectorate to the Blakists without firing a shot. Powerless to stop their fellow Guards' treachery, the Iron Guard quit Menkalinan for New Delos, awaiting the captain general's orders to counterattack against their erstwhile allies—orders which never came. With Thomas Halas exposed as a fraud and his replacement with an obvious Blakist puppet, the Iron Guard remained in the Protectorate, trying to preserve what little of the League they could. Contacted by Alys Rousset-Marik in 3076, Colonel Ridgeway led the Iron Guard to join the Coalition forces fighting to bring down the Blakist Protectorate, hoping to free their worlds from their corrupted brethren. When Terra fell, Rousset-Marik approached Ridgeway to offer him and his forces a place in the RAF, only to find her offer flatly refused.

Much to her surprise, the colonel had only fought alongside the Coalition to liberate the Border Protectorate for the Free Worlds League. Despite Alys' pleas, the Iron Guard departed Terra for the former League zone. The Guard returned to New Delos to find the military government of the Protectorate collapsing. Without the might of the FWLM to enforce her rule, General Natalia Simonov begged Colonel Ridgeway to support her and make the Iron Guard the official military of the Protectorate, an offer he accepted. Ridgeway soon came to realize that Simonov was less interested with preserving the peace than with securing her own continued position as military dictator.

In 3081, Thomas Halas arrived on New Delos to offer the Protectorate a defensive pact with the Duchy of Oriente. While at first skeptical of his former commander, Ridgeway was convinced by Thomas' sincerity. Since the signing of the defense pact, Simonov's rule of the Protectorate has become more tenuous. The people appear restless for more freedom and an escape her increasingly ineffectual rule. With the Protectorate almost wholly dependent on the Duchy of Oriente for defense, trade and international relations, it seems increasingly likely that the Protectorate will fully merge with Oriente. Allegedly, General Ridgeway is negotiating an agreement that will make the worlds of the Protectorate self-governing members of the Duchy of Oriente in exchange for granting General Simonov a full pension and security detail from the DDOCFH.

IRON GUARD

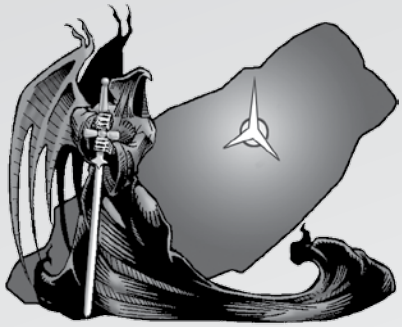
With the aging Ridgeway now in command of the entire Protectorate Guard and increasingly involved in government affairs, command of the regiment has gone to Colonel Ghcorgeh Sukir. Long seen as the tactical brain of the regiment, the change in command has caused little fuss amongst the rank and file of the unit. Always excellent scroungers, the Guard fields a massive amount of advanced Blakist salvage, along with a handful of products from StarCorps Emris IV plant, which has significantly increased the overall weight of the 'Mechs of the Guard. Colonel Sukir's command lance—a *King Crab,* an *Emperor,* a *Thug* and a Clan *Gladiator*—cuts a particularly intimidating profile.

STEEL GUARD

When Coalition forces killed Marilyn Stroud alongside her regiment on Chara in 3077, the Stroud family fortune passed to her estranged son Gerald Stroud. Raised by his father on Savannah, young Stroud observed firsthand the atrocities the Blakists were capable of and cursed his mother for her decision to side with the monsters who butchered resistance fighters and kidnapped outspoken people from their homes in the middle of the night. Stroud struggled for several years over what he should do with the fortune he suddenly found in his possession, but by 3082, he had determined his course of action.

Only twenty-three years old, Gerald Stroud approached General Ridgeway for his help to reform the "true" Steel Guard, a regiment that would be true to the ideals of the League. Recruiting mercenaries and disillusioned League regulars, the young man has managed to recreate his family's command. Ridgeway declared Gerald Stroud colonel of the new regiment in 3084.

Lacking in any real experience, Stroud is a figurehead leader. XO Sandy Mandelbaum serves as the day-to-day commander, while also seeing to the young man's training. With the old Steel Guard's logo considered a symbol of the unit's disgrace, the new Steel Guard uses as their logo a liberty bonnet, surrounded by a banner which simply reads "This We'll Defend".



REGULAN HUSSARS

The past year has been the first period of peace the Hussars have seen since the 3060s, but it's a peace not of their choice. Prince Titus' campaign of revenge against the perceived Blakist collaborators in the Oriente and Marik governments was brought to a screeching halt by the First Fusiliers of Oriente's lightning campaign of spoiling attacks. With the loss of the Eleventh, Twelfth and Thirteenth Hussars in the Circinus campaign, Cameron-Jones has been forced to realize that his military isn't yet up to the task of fulfilling his wishes. For now, the Hussars are rebuilding, biding their time for the opportune moment to strike.

FIRST REGULAN HUSSARS

Returning to the Principality capital, the Steel Hussars can't seem to shake the embarrassment of their defeat by the Second Oriente Hussars on Jouques. In what should have been a rout of the Oriente regiment by the significantly more experienced First, the Crazy Second instead ran rings around the Steel Hussars. Over the course of the battle, the Hussars were tricked into attacking inflatable balloon 'Mechs, slipping on lubricant, falling into five-story hidden basements, and in one instance loading a *Hunchback*'s autocannon with dummy paint-rounds. With the pride of Regulus impugned, Colonel Jacob Hastings has vowed to destroy "those Oriente clowns" no matter what it takes. While hostilities have ceased for the moment, none one doubts the colonel's intention to follow up her words when combat resumes.

SECOND REGULAN HUSSARS

When Kirc Cameron-Jones declared himself captain-general in 3069, the Second Hussars mutinied against its LCCC-imposed commander, Colonel Hausen, and abandoned him on Goth Khakar. The Second then returned to the Principality and was assigned to the defense of Wallis, then home of the Principality's sole BattleMech factory. Unfortunately for the Second, in 3071 Wallis was attacked by the Forty-ninth Shadow Division masquerading as Marik Commonwealth forces. The Second was wiped out. Kirc Cameron-Jones vowed to rebuild the Second in honor of their valiant but futile last stand, and over the course of the next few years the unit was rebuilt by transferring in experienced personnel from the junior Hussar regiments.

Colonel Vinoth Singh, a man who feels the Jihad justified the original Second's actions against the Blakists on Gibson back in the 3050s, now commands the Second. The Second honors its forbearers by utilizing the same logo, and bearing the epithet "the Vindicated."

FOURTH REGULAN HUSSARS

The Fourth played a major role in the Principality's peaceful absorption of the Regulan Free States. The Free States union with the Principality was not by their choice, but the respect showed the people by the Kukri, in conjunction with the apprehension that gripped the region with the dissolution of the League, led the people to ultimately accept the current state of affairs. While many Free Staters are still bitter that Prince Titus chose to impose his will upon them by force, they realize that the many worlds orphaned by the League's dissolution are at the mercy of pirates and former mercenaries turned brigand, a fate they have largely escaped thanks to Regulan intervention.

The Fourth has since rotated to the Marik-Stewart frontier, launching probing raids on both Manihiki and Atreus. While neither attack inflicted significant damage, Colonel Edmund Jhala's goal was to simply test the skill and resolve of the Commonwealth's defenders, the Kukri putting both Commonwealth units through their paces without suffering any significant casualties.

FIFTH REGULAN HUSSARS

The Fifth Hussars' former CO Thomas Orfelt briefly assumed command of the entirety of the Regulan Hussars, commanding the Regulan campaign against the Blakists on Circinus. Political differences between Orfelt and Prince Titus prompted his resignation and replacement with the First Hussars' commander Ihsan Hunter in 3080.

The majority of the soldiers of the Fifth are veterans of both Operation BROKEN FIST and the Principality's more recent campaigns against the Blakists. Not content to simply provide security for Ronin, Inc. on Wallis, the Fifth has launched numerous raids against the Commonwealth, the Duchy and their allied states in the time they've been posted there, briefly seizing Emris IV and looting StarCorps' warehouses before the Orloff Grenadiers arrived to drive them off. Ronin, Inc. found the analysis of data and material the Fifth brought back with them quite informative.

SIXTH REGULAN HUSSARS

The first post-independence Hussar regiment to be formed, the Sixth was placed under the command of former First Hussars XO Paul DeVries. Colonel DeVries' command style is cautious and pensive. On the battlefield, the Sixth hangs back, refusing to commit until the enemy's weakest point has been determined. While this has led to the soldiers of the Sixth being chided for being "un-Regulan," when the Sixth perceives weakness, the sudden strike they deliver is every bit as brutal as any other Hussar regiment's, and their prudent application of brutal force makes the Sixth far more effective than their limited experience would indicate. The Sixth's logo is a horizontal spear, with a pennant draping from it which reads "6 = V."

SEVENTH REGULAN HUSSARS

The Seventh Hussars began as the Ronin, Inc. BattleMech Security Company. Ronin's forward-thinking executives expanded their security detail into a full 'Mech battalion in 3068, recruiting MechWarriors from across the Inner Sphere, including disgraced Combine MechWarrior Kaoru Akechi.

Akechi had fled the Combine in 3068 after slaying his former commander for executing a captured Davion MechWarrior Alechi had promised fair treatment. When Kirc Cameron-Jones declared himself captain-general in 3069, he drafted the security battalion into the Regulan Hussars. Over the next few years, the unit has comported itself well, with combat losses from raids being made up by the acceptance of numerous MechWarriors defecting from other former League regiments. Because so many MechWarriors in the Seventh are deserters from other units, and because the unit CO operates his *Ninjato* as an independent unit, the regiment is nicknamed "the Thirty-seven Ronin." As a logo, the Seventh uses Colonel Akechi's family crest, a gold Chinese bellflower with a katana set below.

EIGHTH REGULAN HUSSARS

The Eighth was formed from a collection of local Regulan recruits and defecting League soldiery. Participating in a number of pacification missions in and around the former Principality of Gibson, the Eighth developed a reputation for wanton use of nuclear weapons and excessive force. The Eighth has used a tactical nuclear device in nearly every military engagement it has participated in thus far, and on Clipperton, the regiment deployed its infantry against the populace at any sign of unrest. On three occasions the Hussars opened fire on peaceful protests with rubber bullets and riot foam.

Aghast at the way the Eighth was soiling the Hussars' reputation with people they were intended to protect, General Orfelt ordered the unit withdrawn to Hongqiao and its command staff quietly retired. With Colonel Romesh Thakar placed in command of the Eighth by Orfelt, the new commander has worked hard to train the unit in more proportionate response to threats.

Major General Hunter has recently seen fit to deploy the unit to Vosloorus, giving the Eighth a chance to redeem itself. Thus far, the Hussars have managed to avoid any major incidents, but concerns remain. The regiment's logo is a tulwar. The regiment's official nickname "the Bahaadur," meaning brave, is mocked by the rest of the Hussars, who call the Eighth "the Kaayar," the cowards.

TENTH REGULAN HUSSARS

The Tenth Regulan Hussars were formed from the remnants of the Third Free Worlds Guards, which had previously aligned itself with the Word of Blake over the League's perceived abandonment of Zion. The former Guards became disillusioned with the Word of Blake when they began to read between the lines of the Blakist propaganda, and when Coalition forces attacked Wing in 3077, the former Guards turned on their Blakist masters, crushing them between themselves and Coalition forces before running for their transports and heading for League space. Now deeply resentful of everything associated with the Word, the former Guards steered clear of the Commonwealth and Oriente, instead arriving on Regulus and begging the Prince's forgiveness.

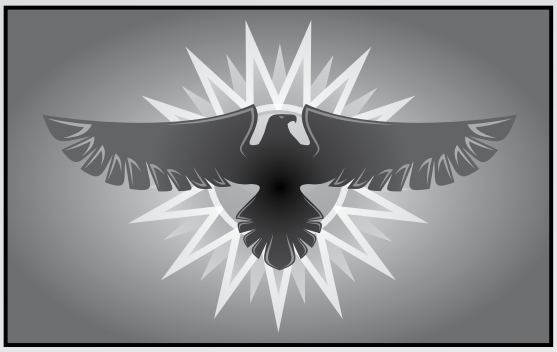
Rather than disband the regiment, Prince Titus ordered it resupplied and brought under the Principality's command. Colonel Don Cardy was only too happy to participate in the attack on Dayr Khuna, seeing Oriente as just another Blakist puppet state. The Tenth's frontal assault caught the First Fusiliers by surprise, but they were forced to fall back when Oriente reinforcements arrived. They did not leave before hitting the Fourth Oriente's drop zone with a Davy Crockett tactical nuclear warhead. The Tenth uses the same logo as the old Third Free Worlds Guards, with the motto "*Sic Semper Tyrannis*" beneath it.

FOURTEENTH REGULAN HUSSARS

The Fourteenth Regulan Hussars is made up of the survivors of the Third Sirian Lancers. Unlike the Third Free Worlds Guards, which deserted the Blakists early on, the Sirian commands fought alongside the Blakists until the very end, some even participating in the defense of Terra from Stone's Coalition. In spite of this apparent loyalty to the Word, the Lancers claimed they acted only to secure the freedom and protection of the Sirian Concordance. When the surviving Lancers surrendered to the Coalition and requested to be integrated into the forming RAF, they were shocked to find that not only was their offer refused, but that the Coalition interim administration intended to bring a number of the Lancer's officers up on war crimes charges.

The Lancers fled to the Principality and threw themselves on the mercy of Prince Titus Cameron-Jones. Skeptical of their loyalty, the Prince nonetheless offered them the chance to prove themselves. Rechristened the Twelfth, Thirteenth and Fourteenth Regulan Hussars, the regiments fought like demons during the Circinus campaign. The senior two regiments were destroyed in that campaign.

The remaining Sirian regiment, the Fourteenth, is disillusioned but has come to accept the Principality as their true home. The lightest-equipped unit in the Hussars, the Fourteenth relies far more on hit-and-run actions than the sort of stand-up brawling the Hussars are known for. The logo of the Fourteenth is the flaming head of a snarling dog, harkening to their roots on Sirius.



RIM COMMONALITY GUARD

The Rim Commonality Guard is still experiencing the flurry of activity that comes with such drastic restructuring of so many units over so short a period. Made up of personnel from divergent backgrounds and talents, their willingness to reach out to the Rim Commonality in its time of need and provide for its defense is a testament to their character. All of the regiments of the Rim Commonality Guard are painted sandy yellow with crimson highlights.

FIRST RIM COMMONALITY GUARD

The commanders of the Chaos Irregulars, Colonels Peregrine-Simson and Chowla found the demand for mercenary services waning at the end of the Jihad. Having spent over a decade engaged in active combat operations, both agreed it was time to find a more steady line of work.

In 3081 the Irregulars returned to the Rim Commonality, accepting a garrison contract and quickly establishing themselves as the small nation's foremost defensive unit. Within eighteen months, the number of pirate attacks on the Commonality had plummeted. With the Fourth Marik Militia already adopting the Commonality as their home, the Rim Parliament formally invited the Chaos Irregulars to join the Fourth in forming a native defense force for the Commonality. Considering the steady paycheck and secure future worth the price, both officers agreed, establishing the Chaos Irregulars as the First Rim Commonality Guard. With Peregrine-Simson taking command of the Second regiment, *Albay* Chowla commands the First as the RCG's primary response force. The First still uses the Chaos Irregular's old logo, a solar eclipse.

SECOND RIM COMMONALITY GUARD

In 3080 the mercenary outfit Bad Dream collapsed from financial insolvency and sold its remaining 'Mechs to the Rim Commonality to help pay off their existing debt. Finding itself in possession of a sudden surplus of equipment, the Commonality initially intended to stockpile the 'Mechs as a source of replacement parts. When plans were drawn up for the formation of the Rim Commonality Guards, it was decided to use the Bad Dream's equipment to establishment another battalion. Rather than continue the Chaos Irregulars' unusual co-command structure, *Albay* Peregrine-Simson was offered command of the new unit, a role she graciously accepted.

Staffed with new recruits, former Bad Dream MechWarriors and a handful of other former mercenaries, the Zouaves have yet to develop the same kind of coordination the Irregulars are known for. For the moment, *Albay* Peregrine-Simson has chosen to focus simply on drilling the unit on the basics: discipline and teamwork under fire. The Second's logo is a red crescent moon with an upraised rifle across it, a subtle reference to the Bad Dream from which the unit sprang.

THIRD RIM COMMONALITY GUARD

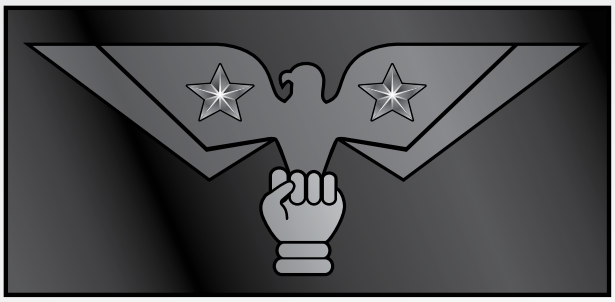
In accordance with the Rim Commonality's defensive strategy, the Fourth Marik Militia has been broken into two separate commands, the Third and Fourth Guards. Under the command of *Albay* Corvette Garret, the Third has maintained the Fourth Militia's traditions as rapid raiders. They excel in operations on rolling plains like those found on Campoleone, able to rapidly respond and control the attacker's movements. The logo of the Third is a blue and white pennant with the number "3" on it, the colors a reminder of their origin as the Fourth Militia.

FOURTH RIM COMMONALITY GUARD

While Corvette Garret took command of the Third, command of the Fourth has fallen to *Albay* Stephanie Chipuisat. Protecting the rebuilding Nimakachi factory on Tematagi, the Fourth has begun studying how to use the surrounding craggy hills to best provide for the defense of the facility. The Fourth makes wide use of LRM racks and artillery cannons, providing them the ability to project fire to areas which the defenders conventionally could not see. The logo of the Fourth is a blue and white pennant with the number "4" upon it.

NINTH MARIK MILITIA

The Rim Commonality Guard continues to court the Ninth Militia in the hopes of convincing the Hospitallers to form the Fifth and Sixth Guards, thus far to no avail. With many of the unit's soldiers hailing from free-spirited Andurien and other liberal-minded worlds, the Ninth is increasingly put off by the stuffy-prudishness of Rim Commonality culture. When a number of the regiment's soldiers hailing from Cole Harbour decided to host a traditional Cole Harbour Spring Festival in downtown New Sofia, a riot nearly broke out when the horrified locals witnessed the performance of Cole Harbour's traditional shirtless *Yoh-Pah* Dance. Commonality authorities were understanding, but advised Colonel Sunner to better police his people's personal behavior when in the public eye.



UNIFIED DUCHY MILITARY COMMAND

In the early 3080s the Duchy of Tamarind-Abbey found itself fighting off a renewed land-grab by the Buena Archonette. The Duchy's previous dispersed defensive strategy, which got it through the sporadic raiding of the Jihad era, proved a disaster when the Lyrans simply concentrated their forces against a single world, ignoring the remaining forces scattered across the Duchy. Current defensive doctrine relies on roughly ring-shaped deployment of regiments around the Duchy which can respond quickly to a reported attack.

SECOND FREE WORLDS GUARDS

The oldest BattleMech regiment in the former League zone, it was only right for the duke's personal unit to serve as the Duchy's attack force against the Blakist-controlled Circinus Federation. Hopping from world to world in the disintegrating bandit kingdom, the Guards tracked down and destroyed a number of the remaining Blakist hideouts left behind by the Regulans' assault, including the Circinan's long-rumored Baltazar III production center. Returning battered but triumphant to the Duchy, the Guards are stationed at the capital of Tamarind, their victory over the Word of Blake providing a much-needed boost to the morale of a people that have been living with a siege mentality for over a decade. Distinguishing themselves from the Amazons, the Second paints a thick vertical stripe of forest green across the left torso of their 'Mechs.

THIRTIETH MARIK MILITIA

The Thirtieth Militia has long had a reputation for tangling with foes well out of their league, but nothing could prepare the battered regiment for a massive raid on Cerillos by the Manei Domini near the end of the Jihad. Calling in her remaining assets from Dalcour, Colonel Mira Alexander-Jorge's troops pulled out every trick in their arsenal, holding on just long enough for the remaining battalion to arrive and catch the Blakists in a pincer. The surviving Manei Domini broke through the shattered remnants of Alexander-Jorge's command and escaped the system, leaving only a handful of proud defiant militiamen alive.

Force Commander Lopez has been tagged with the responsibility of rebuilding David's Heirs, but it will be no easy task. Like all Marik Militia regiments in Tamarind service, the red and blue highlights of League service have been replaced by hunter green and white highlights.

THIRTY-FIRST MARIK MILITIA

Colonel Sloane's Thirty-first fared much better than its compatriots in turning back Lyran attacks on the Duchy's perimeter. Always a meticulous planner, Sloane established an almost-flawless defense grid on Alorton in conjunction with the planetary militia, utilizing rail and air transport to quickly rush troops to the numerous fortifications the Thirty-first established around each of the planet's population centers.

During his time with Coalition Group III, Colonel Sloane became good friends with notorious Lyran social general Thomas Hogarth, and seems to have picked up a few of Hogarth's frivolous habits. In addition to fortress-building, the Thirty-first has become renowned on Alorton for throwing extremely elaborate military balls.

THIRTY-FOURTH MARIK MILITIA

Colonel Adams' command spent the majority of the Jihad serving as Tamarind's bulwark against Lyran aggression. With the Thirtieth and Thirty-first seconded to the Coalition, the Thirty-fourth was the Duchy's primary defensive response unit, maintaining a breakneck rotation of planetary defense posts. The regiment turned away attack after attack, but by 3080 its personnel had been taxed to the limit and had reached their breaking point. When the Lyrans attacked the regiment in strength on Epsilon, the unit suffered horrific losses before retreating to Promised Land.

Word of the League's dissolution was the final straw. Many of the regiment's personnel are convinced they are fighting a hopeless battle. Even rumors of the unit being sent back to combat spark desertions. Colonel Rumi Vyse is doing her best to get the unit's morale turned around, but thus far has been unsuccessful. The symbol of the Thirty-fourth is a purple diamond stone.

THIRTY-SEVENTH MARIK MILITIA

Throughout the Jihad, the Thirty-seventh served as a training and reserve unit for the rest of Tamarind's military, funneling replacement personnel to the other active formations while playing backup to the Thirty-fourth. With the Thirty-fourth spent, the Thirty-seventh has moved to the forefront of the Duchy's defenses.

The only unit in the Duchy's military to be almost entirely made up of native recruits, the Thirty-seventh is spoiling to prove its worth on the battlefield. Equipped primarily with medium 'Mechs, the Thirty-seventh follows the example of the Second Guards and practices mobile warfare. Their emblem depicts a rider on a rearing horse, wearing a sombrero.



INDEPENDENT COMMANDS

One of the most inspiring stories from the League is the formation of the Marik Protectors. Based on independent and prosperous Kendall, the Protectors are a mercenary cooperative founded by Colonel Yoshio Kawamura in conjunction with retiring Colonel Kiel. In an effort to provide independent worlds with a degree of security, Colonel Kawamura's Protectors contract out troops as garrisons for former League worlds at extremely cut-rate costs, essentially just paying for the unit's overhead and repairs. Worlds that cannot afford to hire a full-time battalion can even purchase an emergency protection plan which pays for a temporary and immediate Protector response to direct attacks.

FIRST MARIK PROTECTORS

Formed from the core of the Tenth Marik Militia, the Kendall Hammers are the pride of the Protectors and Colonel Kawamura's personal unit. Sharing the world with two major military manufacturing centers, the Hammers want for nothing in equipment. They continue to use the Tenth's logo and paint their equipment charcoal with steel highlights.

SECOND MARIK PROTECTORS

Providing for the defense of Westover, the White Wings possess double the aerospace assets of other Protector commands: two squadrons of Andurien Aerotech's latest products. Force Commander Juliette Morretti selected for her battalion a paint scheme of sky blue with white, feathered wings painted across the backs of 'Mechs, the sides of vehicles and the wings of aircraft.

THIRD MARIK PROTECTORS

Assigned to the Trinity Worlds, the Third has rapidly adopted the rough and tumble style of the natives. Operating under the command of Force Commander Terrence "El Guapo" O'Donovan, darling of all the local gossip rags, the formation paints its equipment brown with green and red highlights. The Third's logo is crossed Imperator SMGs.

FOURTH MARIK PROTECTORS

Force Commander Halle Frazier elected to maintain the traditions of the Eighteenth Marik Militia from which his troops hailed, no matter how maligned its past. For the people of Payvand and the surrounding worlds, the Fourth are knights in shining armor. The Fourth uses a red rose for a logo, painting their 'Mechs silver with red trim.

FIFTH MARIK PROTECTORS

Force Commander Cleo Havershim looks upon the way the governments of Andurien and Oriente are increasingly cooperative and even subservient to House Liao with disdain. To him, House Liao is a storm of oppression that lies across the horizon, ready to billow over and cover the worlds of the former League zone. Havershim has vowed that his forces will be like the wind: an uncontainable force which can hold back the storm. While the majority of the Protector units are highly defensive in nature, Havershim has begun training the Fifth to make use of preemptive strikes and intel raids. Dark blue with black highlights is the simple paint scheme used by the Fifth when not adopting local camouflage. The unit's logo is the old circular League crest.

SIXTH MARIK PROTECTORS

Force Commander Louise Valliere comes from a minor Barleston noble family with a long tradition of serving in the FWLM and fighting against the Commonwealth. Valliere has inflicted a harsh training regimen on her troops, in hopes of preparing them for an impending clash with the LCAF. The Chevaliers use a blue scheme with a white horizontal stripe across their equipment. Their logo is a white fleur-de-lis.

FIRST LOYALTY DEFENDERS

The presence of both Kallon and SelaSys on the world of Loyalty has given the world a significant amount of wealth and clout. The Defenders were formed to keep any of the former League zone's major players from deciding to seize the world for themselves. Exceptionally well-equipped, Force Commander Chao Hori's force remains extremely inexperienced. The Defenders use a canary yellow scheme trimmed with red. The Defenders logo is a red shield bearing the number "1."



FORMER FREE WORLDS MILITARY FORCES

(Deployment as of 31 October 3085)

ANDURIEN DEFENSE FORCE

Commander: Duchess Dalma Humphreys
Aide: Lieutenant General Tracy Fenton
BattleMech Strength: Approximately 2 Regiments 2 Battalions

	Exp/Loy	Homeworld	Strength	Updated (Rating)
1st Andurien Rangers (2 Btns)	V/F	Andurien	85%	94% (A)
(CO: Colonel Martin Honnifer)				
2nd Andurien Rangers (2 Btns)	R/R	Lurgatan	95%	90% (A)
(CO: Colonel Salvatore Orloff)				
3rd Andurien Rangers (1 Btn)	G/R	Shiro III	90%	100% (A)
(CO: Colonel Cassia Faulkers)				
4th Andurien Rangers (1 Btn)	R/R	Leyda	45%	50% (D)
(CO: Colonel Steven Humphreys)				
5th Andurien Rangers (1 Btn)	G/R	Saduni	50%	55% (C)
(CO: Colonel Luigi "El Duce" Vincero)				
1st Andurien Guards (1 Btn)	G/R	Mosiro / El Giza	60%	68% (C)
(CO: Colonel Eliza Tarantino)				

ARMY OF THE MARIK-STEWART COMMONWEALTH

Commander: Captain-General Corinne Marik
Aide: Marshal Adolf Tauber
BattleMech Strength: Approximately 7 Regiments 1 Battalion

	Exp/Loy	Homeworld	Strength	Updated (Rating)
2nd Free Worlds Legionnaires	V/F	New Olympia	60%	100% (A)
(CO: General William Childs)				
2nd Legionnaires Aerospace Wing	R/F	New Olympia	70%	100%
(CO: Commodore Rudolf Gervas)				
2nd Legionnaires Armor (2 Btns)	V/R	New Olympia	55%	100%
(CO: Force Commander Hinrich Dion)				
2nd/Alpha Infantry Regiment	V/F	New Olympia	85%	—
(CO: Lieutenant Colonel Uzzi Octavio)				
2nd/Beta Infantry Regiment	R/R	New Olympia	75%	—
(CO: Lieutenant Colonel Ville David)				
8th Free Worlds Legionnaires	V/R	Merak	55%	100% (B)
(CO: General Evan Hradcany)				
8th Legionnaires Aerospace Wing	R/R	Merak	60%	90%
(CO: Captain Driscoe Aveskamp)				
8th Legionnaires Armor	R/Q	Merak	40%	87%
(CO: Lieutenant Colonel Iuppiter Stieber)				
8th Infantry Regiment	V/R	Merak	70%	—
(CO: Lieutenant Colonel Samu Razlcka)				
1st Free Worlds Guards	E/F	Merak	20%	100% (A)
(CO: Colonel Dana Briggs)				
1st Guards Aerospace Wing	E/F	Merak	45%	100%
(CO: Commander Roman Ness)				
11th Berenson Heavy Tank (1 Btn)	V/F	Merak	30%	69%
(CO: Lieutenant Colonel Willahelm Penzik)				
29th Berenson Infantry Regiment	V/R	Merak	55%	—
(CO: Lieutenant Colonel Qismat Blanchett)				
Atrean Hussars	R/F	Ionus	80%	100% (A)
(CO: Colonel Evelyn Panfili)				
Atrean Hussars Air Wing	V/R	Ionus	75%	100%
(CO: Captain Ismael Rowe)				
52nd Armored Regiment	R/F	Ionus	70%	100%
(CO: Lieutenant Colonel Marcell Vinci)				
23rd Marik Regulars Brigade	V/R	Ionus	90%	—
(CO: Colonel Stephan Belluomi)				
11th Atrean Dragoons	V/F	Atreus	105%	100% (A)
(CO: Colonel Said Berridge)				
802nd Independent Aerospace Wing	V/R	Atreus	100%	100%
(CO: Force Commander Isaac Lawniczak)				
3rd Calloway Armored Regiment	V/F	Atreus	100%	100%
(CO: Lieutenant Colonel Tobias Mah)				
47th Marik Regulars Brigade	E/F	Atreus	100%	—
(CO: Colonel York Macaslan)				
2nd Marik Militia	R/R	Marik	80%	80% (B)
(CO: Colonel Alva Gierke)				
2nd Marik Aerospace Wing	R/G	Marik	85%	100%
(CO: Captain Raymund Gerig)				
2nd Marik Armor Brigade	R/R	Marik	95%	85%
(CO: Colonel Lucas Rusnak)				
161st Atrean Rifles	R/F	Marik	100%	—
(CO: Lieutenant Colonel Epaphras Schermer)				
40th Marik Militia (1 Btn)	G/R	Marik	15%	100% (A)
(CO: Colonel Ichabod Nash)				
40th Marik Aerospace Wing	G/R	Marik	30%	100%
(CO: Captain Alun Nielson)				
40th Marik Armor Brigade	R/F	Marik	20%	100%
(CO: Lieutenant Colonel Abioye Arbeid)				
40th Marik Rifles	G/Q	Marik	40%	—
(CO: Lieutenant Colonel Alexandre Bogdanovic)				
25th Marik Militia	G/R	Keystone	75%	55% (C)
(CO: Colonel Anita Webel)				
25th Marik Aerospace Wing	G/Q	Keystone	60%	83%
(CO: Captain Jim Rothbauer)				
9th Stewart Light Armor	G/R	Keystone	55%	92%
(CO: Lieutenant Colonel Ellen Knepp)				
28th Stewart Regulars	G/Q	Keystone	60%	—
(CO: Lieutenant Colonel Oliver Davison)				

DUKE'S AND DUCHESS'S OWN CORPS OF FOOT AND HORSE (GRAND DUCHY OF ORIENTE)

Commander: Duke Thomas Halas
Aide: Marshal Roy Chapman-Potemkin
BattleMech Strength: Approximately 9 Regiments

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Ducal Guard	E/F	Oriente	65%	100% (A)
(CO: Colonel Edgar Halas)				
Ducal Guard Air Wing (1 Rgt)	E/F	Oriente	40%	100%
(CO: Colonel Judith Richelieu)				
3rd Zion Heavy Armor	V/R	Oriente	60%	100%
(CO: Lieutenant Colonel Safi Jasso)				
1st Fusiliers of Oriente Brigade	E/F	Calloway VI	45%	100% (A)
(CO: Colonel Mira Garphen)				
1st Fusiliers Aerospace Wing	V/F	Calloway VI	55%	100%
(CO: Captain Drust Klimek)				
14th Griffith Recon Regiment	E/R	Calloway IV	60%	100%
(CO: Lieutenant Colonel Omar Morison)				
39th Oriente Rifles	V/F	Calloway IV	75%	—
(CO: Lieutenant Colonel Gregori Hannes)				
3rd Fusiliers of Oriente Brigade	V/R	Ventabren	50%	85% (B)
(CO: Colonel Roderick Morgan)				
3rd Fusiliers Aerospace Wing	G/R	Ventabren	40%	100%
(CO: Commander Vjekoslav O'Mathghamhna)				
4th Zion Heavy Armor	R/F	Ventabren	55%	100%
(CO: Lieutenant Colonel Quang Samson)				
76th Oriente Rifles	V/R	Ventabren	70%	—
(CO: Lieutenant Colonel Diana Sacco)				
1st Oriente Hussars	V/F	Dayr Khuna	90%	100% (A)
(CO: Colonel Roger Harsila)				
1st Hussars Aerospace Wing	V/R	Dayr Khuna	85%	100%
(CO: Commander Hildrid Aling)				
9th Guardians of Trellisane	R/R	Dayr Khuna	95%	73%
(CO: Lieutenant Colonel Adam Pardgrin)				
17th Protectors of Trellisane	V/R	Dayr Khuna	100%	—
(CO: Lieutenant Colonel Indrajit Balboni)				

	Exp/Loy	Homeworld	Strength	Updated (Rating)
2nd Oriente Hussars	R/R	Jouques	80%	95% (A)
(CO: Colonel Arthur Rivernider)				
2nd Hussars Aerospace Wing	R/Q	Jouques	85%	100%
(CO: Captain Willard Marion)				
The Ponti (1 Btn)	R/Q	Jouques	75%	—
(CO: Major Adi Stark)				
4th Oriente Hussars	R/Q	Les Halles	75%	75% (C)
(CO: Colonel Shannon Dolier)				
4th Hussars Aerospace Wing	G/R	Les Halles	70%	100%
(CO: Major Suresh Kelly)				
47th Oriente Heavy Armor	R/F	Les Halles	85%	69%
(CO: Lieutenant Colonel Ittai Capello)				
4th Ohrenson Guard	V/R	Les Halles	55%	—
(CO: Lieutenant Colonel Stipo Cooks)				
6th Oriente Hussars	G/R	Dalton	65%	72% (B)
(CO: Colonel Astoria Jaka)				
6th Hussars Aerospace Wing	R/R	Dalton	60%	100%
(CO: Commander Bharata Suess)				
1st Orloff Grenadiers	R/R	Dalton	95%	72% (B)
(CO: Colonel Judy Westings)				
1st Orloff Aerospace Wing	R/R	Dalton	70%	83%
(CO: Commander Martin Abrami)				
2nd Vanra Armored Militia	G/R	Dalton	80%	92%
(CO: Lieutenant Colonel Evgeny Colombo)				
14th Orloff Irregulars	R/F	Dalton	90%	—
(CO: Lieutenant Colonel Yori Van Rompuy)				
8th Orloff Grenadiers	V/R	Vanra	80%	68% (B)
(CO: Colonel Sandra Relph)				
8th Orloff Aerospace Wing	V/F	Vanra	75%	87%
(CO: Commander Wes Griffin)				
29th Light Recon	R/R	Vanra	90%	78%
(CO: Lieutenant Colonel Kay Arnesen)				
The Bashi-Bazook	V/Q	Vanra	65%	—
(CO: Lieutenant Colonel Amun Johansson)				

THE PROTECTORATE GUARD

Commander: General Virgil Ridgeway
Aide: Colonel Eduard Graf
BattleMech Strength: Approximately 2 Regiments

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Iron Guard	V/F	New Delos	65%	100% (A)
(CO: Colonel Gheorgeh Sukir)				
Iron Wings	E/F	New Delos	55%	100%
(CO: Commodore Graciano Barret)				
45th New Delos Recon Regiment	V/F	New Delos	75%	100%
(CO: Lieutenant Colonel Honoratus Novacek)				
87th New Delos Infantry Regiment	R/R	New Delos	50%	—
(CO: Lieutenant Colonel Laban Confortola)				
Steel Guard	G/F	Emris IV	55%	75% (A)
(CO: Colonel Gerald Stroud)				
53rd New Delos Armor Regiment	R/R	Emris IV	95%	100%
(CO: Colonel Ippolit Moles)				
42nd New Delos Infantry Regiment	G/F	Emris IV	105%	—
(CO: Lieutenant Colonel Myra Jansingh)				

REGULAN HUSSARS

Commander: Captain-General Titus Cameron-Jones
Aide: Major General Ihsan Hunter
BattleMech Strength: Approximately 3 Regiments, 2 Battalions

	Exp/Loy	Homeworld	Strength	Updated (Rating)
1st Regulan Hussars (2 Btns)	E/F	Regulus	70%	100% (A)
(CO: Colonel Jacob Hastings)				
2nd Regulan Hussars (2 Btns)	R/R	Tiber	45%	70% (B)
(CO: Colonel Vinoth Singh)				
4th Regulan Hussars (1 Btn)	R/R	Helios Minor	35%	52% (C)
(CO: Colonel Edmund Jhala)				
5th Regulan Hussars (1 Btn)	V/F	Wallis	80%	90% (A)
(CO: Colonel Imrie Swain)				
6th Regulan Hussars (1 Btn)	G/R	Avior	55%	100% (A)
(CO: Colonel Paul DeVries)				
7th Regulan Hussars (1 Btn)	G/R	Harmony	55%	100% (A)
(CO: Colonel Kaoru Akechi)				
8th Regulan Hussars (1 Btn)	G/R	Vosloorus	60%	100% (A)
(CO: Colonel Romesh Thakar)				
10th Regulan Hussars (1 Btn)	R/R	Olafsvik / Diass	75%	90% (A)
(CO: Colonel Don Cardy)				
14th Regulan Hussars (1 Btn)	G/R	Clipperton	60%	92% (A)
(CO: Colonel Allesandro Amemocci)				

RIM COMMONALITY GUARDS

Commander: Chairman Ardal Thomasson
Aide: *Stratigos* Gregory Kolipos
BattleMech Strength: Approximately 2 Regiments 1 Battalion

	Exp/Loy	Homeworld	Strength	Updated (Rating)
1st Rim Commonality Guards (1 Btn)	V/R	Lesnovo	55%	65% (C)
(CO: *Albay* Obadiah "Jake" Chowla)				
1st Rim Guard Armor (2 Btns)	V/R	Lesnovo	60%	83%
(CO: *Lochagos* Eryn Loncar)				
1st Rim Guard Infantry	R/R	Lesnovo	45%	—
(CO: *Yusbasi* Armando Vilaro)				
2nd Rim Commonality Guards (1 Btn)	G/F	Tohelet	40%	65% (B)
(CO: *Albay* Ariel Peregrine-Simson)				
2nd Rim Guard Armor (2 Btns)	R/R	Tohelet	45%	76%
(CO: *Yusbasi* Sohrab Markov)				
2nd Rim Guard Infantry	G/F	Tohelet	50%	—
(CO: *Yusbasi* Iodocus Balog)				
3rd Rim Commonality Guards (1 Btn)	R/F	Campoleone	90%	65% (B)
(CO: *Albay* Corvette Garret)				
3rd Rim Guard Armor (2 Btns)	R/F	Campoleone	95%	78%
(CO: *Yusbasi* Edgard Wilms)				
3rd Rim Guard Infantry	V/R	Campoleone	85%	—
(CO: *Yusbasi* Enos Joyner)				
4th Rim Commonality Guards (1 Btn)	R/R	Tematagi	85%	100% (A)
(CO: *Albay* Stephanie Chipuisat)				
4th Rim Guards Armor (2 Btns)	V/R	Tematagi	55%	86%
(CO: *Yusbasi* Fiona Thibault)				
4th Rim Guards Infantry	R/R	Tematagi	75%	—
(CO: *Yusbasi* Milenko Bellumi)				
9th Marik Militia	R/R	Negushevo	90%	75% (B)
(CO: Colonel Matthius Sunner)				
9th Militia Aerospace Wing	G/R	Negushevo	75%	100%
(CO: Captain Jody Porcher)				
9th Militia Armor Brigade	R/R	Negushevo	60%	59%
(CO: Colonel Menahem Abrahamsen)				
9th Militia Infantry Brigade	G/R	Negushevo	85%	—
(CO: Colonel Odd Gilbert)				

UNIFIED DUCHY MILITARY COMMAND (DUCHY OF TAMARIND-ABBEY)

Commander: Duke Marshal Photon Brett-Marik
Aide: General David Kyster
BattleMech Strength: Approximately 5 Regiments

	Exp/Loy	Homeworld	Strength	Updated (Rating)
2nd Free Worlds Guards	V/R	Tamarind	55%	100% (A)
(CO: Colonel Yoshio Kawamura)				
2nd Guards Aerospace Wing	V/R	Tamarind	45%	100%
(CO: Commodore Teodor Möller)				
11th Bella Armor Regiment	R/Q	Tamarind	60%	78%
(CO: Colonel Stylianos Pham)				
3rd Bella Garrison Regiment	V/Q	Tamarind	40%	—
(CO: Lieutenant Colonel Nolan Gutierrez)				
30th Marik Militia	E/F	Loongana	20%	90% (A)
(CO: Force Commander Ruben Lopez)				
30th Militia Aerospace Wing	E/R	Loongana	45%	100%
(CO: Captain Kingsley Lewerenz)				
30th Militia Armor Regiment	V/F	Loongana	35%	100%
(CO: Lieutenant Colonel Amanda Richards)				
30th Militia Mechanized Infantry	E/F	Loongana	25%	—
(CO: Lieutenant Colonel Guiscad Nakano)				
31st Marik Militia	V/R	Alorton	35%	65% (C)
(CO: Colonel David Sloane)				
31st Militia Aerospace Wing	R/R	Alorton	20%	100%
(CO: Captain Jorunn Marko)				
37th Tamarind Heavy Armor	V/F	Alorton	35%	100%
(CO: Lieutenant Colonel Fred Crawford)				
44th Tamarind Regulars	R/F	Alorton	40%	—
(CO: Lieutenant Colonel Zackary Herbert)				
34th Marik Militia	R/Q	Promised Land	50%	63% (D)
(CO: Colonel Rumi Vyse)				
34th Militia Aerospace Wing	R/R	Promised Land	35%	78%
(CO: Captain Myghal Ward)				
12th Promised Land Armor Regiment	G/Q	Promised Land	40%	56%
(CO: Lieutenant Colonel Toni Knezevic)				
3rd Promised Land Infantry Brigade	G/R	Promised Land	60%	—
(CO: Lieutenant Colonel Radzim Carrara)				
37th Marik Militia	R/R	Hammer	45%	58% (C)
(CO: Colonel Cole Zhukov)				
34th Militia Aerospace Wing	R/F	Hammer	60%	84%
(CO: Commander Rigby Peck)				
39th Tamarind Heavy Armor	G/F	Hammer	45%	67%
(CO: Lieutenant Colonel Anastasia Vamos)				
45th Tamarind Regulars	R/R	Hammer	60%	—
(CO: Lieutenant Colonel Gilbert Petersson)				

INDEPENDENT COMMANDS

	Exp/Loy	Homeworld	Strength	Updated (Rating)
1st Marik Protectors (1 Btn)	V/R	Kendall	75%	80% (B)
(CO: Colonel Yoshio Kawamura)				
1st Marik Aerospace Wing	R/F	Kendall	80%	96%
(CO: Captain Trevor Tod)				
1st Marik Armor Brigade	V/F	Kendall	65%	100%
(CO: Colonel Sasho Whittle)				
1st Marik Infantry Brigade	R/R	Kendall	85%	—
(CO: Colonel Emil Nunes)				
2nd Marik Protectors (1 Btn)	R/R	Westover	80%	80% (B)
(CO: Force Commander Juliette Morretti)				
3rd Marik Protectors (1 Btn)	R/R	Sierra	80%	80% (B)
(CO: Force Commander Terrence O'Donovan)				
12th League Heavy Armor	G/R	Sierra	95%	68% (B)
(CO: Lieutenant Colonel Deonte Stoddard)				
93rd League Infantry Regiment	R/F	Sierra	85%	—
(CO: Lieutenant Colonel Stoyan Soler)				
4th Marik Protectors (1 Btn)	G/Q	Payvand	75%	55% (D)
(CO: Force Commander Halle Frazier)				
4th Marik Aerospace Wing	G/R	Payvand	70%	100%
(CO: Captain Yanus Rijnder)				
5th Marik Protectors (1 Btn)	R/R	Cronulla	90%	55% (C)
(CO: Force Commander Cleo Havershim)				
5th Marik Aerospace Wing	V/R	Cronulla	105%	75%
(CO: Commodore Billy Kopp)				
6th Marik Protectors (1 Btn)	G/R	Rexburg	85%	55% (C)
(CO: Force Commander Louise Valliere)				
1st Loyalty Defenders (1 Btn)	G/F	Loyalty	45%	100% (A)
(CO: Force Commander Chao Hori)				
1st Loyalty Armor Battalion	G/F	Loyalty	95%	100%
(CO: Force Commander Hortensius Bounarroti)				
1st Loyalty Infantry Regiment	R/F	Loyalty	105%	—
(CO: Lieutenant Colonel Evaristo Sneft)				

THE LYRAN COMMONWEALTH

GENERAL REVIEW

Perhaps the most important moment in recent Lyran history took place on 5 January 3084. Archon Adam Steiner appeared at the mostly rebuilt Triad for his annual Independence Day speech. After the usual formalities, he shocked the realm (many of whom saw a pre-recorded broadcast) by announcing that the Lyran Alliance was no more. Once again—and henceforth—the state would be known as the Lyran Commonwealth. Though little more than a symbolic change, this declaration sparked an ecstatic response that rippled across the Commonwealth, from the crowds on Tharkad to the hundreds of Lyran worlds light-years away. When the local cheers finally died down enough, Steiner finished his brief speech and signaled the parade to begin.



The surprises did not stop there. As the brilliant blue and gold of the Royal Guard came into view, the BattleMechs in front not only bore the insignia of the Lyran Commonwealth but the insignia of the Fourth Royal Guards as well. This time the crowd's reaction was one of stunned silence until the first lance of 'Mechs stopped, two to either side of the Archon. The Archon then launched into another speech, proclaiming how the Fourth was a symbol of the new Commonwealth, not yet whole but united going forward. Tharkad City actually spent a week recovering from the celebrations that followed.

While that day was very dramatic, it wasn't the only change the Lyran nation has undergone since the end of the Jihad. Forces were still lost as they cut farther into former Marik territory. Planets were gained from those attacks while most of the Skye Province seceded from the Alliance to join the Republic of the Sphere. The military has been gradually rebuilt, with many fallen units joining the Fourth Royal Guards in their return. Other units have recovered some of their strength, though the reintroduction of fifteen different commands has prevented any unit from building up to a full regiment.

The bulk of the rebuilding seems to be defensive. There has been heavy emphasis on the regional militias and quick-to-respond forces like the Lyran Regulars and the Commonwealth Jaegers. The Lyran Guards have been passed over in favor of the Donegal and Arcturan Guards. This is not to say that they Lyran war machine is incapable of projecting force, as the scattered worlds of the former Free Worlds League have discovered.

Where once the Davion-inspired regimental combat teams accompanied almost every 'Mech regiment, there are now Davion inspired light combat teams filling out the ranks. While the LCAF High Command will tell us in their press reports that the LCT is a stopgap measure until all of those units can be upgraded to RCTs, the scope of the rebuilding project is so vast that it will invariably take more than a few decades to accomplish such a task. This only adds to the defense-first mentality for the time being, the LCTs having been developed to increase the defensive capability of the Federated Suns.

RECLAIMING AUTHORITY

To underestimate the LCAF's offensive capabilities would be a mistake, one that was made by Duchess LaRue, ruler of the Inarcs Archonette. Following the completion of Operation SCOUR, the Alliance was beginning to recover as a complete nation and the Archon asked the Archonettes to return their power to Tharkad. Having a taste of the power that being an Archonette gave them, the nobles were reticent to return power to the throne. While many found ways to prolong the return of power through delays and obfuscation, Duchess LaRue boldly defied the Archon, growing publicly insubordinate in her statements on the matter.

On 23 June 3083 that all changed. Four *Monolith*-class JumpShips and the *Yggdrasil* appeared at Inarcs' zenith jump point and transmitted a message: "Duchess LaRue is under arrest. She has one day to surrender herself." Inarcs responded with over a dozen transmissions, some requesting more information, others demanding they leave and some defiant to the forces. Twenty-four hours after the first transmission from the jump point, a fleet of DropShips burned toward Inarcs. The duchess immediately sent requests to the other Archonettes for help, claiming that the Archon was violating his authority and illegally using the armed forces against the people of the Alliance.

When the DropShips landed three days later, the only response had been a sternly worded objection sent to Archon Steiner from the Halfway Archonette. Scouts from the Inarcs militia watched as

the DropShips disgorged the entire First Royal Guards RCT and the Second Bolan Guards LCT. The Second quickly secured the area, clashing with the local militia forces which quickly surrendered. The First began its march directly to Utopia, where the Blackstone Highlanders were entrenched. As the armor regiments surrounded the city, the 'Mech regiment moved toward the industrial district where most of the Highlanders were, accompanied by most of the infantry forces. A smaller force of battle armor made its way through the commercial district toward the duchess' palace.

The fighting between the Highlanders and the Royal Guards was close and brutal. Where the two 'Mech forces might have been evenly matched, the Highlanders were ill-equipped for the infantry. The meager forces of the Ducal Guard that had been dispatched to help them did little. Unable to escape or stop the Royal Guards, the Highlanders surrendered, ending any threat to the Royal Guard in Utopia.

As the primary force dispatched the Highlanders, the battle armor forces moved to the gates of the Ducal Estate. The duchess' forces were totally unprepared for battle armor, and Fenrirs quickly opened up a hole in their defenses, allowing a platoon of Rottweilers to burst through into the palace. The Rottweilers' anti-personnel weapons slaughtered the infantry forces inside. When a dozen battlesuits surrounded LaRue and her bodyguards, the guards quickly dropped their ineffective weapons despite her screeching to fire. Only when one of the Royal Guards got nose-to-nose with her did she calm down and assume a regal bearing as she was led to the brig on one of the Lyran DropShips.

The First Guards accompanied LaRue back to Tharkad while the Bolan Guards secured the planet. LaRue was charged with treason in a very public trial. While she protested her innocence, the Buena Archonette returned power to Tharkad after being officially named the new capital of the former Alarion Province. The remaining Archonettes quickly ceded their power back to the Archon. Duchess LaRue, despite an uncensored trial that lambasted the Archon, was found guilty of treason and executed by lethal injection. While the incident made the Archon enemies among the nobility, it also cemented his status as the unchallenged ruler of the Alliance.

REVITALIZING THE MILITARY

The LCAF has undergone changes at the upper levels while its actual combat forces continue to rebuild. The House Troops Liaison was rolled into the Lyran Reserves brigade, increasing the work of the Reserves' staff but reducing excess spending. The Quartermaster's department has seen a few changes at the top. In mid-3082 General Thomas Hogarth retired, having served his nation for over six decades. He has since accepted an offer to host a tri-vid program on DBC to educate the average Lyran on military matters. "I don't want the masses to feel intimidated," he stated, "so I ironically called my program 'The Armchair General.'" His replacement is General Claudia Sanders.

The High Command has stabilized with the appointment of General of the Armies Rebecca Simons. While the Archon went through many different appointees, Simons has shown support of the Archon but also enough resistance to some of his poorer decisions. She has slowly remade the LCAF as she wanted, being sure to place those social generals of the lowest ability in positions where they can do the least harm. Simons continues to do a masterful job of walking a fine line between traditionalists and modernists; if there is one loss that could weaken the LCAF it would be her.

The most troubling aspect of the LCAF since the last report is not a direct threat to our Republic, or any other state. Rather, it is the reformation of the Fourth Royal Guards without anyone finding out in advance. While it is expected that our neighbors will be able to perform military operations under total secrecy from time to time, it is completely different to find out that the Lyrans managed to assemble a few hundred of their finest warriors and support staff, with almost a full RCT's worth of materiel and logistical support. Not only did they manage to keep us—and their own people—in the dark, but everyone else in the Inner Sphere as well. If our intelligence operations do not improve against the LIC, we could find ourselves very vulnerable to a neighbor who currently stands as one of our most trusted allies.

Overall, the Lyran military has done a good job of recovering from the Jihad. It has focused on rebuilding destroyed commands and providing enough coverage to defend the Commonwealth's borders, while also allowing expansion along the former League front as necessary. Many forces need quite a bit more work to get to full strength, but at least the gaps are minimal for the current post-Jihad climate in the Inner Sphere. If Lyran defenders cannot stop an attacker, they should be able to slow one down enough to allow better-equipped forces to respond. We should continue to work with them where they can support us and keep an eye on their future developments.

THE EINHERJAR

House Steiner's military lost twenty-six major battlefield commands in the Jihad and the various side conflicts it spawned. Only the realm's immense wealth and industrial might have brought ten of these commands back from the dead—if only in name. To those who remain, these lost defenders of the realm are the true heroes of the war—worthy of the glories of Valhalla itself.

LAAF Commands Lost in the Jihad

Fourth Alliance Guards
Eleventh Arcturan Guards RCT
Nineteenth Arcturan Guards RCT
Twentieth Arcturan Guards RCT*
Sixth Lyran Guards RCT
Tenth Lyran Guards RCT
Fifteenth Lyran Guards RCT
Thirty-sixth Lyran Guards RCT
Third Lyran Regulars*
Seventh Lyran Regulars
Eleventh Lyran Regulars*
Third Donegal Guards RCT
Fourth Donegal Guards RCT*
Fifth Donegal Guards RCT
Sixth Donegal Guards RCT
Eighth Donegal Guards RCT*
Eleventh Donegal Guards RCT*
Thirteenth Donegal Guards RCT
Fourteenth Donegal Guards RCT
Seventeenth Donegal Guards RCT
Twenty-second Skye Rangers
Tamar Cavaliers*
First Skye Jaegers*
First Donegal Jaegers*
First Alarion Jaegers
First Bolan Jaegers*

*These commands were later reconstituted

STATE OF READINESS

"The sinews of war are five: men, money, materials, maintenance (food) and morale." While the debate on the first and last might be heated, few can disagree that the Lyran Commonwealth has more of the other "sinews" available to them than any other nation in the Inner Sphere. As with every military attempt to recover from a few decades of near constant fighting, the Lyran economy is an asset even more powerful than the NAIS was for the Federated Suns or the fanaticism of Capellan insurgents. Less dominant is the Lyran military academy system, though it has seen its own recovery and successes.

No one escaped the fury of the Jihad, not even the nearly impregnable Hesperus II. While some individual factories or facilities escaped direct damage, there was enough disruption upstream and downstream to affect every defense contractor within 500 light-years of Terra. In the last days of the Alliance, the government poured a large amount of money into the defense industry in the form of loans, grants and tax credits. While the rest of the economy was rebounding in a more normal fashion, the Lyran military is such a large portion of the consumer base for the defense industry that the recovery needed a jumpstart. The loss of parts of the Isle of Skye has severely impacted defense manufacturing, especially the aerospace industry.

BOLAN PROVINCE

In the Bolan Province, Furillo was fortunate to avoid invasion or raiding. Defiance's facilities there were only impacted by imported components. Lockheed/CBM and Nashan were only limited by customers' inability to place or accept shipments, as they rely upon Furillo companies for components or raw materials. Gienah Automotive has yet to put together a suitable business plan that would allow them to re-expand into manufacturing combat vehicles. Gienah's recent sale of additional stocks did not meet their goals, leaving them out of the defense industry for the near future. Finally, Halfway continues to manufacture small amounts of combat and engineering vehicles.

In a boon for the province, Hesperus and Solaris were among the systems added from the remnants of Skye Province that stayed with the Alliance. Defiance Industries found itself below half of its usual capacity after being liberated from Word forces, though the massive facility still remains the most productive facility known. At least fifteen BattleMech lines are up, along with those for a dozen combat vehicles, including the new Gürteltier assault tank, along with a smattering of battle armor and DropShips. While there is plenty of variety, the volume is still far below a decade ago. The damage to the plant was found to be more extensive than first believed, putting current estimates of full repairs sometime in the mid 3120s. Solaris has added little directly to the defense industry, though the trickle-down of new ideas usually ends up in the LCAF first.

BUENA PROVINCE

Despite losing Alarion and being the last province to be free of Blakist attacks, the Buena Province is recovering rather well from the Jihad. On the capital, yet another Arcturan Arms facility seems to have sprung up dedicated to distributing the Marsden II throughout the province. Both Bowie and S.L. Lewis, Inc. were too small to be the focus of attacks by the Word. While they remain bit players among the giants of arms manufacturing, they have prospered through the Jihad and increased production for many of their products. The two have even done some joint marketing and sales ventures, offering package deals for some of their customers to increase sales for one another. Bowie has been working on a new fighter design, most likely a light or medium design to offset the loss of Skye. Mountain Wolf is also operating over 100 percent capacity, propelled by demand and a sudden availability of components from recently captured League worlds.

The elephant of the Buena arms industries is far-reaching StarCorps. While their Loburg facility was unmolested, the Son Hoa sites were frequently raided for supplies by Blakist forces. During the last Word of Blake strike, many of the production lines were critically damaged. Some repairs have been completed and the plant never fully shut down, but even today production is much less than it was in the 3060s. Several lines on Son Hoa are being cleared of rubble and having what equipment is salvageable sent to Loburg, to possibly reopen the lines there instead.

COVENTRY PROVINCE

The heart of Coventry is hurting. The oldest Lyran BattleMech-manufacturing company was heavily damaged in the Jihad. Most of the 'Mech lines have been reopened, but at a much lower rate of production. They are also hampered by poor quality control, in a rush to get product off the planet. This has led to a few recalls, hurting sales and forcing shutdowns of some of the lines to rework components that are made on-site. The road to recovery for Coventry Metal Works is not helped by their production of only light and medium 'Mechs. The profit margin on these designs is lower, and without their historical volume the company is barely staying in the black.

Eutin continues to see its tax revenues increase as sales from TharHes' battle armor facility increase. Inarcs is a different picture. ScolTek continues modest sales of their products, but Blackstone BattleMechs has found itself under immense scrutiny while the Blackstone family is being investigated for the actions of their former mercenary unit and its support of former Duchess Tamari LaRue. The mysterious Defiance facility on Kwangjong-Ni continues to produce 'Mechs, though only Defiance executives have any idea if the output or sales are up or down.

Despite the massive damage inflicted there during the Bloody Tricentennial attacks, Loxley's new mining facilities have paid off for Norse-Storm and Blue Shot Weaponry, the smaller 'Mech manufacturer riding Norse Storm's coattails. J.B. BattleMechs continues to find not only an interest in their popular *BattleMaster*,

but with so many academies being rebuilt, both Lyran and in other nations, orders for the *Chameleon* have skyrocketed. On Richvale, the demand for Quikscell combat vehicles has allowed them to skirt regulations in the past. Since the formation of the Commonwealth, the newly-named government has stepped in and shut the facility down while they make changes to increase worker safety. While the LCAF is grumbling about the need for Quikscell's products, the safety officials refuse to budge.

DONEGAL PROVINCE

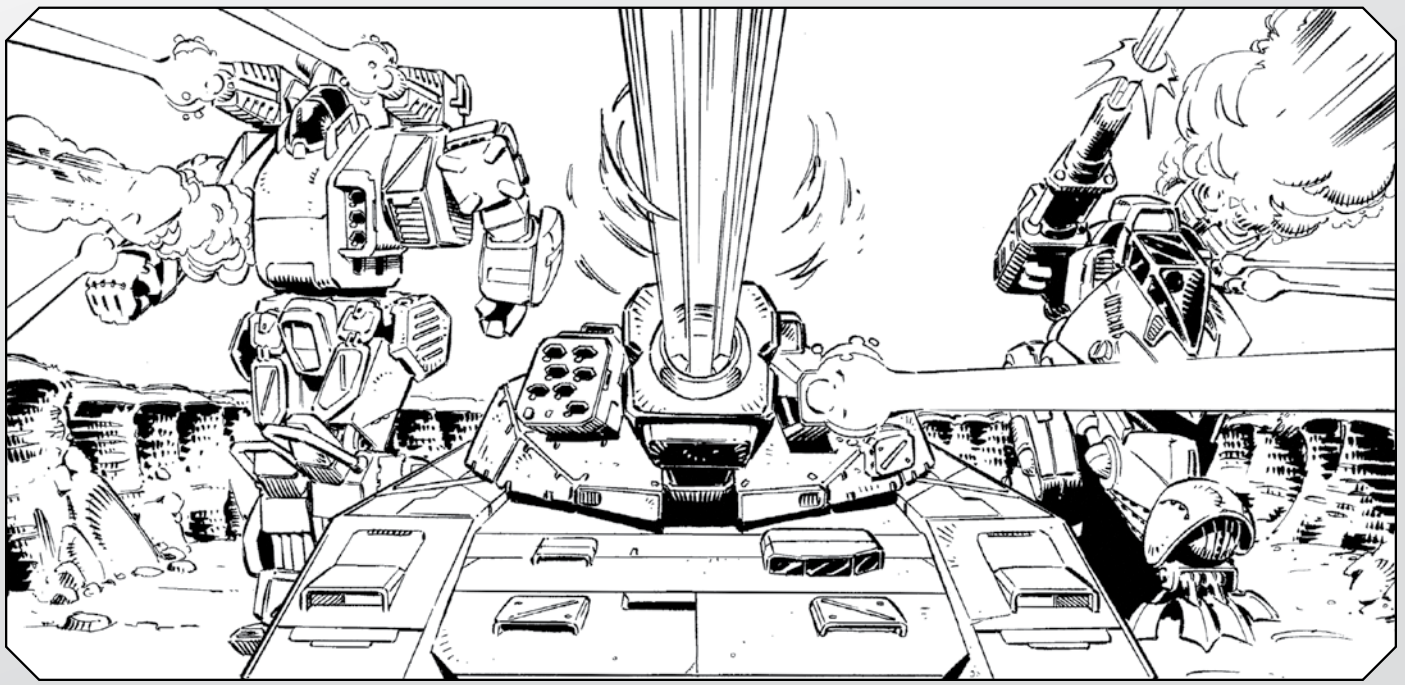
Arc-Royal has taken the starring role in military manufacturing in the Donegal Province, though much of that doesn't go to the LCAF. Kell's Wolves sell only a handful of units to the Lyrans, while the Arc-Royal MechWorks sells heavily to the mercenary community. ComTech has seen the need for their products to the Com Guards vanish, but the LCAF has taken up the slack. While the populace is happy to see jobs increase on Arcturus as the ancient Arcturus Arms returns from the dead, being within striking distance of three Clans and the Dragon has worried some politicians that they might be a more likely target now. DBC has also started an investigation into who owns Sentron, Inc., the primary shareholder of Arcturus Arms.

Tharkad remains the epicenter for reconstruction in the military manufacturing sector. Four different companies produce a wide array of products, though currently only one BattleMech design. Government funds have been focused more on what is left of the aerospace industry on the capital, leaving TharHes seeking loans to keep itself afloat. Between Tharkad and Gibbs, the Donegal Province contains almost all of the Commonwealth's aerospace manufacturing, with Gibbs having the only JumpShip manufacturing facility. While it was hastily upgraded to allow for WarShip maintenance, production expansion beyond *Merchant*-class JumpShips won't likely occur until the mid-3090s at best. This is an excellent opportunity to gain access to Lyran products, exploiting their lack of new JumpShips. Anything we can do to delay the expansion at Gibbs will only help our cause.

MARTIAL TRAINING CENTERS

The state of Lyran military production, though down from a decade ago, is still better than any other nation. Their training situation is not as relatively rosy. Three academies survived without significant damage, the Melissa Steiner Martial Academy of Bolan, the War College of Buena and the Royal New Capetown Military Academy. Two were lost, one to the Jihad and one to the formation of the Republic. The remaining two, the Coventry Military Academy and the Nagelring, are trying to rebuild. Both are operational, but class sizes are much smaller than they were before the Jihad. The rest remain at or over capacity as they try and take up the slack for the others.

Even more problematic is that the training system needs an overhaul. While enlisted soldiers are on par with other nations, officers still rely far too much on social status for upward mobility. In the current political climate in the Commonwealth, such a change seems unlikely, but as one of our closest potential allies this is one area we should try to exert some pressure to increase their capability. Perhaps an exchange program might inject some more functionality into their officer corps. Another option would be to assist with the inevitable new academy and help them achieve good results from less political action and better field success.





ARCTURAN GUARDS

[*Note: To avoid confusion, the Lyran military is referred to as the LCAF in this section, regardless if events happened under the Alliance name.*]

Ending the Jihad on Terra, the Arcturan Guards emerged with three battered regiments and one in fighting condition, plus the remnants of three regimental combat teams. While the fighting left most of the units battered, perhaps the biggest blow was to the Twenty-fifth Arcturan Guards by their own government. Despite being one of the few units in fighting condition, the LCAF plundered its rolls to reinforce the other Arcturan Guards. As if that wasn't enough, they further divested it of some of its supporting forces as the LCT movement began to take hold in the Alliance in the early 3080s. Finally, the unit was split in 3083 to rebuild another Arcturan Guards unit as well as the heart of the Donegal Jaegers. The Twenty-fifth, like many Arcturans, continues to sacrifice for the betterment of their nation.

Hauptmann-General Pascual has worked to keep the Brigade's morale high and cut down on insubordination. The return of the Twentieth has buoyed their spirits, though some in the Twenty-fifth still resent of their losses, despite the fact that they have helped to fuel the "birth" of two more LCAF regiments. Perhaps the most important, all of the units except the Twenty-fifth have been rotated back to Arcturus at some point since Terra fell, allowing many soldiers to see friends and family.

FIFTEENTH ARCTURAN GUARDS

Something of an odd duck in the Guards, the Fifteenth is a single 'Mech regiment with no integrated conventional forces. They have rotated back to Arcturus to begin a phase of rebuilding and upgrading. Now the largest 'Mech force in the Guards, Colonel Trivedi has inquired about expanding his unit into a RCT, but at this time the Commonwealth seems to be more focused on rebuilding their 'Mech forces.

SEVENTEENTH ARCTURAN GUARDS

The Seventeenth is now the brigade's sole regimental combat team. Joining the Fifteenth on Arcturus, it has also been rebuilding while guarding the planet. Stationed on the four less-populated continents of the planet, the Seventeenth has little interaction with the planet's populace. A brisk rotation has been implemented to keep the unit working well together, but has been problematic in practice. Somewhere between fifteen and twenty percent of the personnel has come down with *neisseria malthusi*, commonly known as "The Dustball Disease." General of the Armies Rebecca Simons was supposed to have exclaimed, "Are they an army or a pleasure circus?" The medical corps is providing both treatment and education to stem its spread.

TWENTIETH ARCTURAN GUARDS

The newest of the Guards is the Twentieth, reborn primarily from the Twenty-fifth and leavened with a handful of original survivors and new recruits. While there are a multitude of other Guards to consider, the Twentieth was rebuilt to honor the fallen former Archon, Peter Steiner-Davion. The regiment retained the nickname "Peter's Pride" as it rebuilds. Making this more complex, they find themselves on the border of the former Free Worlds League, relieving the Fourth Lyran Regulars.

TWENTY-THIRD ARCTURAN GUARDS

The first of the Guards to rotate back through Arcturus, the Twenty-third was expecting to depart as a nearly full strength fighting force. When continued fighting with the Duchy of Tamarind required the talents of this elite unit, it departed at close to full strength. Unfortunately, it was full strength as an LCT, not an RCT; clashes with the enemy have sapped the Frost Giants' 'Mech strength back down to post-SCOUR levels, though conventional forces are doing far better.

TWENTY-FIFTH ARCTURAN GUARDS

For a regiment that was listed destroyed in the early Jihad, the Twenty-fifth is not doing too badly. Although the LCAF High Command seems more interested in using the command as a stockpile for personnel and equipment rather than an active defense force, the Twenty-fifth continues to perform. During a recent raid on Halifax by pirates or the Rim Collection, only half of the Guards were on hand to meet the threat. In the battle, they smashed a combined-arms battalion, sending two-thirds of the bandits running while the rest lay in ruins on the battlefield.



COMMONWEALTH GUARDS

The Lyran state reverting to its traditional name was the last straw for the Alliance Guards, a brigade itself previously associated with the Federated Commonwealth. With only two battered regiments remaining, the General of the Armies herself devised a plan to utilize the Guards. While some of her staff suggested combining them to create an independent RCT, she used them as seeds for her new brigade along with the recently mustered First Buena Guards. This allowed the LCAF to quickly disperse four LCTs to cover two province capitals and two border systems.

The Fourth Alliance Guard did not survive the Jihad, dying in horrific fashion. Despite having established a beachhead on Poulsbo, they were awaiting reinforcements against the Blakist occupiers and their allies. A Regulan task force jumped into system and Leutnant-General Carl Bert Gregg requested their assistance. While the Regulans did attack the Blakists, they used orbital bombardment and nuclear weapons, reducing Poulsbo to an uninhabitable waste.

Despite being low in the seniority and priority lists, the Commonwealth Guards appreciate the restructuring for the most part. While the Second Bolan Guards still bristle at their posting, the brigade no longer reminds anyone of the Skye Rangers. With the new First Buena Guards leading the way, the Commonwealth Guards should be a solid brigade for the Lyrans as long as the Quartermaster's Corps doesn't totally ignore them.

FIRST BUENA GUARDS

The First Buena Guards actually predate the rest of the brigade, having been assembled soon after Buena officially replaced the destroyed Alarion in 3082 after the dissolution of the Buena Archonette. Formed primarily from transfers of Buena natives from the LCAF, the unit has a wide range of experience levels. New commander Colonel Richoven has had his hands full trying to get the unit to gel, though most individual companies have meshed well at this point.

SECOND BUENA GUARDS

The Second Buena Guards are offshoots from the Fifth Alliance Guards; generally, the less experienced troops. While it does have some common history, the reshuffling of forces with new recruits has hampered its effectiveness, though the Second has yet to run into the enemy while guarding Son Hoa, especially the StarCorps facility there. Some troops of the Second have pitched in to help StarCorps in their off time, as the company continues to relocate several damaged lines to Loburg.

FIRST BOLAN GUARDS

The First Bolan Guards are the best unit in the brigade, retaining the core of the Fifth Alliance Guards. Leutnant-General James Ito, a Bolan native, has embraced the unit's new identity. While going from commander of an RCT down to an LCT could be considered a demotion, Ito considers his posting on Bolan to be a step toward his eventual retirement. His past experience also makes the First a likely candidate to be among the first units upgraded from LCT to RCT.

SECOND BOLAN GUARDS

Unhappy before they were dispatched to Inarcs, the Second Bolan Guards' actions against their countrymen have not improved the soldiers' attitude. While renamed the Second, the heart of the Third Alliance Guards still beats deep inside, with more than a few members born in the Federated Suns who feel trapped in the unit. The LCAF has assigned the LCT to Bolan in hopes that it will bond with the world and develop some pride connected to its new namesake.



DONEGAL GUARDS

Not long ago eleven regiments of 'Mechs made the Donegal Guards a force to be reckoned with. When the dust finally settled from the Jihad, though, only two were left. New brigade commander Hauptmann-General Sarah Steiner fought against efforts to dismantle the prestigious group, and she succeeded as best anyone could expect. Three more Guards regiments have been returned to the rolls, all LCTs for now. The Archon has received criticism for failing to resuscitate his former unit, the Fourteenth, though the cries of favoritism would be just as loud had he done so.

The focus on the Guards by the LCAF has been well received by the brigade, and it has continued its fanatical loyalty to the state. While they will no doubt be very useful to the LCAF in the future, right now the regiments need time to rebuild and train. In any other time, they would be dispersed between other, more established units, but with the current size of the LCAF they have been pressed into service on one of the most active Lyran borders. While this can be stressful on the Guards, they also feel that it is a sign of respect.

SECOND DONEGAL GUARDS

The Second Guards has continued to be a solid force for the Lyrans. It is the only unit in the LCAF that could be considered an elite 'Mech regiment. Despite being surrounded by Jade Falcon forces, the Second has only encountered a few raids over the past half decade. The Guards gave better than they took, actually managing to capture one of the Falcons' new *Flamberge*s when it was knocked into a lake with an exposed engine.

While the raids persist, it has become apparent that the Falcons are just trying to keep their fighting edge against a worthy challenge, rather than conquer Lyran soil. The last three fights have been Trials of Possession over various forms of alcohol and other mild contraband.

FOURTH DONEGAL GUARDS

Defeated on New Syrtis, the survivors of the Fourth spent most of the Jihad in a Capellan POW camp. With the fall of Terra, the diplomats began their negotiations. After a year of talks, all the personnel and some of their equipment were repatriated back to the Alliance. After the Capellan moles were weeded out and the survivors passed psychological evaluation, the LCAF quickly had a complete LCT. Where the Second has provided a quality opponent for the Falcons, the Fourth was merely "adequate" by Falcon standards—though that was still apparently good enough to prevent the Clan from taking Yeguas.

SEVENTH DONEGAL GUARDS

The Seventh has spent the last five years splitting its time between garrison and cadre duty. While protecting their home world, the two new Donegal Guards regiments have been mustered on Donegal itself, training with the Seventh. While the Seventh might have had light duty, this hasn't set well with some of the more aggressive members of the Guards. The Seventh has one of the highest numbers of transfer requests of any unit in the LCAF.

EIGHTH DONEGAL GUARDS

The Eighth and Eleventh have only recently returned to the field. The Eighth has been posted to Crimond within the last few months. Being close to both Wolf and Falcon territory, the two enemies help keep the system from seeing too much turmoil. The youthful exuberance of the Eighth is apparent, as the newly promoted officers that staff the unit struggle to keep their charges from dashing off to valiantly eject the Clans from captured Lyran worlds.

ELEVENTH DONEGAL GUARDS

The Eleventh was formed from the former irregular unit, the Blackjacks. The Lyran High Command refused to allow the unit to continue on as a non-standard unit, but is very willing to rely upon it to protect the Commonwealth from the Jade Falcons. Having combat experience has allowed the Eleventh to quickly secure Graceland, where the pervious iteration of the regiment met their end. The biggest challenge for the new Eleventh has been integrating with their support units.



LYRAN GUARDS

The Jihad left few of the Lyrans' go-to brigade functional. Unfortunately for the Guards, they seem to have been mostly ignored by the LCAF, being the only brigade to not have a fallen regiment reformed. While they have not regained any strength, they are still counted upon to guard some of the most important systems in the Commonwealth and provide the bulk of any offensive operations.

Expectations were high within this brigade and they have not been met. Other brigades have been getting the choicest graduates and their regiments reformed. Luckily, the Fourteenth has seen some significant action and the Fifth saw a lot of their militia-level equipment upgraded while on Hesperus II. Of any brigade, the Lyran Guards have objected the most to their LCT status, even if it is only a temporary situation. Pride runs high amongst the Guards, who remain a great asset to the Commonwealth; left unchecked, this pride could quickly become a liability if the brigade continues to believe it has been abandoned by the LCAF High Command.

THIRD LYRAN GUARDS

At the top of the list of combat ready units, the Third Lyran Guards has almost a full-strength RCT. As such, this veteran unit has been placed on Port Moseby, a lynchpin for the Commonwealth's defense against the Combine. While other pressing concerns have allowed the realms to work together, events during Operation SCOUR have shown that animosity still exists between the two cultures. While the Third is not one of the Commonwealth's most fanatical commands, the regiment is well trained and unlikely to slip its leash to pick a fight that the Lyrans can ill afford. This, if anything, sets them apart from the rest of the Lyran Guards.

FIFTH LYRAN GUARDS

The past few years have been as stressful for the Fifth as they can be for any unit that doesn't see combat. Assigned to garrison Hesperus II, the Fifth had to endure a merger with a full battalion of militia MechWarriors while the conventional units had to put up with the inhospitable terrain of that vital world. Expecting to be rebuilt, the Steadfast instead found itself cycling through a lot of personnel. Some were returned back to the Accrington region, while some of the best soldiers left for more prestigious units that had openings they were allowed to fill.

FOURTEENTH LYRAN GUARDS

Despite their hotheaded reputation—or perhaps because of it—the Fourteenth received one of the more interesting missions since SCOUR. With the Regulans cutting through the last of the Blakists, the Fourteenth was sent to Andiron to gather as many samples of Blakist technology as it could.

The regiment dropped two companies into a hilly region near the main spaceport. The Blakists struck, but could only find conventional units and infantry. After two weeks of fighting, the Fourteenth's 'Mechs and fast vehicles hit the main repair depot the Blakists were staging out of. They got away with nearly two companies' worth of material plus tons of parts and supplies. For its hard work, the Fourteenth has been rewarded with an assignment on Solaris VII while it attempts to build from an LCT to an RCT.

TWENTY-FOURTH LYRAN GUARDS

After spending a few years chasing pirates, the Twenty-fourth has recently been assigned to the formerly active corner between the League and Circinus. Time on the Periphery border has allowed the Twenty-fourth to become a cohesive unit. The unit was on alert when Inarcs was assaulted, but the conflict was short enough that they were not needed.

THIRTY-SECOND LYRAN GUARDS

The Thirty-second moved up the Falcon border just in case they were needed, seeing no action on that front. This inactivity has resulted in too much free time for the unit, with many troops fraternizing with the socialites who have yet to relocate back to Tharkad. With the Lyran military being "in," different groups try to support a soldier or two as virtual pets, showing them off at parties. LCAF High Command is upset at the turn of events, but with unofficial sources placing this unit as having more "social generals" in its officer corps than any other regiment this should not be a surprise.



LYRAN REGULARS

Much like the Lyran Guards, the Lyran Regulars have seen little influx of new equipment or personnel. While they have reformed some disbanded units, the new regiments have been raised almost entirely from existing Regular regiments. The Regulars have also had their status as one step up from a militia unit confirmed, being the only unsupported regiments in the LCAF outside of militia forces and the Fifteenth Arcturan Guards. While many 'Mech forces are more powerful with the added combined-arms support of an LCT or RCT, the Regulars have a mobility advantage, with the whole unit being easier to move than a whole combat team. This allows the Regulars to act as sort of "first responder" to attacks, increasing their worth in the new LCAF.

While there have been few changes in the brigade overall, things are looking better for the Regulars. They may not have permanently-attached conventional forces nor received many reinforcements, but they have increased their number by forty percent. They have also been used in combat operations around the Commonwealth. While they know they will never be at the top of the pecking order, the LCAF has shown them some respect the past few years and that has gone a long way.

THIRD LYRAN REGULARS

The Third Lyran Regulars has returned, reborn from the Eighth. The regiment is assigned to a medium-level industrial world in the interior as it drills itself into a collective unit. The most unusual incident in the creation of this unit was CO: Leutnant-General Cynthia Nelson left the Eighth to lead the Third. Rumors persist that it was for some shady reason, such as an opportunity to extort kickbacks from Quikscell or that she knew that the Eighth was going to be posted to Inarcs after it was secured.

FOURTH LYRAN REGULARS

The Fourth Regulars continue its service on the former League border. It, along with the Eighth, was the main force that attacked Tamarind forces on Epsilon. The Thirty-fourth Marik Militia put up some resistance at first but was quickly overwhelmed. What was left of the battalion the Marik Militia had deployed quickly retreated, leaving the world in Lyran hands. In 3082, the Fourth took Bella I after a few months of fighting and have garrisoned the world ever since, alongside the Twenty-third Menkent Cavalry and First Cavanaugh Irregulars.

EIGHTH LYRAN REGULARS

After going through combat and the loss of personnel, the Eighth finds itself trying to help pick up the pieces on Inarcs. While there is little insurrection, there remains lingering infrastructure damage and unemployment is high. Colonel Gutierrez Ramon de Jesus Smith is not only figuring out how to lead a 'Mech unit, but also how to rebuild a planet whose pride has been shattered. Fortunately, Duke Minimoto has been working closely with Colonel Smith, presenting an united front to the problems of Inarcs.

NINTH LYRAN REGULARS

Both the Ninth and Tenth Regulars find themselves on the Falcon border after seeing no significant combat in the past five years. The Ninth was prepared for a strike from the Circinus Federation that never arrived on Khon Kaen. A change of aerospace forces attached to the regiment proved to be the cure for its internal squabbles.

TENTH LYRAN REGULARS

Where the Ninth was in an almost siege mentality, the Tenth ran into a different foe: politics. With the small successes that the Lyrans had against the former League forces, some politicians advocated another massive assault, much like the one that they participated in at the beginning of the Jihad. These politicians attempted to lure the Tenth to their cause, but the unit managed to steer clear of any entanglements without offending anyone too much.

ELEVENTH LYRAN REGULARS

Another offshoot regiment, the Eleventh was formed around two companies from the Fifteenth. Like the Third, it is rebuilding away from the border. While it does not share the controversy of the Third's commanding officer, some locals have taken to protesting the unit because of Lieutenant Kylie Karmak, granddaughter of the bandit "Baron" Karmak. Local authorities have kept the protesters under control, but they still continue to hamper the lives of the Eleventh. Colonel Dennis Fuentes can't wait for this latest local fad to blow over and frequently comments to the press on how the protesters must have survived the Jihad rather well to have such an abundance of free time on their hands.

FIFTEENTH LYRAN REGULARS

After serving on Melissia, the Fifteenth was tasked with liberating Megrez, something the Eighth and Tenth had done over a decade ago. The opposition wasn't ready for the surprising level of Clan technology that the Fifteenth unleashed in the first encounter, and quickly fled after taking more casualties that they could afford. How the unit managed to come across all that equipment is not known, but it seems likely that during their time on Melissia they bartered with some Clan Wolf merchants who had some "overstock."

LYRAN RESERVES

The Jihad shattered many units at various levels all up the chain of command. Brigades were no different than regiments or mercenary units in this regard. In the Lyran Commonwealth, this left a few orphaned units with no direct command. As rebuilding began, Archon Steiner ordered the creation of a new brigade to coordinate all these disparate units and give them some form of advocacy. Hauptmann-General Daniel Bishop was assigned to lead the brigade that began with the Pandora Training Battalion, the Blackjacks and the Skye Jaegers.

The Jaegers were intended to be with the Reserves temporarily until they were transferred to the Skye Rangers. Bishop convinced the LCAF High Command to agree to rebuild the Tamar Cavaliers and have all noble independent units report through the Reserves. Shocking everyone, the Jaegers elected to remain with the Commonwealth. After High Command decided to repopulate the Jaegers, the brigade of misfits soon became a sizable brigade with an even greater amount of power. Perhaps of all the Lyran units, these might be the greatest concern to our intelligence operations. While not currently a large threat on the battlefield, we have no idea of how the Lyrans plan to use these battalions once they have some seasoning.

As a wholly new brigade, there is a lot of optimism in the units. The Skye Jaegers feel they now have a home in the Commonwealth, while the Pandora Cavaliers finally feel fully integrated. There are rumors of a Coventry Jaegers being built, but no evidence of solid plans to do so. This brigade will soon feel the pinch, as they likely find themselves low on the Quartermaster's list, but if the LCAF can find a purpose that will make these units feel needed they will remain loyal to their realm. If we could infiltrate a few of these units, we could keep the LCAF occupied with them much like they were with the Skye Rangers.

While the list of units in the Reserves is currently large, there are actually less than three full regiments of 'Mechs and no conventional forces among them. What really gives this brigade political power is its potential to coordinate military operations of the Lyran nobility, harkening back to the Stealths and Tamar Tigers. [*Editor's Note—Privately-owned forces are not listed in the TO&E section of this document.*]

FIRST BOLAN JAEGERS

Mustering on Dixie rather than Bolan has apparently soured this new unit quickly. The LCAF didn't fully think through its plan when it decided to rebuild the Bolan Jaegers there, as the Dixie CTM had only been rebuilt a year prior. This has resulted in the Dixie planetary militia being the most experienced unit in the system, with a bias toward the theater militia. While the militia units drill together in the rebuilding Castle Brian, the Jaegers think of themselves as outsiders, patrolling the sparsely populated cities of Dixie. This has left the battalion bitter, despite receiving better equipment and supplies than either militia unit. Colonel Devers has tried to organize sports teams and other friendly competition between the unit and outsiders, but most matches have devolved into brawls as the Jaegers refuse to let go of their aggression in a controlled manner. His only real success so far has been finding mountainous areas of Dixie that emulate many of the Jaegers' native Bolan.

FIRST BUENA JAEGERS

Tasked now with securing New India, the First Buena is the only Jaeger unit that isn't sharing a system with a more established unit. This has forced the unit to "grow up" faster than the others. Or at least that was what was hoped. After three different commanding officers, the LCAF is still looking for a competent one. Colonel Hsiu was the first to abuse her position, coercing subordinates into unseemly activities for her personal pleasure. Colonel Van Pelt merely used the unit as his own personal bank account, padding his expense reports. The current CO is merely a drunk, something the LCAF can apparently live with.

After this parade of commanders the Buena Jaegers is little better than a cadre unit. Luckily, no one has bothered to attack New India since their posting. A return to Buena might be the best thing for the regiment.

FIRST DONEGAL JAEGERS

Perhaps proving that simple is better, the Donegal Jaegers have come the farthest of the newest Jaegers. While the other Jaegers are based on worlds other than their province capital, this unit has trained on Donegal. Its commander, Colonel Bamin Taylor, is a former aerospace pilot who learned to pilot a 'Mech in order to advance quicker. He has proven an adequate MechWarrior but an excellent strategist, seeing the battlefield from a different point of view. He has worked hard to drill his unit, bolstering them to a level of competence that the LCAF wasn't expecting for years. Taylor heavily credits the assistance of the more experienced Seventh Donegal Guards, but credit is largely due to him if you ask the Seventh.

FIRST SKYE JAEGERS

The Skye Jaegers did not join the Republic, though nearly a third of its soldiers did. The remainder has been assigned to help defend Hesperus II. Having helped liberate the planet, the Jaegers have been well received as they slowly rebuild. The Commonwealth has mandated the Jaegers limit themselves to a single 'Mech battalion, allowing the Skye Jaegers to consolidate and the three resurrected Jaegers regiments to be close to operational strength.

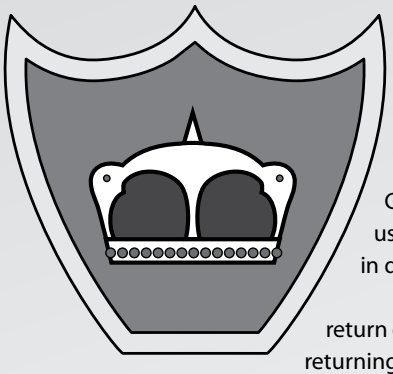
PANDORA CAVALIERS

With the Pandora Training Battalion no longer having an associated academy, they needed a long-term home in the LCAF organization. General Bishop, inspired by plans to remake the Tamar Cavaliers, chose to memorialize the training battalion's lost world by rechristening them the Pandora Cavaliers.

The transition from a cadre force to a line command has not been easy; to date, the Pandora Cavaliers are only slightly more effective than their newly formed brethren in the Tamar Cavaliers. Despite their new role—or, perhaps, because of it—the LCAF is using the Pandora Cavaliers as an extended training force, running a cadets through it for a year or two before transferring them to other units. While another set of soldiers might take offense to this treatment, the Cavaliers see it as an honor and have embraced their "foster soldiers."

TAMAR CAVALIERS (THE ARCHERS)

The reconstituted Tamar Cavaliers has become one of the Lyrans' defensive mainstays. Highly divided between combat veterans and recent academy graduates, both the Tamar Cavaliers and the Pandora Cavaliers currently serve on the Falcon border, ready to add bodies should there be another incursion from the aggressive Clan.



ROYAL GUARDS

The Royal Guards are finally reaching the point where their reputation matches their combat capabilities. Smashed to barely a battalion of 'Mechs by the middle of the Jihad, the Royal Guard now consists of two functional—if undermanned—RCTs and two quickly growing ones. In the recent past they have mostly been a ceremonial unit, but Archon Steiner has insisted that the Royal Guards be the shining example of both Lyran soldiers and Lyran citizens. Nor has he been afraid to use them, unleashing the First on the most public use of the Lyran military against its own citizens in quite some time.

It is obvious that the LCAF has poured a lot of resources into rebuilding the Royal Guards. The return of the Fourth alone has strengthened the heart of every member of the brigade. Add in the Second returning to a functional level, the success of the First on Inarcs and the Third continuing to gain strength the Archon could probably ask the Royal Guards to open a corridor to Strana Mechty and they would just ask for a map and ammo. This brigade will be the go-to group that the LCAF uses for any problem that crops up in the next few decades, one that could severely hurt our enemies if we can get their assistance.

FIRST ROYAL GUARDS

The First Royal Guards was one of the first units rebuilt after Tharkad was freed. While they survived the Blakists, most were unsure of their capabilities outside of guerilla fighting. The Archonette of Inarcs found out. As the primary force that dropped onto Inarcs to arrest Duchess LaRue for treason, the First Royals proved to the Blackstone Highlanders that they were no easy foe.

The First used its armor regiments to surround the Highlanders' position and punched in with the full force of their 'Mechs and infantry, supported by artillery and aerospace fighters. Despite being prepared for the assault, the Highlanders couldn't match the Guards' pure firepower. One Highlander battalion attempted to punch out by securing an exit through the armored units. While they immobilized most of the first company they encountered, that company was made up entirely of brand new Gürteltier tanks. Their reach, armor and C3 network prevented any escape, and the remaining Highlanders were crushed before surrendering.

SECOND ROYAL GUARDS

The Second was a ceremonial unit, only existing on paper and in the throne room. In the past few years, the LCAF has rewarded the very best soldiers in the realm with admission to the unit. This is almost identical to the process that the LCAF is using to rebuild the Fourth Royals. Both units require potential recruits to try out for their Royal Guard position, with those not showing enough skill and talent failing to join the unit.

While technically having its choice of any soldier in the realm, the Fourth has allowed the few applicants with Skye roots to join the Second as a sign of respect and the origins of the Second. With both at a third of full strength, they frequently train together.

THIRD ROYAL GUARDS

The Third has rebuilt to half strength, nearly two full BattleMech battalions backed by a full RCT. Many of the new machines came from Coventry Metal Works while the Third garrisoned Coventry.

With the First operating in the field, the Third has returned to Tharkad to continue their rebuilding and present the capital with a combat ready unit. Fortunately, early friction between existing soldiers and transferees has passed, leaving a solid unit that is looking forward to some combat action.

FOURTH ROYAL GUARDS

The newly formed Fourth is a group of seeming contradictions. They are one of the most skilled units in the Commonwealth, if not the most skilled. No soldier has turned down an invitation to this unit, but they are barely over a third of their full RCT strength. They haven't seen combat as a unit, but the Archon would not hesitate to ask them to accomplish any task that the Commonwealth needed. They have some of the most interesting soldiers in the realm, but no unit personality. The future will no doubt return this unit to its prime and more than any other, the Fourth is built for the future.

Hauptmann-General Thorkil Hammersmith is only in his mid-thirties and the oldest soldier in the entire combat team is under fifty. The Quartermaster has shown clear favoritism toward the unit, not only giving them top priority but sending cutting-edge weaponry their way as well.

TRAINING COMMANDS

For centuries, the Commonwealth used classroom instruction, simulator practice and controlled piloting of trainer 'Mechs on campus to provide new MechWarriors to the LCAF. The merger with the Federated Suns provided an additional step to this process: participating in a cadre unit with a real 'Mech. Cadets would spend a half a year in a training unit, drilling like a combat unit and occasionally traveling to nearby systems for exercises. In some instances, they might get live-fire instruction against pirates or insurrectionists. With a general lull in conflict, this practice is the subject of much debate.

The cadets are as eager as ever, but the commanders of the training battalions (or training companies, as they often say) aren't pleased that only the Coventry battalion received any new 'Mechs. While there is a great demand for new equipment in all of the LCAF, the battalion commanders feel at least something should be provided for the future of the armed forces. The possibility of sending RetroTech units to the training battalions as they are cycled out of militia units has received mixed reviews.

BUENA WAR COLLEGE TRAINING BATTALION

Buena War College has continued its three-month tour of duty with its training battalion. While the need for MechWarriors isn't quite as great as it was during the Jihad, the lack of replacement 'Mechs offers too few slots in the Battalion to keep up with the College's output. Nearly thirty percent of the MechWarriors graduating from Buena go straight to their assignments, rather than serving a stint in the training battalion.

COVENTRY TRAINING BATTALION

Despite being wiped out yet again, the Coventry Training Battalion has returned. Supporters call it a dream too good to die while opponents use the term "bad pfennig" instead. While other training units have cast-off equipment, Coventry cadets get to ride in brand new, state-of-the-art machines right off of the Coventry assembly lines. While the college only possesses a company at this time, cadets can have traditional six month tours of duty while the school is rebuilt and attendance is still low.

ROYAL NEW CAPETOWN TRAINING BATTALION

Royal New Capetown has gone even further than the Buena War College, allowing their cadets just two months in the cadre to keep up with the number of 'Mechs available. Despite the limited field time, this is a choice assignment. Where Coventry has graduated few cadets and Buena graduates almost all go to other Buena units, Royal New Capetown cadets are free game for anywhere in the LCAF. Despite the dislike of cadre units at the uppermost levels of the LCAF, unit commanders gladly take a cadet with limited field experience over most of those with none.

REGIONAL MILITIAS

Of all the LCAF the Regional Militias were perhaps happiest to see the Jihad end. The chaos and confusion was bad enough, but add in transfers to support frontline units and combat losses and the militias were more ravaged and near collapse than most frontline regiments. Despite being at the bottom of the LCAF supply chain, the militias have been paid more attention than the Lyran Guards have over the past few years. Four militias were rebuilt, mainly by scavenging from other militia units.

The reformation and rebuilding of militia units has gone a long way in many militia members' eyes. Most of the dissatisfaction in this brigade is naturally from units that lost personnel, especially the commanders of those units. For some militias this has created a logjam the upper officer level, forcing some officers to look elsewhere for promotion. The true loyalty of these militia units will be to their locality first, then the state, a sentiment the LCAF has always been careful to remember.

BUENA PROVINCE MILITIA

The Alarion Province Militia was appropriately renamed the Buena Province Militia and given the abbreviation BuPM to avoid confusion with the neighboring Bolan Province Militia. The Carlisle BuPM is rebuilding on its homeworld after losing over half its forces to seed other militia units across the Commonwealth. There has been issue with 'Mech components, as many of the forces shipped out just after they started a "maintenance overhaul." Arriving at their new posting minus parts and weapons—in one case, a *Marauder* arrived without its arms—, this practice has caused numerous complaints to be filed. To date, no action has been taken, but the Carlisle militia remains at the very bottom of the Quartermaster's supply queue.

BOLAN PROVINCE MILITIA

Not much has changed over the past half decade with the Bolan Province Militia. They are still represented by the Furillo BPM, which is still just under two battalions of strength and remains a troublesome group of disgruntled warriors. Their disgruntled actions have been interesting, the most memorable when half the unit went on a "field trip" to Clinton to visit the Snord Museum. The CO punished his AWOL soldiers by confining them to Furillo's capital for a month, though this did coincide with an Oktoberfest celebration.

COVENTRY PROVINCE MILITIA

Another Coventry resuscitation, the Coventry CPM was reconstituted a few years after the Jihad, accepting the first graduates from the academy of the same name. Almost as if in insult, the first company of 'Mechs assigned to the battalion was from the Defiance Industries facility on Kwangjong-ni. Coventry Metals has stepped up to provide twenty 'Mechs for the Militia. While expected to be paranoid about protecting their home planet, CO Kommandant Holland surprised everyone with a secret trip to the Periphery for some pirate hunting.

DONEGAL PROVINCE MILITIA

The Donegal Province went from no militia units to three when Skye joined the Republic. The Accrington, Alexandria and Nekkar militias all remain on the Republic border. They also represent three of the five regiments in the Donegal militia, the remainder being held to battalion-size formations for the near future. With little conflict expected between the Republic and the Commonwealth, these militias will likely be used as a reserve to respond to any offensive action coming from Clan space.

ARC-ROYAL THEATER MILITIA

The Freedom Theater vanished with the Skye Province, leaving the Arc Royal Theater as the only region without any militia forces. Luckily, between the forces of the old Arc-Royal Defense Cordon and Clan Wolf (in–Exile), the Theater is amply defended.

CAVANAUGH THEATER MILITIA

The Cavanaugh Theater reclaimed two militias, Dixie and Penebscot. Even better, the Theater got the Cavanaugh II system back. The transfer of command back to Cavanaugh from Dixie has been slow, both to allow Cavanaugh to rebuild and to be sure that Tamarind-Abbey doesn't muster a counterattack. Liberated Penebscot staffed much of its militia with former guerilla fighters, augmented by transfers.

On Dixie a new rivalry is brewing. With the Bolan Jaegers being raised at the same time and in the same system as the Dixie CTM, the two units compete for local resources. So far the Militia is the local favorite, though the Jaegers are generally better equipped. A near dust-up between the commands happened in 3083, when both received a lance of new 'Mechs at the same time.

The Jaegers received four RetroTech 'Mechs while the Militia got four brand new *Caesar*s. An investigation found that a computer glitch (officially) resulted in the shipments being mixed up, but since the conclusion wasn't issued until months later, the Militia refused to give up the 'Mechs. The Quartermaster's department was so swamped it decided to let the 'Mechs remain with their units, much to the chagrin of the Jaegers.

MELISSIA THEATER MILITIA

The Melissia Theater is back up to three state militia commands, though all three can only boast battalion strength. Drawing from the Qanatir MTM, the Neerabup MTM has expanded from just over a company to nearly a full battalion. The Chahar MTM was also brought back from the rolls of the dead with Qanatir troops, and then augmented to over a full battalion with recruits and other transfers.

None of the Militia units are based in the systems they are named for. The Qanatir MTM has been assigned to guard Kwangjong-ni and its Defiance factory. Pirates attempted to raid it in 3082, and the Militia responded by destroying their DropShip shortly after arrival. The bandits wandered the planet for three weeks without finding anything but wilderness and sparsely populated communities. Running out of supplies and being harassed by the Militia, they surrendered, never once finding a trace of the Defiance facilities.

TIMBUKTU THEATER MILITIA

The Timbuktu Theater Militia fared well during the Jihad but was looted by the Commonwealth to replenish other militia forces. Both the Florida and Alekseyevka TMMs found themselves dropping from nearly two full battalions to less than one. Strangely, the Teyvareb TMM surged to almost a complete regiment. While thoughts might quickly turn to favoritism or corruption, the most likely explanation is that they are the only combat-proficient force in the entire brigade. With all the other Militia units stripped of their competent soldiers, Teyvareb will be counted on to help hold down the defense of an area crawling with former Blakists.

LYRAN COMMONWEALTH ARMED FORCES

(Deployment as of 31 October 3085)

Commander: Archon Adam Steiner
Aide: General of the Armies Rebecca Simons
BattleMech Strength: Approximately 33 Regiments, 1 Battalion

BOLAN PROVINCE

Commander: Hauptmann-General Jean Andrews
Aide: Hauptmann-General Herbert Lang

	Exp/Loy	Homeworld	Strength	Updated (Rating)
2nd Bolan Guards LCT	V/Q	Bolan	85%	100% (B)
(CO: Leutnant-General Conger McConnaugh)				
2nd Bolan Guard Aerospace	R/R	Bolan	55%	75%
(CO: Kommandant Diarmait Rocha)				
2nd Bolan Armor Brigade	V/R	Bolan	70%	56%
(CO: Colonel Vikot Olofsdotter)				
2nd Bolan Infantry Brigade	R/Q	Bolan	55%	—
(CO: Colonel Tyge Podsednik)				
Furillo BPM	G/Q	Furillo	60%	80% (C)
(CO: Colonel Fredrick Hogarth)				
5th Lyran Guards RCT	V/R	Hesperus II	55%	75% (B)
(CO: Leutnant-General Heather Jobs)				
5th Lyran Armor Brigade	V/R	Hesperus II	60%	63%
(CO: Colonel Jan Shaw)				
5th Lyran Infantry Brigade	R/R	Hesperus II	40%	—
(CO: Colonel Arthur Prochazka)				
1st Skye Jaegers	R/Q	Hesperus II	75%	75% (C)
(CO: Leutnant-General Steve Pitcher)				
1st Skye Jaeger Air Wing	G/Q	Hesperus II	60%	100%
(CO: Kaptain Blazh Quigg)				

Dixie Theater

Margave: General Thanom Hammarskjold
Aide: Kommandant-General Astrid von Arnim

	Exp/Loy	Homeworld	Strength	Updated (Rating)
4th Lyran Regulars	V/Q	Bella I	60%	75% (C)
(CO: Colonel Devon Lestrade)				
1st Bolan Guards LCT	V/R	Cavanaugh II	95%	100% (A)
(CO: Leutnant-General James Ito)				
1st Bolan Guard Aerospace	V/R	Cavanaugh II	90%	98%
(CO: Colonel Hakon Sokolsky)				
1st Bolan Armor Brigade	R/F	Cavanaugh II	85%	76%
(CO: Colonel Thales Krall)				
1st Bolan Infantry Brigade	V/R	Cavanaugh II	75%	—
(CO: Colonel Rodrigo Geissler)				
Dar-es-Salaam DTM	G/R	Dar-es-Salaam	60%	50% (C)
(CO: Colonel Nicol Hujdur)				
1st Bolan Jaegers (1 Btn)	G/Q	Dixie	85%	100% (B)
(CO: Colonel Jeb Devers)				
1st Bolan Jaegers Air Wing	G/R	Dixie	75%	82%
(CO: Kaptain Naveed Skalicky)				
Dixie DTM (1 Btn)	G/R	Dixie	85%	75% (B)
(CO: Colonel Duc Lai)				
20th Arcturan Guards LCT	V/R	Ford	35%	85% (B)
(CO: Hauptmann-General Peter Zambos)				
20th Arcturan Aerospace	V/R	Ford	45%	60%
(CO: Kaptain Amadeo Abbascia)				
20th Arturan Armor Brigade	R/Q	Ford	30%	55%
(CO: Colonel Lochan Leone)				
20th Arcturan Infantry Brigade	R/R	Ford	40%	—
(CO: Colonel Chukwuemeka Knutson)				
24th Lyran Guards LCT	R/R	Galisteo	105%	100% (A)
(CO: Leutnant-General Prudence Steiner)				
24th Lyran Armor Brigade	R/Q	Galisteo	100%	100%
(CO: Colonel Ciriaco Lambert)				
24th Lyran Infantry Brigade	G/R	Galisteo	100%	—
(CO: Colonel Kostyantyn Wieck)				
23rd Arcturan Guards LCT	E/R	Loric	95%	95% (A)
(CO: Hauptmann-General Candace Silbar)				
23rd Arcturan Aerospace	E/R	Loric	100%	65%
(CO: Kommandant Finn Vipond)				
23rd Arcturan Armor Brigade	V/F	Loric	85%	90%
(CO: Colonel Ellar Antoniou)				
23rd Arcturan Infantry Brigade	E/R	Loric	75%	—
(CO: Colonel Conri Lacey)				
15th Lyran Regulars	R/R	Megrez	60%	75% (B)
(CO: Colonel Lilly Anne Crofton)				
15th Lyran Regulars Infantry Brigade	G/Q	Megrez	70%	—
(CO: Colonel Lori Baxter)				
Penobscot DTM (1 Btn)	G/R	Penobscot	90%	50% (C)
(CO: Colonel Cinnoman Nazwisko)				
14th Lyran Guards LCT	V/Q	Solaris VII	105%	100% (B)
(CO: Leutnant-General Pendragon Botov)				
14th Lyran Armored Brigade	V/R	Solaris VII	95%	100%
(CO: Colonel Chesley Elwyn)				
14th Lyran Infantry Brigade	V/Q	Solaris VII	80%	—
(CO: Colonel Shinobu Tar)				

BUENA PROVINCE

Commander: Hauptmann-General Lucius Gordon
Aide:Leutnant-General Susan Patterson III

	Exp/Loy	Homeworld	Strength	Updated (Rating)
1st Buena Guards LCT	R/R	Buena	90%	100% (A)
(CO: Leutnant-General Fritz Horvath)				
1st Buena Guard Aerospace	R/R	Buena	95%	100%
(CO: Kommandant Lester Macek)				
1st Buena Armor Brigade	G/R	Buena	90%	87%
(CO: Colonel Varnava Suzuki)				
1st Buena Infantry Brigade	R/Q	Buena	95%	—
(CO: Colonel Aristotle Coté)				
Buena War College Training Battalion	G/R	Buena	40%	60% (C)
(CO: Colonel Brad Engle)				
Carlisle BuPM (1 Btn)	G/R	Carlisle	75%	75% (B)
(CO: Colonel Xavier Ziegler)				
11th Lyran Regulars	R/R	Loburg	30%	65% (C)
(CO: Leutnant-General Dennis Fuentes)				
11th Lyran Infantry Brigade	R/R	Loburg	60%	—
(CO: Colonel Tihomir Novotny)				

Timbuktu Theater

Margrave: General Victor Steiner-Klinsmann
Aide: Kommandant-General Ernesto Valitrides

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Alekseyvka TTM (1 Btn)	G/R	Alekseyvka	80%	50% (C)
(CO: Colonel Lydia Arentsen)				
Florida TTM (1 Btn)	G/R	Florida	90%	55% (C)
(CO: Colonel Trevor Watkins)				
1st Buena Jaegers	G/R	New India	80%	100% (A)
(CO: Colonel Eli Murdoch)				
1st Buena Jaegers Air Wing	G/Q	New India	65%	79%
(CO: Kaptain Steffen Vlcek)				

	Exp/Loy	Homeworld	Strength	Updated (Rating)
2nd Buena Guards LCT	R/R	Son Hoa	95%	100% (A)
(CO: Leutnant-General Roger Battaglia)				
2nd Buena Aerospace	G/R	Son Hoa	90%	100%
(CO: Kaptain Zygfryd O'Rinn)				
2nd Buena Armor Brigade	R/Q	Son Hoa	85%	95%
(CO: Colonel Darion Gabriels)				
2nd Buena Infantry Brigade	R/R	Son Hoa	100%	—
(CO: Colonel Erno Travere)				
Teyvareb TTM	R/R	Teyvareb	90%	50% (C)
(CO: Colonel Ethan Kuhn)				
25th Arcturan Guards LCT	V/R	Timbuktu	80%	100% (A)
(CO: Leutnant-General Randolph Geiger)				
25th Arcturan Aerospace	V/R	Timbuktu	85%	64%
(CO: Kommandant Topi Noguerra)				
25th Artcuran Armor Brigade	R/Q	Timbuktu	65%	73%
(CO: Colonel Gotthold Filippi)				
25th Arcturan Infantry Brigade	V/R	Timbuktu	85%	—
(CO: Colonel Tim Sokoloff)				

COVENTRY PROVINCE

Commander: Hauptmann-General Kimerley Müller
Aide: Kommandant-General Tom Bethune

	Exp/Loy	Homeworld	Strength	Updated (Rating)
10th Lyran Regulars	V/Q	Blumenort	60%	80% (C)
(CO: Leutnant-General Elizabeth Lutz-Kellon)				
840th Commonwealth Panzers (1 Rgt)	V/R	Blumenort	70%	90%
(CO: Colonel Terentius Quigg)				
1st Cavanaugh Irregulars (1 Rgt)	R/Q	Blumenort	55%	—
(CO: Colonel Domen Bellamy)				
Coventry CPM (1 Btn)	G/R	Coventry	90%	45% (D)
(CO: Colonel Steven Olin)				
Coventry Training Battalion	G/R	Coventry	35%	60% (C)
(CO: Colonel Courtney Brewster)				
Royal New Capetown Training Battalion	G/R	New Capetown	35%	30% (D)
(CO: Colonel Alfred Vaughn)				
3rd Lyran Regulars	R/R	Richvale	25%	100% (A)
(CO: Leutnant-General Paul Zardetto)				
3rd Lyran Armored Battalion	G/R	Richvale	90%	63%
(CO: Colonel Carl Blythe)				
9th Lyran Regulars	R/R	Santana	55%	85% (A)
(CO: Leutnant-General Annabeth Patrick)				

Melissia Theater

Margrave: General of the Armies Rebecca Simons
Aide: Kommandant-General Joshua "Jim" Reutters

	Exp/Loy	Homeworld	Strength	Updated (Rating)
8th Lyran Regulars	R/Q	Inarcs	60%	80% (C)
(CO: Leutnant-General Ramon Schräder)				
14th New India Fighter Wing	R/R	Inarcs	55%	87%
(CO: Kaptain Rochus Sabbadin)				
9th New India Heavy Armor	G/Q	Inarcs	45%	64%
(CO: Colonel Gerfrid Fortuyn)				
Qanatir MTM (1 Btn)	G/R	Kwangjong-ni	75%	75% (B)
(CO: Colonel Karen Wei)				
Neerabup MTM (1 Btn)	G/R	Main Street	85%	60% (C)
(CO: Colonel Mary Polk)				
32nd Lyran Guards LCT	R/R	Melissia	100%	85% (B)
(CO: Leutnant-General Sara Jovino)				
32nd Lyran Guard Aerospace	G/R	Melissia	75%	90%
(CO: Kommandant Artturi Chlebek)				
32nd Lyran Armor Brigade	R/Q	Melissia	105%	79%
(CO: Colonel Gerulf O'Dalaigh)				
32nd Lyran Infantry Brigade	G/R	Melissia	100%	—
(CO: Colonel Loukas Fuentes)				
Chahar MTM (1 Btn)	G/R	Melissia	105%	70% (B)
(CO: Colonel Luc Dethier)				

DONEGAL PROVINCE

Commander: Hauptmann-General Sarah Chishom
Aide: Leutnant-General Kip Preminger

	Exp/Loy	Homeworld	Strength	Updated (Rating)
7th Donegal Guards LCT	V/F	Donegal	80%	85% (A)
(CO: Leutnant-General Stephan Garcon)				
7th Donegal Aerospace	V/F	Donegal	90%	75%
(CO: Kaptain Des Shafir)				
7th Donegal Armor Brigade	R/R	Donegal	75%	76%
(CO: Colonel Rorie Andreasen)				
7th Donegal Infantry Brigade	R/F	Donegal	85%	—
(CO: Colonel Nereus Coghlan)				
1st Donegal Jaegers	R/R	Donegal	70%	75% (B)
(CO: Colonel Bamir Taylor)				
1st Donegal Jaegers Air Wing	V/F	Donegal	85%	100%
(CO: Kaptain Erminigild Hult)				
Alexandria DPM	G/R	Freedom	55%	60% (C)
(CO: Colonel Karl Timmerman)				
1st Royal Guards RCT	V/F	Gibbs	85%	93% (A)
(CO: Archon Adam Steiner)				
1st Royal Aerospace	E/F	Gibbs	75%	100%
(CO: Kommandant Winston Abello)				
1st Royal Armor Brigade	V/R	Gibbs	90%	100%
(CO: Colonel Purdie Huang)				
1st Royal Infantry Brigade	E/F	Gibbs	70%	—
(CO: Colonel Asher Wood)				
Nekkar DPM	G/Q	Nekkar	60%	40% (F)
(CO: Colonel Isabella Held)				
2nd Royal Guards RCT	E/F	Tharkad	35%	100% (A)
(CO: Leutnant-General Luke Patterson)				
2nd Royal Aerospace	E/F	Tharkad	100%	100%
(CO: Kaptain Thad Travieso)				
2nd Royal Armor Brigade	V/F	Tharkad	85%	100%
(CO: Colonel Theodar Brooks)				
2nd Royal Infantry Brigade	E/F	Tharkad	95%	—
(CO: Colonel Antono Stenet)				
3rd Royal Guards RCT	V/F	Tharkad	65%	100% (A)
(CO: Leutnant-General Kathry Parks)				
3rd Royal Aerospace	V/F	Tharkad	80%	100%
(CO: Kaptain Thomas Wiegand)				
3rd Royal Armor Brigade	V/F	Tharkad	75%	100%
(CO: Colonel Humbert Suaird)				
3rd Royal Infantry Brigade	E/F	Tharkad	80%	—
(CO: Colonel Karpos Regenbogen)				
4th Royal Guards RCT	E/F	Tharkad	35%	100% (A)
(CO: Leutnant-General Thorkil Hammersmith)				
4th Royal Aerospace	V/F	Tharkad	80%	100%
(CO: Kaptain Anil Berg)				
4th Royal Armor Brigade	V/F	Tharkad	75%	100%
(CO: Colonel Venyamin Weigand)				
4th Royal Infantry Brigade	E/F	Tharkad	80%	—
(CO: Colonel Faustus Ó Dálaigh)				

Arc-Royal Theater

Margrave: General Roland Schlösser-Magazin
Aide: Kommandant-General Ilsa Schlösser-Magazin

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Accrington ATM	G/R	Acrington	65%	50% (C)
(CO: Colonel Marc Hulley)				
15th Arcturan Guards	V/R	Arcturus	65%	88% (A)
(CO: Leutnant-General Caesar Trivedi)				
17th Arcturan Guards RCT	V/R	Arcturus	50%	100% (A)
(CO: Leutnant-General Ursula Winfried)				
17th Arcturan Aerospace Brigade	R/R	Arcturus	60%	100%
(CO: Kommandant Bernard Ansgar Russel)				
17th Arcturan Armor Brigade (2 Rgts)	V/R	Arcturus	45%	86%
(CO: Colonel Antoninus Brand)				
17th Arcturan Infantry Brigade	R/F	Arcturus	60%	—
(CO: Colonel Jitinder Aucciello)				
Tamar Cavaliers	G/R	Bountiful Harvest	80%	100% (A)
(CO: Colonel Lenna Kelswa)				
Tamar Cavaliers Air Wing	G/R	Bountiful Harvest	95%	100%
(CO: Kommandant Jørg Patrickson)				
8th Donegal Guards LCT	G/F	Crimond	85%	55% (B)
(CO: Leutnant-General Jason Smith)				
8th Donegal Aerospace	G/R	Crimond	70%	100%
(CO: Colonel Godafried Horvatincic)				
8th Donegal Armor Brigade	R/R	Crimond	90%	100%
(CO: Colonel Mikala Hodges)				
8th Donegal Infantry Brigade	G/F	Crimond	95%	—
(CO: Colonel Tybalt Pfaff)				
11th Donegal Guards LCT	R/R	Graceland	55%	85% (B)
(CO: Leutnant-General Darrel Duke)				
11th Donegal Aerospace	G/R	Graceland	60%	100%
(CO: Kaptain Viorel Sobol)				
11th Donegal Armor Brigade	R/R	Graceland	65%	87%
(CO: Colonel Pier Blackbourne)				
11th Donegal Infantry Brigade	R/F	Graceland	70%	—
(CO: Colonel Vidar Simpson)				
2nd Donegal Guards RCT	E/F	Graus	65%	95% (A)
(CO: Leutnant-General Violet Gates)				
2nd Donegal Aerospace	G/R	Graus	75%	100%
(CO: Kaptain Pramoda Tiraboschi)				
2nd Donegal Armor Brigade	R/R	Graus	50%	94%
(CO: Colonel Elio Schuttmann)				
2nd Donegal Infantry Brigade	G/F	Graus	55%	—
(CO: Colonel Dariusz Nicolescu)				
Pandora Cavaliers	G/R	Kandersteg	95%	100% (A)
(CO: Colonel Cyrus Hubbard)				
Pandora Cavaliers Air Wing	G/R	Kandersteg	100%	100%
(CO: Kaptain Matteo Abrams)				
3rd Lyran Guards RCT	V/R	Port Moseby	80%	90% (A)
(CO: Leutnant-General Paul Zardetto)				
3rd Lyran Armor Brigade	R/R	Port Moseby	85%	85%
(CO: Colonel Huguo Roth)				
3rd Lyran Infantry Brigade	V/F	Port Moseby	60%	—
(CO: Colonel Antonin Nelson)				
4th Donegal Guards LCT	R/R	Yeguas	95%	70% (B)
(CO: Leutnant-General Victor Amelio)				
4th Donegal Aerospace	R/R	Yeguas	70%	80%
(CO: Kommandant Lucrece Drummond)				
4th Donegal Armor Brigade	V/R	Yeguas	90%	88%
(CO: Colonel Teodor Whalen)				
4th Donegal Infantry Brigade	G/R	Yeguas	95%	—
(CO: Colonel Alphonso Albrechtsson)				

THE CLANS

GENERAL REVIEW

The world of the Clans is one of continual competition, and competition breeds change... When the Clans were last reviewed in 3079 many of the faces were the same as had been there twenty years before, in the same 'Mechs with the same philosophies. Though the glimmers of change were visible even then, it has taken another five years for the old to be replaced with the new. New leaders, new political groupings, new factories and new tactics have swept the occupation zones, making the Clans as unpredictable as ever. Where they go from here is anyone's guess, but it seems that only the new Republic and a lack of men and machines is holding back their newfound confidence.

The generation of leaders that oversaw Operation Revival led a charmed life well into their fifties and sixties. The eighth decade of the thirty-first century has been their swan song, with only Aletha Kabrinski remaining in a position of power. The last six years has seen the deaths (or retirements) of Vladimir Ward, Barbara Sennet and Lynn McKenna. The leaders of the new generation were junior officers during Revival or rose to power since. They have a much greater awareness of war in the Inner Sphere, and the Clans' place within it.

For Clan Jade Falcon and Wolf the lesson seems to have been one of contamination, as both Clans sought to stamp their image on the populations of their occupation zones. Clan Diamond Shark takes this to a further, refusing even the slightest contact outside of trading deals. Interestingly both Clans Wolf (in-Exile) and Nova Cat seem to follow this isolationist approach despite their good intentions, though whether this has been forced upon them by being guests in independent realms with independent populations is a matter of debate. In contrast, Clans Snow Raven and Ghost Bear seek even closer ties with their Inner Sphere "allies." The most successful approach so far, both Clans face extremists—both Clan and Spheroid—who fear the loss of their own identities.

FLEXING MUSCLES

In 3079, the Clans were exhausted. Despite that exhaustion, it was predicted that the Clans would soon be stirring up trouble with their neighbors. Instead, it was their neighbors that would stir up trouble in the Clans.

In 3080 a thundering herd crossed Clan Jade Falcon's border. It wasn't Clan Hell's Horses, but rather the Lyran Alliance. After smashing the invaders, Clan Jade Falcon's reaction was predictable: a series of raids culminating in the occupation of Graus. While the fighting cost the Clan its saKhan, it was worth it to reinforce the Clan's reputation as a force to be feared. Ironically, the Lyran Alliance's retaking of Graus was a non-event in the Clan.

On the other side of the Sphere, the Draconis Combine hoped for some payback of its own. Clan Snow Raven was spread thin across the Outworlds Alliance. Combine-sponsored pirate raids had not helped matters, but things came to a head in 3082 when the Third Proserpina Hussars went on an extended raid along the Alliance border. Two months after the Third was rebuffed at great cost, the DCMS sent three regiments into battle at Weisi, Valentina and Budingen. Again, Clan Snow Raven held the line at the cost of nearly a Galaxy. Though painful, Khan Crow was able to convert these victories into a formal alliance with the Outworlds Alliance, securing his Clan's position. Though several worlds seceded from the Alliance, this had the useful benefit of reducing the number of worlds that needed to be garrisoned.

Combine adventurism was also the source of combat on the Ghost Bear Dominion border. The DCMS was fortunate a raid on Sheliak did not result in a disaster when a football stadium of civilians came under fire, and follow-up raids on Mannedorf and Courchevel were considered a success despite being repelled. The Dominion's response was to send a second-line Cluster to Mualang. After a Clan Nova Cat Cluster came to the aid of the DCMS garrison the Dominion forces retreated, and both sides have adopted positions of mutual wariness.

Sandwiched between Clan Jade Falcon and the Ghost Bear Dominion, it is no surprise that Clan Wolf and Clan Hell's Horses have chosen to tear each other apart. First in 3080, and again in 3081, the Wolves jumped the border, ravaging several worlds and finally killing saKhan DeLaurel. While costly to Clan Wolf, Khan Ward was keen to continue these raids. In 3083, he led his Golden Keshik to Rodigo—only to be killed in the ensuing action. With Ward's death, a tense peace has settled between the Horses and the Wolves. Both Clans are unsure of what direction to take with the loss of their respective leadership.

By any measure the final years of Vladimir Ward were a disaster for Clan Wolf. Since coming into the Inner Sphere, Clan Hell's Horses has only managed to grow, while the Wolf has shrunk in size despite the activation of new factories and military machines in its territory.

THE CLANS AT HOME

As the Clans have continued their efforts to integrate with the local population—or integrate their indigenous populations into Clan culture—each has enjoyed varying degrees of success.

Clan Hell's Horses

Clan Hell's Horses has been successfully negotiating the perils of an occupied population. Consciously choosing a light-handed approach, the Horses have benefitted from Clan Wolf's earlier heavy-handed approach. In effect they have lightened the load on a population already used to Clan life, but they occupy former Rasalhagian worlds in a time of resurgent Rasalhagian nationalism, and have to face the same issues as all previous occupiers.

Clan Jade Falcon

Clan Jade Falcon, in contrast to most of its fellow Clans, has no desire to be loved. Life in the Jade Falcon Occupation Zone is increasingly tense as conflicting philosophies grapple over how to control the population. Merchant Factor Daniel advocates a light touch, pointing to the successes of Ghost Bear Dominion with an eye to rebuilding his Clan's shattered industry. With the support of saKhan Anu, factory workers are treated as valued members of the community, even allowed families. While the caste system is strictly enforced, those who willingly serve the Clan are given chances for advancement and better access to the few luxuries still available in the occupation zone.

Khan Clees has to deal with the reality of ongoing violent unrest. We still don't know what caused the uprising that saw government in the Jade Falcon OZ crippled, but Clan Jade Falcon's weakness led the intelligence forces of the Inner Sphere to circle like vultures. Today the Jade Falcon Occupation Zone is thoroughly penetrated. Government organizations like Loki, private anti-Clan operations like the Rasalhagians of Arc-Royal, even the Watches like those of Clan Wolf have all taken delight in encouraging rebellion among the citizens of the Falcons' Occupation Zone. In the long term, education and propaganda would have seen the population become good Clan citizens, but before that can happen peace needs to be enforced.

As a result, violence has been met with violence. The Watch has expanded into one of the largest armed groups within Clan Jade Falcon. Striking unannounced and at will, the Watch targets even Clan scientists and merchants. This has produced a level of terror that both cows and enrages the population in equal measure.

Clan Wolf

During the dark days of the 3070s Clan Wolf's preoccupation with Clan Hell's Horses allowed a number of insurgent groups to regain strength. Most dominant were the various Rasalhagian nationalist groups, flush with funding from sources as varied as the Lyran Alliance, Word of Blake and even other resistance groups in Clan Ghost Bear space. Since then Clan Wolf's military police have been able to reassert some control through a massive visible presence. Unfortunately for Clan Wolf the police can't be everywhere, and beyond the cities the Clan exercises little control. This is less a problem than might be imagined. As long as the resource and production nodes are secure the Clan is able to function, and over time the Clan expects to be able to reestablish more widespread control through peaceful methods.

The Ghost Bear Dominion

Clan Ghost Bear has been the poster-child of Inner Sphere-Clan relations for the last thirty years. During that time they slowly reduced violent attacks against them and made the native population equal partners in the enterprise that is the Dominion. Despite the upheavals of the last few years, as those insurgents associated with Word of Blake made their stand, the Dominion has experienced nothing of the violence of Clan Jade Falcon. Instead, the Clan faces a loss of control as they learn just what partnership means.

The Omni-Paradise bombing came at a good time for Clan Ghost Bear and redirected dissatisfaction with the Clan's rule toward a major internal threat, but now the moods of the populace threaten to control the Clan rather than the other way around. The Rasalhagians are a proud people, with long memories of persecution, and are now as strong as they have ever been. Naturally thoughts have turned to revenge. The obvious targets are the Rasalhagian worlds occupied by Clans Hell's Horses and Wolf, though there are calls to punish the Draconis Combine for centuries of occupation. For the still-recovering Dominion such aggressive actions are far from ideal.

While the population has been surprisingly accepting of the modified caste system, there are continual grievances, reports of which go viral through the Dominion's ever more integrated communications network. Clan commentators suggest that, having been treated lightly by the Clan for so long, the Rasalhagians have an overdeveloped sense of entitlement. Good governance demands this attitude be changed, but it will take time.

The Raven Alliance

Eyeing events in the Dominion from the Outworlds Alliance, Clan Snow Raven can only sympathize as they try and edge their way into the hearts of their hosts. Clan Snow Raven has been a mixed blessing for the Alliance. They have revitalized industry and technology in the Periphery realm, but they have brought down the wrath of first the Word of Blake and then the Draconis Combine on a nation that has prided itself on the careful political balance it had achieved in the name of maintaining peace. So far the politics of the situation has mainly affected the Outworlds Alliance. They are the ones who have had to debate the wrongs and rights of alliance. Isolated in their enclaves and WarShips, Clan Snow Raven has different concerns. They need a home, and have committed themselves to the Outworlds Alliance. For them the challenge is to continually prove the Clan's worth until they are finally accepted.

Clan Wolf (in-Exile)

Clan Wolf (in-Exile)'s arrival in the Lyran Alliance confused the people of Arc-Royal. It represented the return of the prodigal son, but it was a *de facto* invasion by aliens who mere months before were the greatest threat to the Inner Sphere. The ambiguous nature of the Clan's status within the Lyran state since has not helped. Arc-Royal remains the Kell fiefdom, with the Exiles guests. Morgan Kell's long life further complicated matters for the Clan. Had Phelan Kell become both Duke of Arc-Royal and Khan, perhaps the people would have warmed to him and his Wolves, but instead the Wolves remain restricted to their protected enclaves, remote from the general population. Thus, a situation has developed where the people have benefitted from the presence of the Clan and are proud of its successes, but cannot bring themselves to accept the interlopers openly.

Clan Nova Cat

Unlike the Exiled Wolves, Clan Nova Cat was accepted. All accounts show that the population was happy with the Clan's rule of the Irece Prefecture. What changed was Clan Nova Cat itself. One could dismiss some of it as Black Dragon propaganda, but one cannot deny that over half of the Nova Cat's *touman* and supporting assets left in favor of the Republic of the Sphere. Kuritans cannot ignore that Clan Nova Cat abandoned the Draconis Combine for five years at the beginning of the Jihad. This left Clan Nova Cat looking disloyal to the Dragon and uncaring to its people. The Clan faces a difficult task rebuilding trust even as elements within the Draconis Combine look to sully their name further.

The Council of Six

The Council of Six is the ruling conclave that now serves as a moderating influence for all of the non-Abjured Clans (that is, all Clans in the Inner Sphere except for the Exiled Wolves and the Nova Cats). While the body does not prevent internal wars, it has prevented the wilder flights of fancy that occasionally bubble up to the surface of Clan politics. It has also proved invaluable in getting the Clans to see our point of view. For the moment most of the Clans support the Republic's ideals, and they can use their numbers to pull the recalcitrant into line. Of course, this may only be a temporary state of affairs as the balance of numbers will almost certainly change over time. We must make the most of it while it lasts.



STATE OF READINESS

The Clans now in the Inner Sphere have been here for a decade and, as predicted, have made great strides developing their industrial bases. Most have responded to the destruction of the Bloody Tricentennial with new production to make the most of the industry that still exists. This, of course, is counter to the desires of the Republic of the Sphere, but has to be expected as the Clans try to restore balance to their *toumans*.

Perhaps the most unexpected development has been the proliferation of experimental, even amazing technologies. Some are well known technologies dating back to the 3050s. Others, particularly those for battle armor or ProtoMechs, are less than a decade old.

CLAN DIAMOND SHARK

Clan Diamond Shark's efforts at Tukayyid have taken shape as a new shipyard. At this point it is not clear what the Clan intends to use the yard for, but its central location will make it useful as a forward operating base. More intriguingly we are starting to see new JumpShips under the Diamond Shark flag. These are typically *Monoliths* or *Star Lords*, ships suited to extended trading operations, and it assumed that they are being built in the Chainelanes far from prying eyes. Closer to home, Clan Diamond Shark is building *Danais C*s at Twycross to support their trading routes, as well as marketing two new *Mad Cat* derivatives and an advanced new *Dasher II* to all comers. More limited are sales of the refitted *Hydaspes,* which are so far only available to Clan buyers.

Five years of consolidation have stabilized Clan Diamond Shark's economy, at least what we can see of it. With minimal planetside holdings (the enclaves they are establishing in the various realms are small, most barely larger than a small town or military base), the Diamond Sharks represent an experiment in interstellar trade unseen since the Star League. Not merely reliant on trade, they have invested heavily in value-adding, buying raw material and selling finished products. Both tactics have one major flaw. Interstellar trade in the Inner Sphere is extremely expensive, requiring high-value/small-size products to pay costs. Traveling to and from resource centers and factories eats into profits prohibitively for trade on the scale Clan Diamond Shark is attempting. The Clan must have found some way of short-circuiting the traditional laws of trade in order to explain their survival.

Whatever the state of their economy their sibko program seems to be intact. With no wars to wage the *touman* has expanded noticeably, making it one of the largest *toumans* among the Clans.

CLAN HELL'S HORSES

Clan Hell's Horses has seen the biggest change of the Clans. One of the last Clans to leave the Homeworlds, they employ some of the most advanced technology in some of the most innovative ways. Most impressive are their new ProtoMechs. Quadruped, flying, and of a size never seen before, Clan Hell's Horses is clearly pushing the limits of the technology. With chassis available for refit drying up, Manufacturing Site #3 is now building a new light BattleMech while the cost of producing the high speed Enyo is being minimized with a cheaper version employing hardened armor. The huge Aithon tank and Elemental II show the innovative thinking is permeating the Clan.

Recent attacks by Clan Wolf have shown the strength of Clan Hell's Horses' logistical network. The ability to repair their damaged Galaxies in the aftermath is a testament to their ability to move equipment as well as build it. The Old Regret Training Facility continues to be a rough and ready location, and surviving it has become seen as a mark of pride. For all of the positives, the Horses' *touman* has still not recovered as much as expected. Trueborn sibkos are unusually small, while freeborn sibkos are restricted by the need to keep the non-military castes working on establishing the Clan.

CLAN JADE FALCON

Clan Jade Falcon has primarily concentrated on its infrastructure needs, so have added few new units. The most significant has been the expansion of Quikscell with a new tank just entering service and another due next year. Efforts to reintroduce the *Visigoth* have clearly failed, as Clan Jade Falcon has instead chosen to introduce a new aerospace fighter that makes heavy use of advanced technology. Despite the ongoing, crippling lack of JumpShips, production at Butler continues at a crawl. The problem is lack of germanium; Clan Diamond Shark and the Ghost Bear Dominion are dominating the market in the occupation zones. On a darker note Clan Jade Falcon has been addressing its lack of JumpShips by seizing those found without permits.

Lacking the logistics network to utilize the resources it has at its disposal effectively, Clan Jade Falcon has turned to one of its old areas of expertise. Clan Jade Falcon's merchant caste was once considered one of the most effective bankers in the homeworlds, and the Clan hopes to use their arcane arts to buy their way out of trouble. For all their difficulties, the Falcons control over fifty worlds; their troubles cannot last forever. Clan Jade Falcon bonds are a good bet in the long term and have been eagerly snapped up by the other Clans. Additionally the merchant caste has been selling permits to Inner Sphere traders to allow them access to the Falcon Occupation Zone. There has been a scramble to gain access to the untapped market.

Like Clan Hell's Horses, Clan Jade Falcon's trueborn sibkos have been undersized, limiting growth. So far Clan Jade Falcon has shown no interest in harvest Trials or utilizing underage warriors, though this possibility may be considered in the future.

CLAN WOLF

Clan Wolf is still recovering from its very low industrial base. Dell Aerospace Industriplex has been expanded to build *Isegrim*-class DropShips, which have become valuable bargaining chips in trade for other hardware. Unfortunately, the truly heroic output has been compromised by indifferent quality control and a slowdown has to be expected to address the problems. A new assault BattleMech has begun production but the Clan still lacks the ability to build OmniMechs. Ever expanding tank production helps cover the gap, but it is galling to the proud Clan. On a more positive note a new assault battlesuit will be deployed next year. Traditionally, the presence of OmniMechs would have weighed heavily against such a suit, but Clan Wolf has invested heavily in armored personnel carriers to make up the shortfall.

With its short internal lines of communication and excess JumpShips, Clan Wolf's logistical network is so strong it has been able to continue assembling BattleMechs with components built elsewhere. Fifteen years after Tamar's scouring, the world is once again a busy logistical hub sitting at the heart of the Occupation Zone. Despite this Khan Ward's continual raids caused the *touman* to shrink, and sibkos remain small though Clan Wolf denies any problem with their vaunted genetic legacies. The need to retain large number of freebirth tankers is also proving a problem. The Clan's refusal to give them formal training has resulted in unacceptably high losses, which again limit the *touman*'s growth. The merchant and scientist factors have continually pointed this out, though to many warriors it is merely the natural inferiority of tank crews compared to a MechWarrior.

GHOST BEAR DOMINION

While the Ghost Bear Dominion has deployed four new units since 3080, as well as several new variants, military production is expected to contract in the near future. While some point to ineffective BattleMechs—such as the *Ryoken II* or *Kuma*—the true catalyst has been the *Beowulf IIC*. With peace breaking out the Dominion is looking to rationalize production and return to a force based on flexible OmniMechs. Not only did the *Beowulf* ignore this directive, it was deliberately designed to be overpriced. During the Jihad the Dominion was willing to allow a certain degree of profiteering as long as it delivered results, but too many units produced since 3080 have been aimed more at profit than providing the Dominion with effective combat units.

From now on all Dominion military producers will be on notice. With effective OmniMechs in their stables Bergan Industries and Odin Manufacturing will probably be safe, as will the orbital yards around Alshain and the successful Joint Equipment Systems and Benson and Björn. At risk will be the smaller producers like Grumium Creations and Janesek, who have been caught with outdated plants. If they can't survive on sales to external buyers, their future as military producers will be bleak.

The loss of four Clusters to the Republic of the Sphere hurt the Dominion's *touman* but total manpower has increased. The duplicate genetic repositories have maintained sibko sizes and joining the Clan has become seen as a way for native Rasalhagians to get ahead in society, though many receive a rude shock. The Dominion logistical network remains strong, and receives continual reinforcement with newly-built civilian JumpShips and DropShips. Likewise, the introduction of regional capitals has improved reaction times both at a military and government level.

THE RAVEN ALLIANCE

Clan Snow Raven finally hit its stride at the beginning of the decade with new ProtoMech and BattleMech facilities on Dante. Along with refitting Alliance Defenders' *Stinger* line, this gives the Clan a solid base of Clan BattleMechs, with the refitting of the Alliance Military Corps a likely outcome. Following the launch of the *Odyssey*-class JumpShip *Mitchell Avellar,* Quatre Bell has gone on to produce a *Hunter-class* and two different *Comitatus*-class JumpShips, making Quatre Belle one of the most advanced JumpShip producers in the Inner Sphere. Quatre Belle has also become the Clan's primary source of battle armor, after the Ramora facility was restricted to PAL suits following community concerns about pollution. The mobile factory ships still maintain their orbits, though they are now used to enhance existing on-world production rather than carry the full load.

Elsewhere on Ramora, United Outworlders Corporation has been given full access to Clan technology. The advanced *Corax C* has been revealed as a step on the way to a fully Clan OmniFighter, while the DropShip yard has progressed from refitting ships to building Clan DropShips from scratch. These developments put a question mark over the continued production of UOC's traditional aerospace fighters, but for now they represent too large a portion of UOC's profits to be discontinued.

The alliance with the Outworlds Alliance will hopefully streamline much of the duplication that currently plagues the defense of the realm. Much will have to be done, starting with standardizing equipment and protocols, but when plugged into Clan Snow Raven's fleet of JumpShips the possibilities for trade and strategic mobility within the Alliance are staggering. Due to the loss of a Cluster on Weisau the *touman* has not grown as expected. Like many Clans, Clan Snow Raven's sibkos remain small, though this may be less of a problem if the Clan can bring itself to use troops from the AMC. Clan Snow Raven now regularly uses the Columbia Academy, though sibkos still begin their training on *Eden Rose*.

CLAN WOLF (IN-EXILE)

Clan Wolf (in-Exile) receives assistance from its supporting Great House in the form of Fensalir chasses from Nashan Diversified to be refitted on Arc-Royal. Conversely Clan Wolf (in-Exile) is selling *Isegrim*-class DropShips back to the Lyran Commonwealth. On the home front the *Arctic Wolf* received yet another modification, while continuing co-development with Clan Hell's Horses has resulted in the production of a new VTOL.

The Lupus Majoris space station makes Arc-Royal a vital hub in the Lyran Commonwealth's logistical network as its most intact naval yard. Of course, with its Class A HPG, factories and training facilities, Arc-Royal is a central command hub, too.

CLAN NOVA CAT

Clan Nova Cat has had the least industrial growth, though a new class of battle armor will deploy next year. Probably the most interesting development has been the continuing influence of Luthien Armor Works. Mualang Alpha continues to receive funding from LAW, and this has resulted directly in the Morrigan. The state of Clan Nova Cat's logistical network is mixed. The surviving WarShips now rest in the hands of the Republic Armed Forces. However, large portions of the JumpShip fleet remain, allowing troops and materials to be moved rapidly throughout the Irece Prefecture.

With the loss of three Galaxies, Clan Nova Cat's extensive training facilities seem strangely empty. While new sibkos are produced in sufficient numbers, the loss of so many warriors has meant the next generation of trainers has failed to arrive. Worse, those that left were the cream of the Clan so standards have slipped. The only good news is that cross training with the DCMS has been restarted, with good results for both sides.



CLAN DIAMOND SHARK

Clan Diamond Shark's current *touman* consists of six active Galaxies and eleven WarShips.

ALPHA GALAXY

Though the Clan's lead Galaxy, Death-strike Galaxy has been notably missing from combat for the last fifteen years. Now concentrated on Twycross, a new Cruiser Cluster has been added to the Galaxy though it lacks the skill of the older Clusters.

BETA GALAXY

Since securing the Sharks' Tukayyid enclave, Predator Galaxy has become something of a garrison force. Charged with defending the enclaves on Tukayyid and Nykvarn, the Predator Galaxy has been content to rebuild.

In the aftermath of the incident at Nykvarn, Combine citizens are giving the enclave a wide berth with contact only being made through official commercial channels. Star Colonel Faisal Kalasa is happy with this state of affairs, and has refused all offers for military liaisons with the DCMS. The local merchant factors are less keen, believing the reluctance will hamper trading opportunities.

GAMMA GALAXY

Based on Twycross, the Snapping Jaws Galaxy was present for the Bloody Tricentennial. A series of explosions led the Galaxy to defensive positions at Trellshire Heavy Industries and the spaceport as a precautionary measure, but in truth they were heading into a trap. A nuclear strike launched attempted to bring down the tunnels that contained the factory by pummeling the ground above. While it failed, people were lost and plant destroyed in the strike. What followed was a race to the launch site before the terrorists escaped, through a dust storm as deadly to 'Mechs as any LB-X autocannon.

Disappointingly, the avenging warriors arrived too late at the cost of more 'Mechs disabled and others lost forever in the storm. A month later a survey team found the bodies of the terrorists, still in their vehicle buried under a sand dune a kilometer from the launch site. The Galaxy has since rotated to Itabaiana, where the Jasper Skate has shown up for the first time in a decade while the Twenty-eighth Cruiser Cluster has been relocated to the WarShip *Devourer*, which currently remains crippled at Twycross.

LAMBDA SPINA

We got our first good look at Starstrike Galaxy when it showed up on Trondheim to replace the Sixth Strike Cluster. When they arrived the Sapphire Skate and Eleventh Strike Cluster were understrength, and the Fifteenth Cruiser Cluster wasn't seen at all. Since then, they have been joined by a new Cluster while a second was formed and immediately deployed to the WarShip *Tsunami*.

OMEGA GALAXY

Bloodscent Galaxy had two Clusters present on Itabiana to respond to the crisis on 12 October 3080. While the Thirty-fifth Cruiser Cluster secured Manufacturing Plant DSF-IT1, the Fifty-seventh Combined Assault was too late to stop a civilian airliner from plowing into Clan Diamond Shark IndustriPlex-C. With nothing left to defend, the Fifty-seventh took part in the recovery operations that followed. Since then, Bloodscent's role has changed. Formerly a garrison Galaxy, this force has been assigned to the Diamond Shark's fleet assets, becoming escorts for these powerful WarShips.

SIGMA GALAXY

The Fox's Whelps Galaxy has made an appearance for the first time since contact was lost with the Clan Homeworlds, represented by the 422nd Strike Cluster. This is a new Cluster which has never been seen before. Intercepts suggest that the Moonstone Skate and Twenty-third Strike Cluster still exist, but they haven't been seen. Additionally, the Fifty-first Strike Cluster seems to have been assigned to the Fox's Whelps rather than the Territorial Waters Galaxy it once belonged to.

THE SHARKS' FLEET

Clan Diamond Shark's navy is made up of *Terror of the Deep* (*Nightlord*), *Nagasawa* (*Sovetskii Soyuz*), *Space Hunter* (*Lola III*), *Tracy* and *Architeuthis* (*Essex*), *Swift Strike* (*Fredasa*), *Devourer* (*Carrack*) and *Kraken*, *Poseidon*, *Titanic* and *Tsunami* (*Potemkin*). Of these ships, it seems *Devourer* has suffered some extensive damage during a recent refit operation that has stranded the vessel over Twycross. Several other ships are undergoing extensive refits at Tukayyid, concurrent with what seems to be the construction of a modular shipyard facility.

With the availability of their capital ships limited in the near future, Clan Diamond Shark has reportedly purchased Clan Wolf's entire 3085 production run of *Isegrim*-class DropShips. This may prove a double-edged sword given Clan Wolf's quality control problems.



CLAN HELL'S HORSES

Clan Hell's Horses' current *touman* consists of eight active Galaxies and five WarShips.

ALPHA AND OMEGA KESHIKS

Split between Csesztreg and Kirchbach, the Clan Hell's Horses' Keshiks provide vital leadership on the Clan's most vital worlds. With its high percentage of *Balius* OmniMechs and quad *Procyon* ProtoMechs, Omega Keshik has perhaps the highest concentration of quadruped military vehicles in the Clan.

ALPHA GALAXY

Concentrated around Csesztreg, Alpha Galaxy sits on a fault line where the Clan Jade Falcon and Clan Wolf borders meet the Horses' Occupation Zone. Faced with the imminent end of the truce with Clan Jade Falcon, Alpha Galaxy has been heavily reinforcing and training in expectation of the inevitable assault. For all of that effort Alpha Galaxy has little to show for it. With their oversized Clusters, recovery in these times of reduced resources has been slower than expected.

BETA GALAXY

Stationed on Kirchbach in 3081 in preparation for a major assault into the Clan Wolf Occupation Zone, Beta Galaxy found itself on the receiving end when Clan Wolf jumped the border first. Clan Wolf's Gamma Galaxy landed and fortified themselves in the Opal Canyon system near Beta Galaxy's staging point. The defending Galaxy moved out to pin Gamma Galaxy down before they recovered their balance. Having got Gamma Galaxy's attention with a frontal attack, the Ninety-ninth Mechanized Cluster split off and used their local knowledge to work their way up the canyon system and overwhelm Gamma Galaxy's rear guard, forcing the outmaneuvered Wolves to surrender. With the planned offensive indefinitely postponed Beta Galaxy has been stationed along the Ghost Bear Dominion border, where they have made good use of their new quad ProtoMechs, blooding the overconfident First Freemen.

DELTA GALAXY

The target of Clan Wolf's multi-Galaxy strike on the staging world of Kirchbach, Delta Galaxy sat out the first stage of combat for the world when the majority of Clan Wolf's attacking force landed close to Beta Galaxy. With Beta Galaxy containing Clan Wolf's Gamma Galaxy, Delta Galaxy was tasked with intercepting Clan Wolf's Kappa Galaxy, which was scattered across the Kirch Woodlands. Rather than use their full strength, Delta Galaxy used Trinary-sized forces to funnel the isolated elements of Kappa Galaxy into kill zones deep in the forest. Unable to coordinate, Kappa Galaxy soon surrendered. Delta Galaxy has since been scattered across the Horses Occupation Zone to add stiffening to second-line forces.

EPSILON GALAXY

A Homeworld Galaxy, Epsilon's weakened state kept it out of any offensive operations but trouble still found it. In 3082 Ferris exploded into violence when the local population, sick of being ignored by various Clan overlords, demanded more resources be assigned to the marginal world. With only the Command Trinary on–world, the defending forces were nearly overwhelmed in their barracks, but once they reached their 'Mechs order was soon restored.

Faced with similar problems on other marginal Periphery worlds, Clan Hell's Horses has pulled Epsilon Galaxy back to a cluster of nondescript core worlds, leaving the uncooperative Periphery holdings to wither on the vine.

THETA GALAXY

Preparing to invade Clan Wolf's Occupation Zone in 3081, Theta Galaxy was caught on Liezen by two Clusters of Clan Wolf's Beta Galaxy. Confident of their ability to defeat the outnumbered attackers, Theta rapidly bid its force down to dangerously low levels. The wily Shadow Wolves proceeded to run rings around Theta Galaxy, making use of their superior mobility to isolate Theta's slow-moving tanks and infantry. Faced with defeat, the Horses broke their bid and called in the rest of the Galaxy to dislodge Beta Galaxy from its supply depots. As news of Kirchbach came through, Beta Galaxy suddenly asked for *hegira*, which Theta Galaxy quickly (and thankfully) granted. This left the Horses savaged but technically victorious.

Theta Galaxy would again come to prominence when its Fifty-third BattleMech Cluster became the target of a Trial of Possession by Clan Wolf in 3083. Tasked with fighting the Trial, the Forty-second BattleMech Cluster achieved victory when they managed to kill Khan Vladimir Ward.

IOTA GALAXY

Iota Galaxy is little more than a Cluster in size and ranged across Periphery border. Equipment is clearly a problem. When the Sixty-seventh BattleMech Cluster stopped Gort's Hounds on Toland with little more than light vehicles and infantry, it was assumed that they were being economical. In truth, this seems to be all that the Sixty-seventh possesses. Clearly at the tail end of the Horses' logistical chain, it may be some time before Iota Galaxy can be considered a viable military force.

KAPPA GALAXY

Moved from the core of the occupation zone to the Clan Jade Falcon front, Kappa Galaxy has found itself a punching bag for Clan Jade Falcon. With the Military Academy of Somerset a mere jump away, warriors fresh from their Trials of Position have taken to using the inexperienced Kappa Galaxy as a training tool. Kappa Galaxy has not taken this well and chafes under the taint to their honor.

OMEGA GALAXY

Selected for an assault on Clan Wolf's Occupation Zone, Omega Galaxy was preparing on Bruben when Clan Wolf's Beta Galaxy dropped two Clusters on world. The combination of skill and numbers left the forces approximately equal, while the former Wolf Omega Galaxy shared Beta Galaxy's tactics. A month of sparring followed, with neither Galaxy able to land a killing blow on the other. Ultimately events on Kirchbach left Beta Galaxy with no option but to retreat, which it did so four weeks to the day after arriving.

THE HORSES' FLEET

Currently, Clan Hell's Horses' navy consists of *Bucephalus* (*Congress*), *Black Knight* (*Lola III*), *Stampede* (*York*), *Armageddon* and *Steel Shield* (*Potemkin*). This is a useful combination of transport capacity and fighting power as was shown when *Bucephalus* and *Stampede* successfully drove off Clan Wolf's *Rogue* at Kirchbach.

Modified *Outpost*-class DropShips are showing up with capital weapons, though these seem to be intended more for surface operations. Clan Hell's Horses has appealed to Clan Wolf (in-Exile) for access to *Isegrim*-class ships and has successfully Trialed for an *Aesir*-class DropShip from the Ghost Bear Dominion.



CLAN JADE FALCON

Clan Jade Falcon's current *touman* consists of seven active Galaxies and eight WarShips.

TURKINA KESHIK

The peak unit of Clan Jade Falcon, the Turkina Keshik continues this function under Khan Clees. Of late it has had a disciplinary role rather than military one. With the Clan facing with an extended period of recovery after a decade of war, the Keshik has had to engage in a number of Trials to enforce the Khan's will on more aggressive warriors. However, with the truce with Clan Hell's Horses coming to an end there may be opportunity to give the Clan's warriors new targets.

GAMMA GALAXY (JADE FALCON GALAXY)

Based on and around Sudeten, Gamma Galaxy has been at the heart of many of the great events that have wracked Clan Jade Falcon's Occupation Zone in the last decade, but under Quinn Kerensky's stewardship it has gone through a quiet period. Raids against Laurent and Vulcan came to nothing when it was found there was no defending force. A planned raid against Dustball was nipped in the bud by Khan Clees, while the Khan has ordered that defensive bids against Clan Wolf (in-Exile) raids be set high, so high that Clan Wolf (in-Exile) no longer feels that it can attack without sparking a major war. Faced with these restrictions, Kerensky has done what she was tasked to do. She has overseen the recovery of the Galaxy to a stage where it can once more consider offensive operations.

EPSILON GALAXY

When the Lyran Alliance attacked Kikuyu and Newtown Square in 3080, Epsilon Galaxy had one great advantage over the other frontline Clusters: they were intact and available. Quietly withdrawn from their station guarding Clan Wolf's salient into the Lyran Commonwealth, Epsilon Galaxy was transported to the other end of the Jade Falcon Occupation Zone. When Epsilon Galaxy hit Mogyorod, Clermond and Machida in quick succession, nothing could stop them. Though Galaxy Commander Anu chose not to hold the ground, the point had been made and the Lyran Alliance repositioned troops to watch for future attacks in this direction from Clan Jade Falcon.

Returning to their former station, Epsilon Galaxy could only watch with exasperation as saKhan Buhallin led his troops to defeat on Graus. When Diane Anu won the position of saKhan, it was a moment of celebration for the Galaxy that was only exceeded when saKhan Anu took the First Falcon Jaegers to Graus and defeated Rubinsky's Light Horse where Delta Galaxy had failed. While glorious, the years have not been without toll and Epsilon Galaxy has the scars to prove it. While more than capable of facing Clan Wolf's own weakened Galaxies, Epsilon will be in no position to jump the border for many years.

DELTA GALAXY

Not available to bid for the reprisal raids on the Lyran Alliance, Delta Galaxy rushed back from the Republic of the Sphere to join the action. Having missed out on the opening engagements, saKhan Uvin Buhallin hoped to reinforce his authority with an assault on Graus.

The assault by the First Falcon Striker Cluster and Fifty-third Battle Cluster was a debacle. Having grounded despite heavy fighter defenses, Buhallin gave up the initiative and waited for the defending forces to challenge to him. Militia pummeled his position with artillery and air strikes, creating gaps in his lines, before the mercenary Rubinsky's Light Horse pushed through with a successful strike resulting in the death of the saKhan. With their command staff decimated, both Clusters retreated off-world, but it wasn't until the First Falcon Jaegers took Graus on their own that the real recriminations started.

The First Falcon Striker, Second Falcon Dragoons and Fifty-third Battle Cluster have all engaged in Trials to apportion blame for Graus. Given the Galaxy's existing low state of repair, this did not help matters and Delta Galaxy has had to be exiled to the relatively quiet border with Clan Hell's Horses to give it a chance to recover.

KAPPA GALAXY

Clan Jade Falcon has been rotating its second-line Galaxies around its coreward holdings, but Kappa Galaxy is unique in that it ended up far from any borders. Though still one of the stronger Galaxies, memories of its poor performance mean few are willing to put it in a position of responsibility if they can avoid it. Almost as if to prove their critics right, the Fourth Falcon Striker Cluster lost Graus a mere three months after it was captured. That they faced down two regiments before evacuating in good order must be considered a positive, but history does not treat losers well.

Kappa Galaxy has retained its role as a training ground for up-and-coming warriors. Regular poaching has meant that growth has been less than expected, except for the very under strength Seventy-fifth Striker Cluster.

RHO GALAXY

Rho Galaxy finds guards the anti-spinward flank of the occupation zone along the Lyran Commonwealth border. In a sense of *déjà vu* the Galaxy is carrying out regular indoctrination sweeps, fearing the influence of Lyran Commonwealth agitators, just as it did twenty-five years ago. Rho remains one of the stronger Galaxies in the Clan. This is something of a frustration for the Galaxy, as it feels it should be more involved with events rather than chasing civilians who should know better.

IOTA GALAXY

Iota Galaxy's replacing of Kappa Galaxy on the border of the Lyran Commonwealth has not been good for the Iotas. It seems the Eighth PGC had been containing a rebellion on the deltas of Blue Hole and hadn't told anyone about it. When the Gyrfalcon Eyrie Cluster took over, their inexperience and fanatical attitude saw the problems blossom. Ill-equipped to penetrate the deltas, the Gyrfalcons are hard-pressed to follow the insurgents, who are taking a steady toll on men and machines.

The Fifty-first Garrison Cluster is the first military presence on Goat Path in years. The local attitude has been one of indifference, while an active resistance movement has sprung up in the hills. Most notably they made use of lax security at the spaceport to cause a *Broadsword*-class DropShip to crash on approach. The rest of the Galaxy has performed adequately, though little has been asked of it recently.

LAMBDA GALAXY

Stationed on the edge of the Periphery, Lambda Galaxy is all that stands between Clan Jade Falcon and the great beyond. It was the Twenty-second and Twenty-fourth PGCs that the Lyran Commonwealth hoped to surprise in 3080 at Newtown Square and Kikuyu. Both Clusters fought back and held their ground, forcing the Lyran forces to retreat.

The Lambda Solahma Cluster has taken up stewardship of Somerset, where it has a good working relationship with the Military Academy of Somerset. Unfortunately for the Cluster, few of the graduates are posted with it. Lambda Solahma often acts as opposition force and shepherds the sibkin on off-world training expeditions against Clan Hell's Horses. The Second Falcon Swoop Cluster used to have this role, but has been moved on to Erewhon after displaying conduct unbecoming of the Clan in front of the sibkin while performing an anti-insurgent sweep. As Erewhon was a former hotbed of insurgent activity, it is hoped that the Second Swoop's "talents" will be of some use.

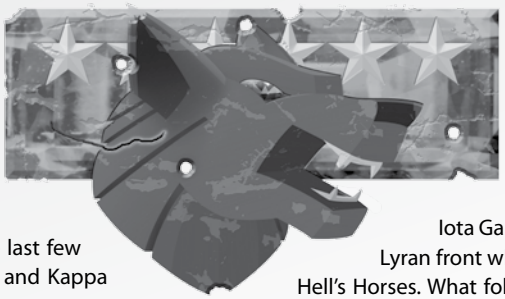
THE FALCONS' FLEET

Consisting of *Emerald Talon* (*Nightlord*), *Turkina's Pride* (*Cameron*), *Jade Aerie* and *White Aerie* (*Black Lion*), *Blue Talon*, *Jade Talon* and *Chaos Sailor* (*Aegis*), and *Swift Bait* (*Fredasa*), Clan Jade Falcon's navy is one of the strongest in the Inner Sphere. For this reason they have so far avoided the trend toward assault DropShips favored by most other Clans.

However, it is unclear whether Clan Jade Falcon can support such a navy without its Homeworld facilities. The Butler naval yard is hard-pressed to do more than basic repairs, and will be forced to concentrate on civilian JumpShips until the current bottleneck is cleared. *Jade Aerie* is missing. We don't know where, but it is believed that Clan Diamond Shark has taken her in hand for a much needed refit at their Chainlanes yard. Unless Clan Jade Falcon can manage its maintenance woes, its fleet may cease to be a threat without a shot being fired.

CLAN WOLF

Clan Wolf's current *touman* consists of five active Galaxies and five WarShips.



ALPHA GALAXY

With the exception of the Golden Keshik, Alpha Galaxy has largely avoided combat in the last decade. Considering the disasters of the last few years, this might be a good thing. With Gamma and Kappa Galaxies barely operational, Alpha Galaxy represents a quarter of Clan Wolf's fighting strength and further losses would leave the Occupation Zone very vulnerable.

Occupying the core of Clan Wolf's Occupation Zone, Alpha Galaxy is able to tap into new production at Weingarten and is still relatively well-equipped. Always proud, Alpha Galaxy refuses to make use of the now-common vehicle Stars other Galaxies are forced to use, at least for transporting their infantry. With the growing dearth of OmniMechs, this has become such a problem Alpha Galaxy has had to resort to Trials of Possession with other Clans and even other Galaxies to ensure a supply to keep their battle armor mobile.

BETA GALAXY

Used to raid Bruben and Liezen, Beta Galaxy proved its elite status. Against Clan Hell's Horses' Theta Galaxy on Liezen, the Silver Keshik and Ninth Wolf Guard refused to be pinned down and ran rings around the much larger force. Dealing heavy damage, Beta Galaxy only retreated after the strategic situation made their position untenable.

Facing Omega Galaxy on Bruben, the Thirteenth Battle Cluster and Second Wolf Assault Cluster found the going harder. While neither side was able to produce a decisive result in the month-long campaign, continual verbal sniping between Beta Galaxy and the former Clan Wolf Galaxy produced a level of bad blood that won't easily be dispersed. Despite the losses taken in this campaign, Beta Galaxy remains one of the strongest Galaxies in the Clan and has returned to garrison the thumb pushing deep into the Lyran Commonwealth. Here the Galaxy has come under regular raiding from Clan Wolf (in-Exile). While Beta Galaxy would love to respond in kind, the weakened state of the Clan prevents any adventurism for now.

GAMMA GALAXY

Sent to Kirchbach in 3081, Gamma Galaxy successfully made planetfall. Expecting to only find Clan Hell's Horses' Delta Galaxy, they found themselves badly outnumbered by Beta Galaxy. Retreating into a defensive position with their rear protected by the cliffs of the Opal Canyon system, the Wolf Hussars waited for the Clan Hell's Horses to expend themselves in pointless attacks. Unfortunately, Clan Hell's Horses were able to use their local knowledge to work their way up the canyon and flank Gamma Galaxy.

Pinned between two forces, with artillery continuously raining down, Galaxy Commander Cathleen Jorgensson asked for *hegira* in a matter of hours. With thirty percent losses, Gamma Galaxy has a long way to recover. Kirchbach cost the Galaxy most of its OmniMechs, forcing it to accept the presence of a vehicle Trinary, not just a transport Nova. As the first line of defense on the Clan Hell's Horses border, Gamma Galaxy will need all the strength it can get to prove more than a speed bump in the face of renewed hostilities.

IOTA GALAXY

Iota Galaxy had the unenviable role of defending the Lyran front while Beta Galaxy was redeployed against Clan Hell's Horses. What followed was a free-for-all as a Loki-supported mercenary battalion jumped the border and went from world to world, supplying and supporting local resistance groups all the way through to Thun. With most of the Galaxy understrength, Iota was unable to engage properly on those occasions the mercenaries chose to stand and fight. It took the return of Beta Galaxy in 3081 to provide the numbers to box the mercenaries in and allow them to be run down by the Twenty-first Wolf Regulars on Tomans. The mercenaries were attempting to supply one last world before leaving for Crimond. The Twenty-first arrived virtually on top of their JumpShips, which were captured, stranding the mercenaries on world. They attempted to initiate an extended guerilla campaign, but lacked the experience to do more than stand and fight when the Twenty-first and Twentieth applied their full strength.

KAPPA GALAXY

While the 3070s were an eventful decade for Kappa Galaxy, and not everything went their way, Kappa Galaxy was favored with the chance to support Gamma Galaxy in its assault on Kirchbach. Almost typically for this star-crossed Galaxy, things did not go well. After Galaxy Commander Cathleen Jorgensson ignored the implications of Clan Hell's Horse's refusal to offer *safcon*, it was Kappa Galaxy that paid the price rather than her own Gamma Galaxy.

Three Kappa Galaxy Clusters died under the guns of Clan Hell's Horses WarShips before the Galaxy hit the ground. When they did, they were spread across the expanse of the Kirch Woodlands. Setting a rallying point at the city of Kircher, Kappa's Galaxy Commander could only watch helplessly as what remained of his command was picked off in the woods, and ultimately had to accept *hegira*. Only the absorption of the Sixth Wolf Garrison Cluster from Tau Galaxy has enabled Kappa Galaxy to continue to exist. Stationed next to the Ghost Bear Dominion, few expect them to hold if the Bear should turn its attention that way.

THE WOLVES' FLEET

Clan Wolf's fleet currently consists of *Bloody Fang* (*Cameron*), *Dire Wolf* (*Sovetskii Soyuz*), *Jerome Winson* and *Victoria Ward* (*Liberator*), and *Rogue* (*Congress*). This cruiser navy offers a good combination of fighting capability and transportation capacity, if the Clan could afford to use it. Lacking a dockyard, Clan Wolf has to rely on other Clans to maintain their ships and only Clan Diamond Shark is willing to do so.

The development of the *Isegrim*-class DropShip at Dell has been a godsend. Unfortunately, Clan Wolf's industry lacked the maturity to produce as many ships as it has, as quickly as it did, and the entire fleet must be considered suspect. Supporting these ships is a number of *Mercer* and *Noruff* assault ships Clan Wolf brought with them from the Homeworlds, apparently earned through some service rendered to Clan Steel Viper.



THE GHOST BEAR DOMINION

The Ghost Bear Dominion currently boasts nine active Galaxies and four WarShips.

ALPHA GALAXY

Alpha Galaxy has grown by leaps and bounds since the end of the Jihad. With the disbanding of Delta Galaxy, Alpha gained two Clusters and is once again considered combat-viable. Stationed on and near Alshain, Alpha Galaxy has been able to draw on the best new equipment available and lacks for little.

It is interesting to note among this Galaxy's number Star Captain Shintaro (Yamada). The former *sho-sa* (and reported pacifist) was captured by the Bears on Richmond in 3063. While the old warrior is unlikely to be highly effective in battle today, his presence has been interpreted as an attempt to employ former Combine personnel as "experts" to provide the Clan with an insight into the Dragon, similar to how saKhan Magnusson provides insight into the former Rasalhague Republic that now makes up most of the Dominion's territory.

BETA GALAXY

Beta Galaxy wrote a bloodstained passage in the *Remembrance* during its push toward Terra, and it is well remembered by the Dominion's neighbors. Beta acts as a dark threat to the Wolves, despite being half the size of Tamar's defending Alpha Galaxy, its position a mere two jumps away reminds the Wolves that the Bears can always move straight for their heart. With good access to the factories on Alshain and Satalice, Beta Galaxy makes up for its lack of numbers with mass and technology. Even the formerly lightweight Fourteenth Battle Cluster has been forced to use heavier BattleMechs than it has in the past.

The Eighteenth Battle Cluster and 140th Striker Cluster were recently added to Beta's rolls, and are now stationed menacingly close to the key Hell's Horses world of New Oslo. While a lack of troops and lighter 'Mechs may cause Beta some difficulty in an extended campaign, this Galaxy is certainly more than capable of busting down any door that stands in its way.

RHO GALAXY

In the Homeworlds, Rho Galaxy was something of an enforcer, and they retain this role in the Inner Sphere. Still badly battered, they sit across from the Buckminster Prefecture, daring their enemies to attack.

Unlike most frontline Galaxies, Rho has not been able to tap into a consistent source of OmniMechs and has suffered accordingly. It has even had to start using primitive BattleMechs from Grumium, as well as employing vehicle-based transport Novas to ferry its battle armor. Fortunately, Mannedorf is one of the worlds under Rho's care, which has enabled this Galaxy to amass an unusually large supply of Rogue Bear battlesuits. These proved highly effective in blunting a Draconis Combine raid on Mannedorf, though their low ground speed allowed the raiders to escape.

OMEGA GALAXY

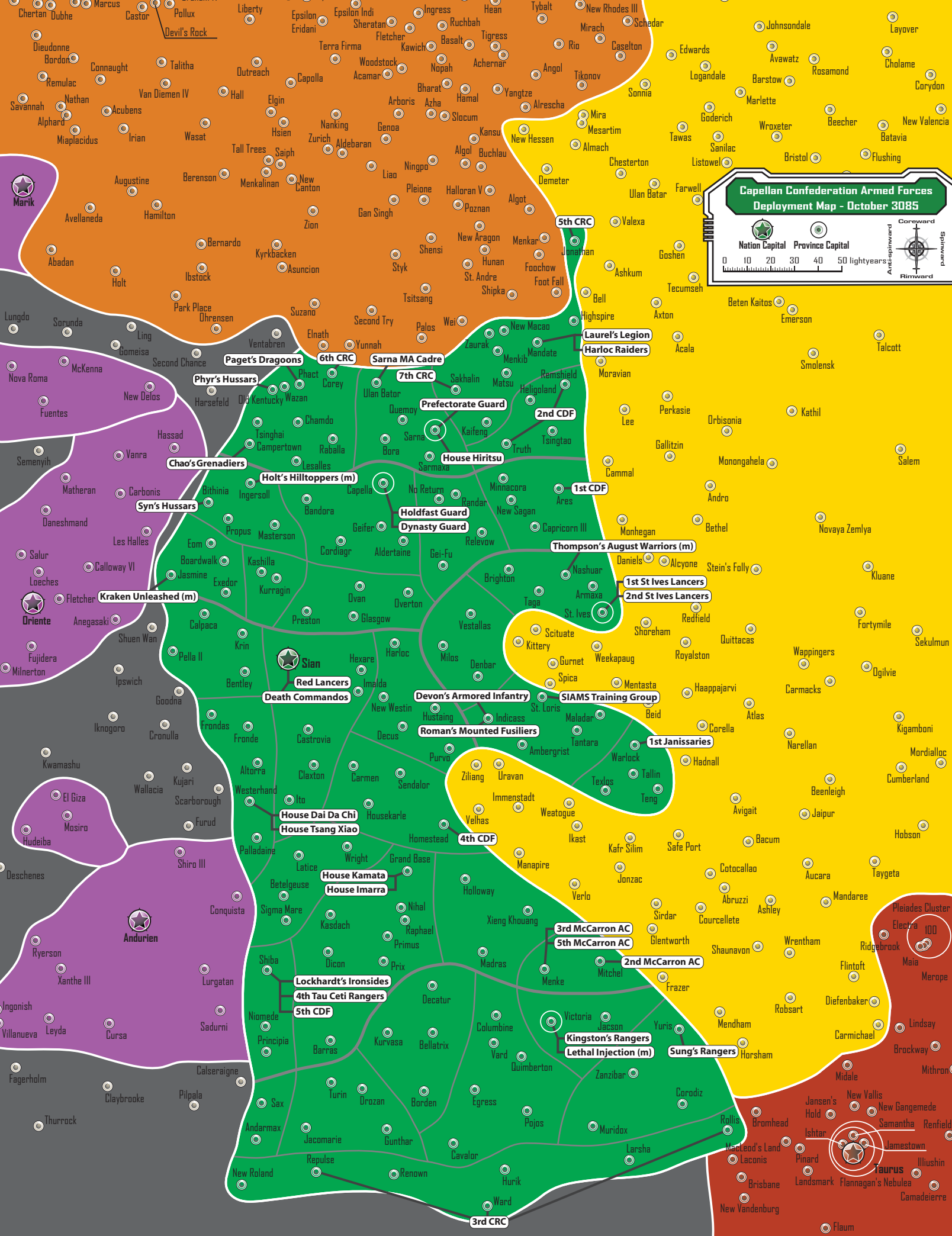
The Bears may have made a mistake reforming Omega Galaxy. Built around surviving Clusters that returned with Beta Galaxy, Omega's numbers were padded with newly-recruited Rasalhagians. Originally formed with the best of Clan warriors, Omega Galaxy always trod a tightrope between honor and the worst Spheroid excesses. The new Rasalhagian warriors beginning to enter Omega's ranks lack a firm grounding in the Way of the Clans, and have thus been unable to make the fine distinctions needed to prevent this command's descent into *dezgra*. Where once this Galaxy was eyed warily, now it is outright shunned by many Bears.

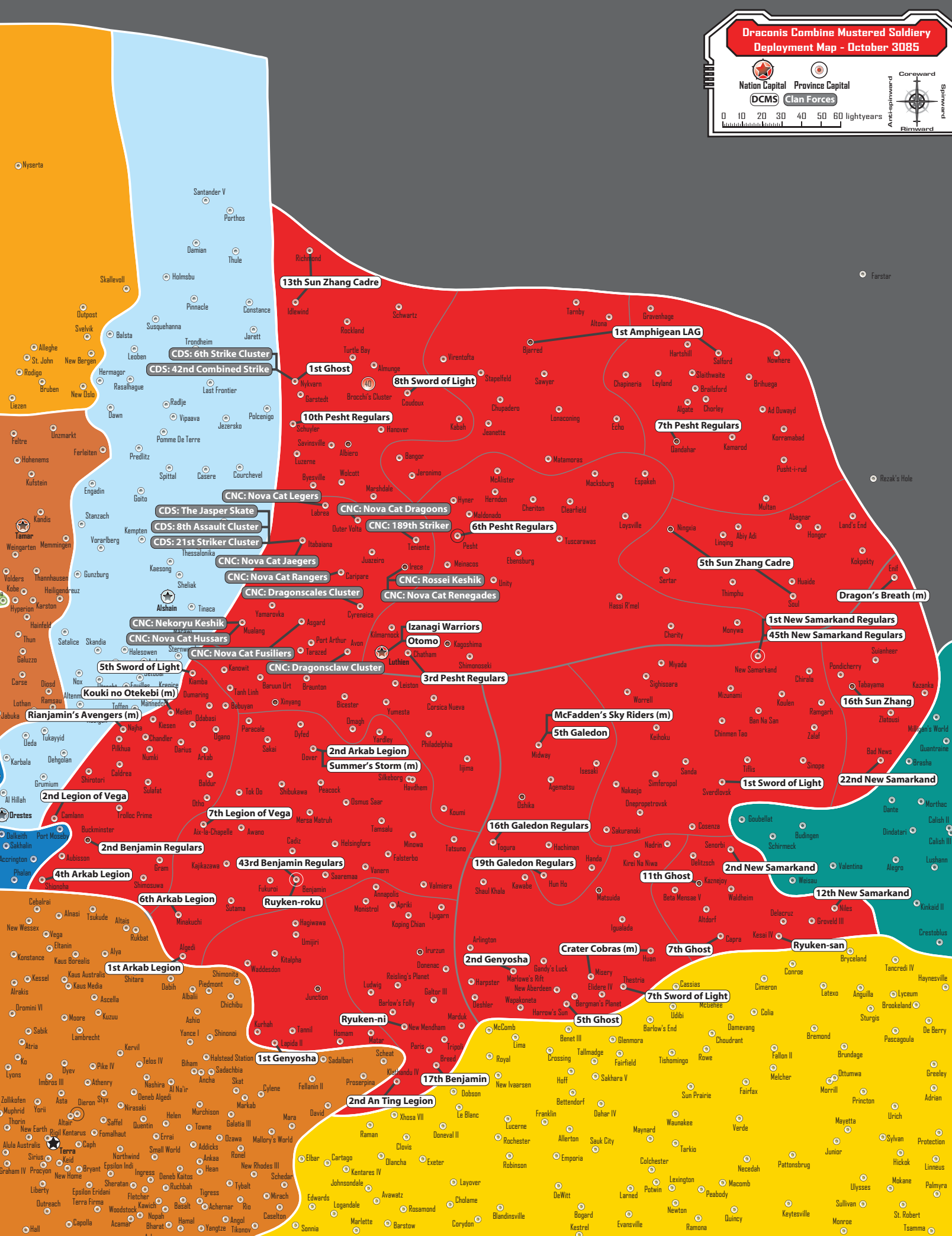
The Third Bear Regulars and the remains of the Twenty-third PGC have since been transferred to Omega, in the hopes of providing a positive role model for the Galaxy, but the move from defensive second-line Clusters to frontline attack force is providing these Bears with challenges of their own. For now, Omega has been placed under the watch of Tau Galaxy where its only neighbor, Clan Wolf's Kappa Galaxy, is unlikely to attack.

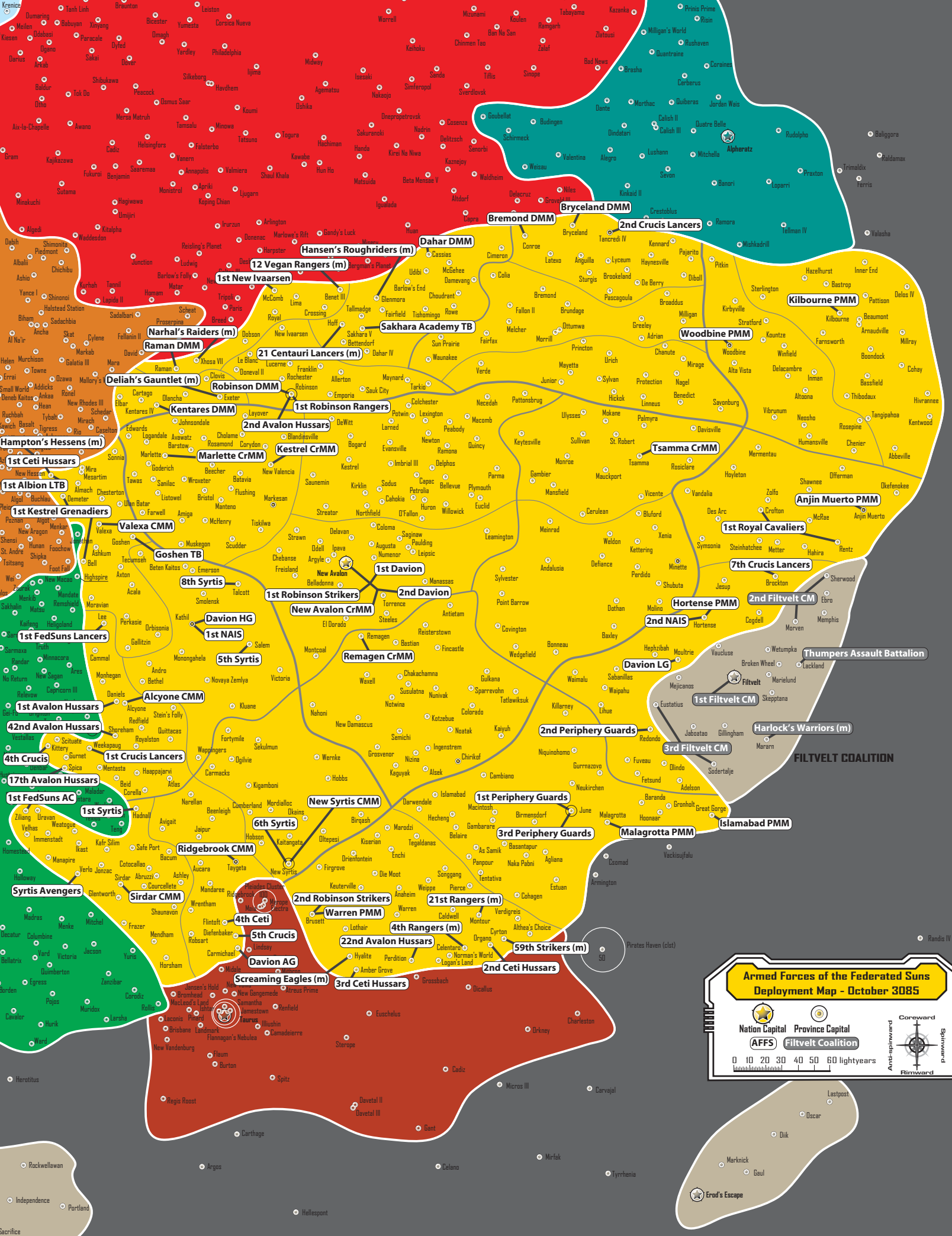
THETA GALAXY

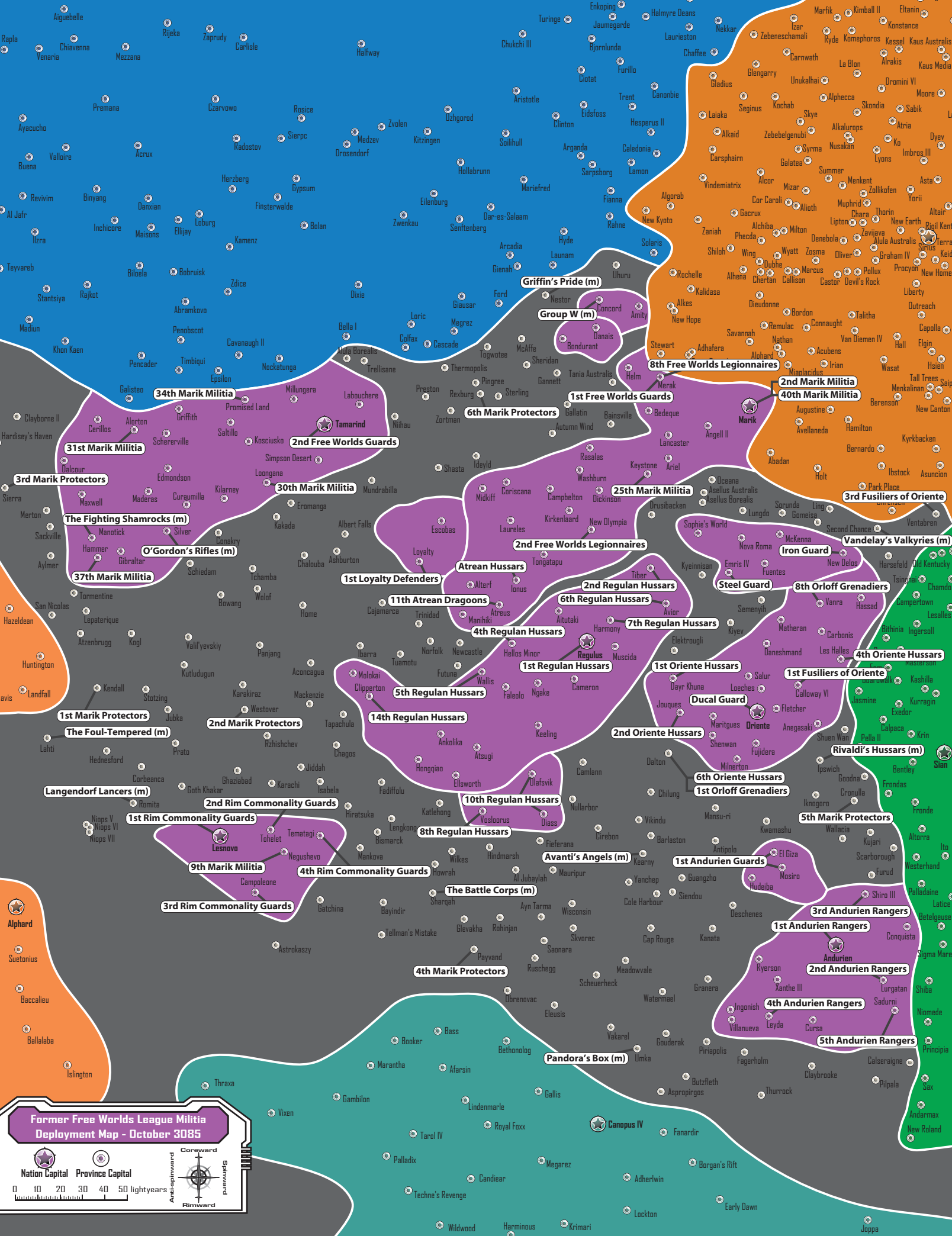
Never an attacking force, Theta Galaxy was badly mauled during the Jihad. It is unclear if this had any bearings on events, but the Galaxy lost nearly half of its remaining strength to defections to the Republic of the Sphere at the start of the decade. Matters were only worsened when the Third Bear Regulars were reassigned to Omega Galaxy, leaving Theta leaderless. The Galaxy has since returned to the Dominion and been stationed in the heart of Ghost Bear territory. Three full Clusters from the disbanded Sigma Galaxy, plus elements from Pi Galaxy, have been transferred into Theta, bringing it up to full strength and providing a strong defensive backbone to this formation.

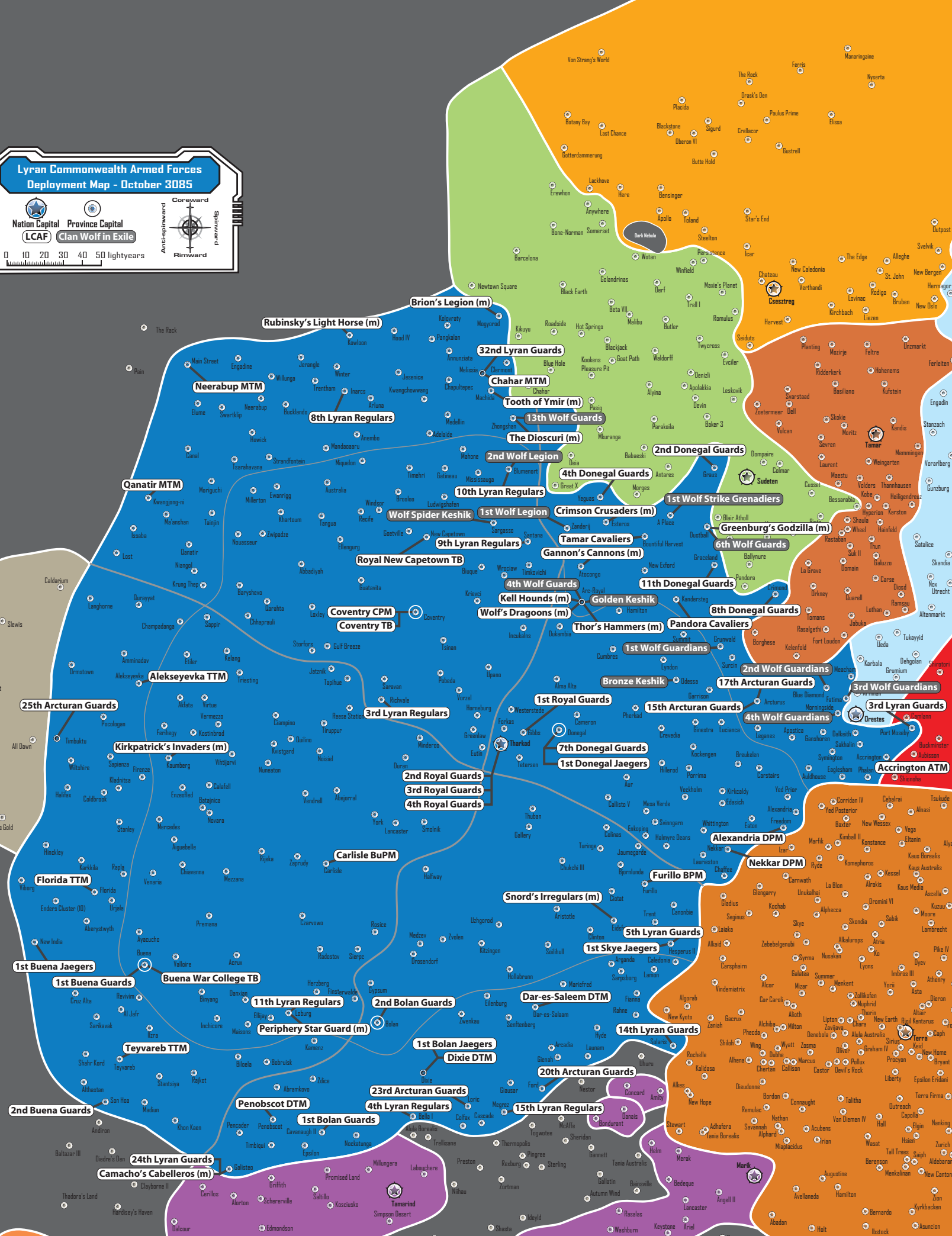
A DCMS raid on Sheliak tested the reorganized Seventeenth PGC, but the Cluster's successful and highly public defense of the population was a propaganda coup. The Tenth Phalanx, meanwhile, suffered the misfortune of being stationed on Goito when a group of pirates attacked that world seeking Clan technology. Unbeknownst to the Blakist-backed raiders, they were merely a diversion while Word of Blake insurgents delivered a nuclear strike against the Kappa-4 factory plant. The pirates were caught in the blast and the survivors were massacred by the enraged Bear survivors. The Watch spent the month after the incident hunting down the few Blakist infiltrators who survived the attack.


Capellan Confederation Armed Forces
Deployment Map - October 3085
Nation Capital
Province Capital
0 10 20 30 40 50 lightyears
Coreward
Spinward
Rimward
Anti-spinward
Marik
Andurien
Oriente
Sian
Taurus
5th CRC
6th CRC
3rd CRC
4th CDF
7th CRC
1st CDF
2nd CDF
Paget's Dragoons
Phyr's Hussars
Chao's Grenadiers
Syn's Hussars
Kraken Unleashed (m)
Holt's Hilltoppers (m)
Sarna MA Cadre
Prefectorate Guard
Holdfast Guard
Dynasty Guard
Red Lancers
Death Commandos
House Dai Da Chi
House Tsang Xiao
House Kamata
House Imarra
Lockhardt's Ironsides
4th Tau Ceti Rangers
5th CDF
Roman's Mounted Fusiliers
Devon's Armored Infantry
House Hiritsu
Laurel's Legion
Harloc Raiders
Thompson's August Warriors (m)
1st St Ives Lancers
2nd St Ives Lancers
SIAMS Training Group
1st Janissaries
3rd McCarron AC
5th McCarron AC
2nd McCarron AC
Kingston's Rangers
Lethal Injection (m)
Sung's Rangers
Chertan
Dubhe
Marcus
Castor
Pollux
Devil's Rock
Liberty
Epsilon
Eridani
Epsilon Indi
Sheratan
Ingress
Hean
Tybalt
New Rhodes III
Schedar
Mirach
Johnsondale
Layover
Fletcher
Ruchbah
Basalt
Tigress
Rio
Caselton
Edwards
Avawatz
Cholame
Dieudonne
Bordon
Terra Firma
Kawich
Achernar
Nopah
Logandale
Rosamond
Corydon
Connaught
Talitha
Woodstock
Acamar
Angol
Tikonov
Barstow
Remulac
Outreach
Capolla
Bharat
Hamal
Yangtze
Sonnia
Marlette
Van Diemen IV
Hall
Arboris
Azha
Alrescha
Goderich
Savannah
Nathan
Acubens
Elgin
Slocum
Mira
Wroxeter
Beecher
New Valencia
Alphard
Mesartim
Miaplacidus
Irian
Wasat
Nanking
Genoa
Kansu
New Hessen
Tawas
Batavia
Hsien
Zurich
Aldebaran
Almach
Sanilac
Tall Trees
Saiph
Algol
Buchlau
Chesterton
Listowel
Bristol
Flushing
Augustine
Berenson
Menkalinan
New Canton
Ningpo
Liao
Demeter
Ulan Batar
Farwell
Avellaneda
Hamilton
Pleione
Halloran V
Poznan
Algot
Gan Singh
Zion
Bernardo
Kyrkbacken
Asuncion
Shensi
New Aragon
Menkar
Jonathan
Goshen
Abadan
Holt
Ibstock
Styk
Hunan
St. Andre
Foochow
Foot Fall
Ashkum
Tecumseh
Shipka
Tsitsang
Park Place
Ohrensen
Suzano
Second Try
Palos
Wei
Bell
Highspire
Axton
Beten Kaitos
Emerson
Lungdo
Sorunda
Ling
Gomeisa
Second Chance
Ventabren
Elnath
Yunnah
Zaurak
New Macao
Menkib
Mandate
Acala
Talcott
Smolensk
Moravian
Nova Roma
McKenna
Phact
Corey
Wazan
Old Kentucky
Harsefeld
New Delos
Fuentes
Ulan Bator
Sakhalin
Matsu
Remshield
Heligoland
Quemoy
Sarna
Kaifeng
Truth
Tsingtao
Perkasie
Lee
Orbisonia
Kathil
Hassad
Chamdo
Tsinghai
Campertown
Raballa
Bora
Lesalles
Sarmaxa
Gallitzin
Monongahela
Salem
Semenyih
Vanra
Cammal
Matheran
Carbonis
Bithinia
Ingersoll
Capella
No Return
Randar
Minnacora
Ares
Andro
Daneshmand
Bandora
New Sagan
Capricorn III
Monhegan
Bethel
Novaya Zemlya
Les Halles
Propus
Masterson
Geifer
Relevow
Eom
Cordiagr
Aldertaine
Gei-Fu
Daniels
Alcyone
Stein's Folly
Kluane
Salur
Boardwalk
Jasmine
Exedor
Kashilla
Kurragin
Brighton
Nashuar
Armaxa
Taga
St. Ives
Redfield
Fortymile
Calloway VI
Loeches
Fletcher
Ovan
Overton
Glasgow
Preston
Vestallas
Scituate
Kittery
Shoreham
Quittacas
Sekulmun
Anegasaki
Calpaca
Krin
Shuen Wan
Fujidera
Milnerton
Pella II
Harloc
Milos
Denbar
Gurnet
Weekapaug
Royalston
Wappingers
Ogilvie
Hexare
Imalda
Spica
Mentasta
Haappajarvi
Carmacks
Ipswich
Bentley
Goodna
Iknogoro
Cronulla
Frondas
Fronde
Castrovia
Decus
Purvo
Ambergrist
Indicass
Maladar
Tantara
Warlock
Tallin
Texlos
Teng
Beid
Atlas
Corella
Kigamboni
Narellan
Mordialloc
Cumberland
Hadnall
Kwamashu
Wallacia
Kujari
Scarborough
Furud
Altorra
Claxton
Carmen
Sendalor
Westerhand
Ito
Housekarle
Immenstadt
Weatogue
Velhas
Homestead
Avigait
Jaipur
Beenleigh
El Giza
Mosiro
Hudeiba
Palladaine
Latice
Wright
Grand Base
Ikast
Kafr Silim
Safe Port
Bacum
Hobson
Shiro III
Deschenes
Manapire
Jonzac
Cotocallao
Aucara
Taygeta
Betelgeuse
Holloway
Verlo
Abruzzi
Ashley
Mandaree
Conquista
Sigma Mare
Nihal
Kasdach
Raphael
Primus
Xieng Khouang
Sirdar
Courcellette
Pleiades Cluster
Electra
100
Ryerson
Xanthe III
Lurgatan
Shiba
Dicon
Prix
Madras
Glentworth
Shaunavon
Wrentham
Ridgebrook
Maia
Merope
Menke
Mitchel
Flintoft
Frazer
Decatur
Robsart
Diefenbaker
Ingonish
Villanueva
Leyda
Cursa
Sadurni
Niomede
Principia
Barras
Kurvasa
Bellatrix
Columbine
Vard
Quimberton
Victoria
Jacson
Yuris
Mendham
Carmichael
Lindsay
Brockway
Fagerholm
Calseraigne
Claybrooke
Pilpala
Thurrock
Turin
Drozan
Borden
Egress
Sax
Andarmax
Jacomarie
Gunthar
Cavalor
Repulse
New Roland
Renown
Hurik
Ward
Zanzibar
Corodiz
Pojos
Muridox
Larsha
Midale
Mithron
Jansen's Hold
New Vallis
New Gangemede
Bromhead
Samantha
Renfield
Ishtar
Jamestown
MacLeod's Land
Laconis
Pinard
Illiushin
Landsmark
Flannagan's Nebulea
Brisbane
Camadeierre
New Vandenburg
Flaum

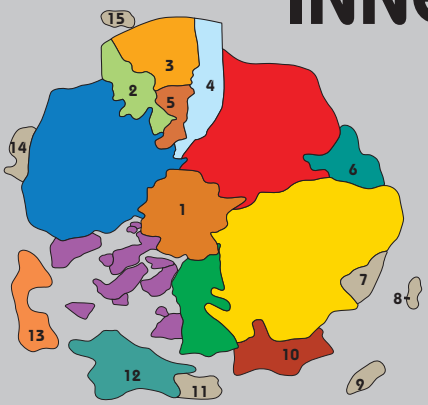

Draconis Combine Mustered Soldiery
Deployment Map - October 3085
Nation Capital
Province Capital
DCMS
Clan Forces
0 10 20 30 40 50 60 lightyears
Coreward
Spinward
Rimward
Anti-spinward
13th Sun Zhang Cadre
1st Amphigean LAG
CDS: 6th Strike Cluster
CDS: 42nd Combined Strike
1st Ghost
8th Sword of Light
10th Pesht Regulars
7th Pesht Regulars
CNC: Nova Cat Legers
CDS: The Jasper Skate
CDS: 8th Assault Cluster
CDS: 21st Striker Cluster
CNC: Nova Cat Dragoons
CNC: 189th Striker
6th Pesht Regulars
CNC: Nova Cat Jaegers
CNC: Nova Cat Rangers
CNC: Dragonscales Cluster
CNC: Rossei Keshik
CNC: Nova Cat Renegades
5th Sun Zhang Cadre
Dragon's Breath (m)
CNC: Nekoryu Keshik
CNC: Nova Cat Hussars
CNC: Nova Cat Fusiliers
Izanagi Warriors
Otomo
1st New Samarkand Regulars
45th New Samarkand Regulars
5th Sword of Light
CNC: Dragonsclaw Cluster
3rd Pesht Regulars
Kouki no Otekebi (m)
Rianjamin's Avengers (m)
McFadden's Sky Riders (m)
5th Galedon
16th Sun Zhang
2nd Arkab Legion
Summer's Storm (m)
22nd New Samarkand
1st Sword of Light
2nd Legion of Vega
7th Legion of Vega
16th Galedon Regulars
2nd Benjamin Regulars
43rd Benjamin Regulars
19th Galedon Regulars
2nd New Samarkand
11th Ghost
4th Arkab Legion
6th Arkab Legion
Ruyken-roku
12th New Samarkand
1st Arkab Legion
Crater Cobras (m)
7th Ghost
Ryuken-san
2nd Genyosha
7th Sword of Light
Ryuken-ni
5th Ghost
1st Genyosha
17th Benjamin
2nd An Ting Legion
Nyserta
Santander V
Porthos
Damian
Thule
Skallevoll
Holmsbu
Pinnacle
Constance
Outpost
Svelvik
Balsta
Susquehanna
Jarett
Trondheim
Alleghe
St. John
New Bergen
Leoben
Rodigo
Hermagor
Rasalhague
Bruben
New Oslo
Last Frontier
Liezen
Radlje
Dawn
Vipaava
Jezersko
Polcenigo
Pomme De Terre
Unzmarkt
Feltre
Ferleiten
Predlitz
Hohenems
Spittal
Casere
Courchevel
Kufstein
Engadin
Goito
Stanzach
Kandis
Tamar
Kempten
Weingarten
Memmingen
Vorarlberg
Thessalonika
Kaesong
Gunzburg
Sheliak
Alshain
Tinaca
Yamarovka
Asgard
Mualang
Port Arthur
Avon
Tarazed
Kilmarnock
Luthien
Chatham
Kagoshima
Shimonoseki
Kanowit
Kiamba
Baruun Urt
Braunton
Tanh Linh
Dumaring
Babuyan
Xinyang
Bicester
Leiston
Yumesta
Corsica Nueva
Omagh
Yardley
Philadelphia
Dyfed
Paracale
Ugano
Sakai
Dover
Iijima
Silkeborg
Havdhem
Peacock
Osmus Saar
Koumi
Oshika
Midway
Isesaki
Agematsu
Nakaojo
Oneppropetrovsk
Simferopol
Sverdlovsk
Tiflis
Sinope
Sanda
Keihoku
Zelaf
Chinmen Tao
Ban Na San
Ramgarh
Zletousi
Koulen
Mizunami
Tabayama
Kazanka
Pondicherry
Chirala
New Samarkand
Suianheer
Miyada
Sighisoara
Worrell
Monywa
Charity
Hassi R'mel
Sertar
Thimphu
Huaide
Soul
Enif
Kokpekty
Rezak's Hole
Farstar
Ningxia
Linqing
Abiy Adi
Loysville
Tuscarawas
Pesht
Ebensburg
Meinacos
Irece
Unity
Juazeiro
Caripare
Teniente
Itabaiana
Outer Volta
Maldonado
Cheriton
Clearfield
Herndon
Hyner
Labrea
Marshdale
Byesville
Wolcott
Jeronimo
Bangor
Savinsville
Luzerne
Albiero
Schuyler
Hanover
Kabah
Jeanette
Chupadero
Lonaconing
Echo
Matamoras
Macksburg
Espakeh
McAlister
Multan
Abagnar
Land's End
Hongor
Qandahar
Kamarod
Korramabad
Pusht-i-rud
Ad Duwayd
Algate
Chorley
Brailsford
Slaithwaite
Brihuega
Chapineria
Leyland
Hartshill
Salford
Nowhere
Bjarred
Altona
Tarnby
Gravenhage
Schwartz
Rockland
Idlewind
Richmond
Turtle Bay
Almunge
Virentofta
Nykvarn
Garstedt
Bracchi's Cluster
Coudoux
Stapelfeld
Sawyer
Lucerne
Rochester
Allerton
Sauk City
Tarkio
Emporia
Robinson
Colchester
Necedah
Pattonsbrug
Junior
Hickok
Linneus
Sylvan
Protection
Mayetta
Urich
Princton
Adrian
Greeley
Ottumwa
Morrill
Fairfax
Sun Prairie
Melcher
Fallon II
Brundage
Rowe
Tishomingo
Fairfield
Crossing
Tallmadge
Benet III
Glenmora
Choudrant
Damevang
Colia
Udibi
McGehee
Barlow's End
Bremond
Pascagoula
De Berry
Sturgis
Brookeland
Lyceum
Anguilla
Latexo
Cimeron
Conroe
Haynesville
Tancredi IV
Bryceland
Niles
Croveld III
Kinkaid II
Crestoblus
Morthac
Dante
Calish II
Calish III
Dindatari
Budingen
Schirmeck
Goubellat
Lushann
Alegro
Valentina
Weisau
Waldheim
Kaznejoy
Beta Mensae V
Matsuida
Kawabe
Hun Ho
Shaul Khala
Handa
Kirei Na Niwa
Nadrin
Senorbi
Delitzsch
Sakuranoki
Casenza
Togura
Hachiman
Tatsuno
Minowa
Falsterbo
Helsingfors
Cadiz
Tamsalu
Merse Matruh
Awano
Aix-la-Chapelle
Trolloc Prime
Camlann
Buckminster
Aubisson
Gram
Kajikazawa
Saaremaa
Benjamin
Fukuroi
Shimosuwa
Shionoha
Kitalpha
Waddesdon
Algedi
Alya
Rukbat
Vega
Ektanin
Kaus Borealis
Konstance
Kaus Australis
Kaus Media
Kessel
Alrakis
Dromini VI
Sabik
Lambrecht
Atria
Ko
Lyons
Imbros III
Athenry
Styx
Dieron
Asta
Zollikofen
Muphrid
Thorin
Altair
Terra
Alula Australis
Sirius
Graham IV
Procyon
New Earth
Rigil Kentarus
Fomalhaut
Saffel
Quentin
Errai
Caph
Keid
New Home
Bryant
Liberty
Outreach
Hall
Capolla
Acamar
Woodstock
Kawich
Nopah
Bharat
Hamal
Yangtze
Angol
Tikonov
Caselton
Rio
Achernar
Basalt
Tigress
Terra Firma
Epsilon Eridani
Fletcher
Sheratan
Ruchbah
Deneb Kaitos
Ingress
Epsilon Indi
Northwind
Small World
Addicks
Ankaa
Hean
New Rhodes III
Schedar
Tybalt
Mirach
Ronel
Ozawa
Galatia III
Mallory's World
Murchison
Towne
Helen
Mara
David
Markab
Deneb Algedi
Nirasaki
Shitara
Dabih
Piedmont
Albalii
Chichibu
Junction
Shimonita
Kaus Media
Ascella
Kuzuu
Moore
Ashio
Yance I
Shinonoi
Kervil
Telos IV
Pike IV
Halstead Station
Sadachbia
Ancha
Skat
Eylene
Fellanin II
Proserpina
Klethandu IV
Scheat
Sadalbari
Biham
Al Na'ir
Neshira
Deneb Algedi
Lapide II
Tannil
Homam
Matar
Kurhah
Marduk
New Mendham
Tripoli
Breed
Paris
Ryuken-ni
Annapolis
Monistrol
Apriki
Koping Chian
Ljugarn
Valmiera
Yanern
Sutama
Minakuchi
Hagiwara
Umijiri
Irurzun
Donenac
Arlington
Gandy's Luck
Marlowe's Rift
New Aberdeen
Harpster
Deshler
Galtor III
Barlow's Folly
Reisling's Planet
Ludwig
Waspkoneta
Harrow's Sun
Bergman's Planet
Misery
Elders IV
Thestria
Huan
Capra
Kesai IV
Igualada
Altdorf
Delacruz
Beta Mensae V
Waldheim
Kaznejoy
Weisau
Valentina
Alegro
Lushann
Calish III
Dindatari
Schirmeck
Budingen
Goubellat
Morthac
Dante
Quantraine
Brasha
Bad News
Milligan's World
Zletousi
Ramgarh
Koulen
Tabayama
Kazanka
Pondicherry
Suianheer
Chirala
Zelaf
Chinmen Tao
Ban Na San
Keihoku
Midway


Armed Forces of the Federated Suns
Deployment Map - October 3085
Nation Capital
Province Capital
AFFS
Filtvelt Coalition
0 10 20 30 40 50 60 lightyears
Coreward
Anti-spinward
Spinward
Rimward
FILTVELT COALITION
Bryceland DMM
Bremond DMM
2nd Crucis Lancers
Dahar DMM
Hansen's Roughriders (m)
12 Vegan Rangers (m)
1st New Ivaarsen
Narhal's Raiders (m)
Raman DMM
21 Centauri Lancers (m)
Deliah's Gauntlet (m)
Robinson DMM
1st Robinson Rangers
Kentares DMM
2nd Avalon Hussars
Hampton's Hessens (m)
1st Ceti Hussars
1st Albion LTB
1st Kestrel Grenadiers
Valexa CMM
Goshen TB
Marlette CrMM
Kestrel CrMM
8th Syrtis
1st Robinson Strikers
New Avalon CrMM
1st Davion
2nd Davion
Davion HG
1st NAIS
5th Syrtis
Remagen CrMM
1st FedSuns Lancers
Alcyone CMM
1st Avalon Hussars
42nd Avalon Hussars
4th Crucis
1st Crucis Lancers
17th Avalon Hussars
1st FedSuns AC
1st Syrtis
Ridgebrook CMM
Syrtis Avengers
Sirdar CMM
Davion AG
Screaming Eagles (m)
3rd Ceti Hussars
4th Ceti
5th Crucis
22nd Avalon Hussars
2nd Robinson Strikers
Warren PMM
21st Rangers (m)
4th Rangers (m)
59th Strikers (m)
2nd Ceti Hussars
New Syrtis CMM
6th Syrtis
1st Periphery Guards
3rd Periphery Guards
2nd Periphery Guards
Malagrotta PMM
Islamabad PMM
Harlock's Warriors (m)
3rd Filtvelt CM
1st Filtvelt CM
Davion LG
Thumpers Assault Battalion
2nd NAIS
Hortense PMM
2nd Filtvelt CM
7th Crucis Lancers
1st Royal Cavaliers
Anjin Muerto PMM
Tsamma CrMM
Woodbine PMM
Kilbourne PMM
Alpheratz
Taurus
Filtvelt
New Avalon
Pirates Haven (clst)
Erod's Escape


Former Free Worlds League Militia
Deployment Map - October 3085
Nation Capital
Province Capital
0 10 20 30 40 50 lightyears
Coreward
Spinward
Rimward
Anti-spinward
Griffin's Pride (m)
Group W (m)
8th Free Worlds Legionnaires
2nd Marik Militia
40th Marik Militia
1st Free Worlds Guards
6th Marik Protectors
34th Marik Militia
Tamarind
2nd Free Worlds Guards
31st Marik Militia
3rd Marik Protectors
30th Marik Militia
The Fighting Shamrocks (m)
O'Gordon's Rifles (m)
37th Marik Militia
25th Marik Militia
3rd Fusiliers of Oriente
2nd Free Worlds Legionnaires
Vandelay's Valkyries (m)
Iron Guard
Atrean Hussars
1st Loyalty Defenders
2nd Regulan Hussars
6th Regulan Hussars
11th Atrean Dragoons
7th Regulan Hussars
4th Regulan Hussars
Steel Guard
8th Orloff Grenadiers
1st Regulan Hussars
1st Oriente Hussars
4th Oriente Hussars
1st Fusiliers of Oriente
5th Regulan Hussars
Ducal Guard
14th Regulan Hussars
1st Marik Protectors
The Foul-Tempered (m)
2nd Marik Protectors
2nd Oriente Hussars
Rivaldi's Hussars (m)
6th Oriente Hussars
1st Orloff Grenadiers
Langendorf Lancers (m)
10th Regulan Hussars
2nd Rim Commonality Guards
1st Rim Commonality Guards
8th Regulan Hussars
5th Marik Protectors
Avanti's Angels (m)
1st Andurien Guards
9th Marik Militia
4th Rim Commonality Guards
The Battle Corps (m)
3rd Andurien Rangers
1st Andurien Rangers
3rd Rim Commonality Guards
2nd Andurien Rangers
4th Marik Protectors
4th Andurien Rangers
5th Andurien Rangers
Pandora's Box (m)
Canopus IV
Tamarind
Marik
Lesnovo
Andurien
Alphard
Sian
Griffin's Pride (m)
Group W (m)
8th Free Worlds Legionnaires
2nd Marik Militia
40th Marik Militia
1st Free Worlds Guards
6th Marik Protectors
34th Marik Militia
Tamarind
2nd Free Worlds Guards
31st Marik Militia
3rd Marik Protectors
30th Marik Militia
The Fighting Shamrocks (m)
O'Gordon's Rifles (m)
37th Marik Militia
25th Marik Militia
3rd Fusiliers of Oriente
2nd Free Worlds Legionnaires
Vandelay's Valkyries (m)
Iron Guard
Atrean Hussars
1st Loyalty Defenders
2nd Regulan Hussars
6th Regulan Hussars
11th Atrean Dragoons
7th Regulan Hussars
4th Regulan Hussars
Steel Guard
8th Orloff Grenadiers
1st Regulan Hussars
1st Oriente Hussars
4th Oriente Hussars
1st Fusiliers of Oriente
5th Regulan Hussars
Ducal Guard
14th Regulan Hussars
1st Marik Protectors
The Foul-Tempered (m)
2nd Marik Protectors
2nd Oriente Hussars
Rivaldi's Hussars (m)
6th Oriente Hussars
1st Orloff Grenadiers
Langendorf Lancers (m)
10th Regulan Hussars
2nd Rim Commonality Guards
1st Rim Commonality Guards
8th Regulan Hussars
5th Marik Protectors
Avanti's Angels (m)
1st Andurien Guards
9th Marik Militia
4th Rim Commonality Guards
The Battle Corps (m)
3rd Andurien Rangers
1st Andurien Rangers
3rd Rim Commonality Guards
2nd Andurien Rangers
4th Marik Protectors
4th Andurien Rangers
5th Andurien Rangers
Pandora's Box (m)
Canopus IV
Tamarind
Marik
Lesnovo
Andurien
Alphard
Sian

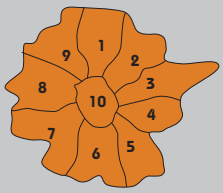

Lyran Commonwealth Armed Forces
Deployment Map - October 3085
Nation Capital
Province Capital
LCAF
Clan Wolf in Exile
0 10 20 30 40 50 lightyears
Coreward
Spinward
Rimward
Anti-spinward
Brion's Legion (m)
Rubinsky's Light Horse (m)
Neerabup MTM
8th Lyran Regulars
Qanatir MTM
25th Arcturan Guards
Kirkpatrick's Invaders (m)
Florida TTM
1st Buena Jaegers
1st Buena Guards
Buena War College TB
Teyvareb TTM
2nd Buena Guards
24th Lyran Guards
Camacho's Cabelleros (m)
Alekseyevka TTM
Coventry CPM
Coventry TB
3rd Lyran Regulars
Carlisle BuPM
Periphery Star Guard (m)
11th Lyran Regulars
2nd Bolan Guards
1st Bolan Jaegers
Dixie DTM
Penobscot DTM
1st Bolan Guards
23rd Arcturan Guards
4th Lyran Regulars
20th Arcturan Guards
15th Lyran Regulars
14th Lyran Guards
Dar-es-Saleem DTM
5th Lyran Guards
1st Skye Jaegers
Snord's Irregulars (m)
Furillo BPM
Nekkar DPM
Alexandria DPM
Accrington ATM
3rd Lyran Guards
3rd Wolf Guardians
2nd Wolf Guardians
17th Arcturan Guards
15th Arcturan Guards
4th Wolf Guardians
Bronze Keshik
1st Wolf Guardians
11th Donegal Guards
8th Donegal Guards
Pandora Cavaliers
Thor's Hammers (m)
Golden Keshik
Kell Hounds (m)
Wolf's Dragoons (m)
4th Wolf Guards
Gannon's Cannons (m)
Royal New Capetown TB
9th Lyran Regulars
Tamar Cavaliers
6th Wolf Guards
Greenburg's Godzilla (m)
1st Wolf Strike Grenadiers
Crimson Crusaders (m)
1st Wolf Legion
Wolf Spider Keshik
10th Lyran Regulars
4th Donegal Guards
2nd Donegal Guards
Sudeten
2nd Wolf Legion
The Dioscuri (m)
13th Wolf Guards
Tooth of Ymir (m)
Chahar MTM
32nd Lyran Guards
1st Royal Guards
7th Donegal Guards
1st Donegal Jaegers
2nd Royal Guards
3rd Royal Guards
4th Royal Guards
Tharkad
Donegal
Florida
Tamarind
Marik
Tamar
Terra
Cseszteg
Drask's Den
Dark Nebula
Von Strang's World
Newtown Square
Black Earth
Barcelona
Wotan
Steelton
Star's End
Outpost
Chateau
Verthandi
Kirchbach
Liezen
Harvest
Romulus
Malibu
Butler
Twycross
Waldorf
Goat Path
Kookens Pleasure Pit
Blue Hole
Blackjack
Hot Springs
Roadside
Kikuyu
Magyorod
Kolovrat
Pangkalan
Hood IV
Kowloon
The Rack
Pain
Main Street
Engadine
Jerangle
Willunga
Winter
Trentham
Inarcs
Arluna
Kwangchowwang
Jesenice
Chapultepec
Machida
Chahar
Clermont
Melissia
Annunziata
Elume
Swartklip
Neerabup
Bucklands
Howick
Canal
Strandfontein
Tsarahavana
Mandaaaaru
Anembo
Adelaide
Medellin
Zhongshan
Pasig
Mkuranga
Parakoila
Baker 3
Devin
Apolakkia
Alyina
Denizli
Lesskovik
Evciler
Annunziata
Mahone
Deia
Babaeski
Graus
Antares
Morges
Yeguas
Great X
Gatineau
Timahri
Mississauga
Blumenort
Miquelon
Tsarahavana
Millerton
Ewanrigg
Australia
Moriguchi
Kwangjong-ni
Ma'anshan
Tainjin
Issaba
Qanatir
Lost
Niangol
Krung Thep
Caldarium
Langhorne
Durayyat
Slewis
Champadanga
Sappir
Chhaprauli
Darahta
Loxley
Baryshevo
Abadiyah
Buotavita
Zwipadze
Nouasseur
Khartoum
Tangua
Recife
Windsor
Brooloo
Ludwigshafen
Goetville
New Capetown
Chenguru
Santana
Sargasso
Zanderij
Esteros
A Place
Blair Atholl
Dustball
Bountiful Harvest
Graceland
New Exford
Ballynure
Pandora
Biuque
Wroclaw
Timkovichi
Atacongo
Arc-Royal
Hamilton
Kandersteg
Cerisol
Orkney
Quarell
Rasalgethi
Tomans
Jabuka
Lothan
Ramsau
Altenmarkt
Satalice
Skandia
Nox
Utrecht
Carse
Diesd
Thun
Luzzo
Domain
Shaula
Wheel
Heinfeld
Kobe
Hyperion
Karston
Heiligendreuz
Bessarabia
Cusset
Colmar
Dompaire
Weingarten
Memmingen
Vorarlberg
Gunzburg
Engadin
Stanzach
Ferleiten
Hohenems
Kufstein
Basiliano
Kidderkerk
Mozirje
Feltre
Unzmarkt
Planting
Seiduts
Evci

INNER SPHERE - OCTOBER 3085



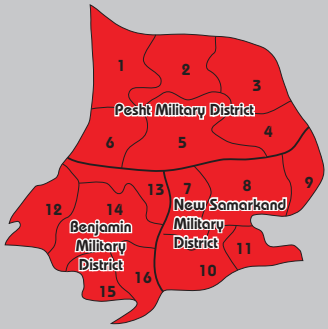
Inner Sphere Powers

1) Republic of the Sphere
2) Clan Jade Falcon
3) Clan Hell's Horses
4) Ghost Bear Dominion
5) Clan Wolf
6) Raven Alliance
7) Filtvelt Coalition
8) Tortuga Dominions
9) Calderon Protectorate
10) Taurian Concordat
11) Fronc Reaches
12) Magistracy of Canopus
13) Marian Hegemony
14) Rim Collection
15) Chainelane Isles



Republic of the Sphere

1) Prefecture I
2) Prefecture II
3) Prefecture III
4) Prefecture IV
5) Prefecture V
6) Prefecture VI
7) Prefecture VII
8) Prefecture VIII
9) Prefecture IX
10) Prefecture X



Draconis Combine

Pesht Military District

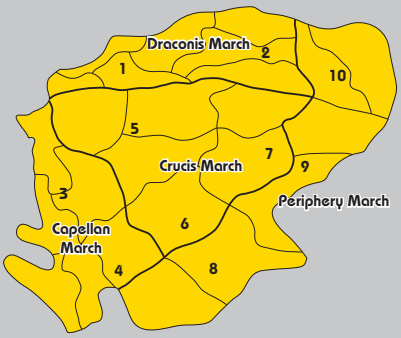
1) Albiero Prefecture
2) Bjarred Prefecture
3) Qandahar Prefecture
4) Ningxia Prefecture
5) Kagoshima Prefecture
6) Irece Prefecture

New Samarkand Military District

7) Oshika Prefecture
8) New Samarkand Prefecture
9) Tabayama Prefecture
10) Matsuida Prefecture
11) Kaznejov Prefecture

Benjamin Military District

12) Buckminster Prefecture
13) Xinyang Prefecture
14) Benjamin Prefecture
15) Proserpina Prefecture
16) Irurzun Prefecture



Federated Suns

Draconis March

1) Robinson Operational Area
2) Tancredi IV Operational Area

Capellan March

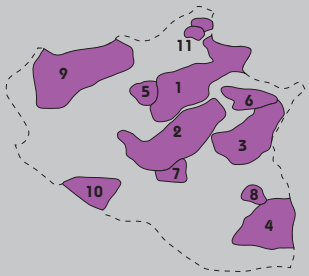
3) Kathil Operational Area
4) Taygeta Operational Area

Crucis March

5) Markesan Operational Area
6) Chirikof Operational Area
7) Minette Operational Area

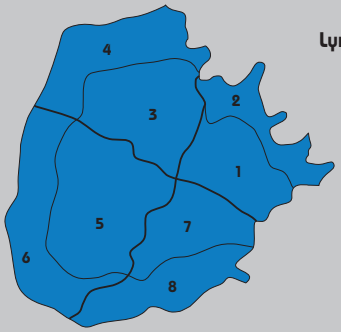
Periphery March

8) June Operational Area
9) Anjin Muerto Operational Area
10) Woodbine Operational Area



Former Free Worlds League

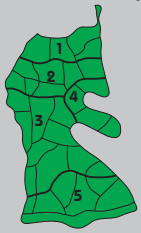
1) Marik-Stewart Commonwealth
2) Principality of Regulus
3) Duchy of Oriente
4) Duchy of Andurien
5) Duchy of Graham-Marik
6) The Protectorate
7) Regulan Free States
8) Mosiro Archipelago
9) Duchy of Tamarind-Abbey
10) Rim Commonality
11) Silver Hawk Coalition



Lyran Alliance

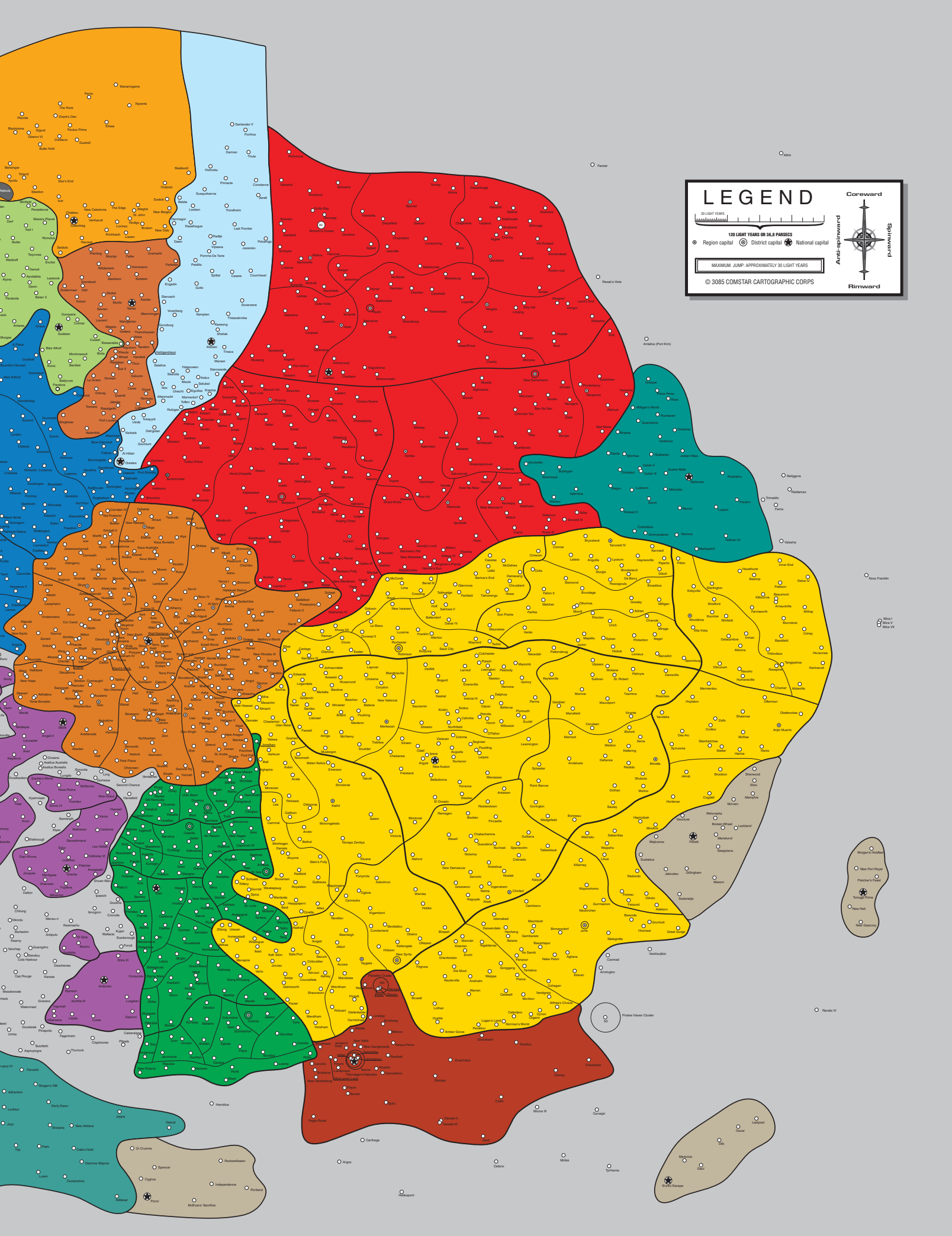
Provinces

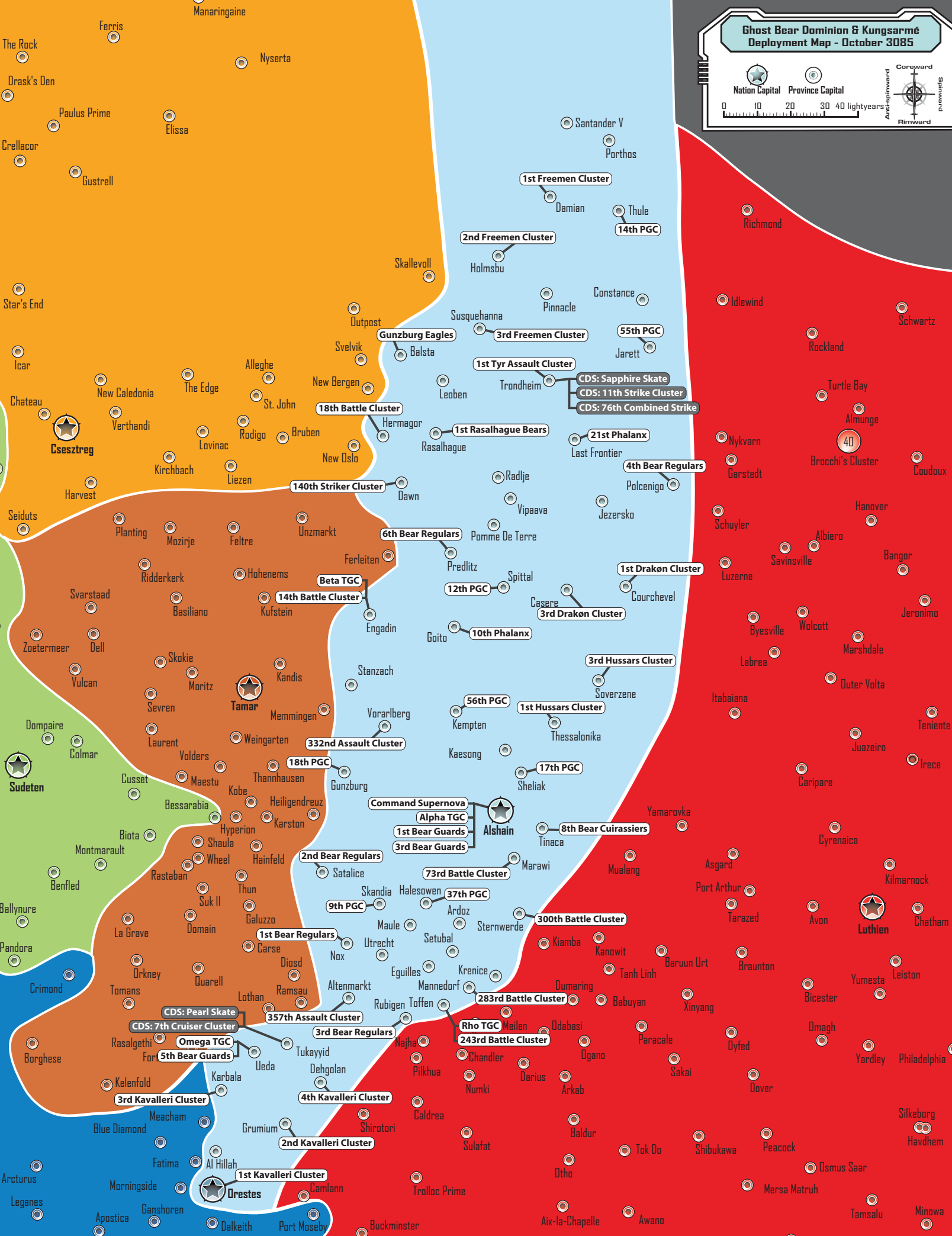
1) Donegal Province
2) Arc-Royal Theater
3) Coventry Province
4) Melissia Theater
5) Buena Province
6) Timbuktu Theater
7) Bolan Province
8) Dixie Theater

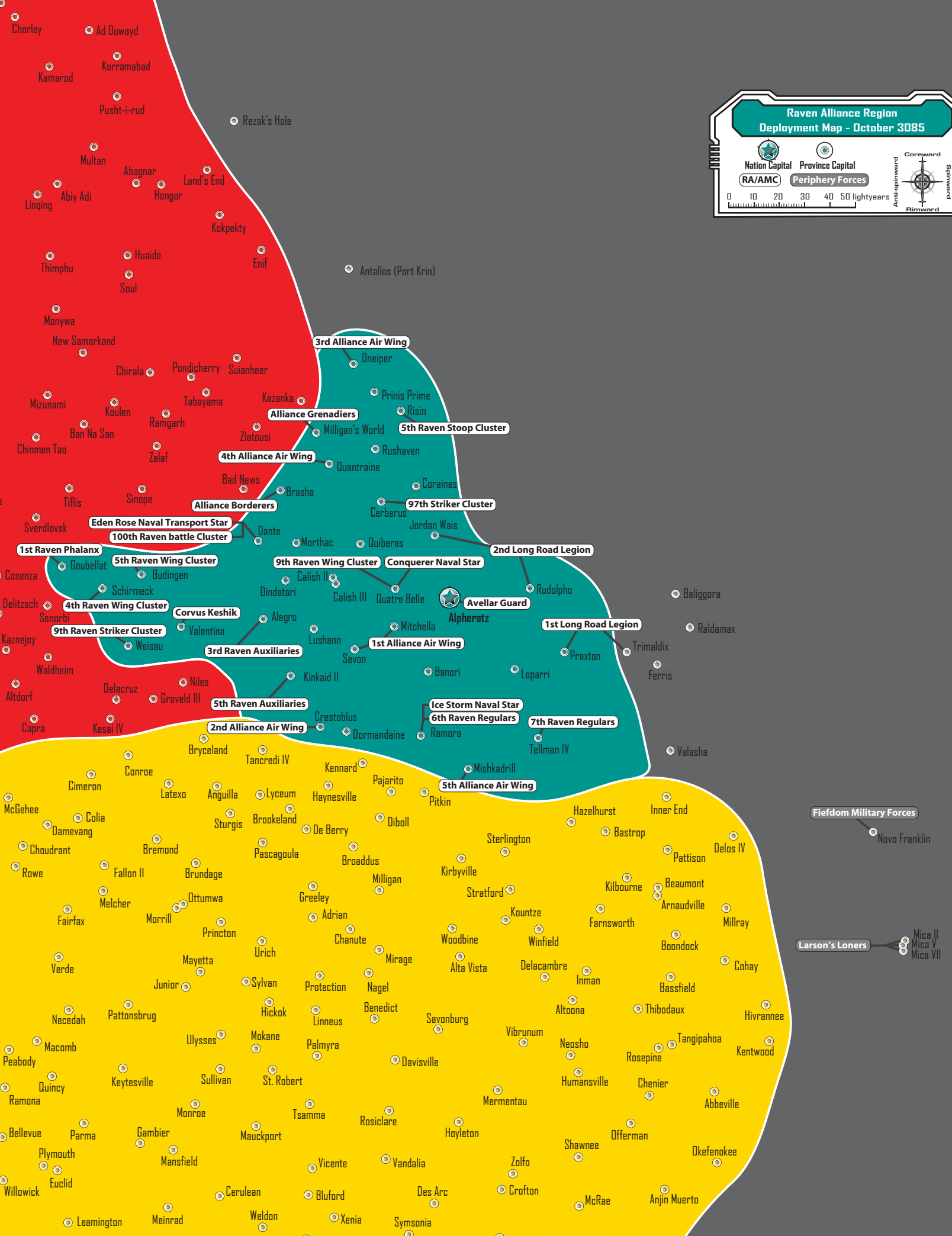


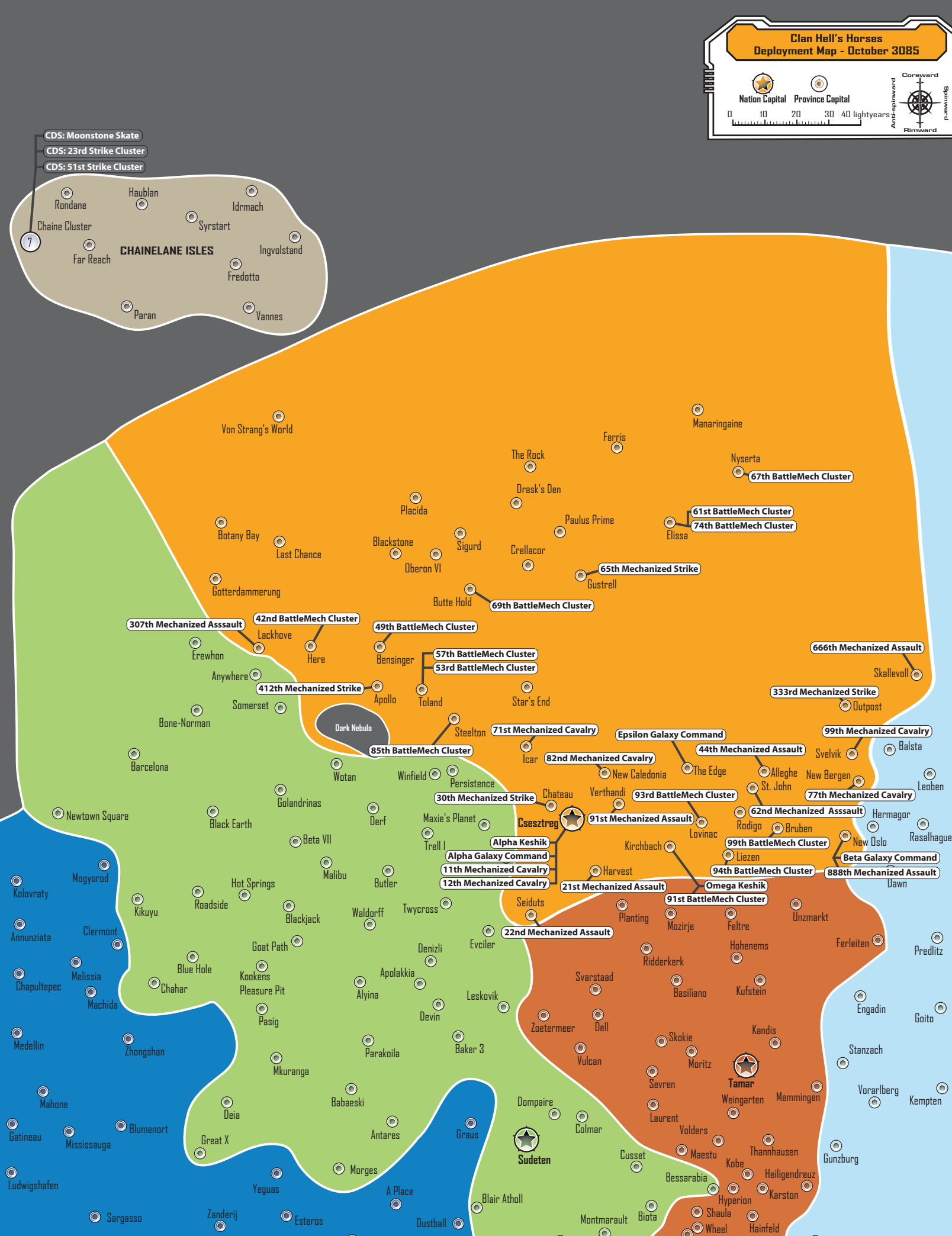
Capellan Confederation

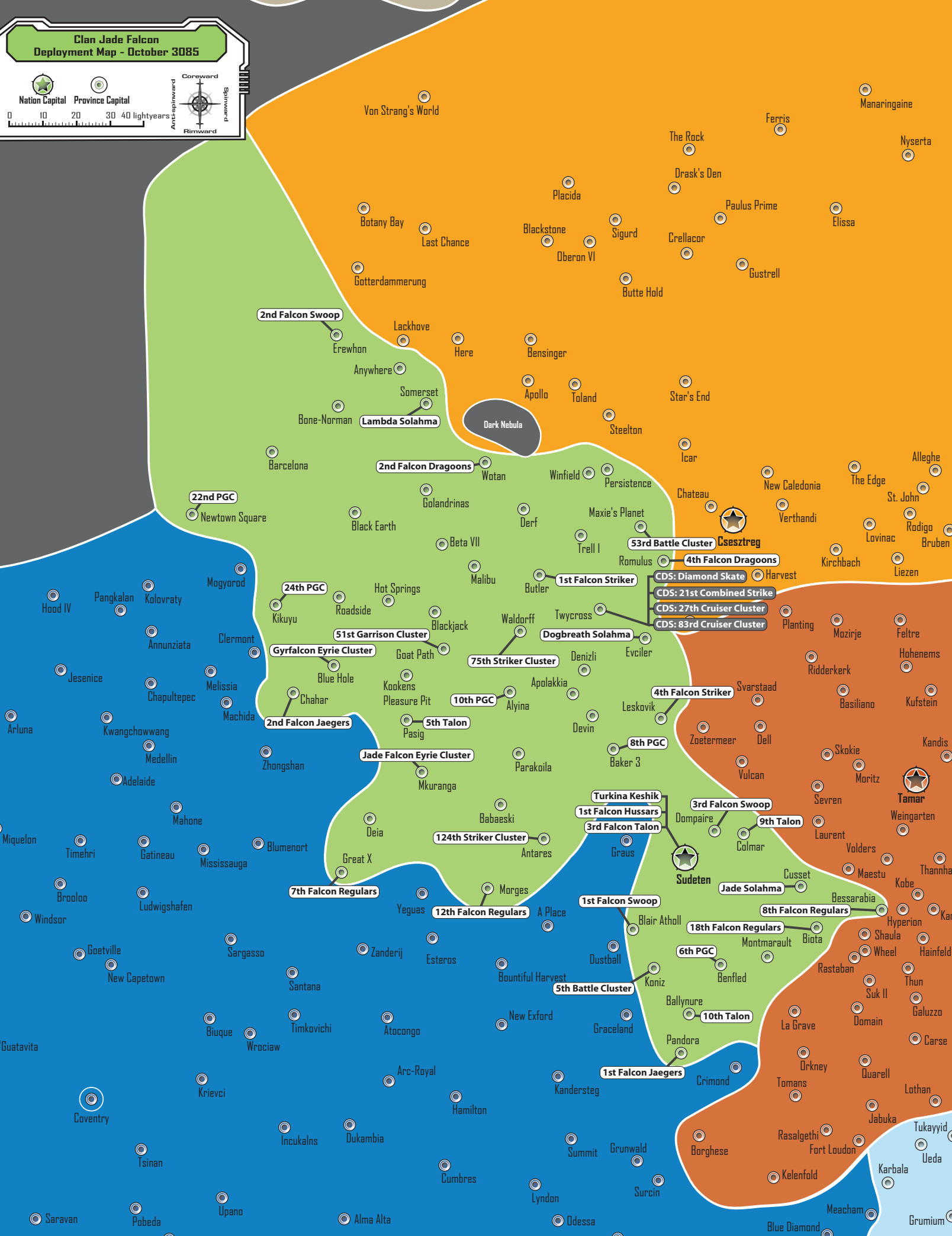
1) Sarna Commonality
2) Capellan Commonality
3) Sian Commonality
4) St Ives Commonality
5) Victoria Commonality

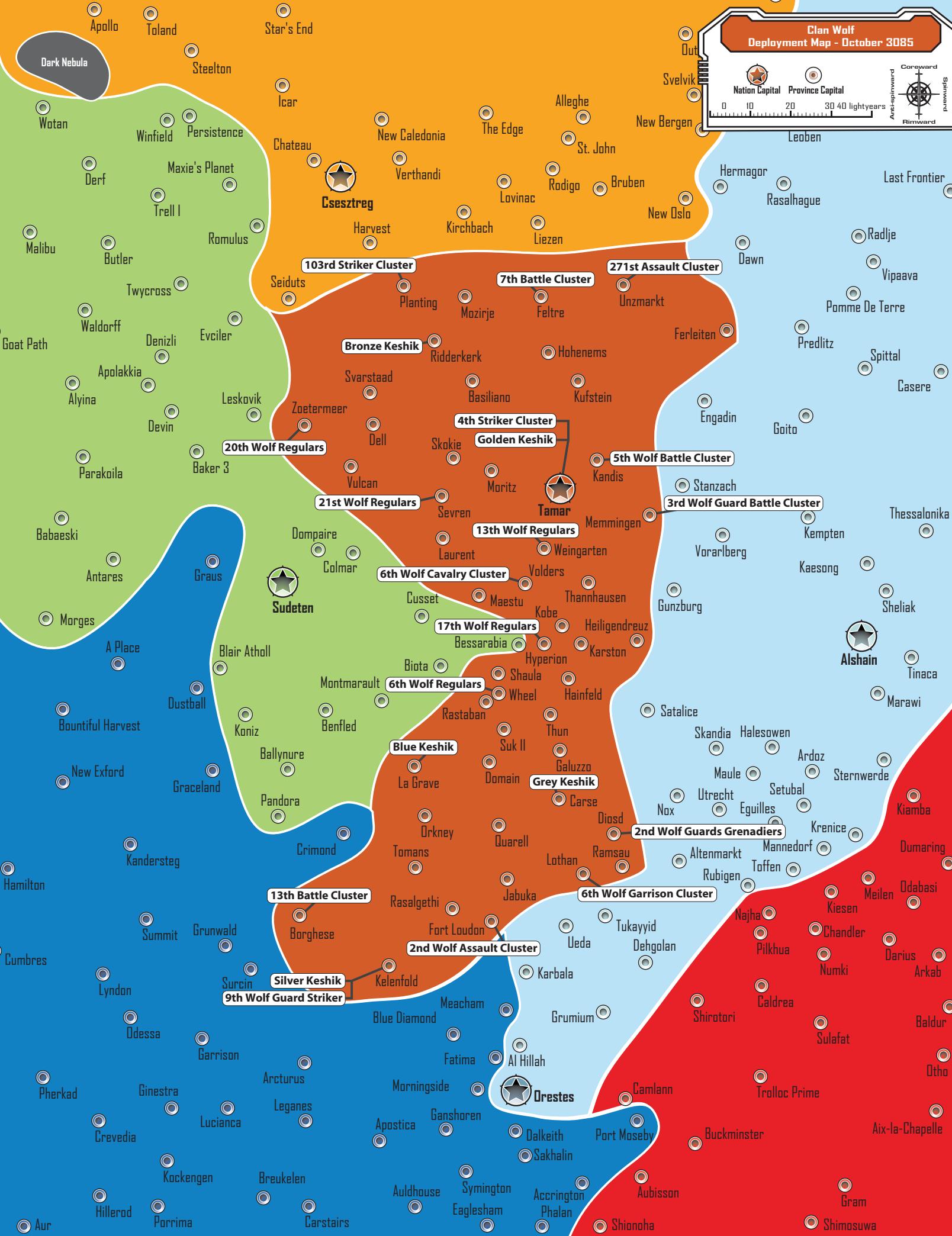

LEGEND
30 LIGHT YEARS
120 LIGHT YEARS OR 36,8 PARSECS
Region capital
District capital
National capital
MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS
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Coreward
Spinward
Rimward
Anti-spinward

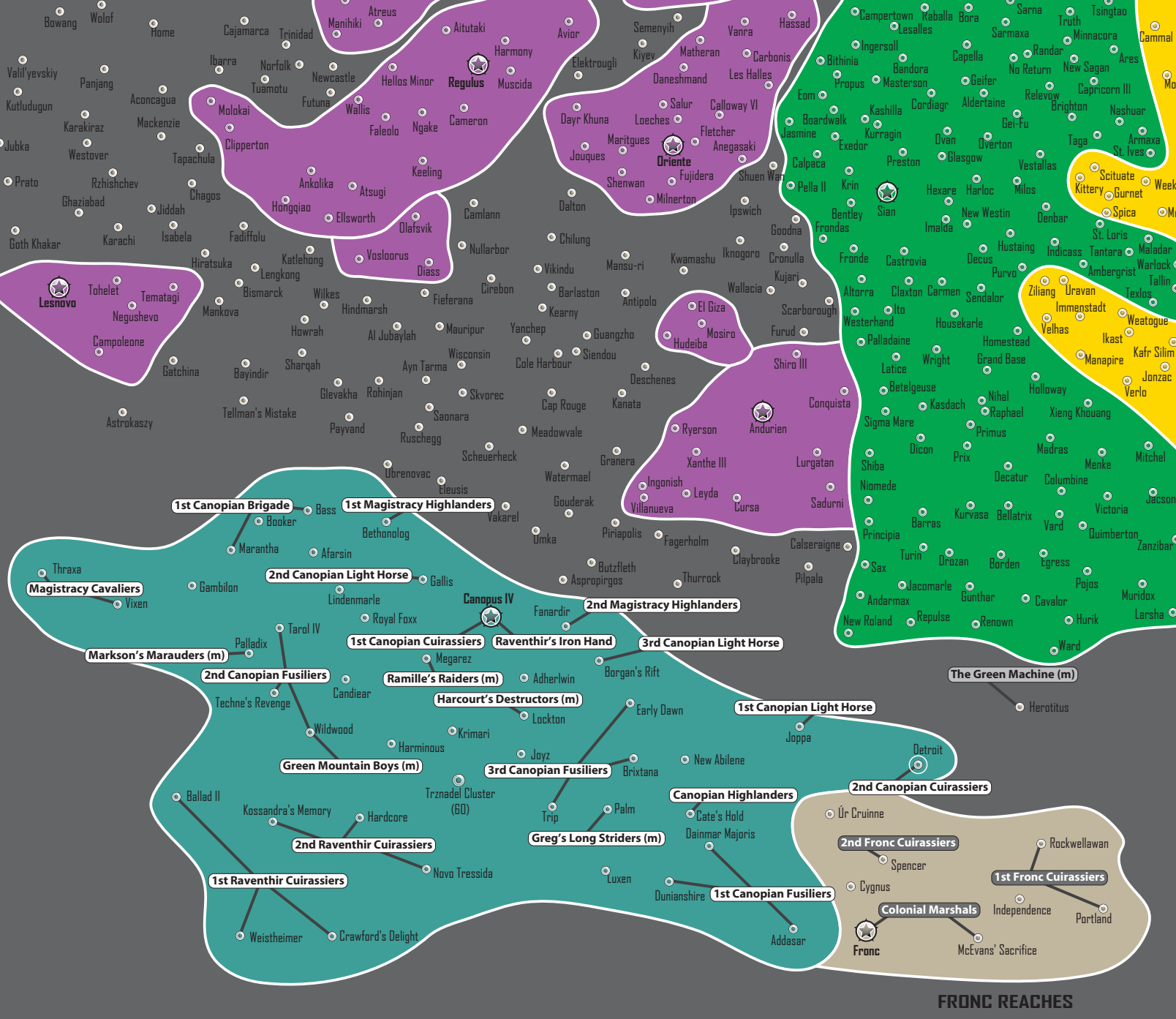

Ghost Bear Dominion & Kungsarmé
Deployment Map - October 3085
Nation Capital
Province Capital
0 10 20 30 40 lightyears
Coreward
Spinward
Rimward
Anti-spinward
Manaringaine
Ferris
The Rock
Nyserta
Drask's Den
Paulus Prime
Elissa
Crellacor
Gustrell
Santander V
Porthos
1st Freemen Cluster
Damian
Thule
14th PGC
2nd Freemen Cluster
Holmsbu
Skallevoll
Star's End
Pinnacle
Constance
Outpost
Susquehanna
3rd Freemen Cluster
Gunzburg Eagles
Balsta
55th PGC
Jarett
Svelvik
Icar
Alleghe
New Bergen
Leoben
Trondheim
1st Tyr Assault Cluster
CDS: Sapphire Skate
CDS: 11th Strike Cluster
CDS: 76th Combined Strike
New Caledonia
The Edge
St. John
Chateau
Verthandi
18th Battle Cluster
Hermagor
1st Rasalhague Bears
Rasalhague
21st Phalanx
Last Frontier
Csesztreg
Rodigo
Bruben
Lovinac
Kirchbach
Liezen
New Oslo
4th Bear Regulars
Polcenigo
Harvest
140th Striker Cluster
Dawn
Radlje
Vipaava
Jezersko
Seiduts
Planting
Mozirje
Feltre
Unzmarkt
Pomme De Terre
6th Bear Regulars
Predlitz
Ferleiten
Ridderkerk
Hohenems
Beta TGC
14th Battle Cluster
Kufstein
Spittal
12th PGC
1st Drakøn Cluster
Courchevel
Svarstaad
Basiliano
Engadin
Casere
3rd Drakøn Cluster
Goito
10th Phalanx
Zoetermeer
Dell
Skokie
Moritz
Kandis
Stanzach
Vulcan
Tamar
3rd Hussars Cluster
Soverzene
Sevren
Memmingen
Vorarlberg
56th PGC
Kempten
1st Hussars Cluster
Thessalonika
Dompaire
Colmar
Laurent
Weingarten
332nd Assault Cluster
Kaesong
Volders
18th PGC
Gunzburg
17th PGC
Sheliak
Sudeten
Maestu
Thannhausen
Cusset
Kobe
Heiligendreuz
Command Supernova
Alpha TGC
1st Bear Guards
3rd Bear Guards
Alshain
8th Bear Cuirassiers
Tinaca
Bessarabia
Karston
Hyperion
Biota
Shaula
Montmarault
Wheel
Hainfeld
2nd Bear Regulars
Satalice
73rd Battle Cluster
Marawi
Rastaban
Benfled
Thun
Suk II
Skandia
Halesowen
37th PGC
9th PGC
Ardoz
Ballynure
Galuzzo
Domain
La Grave
Maule
Sternwerde
300th Battle Cluster
1st Bear Regulars
Utrecht
Setubal
Carse
Nox
Pandora
Diosd
Orkney
Quarell
Krenice
Eguilles
Crimond
Tomans
Ramsau
Altenmarkt
Mannedorf
Dumaring
283rd Battle Cluster
Lothan
Rubigen
Toffen
CDS: Pearl Skate
CDS: 7th Cruiser Cluster
357th Assault Cluster
Rho TGC
Meilen
Odabasi
3rd Bear Regulars
243rd Battle Cluster
Rasalgethi
Omega TGC
5th Bear Guards
Tukayyid
Najha
Chandler
Borghese
Ueda
Dehgolan
Pilkhua
Numki
Darius
Arkab
Karbala
Kelenfold
4th Kavalleri Cluster
3rd Kavalleri Cluster
Caldrea
Meacham
Shirotori
Blue Diamond
Grumium
2nd Kavalleri Cluster
Sulafat
Fatima
Al Hillah
Arcturus
1st Kavalleri Cluster
Orrestes
Morningside
Camlann
Trolloc Prime
Leganes
Ganshoren
Apostica
Dalkeith
Port Moseby
Buckminster
Aix-la-Chapelle
Awano
Richmond
Idlewind
Schwartz
Rockland
Turtle Bay
Almunge
Nykvarn
40
Brocchi's Cluster
Garstedt
Coudoux
Hanover
Schuyler
Albiero
Savinsville
Bangor
Luzerne
Jeronimo
Byesville
Wolcott
Marshdale
Labrea
Outer Volta
Itabaiana
Teniente
Juazeiro
Irece
Caripare
Yamarovka
Cyrenaica
Mualang
Asgard
Kilmarnock
Port Arthur
Tarazed
Avon
Luthien
Chatham
Kiamba
Kanowit
Baruun Urt
Braunton
Tanh Linh
Yumesta
Leiston
Bicester
Babuyan
Xinyang
Omagh
Paracale
Dyfed
Ogano
Yardley
Philadelphia
Sakai
Dover
Silkeborg
Havdhem
Baldur
Tok Do
Shibukawa
Peacock
Osmus Saar
Otho
Mersa Matruh
Tamsalu
Minowa


Raven Alliance Region
Deployment Map - October 3085
Nation Capital
Province Capital
RA/AMC
Periphery Forces
0 10 20 30 40 50 lightyears
Coreward
Spinward
Rimward
Anti-spinward
Chorley
Ad Duwayd
Korramabad
Kamarod
Pusht-i-rud
Rezak's Hole
Multan
Abagnar
Land's End
Hongor
Abiy Adi
Linqing
Kokpekty
Thimphu
Huaide
Enif
Soul
Antallos (Port Krin)
Monywa
New Samarkand
Chirala
Pondicherry
Suianheer
Mizunami
Koulen
Tabayama
Kazanka
Ramgarh
Ban Na San
Chinmen Tao
Zalaf
Zlatousi
Tiflis
Sinope
Bad News
Brasha
Sverdlovsk
Dante
Morthac
Quiberas
Cosenza
Goubellat
Budingen
Schirmeck
Delitzsch
Senorbi
Kaznejoy
Waldheim
Altdorf
Capra
Kesai IV
Delacruz
Groveld III
Niles
Weisau
Valentina
Alegro
Corvus Keshik
Dindatari
Calish I
Calish III
Quatre Belle
Lushann
Sevon
Mitchella
Kinkaid II
Crestoblus
Dormandaine
Ramora
Banori
Loparri
Praxton
Trimaldix
Ferris
Rudolpho
Baliggora
Raldamax
Alpheratz
Avellar Guard
Prinis Prime
Risin
Milligan's World
Rushaven
Quantraine
Coraines
Cerberus
Jordan Wais
Oneiper
Bryceland
Tancredi IV
Conroe
Cimeron
Latexo
Anguilla
Lyceum
Haynesville
Kennard
Pajarito
Pitkin
Mishkadrill
Sturgis
Brookeland
De Berry
Diboll
McGehee
Colia
Damevang
Choudrant
Bremond
Pascagoula
Broaddus
Rowe
Fallon II
Brundage
Milligan
Melcher
Ottumwa
Greeley
Fairfax
Morrill
Princton
Adrian
Chanute
Urich
Mayetta
Verde
Junior
Sylvan
Protection
Nagel
Mirage
Hickok
Linneus
Benedict
Necedah
Pattonsburg
Ulysses
Mokane
Palmyra
Macomb
Peabody
Quincy
Keytesville
Sullivan
St. Robert
Ramona
Monroe
Tsamma
Rosiclare
Bellevue
Parma
Gambier
Mauckport
Plymouth
Mansfield
Willowick
Euclid
Cerulean
Bluford
Vicente
Vandalia
Leamington
Meinrad
Weldon
Xenia
Symsonia
Des Arc
Crofton
Zolfo
McRae
Anjin Muerto
Hazelhurst
Inner End
Bastrop
Sterlington
Pattison
Delos IV
Kirbyville
Kilbourne
Beaumont
Stratford
Arnaudville
Kountze
Farnsworth
Millray
Woodbine
Winfield
Boondock
Alta Vista
Delacambre
Inman
Cohay
Bassfield
Altoona
Thibodaux
Hivrannee
Savonburg
Vibrunum
Neosho
Tangipahoa
Rosepine
Kentwood
Davisville
Humansville
Chenier
Mermentau
Abbeville
Hoyleton
Offerman
Shawnee
Okefenokee
Valasha
Fiefdom Military Forces
Novo Franklin
Larson's Loners
Mica II
Mica V
Mica VII
3rd Alliance Air Wing
Alliance Grenadiers
5th Raven Stoop Cluster
4th Alliance Air Wing
Alliance Borderers
97th Striker Cluster
Eden Rose Naval Transport Star
100th Raven battle Cluster
1st Raven Phalanx
5th Raven Wing Cluster
9th Raven Wing Cluster
Conquerer Naval Star
2nd Long Road Legion
4th Raven Wing Cluster
Corvus Keshik
9th Raven Striker Cluster
3rd Raven Auxiliaries
1st Alliance Air Wing
1st Long Road Legion
5th Raven Auxiliaries
2nd Alliance Air Wing
Ice Storm Naval Star
6th Raven Regulars
7th Raven Regulars
5th Alliance Air Wing


Clan Hell's Horses
Deployment Map - October 3085
Nation Capital
Province Capital
0 10 20 30 40 lightyears
Coreward
Spinward
Rimward
Anti-spinward
CDS: Moonstone Skate
CDS: 23rd Strike Cluster
CDS: 51st Strike Cluster
7
Chaine Cluster
Rondane
Haublan
Idrmach
Syrstart
CHAINELANE ISLES
Far Reach
Ingvolstand
Fredotto
Paran
Vannes
Von Strang's World
Manaringaine
Ferris
The Rock
Nyserta
67th BattleMech Cluster
Drask's Den
Placida
Botany Bay
Last Chance
Blackstone
Sigurd
Oberon VI
Paulus Prime
61st BattleMech Cluster
74th BattleMech Cluster
Elissa
Crellacor
65th Mechanized Strike
Gustrell
Gotterdammerung
Butte Hold
69th BattleMech Cluster
307th Mechanized Asssault
42nd BattleMech Cluster
49th BattleMech Cluster
Lackhove
Here
Bensinger
Erewhon
57th BattleMech Cluster
53rd BattleMech Cluster
666th Mechanized Assault
Skallevoll
Anywhere
412th Mechanized Strike
Apollo
Toland
Star's End
333rd Mechanized Strike
Outpost
Somerset
Bone-Norman
Dark Nebula
Steelton
71st Mechanized Cavalry
85th BattleMech Cluster
Icar
Epsilon Galaxy Command
99th Mechanized Cavalry
Balsta
Barcelona
82nd Mechanized Cavalry
New Caledonia
44th Mechanized Assault
The Edge
Svelvik
Wotan
Winfield
Persistence
Alleghe
New Bergen
Leoben
St. John
Golandrinas
Verthandi
93rd BattleMech Cluster
77th Mechanized Cavalry
30th Mechanized Strike
Chateau
Newtown Square
Black Earth
Derf
Maxie's Planet
Csesztreg
91st Mechanized Assault
62nd Mechanized Asssault
Hermagor
Rodigo
Bruben
Lovinac
Rasalhague
Beta VII
Trell I
Alpha Keshik
Kirchbach
New Oslo
Alpha Galaxy Command
99th BattleMech Cluster
Liezen
Beta Galaxy Command
Malibu
Butler
11th Mechanized Cavalry
Harvest
94th BattleMech Cluster
888th Mechanized Assault
Mogyorod
Hot Springs
12th Mechanized Cavalry
21st Mechanized Assault
Omega Keshik
Dawn
Kolovraty
Roadside
Kikuyu
Blackjack
Waldorff
Twycross
Seiduts
91st BattleMech Cluster
Planting
Mozirje
Feltre
Unzmarkt
Annunziata
Clermont
22nd Mechanized Assault
Evciler
Ferleiten
Predlitz
Goat Path
Denizli
Ridderkerk
Hohenems
Blue Hole
Melissia
Kookens
Pleasure Pit
Apolakkia
Svarstaad
Basiliano
Kufstein
Chapultepec
Chahar
Alyina
Engadin
Goito
Machida
Pasig
Leskovik
Devin
Zoetermeer
Dell
Kandis
Medellin
Zhongshan
Parakoila
Baker 3
Skokie
Vulcan
Moritz
Stanzach
Mkuranga
Severn
Tamar
Vorarlberg
Mahone
Babaeski
Weingarten
Memmingen
Kempten
Deia
Dompaire
Laurent
Colmar
Gatineau
Blumenort
Antares
Graus
Volders
Mississauga
Great X
Sudeten
Maestu
Thannhausen
Gunzburg
Cusset
Kobe
Heiligendreuz
Ludwigshafen
Morges
Bessarabia
Karston
Yeguas
A Place
Hyperion
Blair Atholl
Shaula
Sargasso
Zanderij
Esteros
Biota
Hainfeld
Dustball
Montmarault
Wheel


Clan Jade Falcon
Deployment Map - October 3085
Nation Capital
Province Capital
0 10 20 30 40 lightyears
Coreward
Spinward
Rimward
Anti-spinward
Von Strang's World
Manaringaine
Ferris
The Rock
Nyserta
Drask's Den
Placida
Paulus Prime
Elissa
Botany Bay
Last Chance
Blackstone
Sigurd
Crellacor
Oberon VI
Gustrell
Gotterdammerung
Butte Hold
2nd Falcon Swoop
Erewhon
Lackhove
Here
Bensinger
Anywhere
Somerset
Apollo
Toland
Star's End
Bone-Norman
Lambda Solahma
Dark Nebula
Steelton
Barcelona
2nd Falcon Dragoons
Wotan
Winfield
Persistence
Icar
Alleghe
The Edge
New Caledonia
St. John
Chateau
Verthandi
Rodigo
Bruben
Lovinac
Kirchbach
Liezen
22nd PGC
Newtown Square
Golandrinas
Black Earth
Derf
Maxie's Planet
53rd Battle Cluster
Csesztreg
Beta VII
Trell I
Romulus
4th Falcon Dragoons
CDS: Diamond Skate
Harvest
Malibu
Butler
1st Falcon Striker
CDS: 21st Combined Strike
CDS: 27th Cruiser Cluster
CDS: 83rd Cruiser Cluster
Mogyorod
24th PGC
Hot Springs
Pangkalan
Kolovraty
Hood IV
Kikuyu
Roadside
Blackjack
Waldorff
Twycross
Planting
Mozirje
Feltre
Annunziata
Clermont
51st Garrison Cluster
Dogbreath Solahma
Evciler
Gyrfalcon Eyrie Cluster
Goat Path
75th Striker Cluster
Denizli
Ridderkerk
Hohenems
Jesenice
Blue Hole
Kookens
Pleasure Pit
Apolakkia
Melissia
Chapultepec
Chahar
10th PGC
Alyina
4th Falcon Striker
Svarstaad
Basiliano
Kufstein
Machida
Arluna
2nd Falcon Jaegers
5th Talon
Pasig
Leskovik
Devin
Kwangchowwang
Zoetermeer
Dell
Kandis
Medellin
8th PGC
Baker 3
Skokie
Zhongshan
Jade Falcon Eyrie Cluster
Parakoila
Vulcan
Moritz
Adelaide
Mkuranga
Tamar
Mahone
Turkina Keshik
3rd Falcon Swoop
Sevren
Weingarten
Babaeski
1st Falcon Hussars
Dompaire
9th Talon
Miquelon
Deia
3rd Falcon Talon
Laurent
Timehri
Gatineau
124th Striker Cluster
Colmar
Volders
Blumenort
Antares
Graus
Great X
Sudeten
Maestu
Thannha
Mississauga
Cusset
Brooloo
Morges
Jade Solahma
Kobe
7th Falcon Regulars
Yeguas
Ludwigshafen
12th Falcon Regulars
A Place
1st Falcon Swoop
Bessarabia
8th Falcon Regulars
Windsor
Blair Atholl
Hyperion
18th Falcon Regulars
Montmarault
Biota
Shaula
Goetville
Sargasso
Zanderij
Esteros
Dustball
6th PGC
Wheel
Hainfeld
New Capetown
Bountiful Harvest
Benfled
Rastaban
Santana
Koniz
Thun
5th Battle Cluster
Suk II
Ballynure
Galuzzo
10th Talon
Biuque
Timkovichi
New Exford
Graceland
La Grave
Domain
Wrociaw
Atocongo
Pandora
Carse
Arc-Royal
Orkney
Quarell
1st Falcon Jaegers
Crimond
Krievci
Kandersteg
Tomans
Lothan
Hamilton
Coventry
Jabuka
Incukalns
Dukambia
Rasalgethi
Tukayyid
Summit
Grunwald
Borghese
Fort Loudon
Ueda
Tsinan
Cumbres
Kelenfold
Karbala
Lyndon
Surcin
Upano
Meacham
Saravan
Pobeda
Alma Alta
Odessa
Blue Diamond
Grumium


Clan Wolf
Deployment Map - October 3085
Nation Capital
Province Capital
0 10 20 30 40 lightyears
Coreward
Spinward
Rimward
Anti-spinward
Apollo
Toland
Star's End
Dark Nebula
Steelton
Icar
Svelvik
Out
Wotan
Winfield
Persistence
Alleghe
New Bergen
Leoben
New Caledonia
The Edge
St. John
Chateau
Verthandi
Rodigo
Bruben
Derf
Maxie's Planet
Csesztreg
Lovinac
Hermagor
Last Frontier
Trell I
Rasalhague
New Oslo
Harvest
Kirchbach
Liezen
Malibu
Butler
Romulus
Radlje
Dawn
103rd Striker Cluster
271st Assault Cluster
7th Battle Cluster
Vipaava
Seiduts
Planting
Mozirje
Feltre
Unzmarkt
Twycross
Pomme De Terre
Waldorff
Ferleiten
Goat Path
Denizli
Evciler
Bronze Keshik
Ridderkerk
Hohenems
Predlitz
Spittal
Apolakkia
Svarstaad
Basiliano
Kufstein
Casere
Alyina
Leskovik
Engadin
Zoetermeer
4th Striker Cluster
Golden Keshik
Goito
Devin
Dell
Skokie
20th Wolf Regulars
5th Wolf Battle Cluster
Parakoila
Baker 3
Kandis
Vulcan
Moritz
Stanzach
Tamar
21st Wolf Regulars
Sevren
3rd Wolf Guard Battle Cluster
Thessalonika
Babaeski
Memmingen
Dompaire
13th Wolf Regulars
Kempten
Laurent
Weingarten
Vorarlberg
Colmar
Kaesong
Antares
Graus
6th Wolf Cavalry Cluster
Volders
Sudeten
Gunzburg
Sheliak
Cusset
Maestu
Thannhausen
Morges
Kobe
17th Wolf Regulars
Heiligendreuz
Alshain
A Place
Bessarabia
Karston
Hyperion
Blair Atholl
Biota
Tinaca
Shaula
Montmarault
6th Wolf Regulars
Hainfeld
Marawi
Wheel
Dustball
Rastaban
Satalice
Bountiful Harvest
Koniz
Benfled
Thun
Skandia
Halesowen
Suk II
Ardoz
Blue Keshik
Ballynure
Maule
Sternwerde
New Exford
La Grave
Domain
Galuzzo
Grey Keshik
Graceland
Setubal
Utrecht
Carse
Nox
Eguilles
Pandora
Kiamba
Diosd
Orkney
2nd Wolf Guards Grenadiers
Krenice
Quarell
Crimond
Mannedorf
Dumaring
Kandersteg
Tomans
Ramsau
Altenmarkt
Lothan
Toffen
Hamilton
Rubigen
Meilen
Odabasi
Jabuka
6th Wolf Garrison Cluster
13th Battle Cluster
Rasalgethi
Kiesen
Najha
Summit
Grunwald
Borghese
Fort Loudon
Tukayyid
Chandler
Ueda
Pilkhua
Cumbres
2nd Wolf Assault Cluster
Dehgolan
Darius
Numki
Arkab
Lyndon
Silver Keshik
Kelenfold
Karbala
Surcin
9th Wolf Guard Striker
Caldrea
Meacham
Shirotori
Odessa
Blue Diamond
Grumium
Baldur
Sulafat
Garrison
Fatima
Al Hillah
Otho
Arcturus
Pherkad
Morningside
Camlann
Trolloc Prime
Ginestra
Orrestes
Leganes
Lucianca
Ganshoren
Aix-la-Chapelle
Apostica
Port Moseby
Crevedia
Dalkeith
Buckminster
Sakhalin
Kockengen
Breukelen
Auldhouse
Symington
Aubisson
Accrington
Gram
Hillerod
Eaglesham
Phalan
Porrima
Carstairs
Aur
Shionoha
Shimosuwa



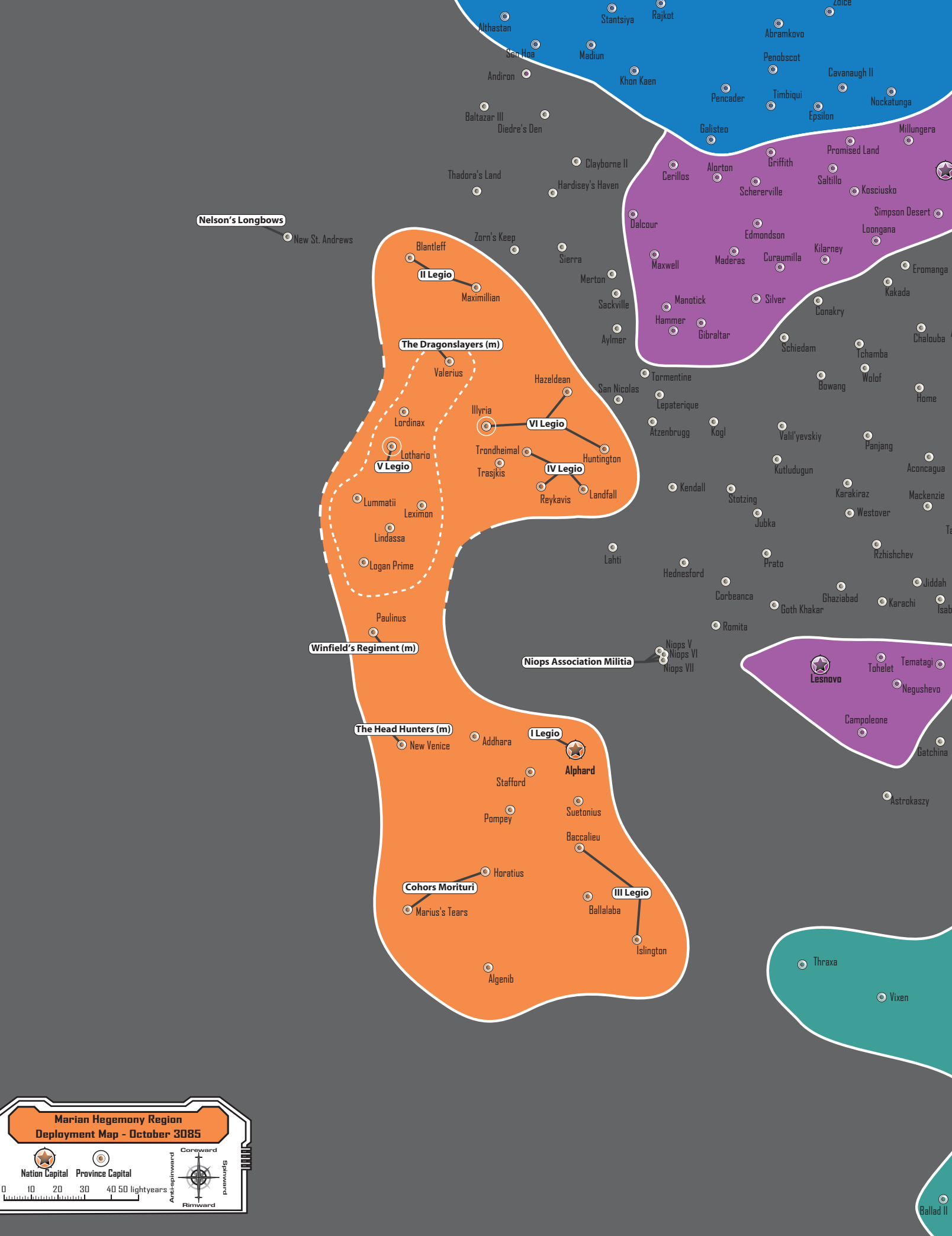
FRONC REACHES

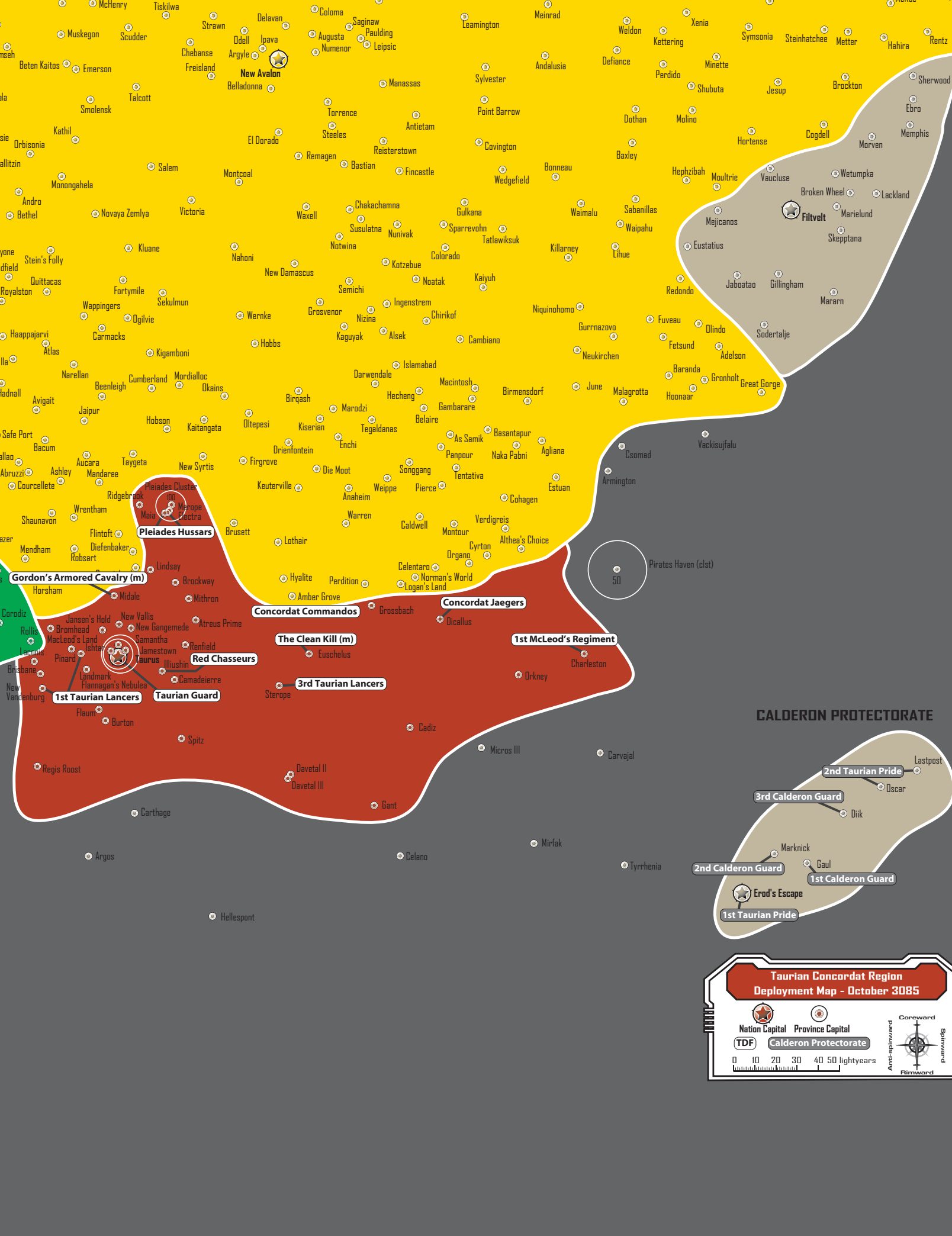
Magistracy of Canopus Region
Deployment Map - October 3085

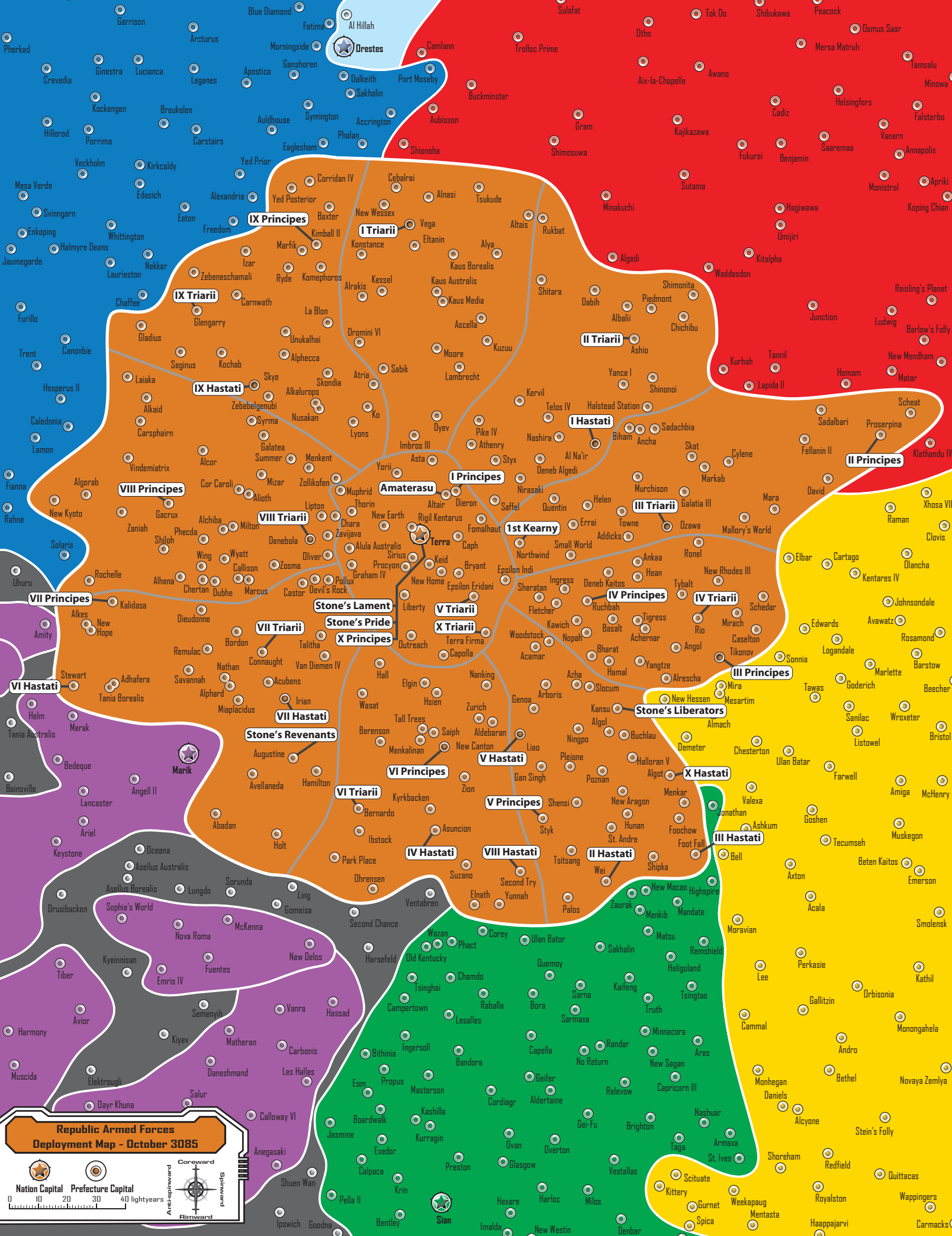
Nation Capital
Province Capital
MAF
Fronc Reaches

0 10 20 30 40 50 lightyears

Coreward
Spinward
Rimward
Anti-spinward


Althastan
Stantsiya
Rajkot
Zolce
Abramkovo
San Hoa
Madiun
Penobscot
Andiron
Khon Kaen
Cavanaugh II
Pencader
Timbiqui
Nockatunga
Epsilon
Baltazar III
Diedre's Den
Galisteo
Millungera
Promised Land
Clayborne II
Griffith
Cerillos
Alorton
Saltillo
Thadora's Land
Hardisey's Haven
Schererville
Kosciusko
Simpson Desert
Dalcour
Edmondson
Loongana
Nelson's Longbows
New St. Andrews
Zorn's Keep
Blantleff
Sierra
Kilarney
Maxwell
Maderas
Curaumilla
Eromanga
II Legio
Merton
Kakada
Maximillian
Sackville
Manotick
Silver
Conakry
Hammer
Gibraltar
Aylmer
Chalouba
Schiedam
Tchamba
The Dragonslayers (m)
Valerius
Tormentine
Wolof
Hazeldean
San Nicolas
Bowang
Home
Illyria
Lepaterique
Lordinax
VI Legio
Atzenbrugg
Kogl
Valil'yevskiy
Panjang
Lothario
Trondheimal
Huntington
V Legio
Trasjkis
IV Legio
Kutludugun
Aconcagua
Kendall
Karakiraz
Landfall
Stotzing
Mackenzie
Reykavis
Lummatii
Leximon
Westover
Jubka
Lindassa
Logan Prime
Lahti
Rzhishchev
Prato
Hednesford
Jiddah
Corbeanca
Ghaziabad
Karachi
Goth Khakar
Paulinus
Romita
Winfield's Regiment (m)
Niops V
Niops VI
Niops Association Militia
Niops VII
Lesnovo
Tohelet
Tematagi
Negushevo
Campoleone
Gatchina
The Head Hunters (m)
New Venice
Addhara
I Legio
Alphard
Stafford
Astrokaszy
Suetonius
Pompey
Baccalieu
Horatius
Cohors Morituri
III Legio
Ballalaba
Marius's Tears
Islington
Algenib
Thraxa
Vixen
Ballad II
Marian Hegemony Region
Deployment Map - October 3085
Nation Capital
Province Capital
0 10 20 30 40 50 lightyears
Coreward
Anti-spinward
Spinward
Rimward


New Avalon
Filtvelt
Pleiades Hussars
Gordon's Armored Cavalry (m)
Concordat Commandos
Concordat Jaegers
The Clean Kill (m)
1st McLeod's Regiment
Red Chasseurs
3rd Taurian Lancers
1st Taurian Lancers
Taurian Guard
Pleiades Cluster
Taurus
Pirates Haven (clst)
50
CALDERON PROTECTORATE
2nd Taurian Pride
3rd Calderon Guard
2nd Calderon Guard
1st Calderon Guard
Erod's Escape
1st Taurian Pride
Taurian Concordat Region
Deployment Map - October 3085
Nation Capital
Province Capital
TDF
Calderon Protectorate
0 10 20 30 40 50 lightyears
Coreward
Rimward
Spinward
Anti-spinward


Republic Armed Forces
Deployment Map - October 3085
Nation Capital
Prefecture Capital
0 10 20 30 40 lightyears
Anti-spinward
Coreward
Spinward
Rimward
IX Principes
I Triarii
IX Triarii
IX Hastati
II Triarii
I Hastati
II Principes
I Principes
Amaterasu
VIII Principes
VIII Triarii
Terra
1st Kearny
III Triarii
VII Principes
Stone's Lament
Stone's Pride
V Triarii
X Triarii
IV Principes
IV Triarii
VII Triarii
X Principes
III Principes
VI Hastati
VII Hastati
Stone's Liberators
Stone's Revenants
V Hastati
VI Principes
X Hastati
VI Triarii
V Principes
III Hastati
IV Hastati
VIII Hastati
II Hastati
Marik
Sian
Orestes
Al Hillah
Blue Diamond
Garrison
Arcturus
Fatima
Morningside
Pherkad
Crevedia
Ginestra
Lucianca
Leganes
Apostica
Ganshoren
Dalkeith
Sakhalin
Port Moseby
Kockengen
Breukelen
Auldhouse
Symington
Accrington
Phalan
Eaglesham
Hillerod
Porrima
Carstairs
Veckholm
Kirkcaldy
Yed Prior
Mesa Verde
Edasich
Alexandria
Yed Posterior
Corridan IV
Baxter
Svinngarn
Eaton
Freedom
Enkoping
Whittington
Halmyre Deans
Jaumegarde
Laurieston
Nekkar
Kimball II
Marfik
Izar
Ryde
Komephoros
Zebeneschamali
Chaffee
Carnwath
Glengarry
Furillo
Gladius
Trent
Canonbie
Seginus
Kochab
Unukalhai
Alphecca
Laiaka
Skye
Skondia
Alkalurops
Zebebelgenubi
Hesperus II
Alkaid
Caledonia
Carsphairn
Lamon
Syrma
Galatea
Summer
Menkent
Vindemiatrix
Alcor
Algorab
Cor Caroli
Mizar
Alioth
Fianna
New Kyoto
Gacrux
Rahne
Alchiba
Milton
Zaniah
Phecda
Shiloh
Denebola
Solaris
Wing
Wyatt
Callison
Uhuru
Rochelle
Alhena
Chertan
Dubhe
Marcus
Alkes
New Hope
Kalidasa
Dieudonne
Amity
Bordon
Remulac
Connaught
Talitha
Van Diemen IV
Nathan
Savannah
Alphard
Miaplacidus
Stewart
Adhafera
Tania Borealis
Acubens
Irian
Helm
Merak
Tania Australis
Bedeque
Bainsville
Angell II
Lancaster
Ariel
Keystone
Marik
Augustine
Avellaneda
Hamilton
Abadan
Holt
Oceana
Asellus Australis
Asellus Borealis
Drusibacken
Sophie's World
Nova Roma
McKenna
Kyeinnisan
Emris IV
Fuentes
New Delos
Tiber
Avior
Harmony
Semenyih
Kiyev
Matheran
Vanra
Hassad
Carbonis
Muscida
Elektraugli
Daneshmand
Les Halles
Salur
Dayr Khuna
Calloway VI
Anegasaki
Shuen Wan
Ipswich
Goodna
Sorunda
Lungdo
Ling
Gomeisa
Second Chance
Ventabren
Harsefeld
Ohrensen
Park Place
Suzano
Second Try
Elnath
Yunnah
Palos
Tsitsang
Wei
Shipka
Ibstock
Asuncion
Styk
Shensi
Kyrkbacken
Bernardo
Zion
Gan Singh
Pleione
Poznan
Halloran V
Algot
Menkar
New Aragon
Hunan
St. Andre
Foochow
Foot Fall
Bell
Jonathan
Ashkum
Valexa
Amiga
McHenry
Goshen
Muskegon
Tecumseh
Beten Kaitos
Axton
Emerson
Acala
Smolensk
Moravian
Matsu
Remshield
Heligoland
Perkasie
Lee
Kathil
Orbisonia
Gallitzin
Cammal
Monongahela
Andro
Bethel
Novaya Zemlya
Manhegan
Daniels
Alcyone
Stein's Folly
Nashuar
Brighton
Armaxa
Taga
St. Ives
Shoreham
Redfield
Quittacas
Scituate
Kittery
Gurnet
Weekapaug
Royalston
Wappingers
Spica
Mentasta
Haappajarvi
Carmacks
Denbar
New Westin
Imalda
Bentley
Pella II
Krin
Calpaca
Exedor
Boardwalk
Jasmine
Kashilla
Kurragin
Masterson
Propus
Eom
Bithinia
Ingersoll
Bandora
Cordiagr
Aldertaine
Geifer
Relevow
Capricorn III
Randar
No Return
Capella
Ares
New Sagan
Minnacora
Ovan
Overton
Glasgow
Preston
Vestallas
Harloc
Milos
Hexare
Tsingtao
Truth
Kaifeng
Sarna
Sarmaxa
Bora
Raballa
Tsinghai
Chamdo
Campertown
Lesalles
Old Kentucky
Phact
Wazan
Corey
Ullan Bator
Sakhalin
Quemoy
Matsu
Remshield
Heligoland
Lee
Perkasie

KAPPA GALAXY

Stationed in the Republic of the Sphere, when the order was given to return to the Dominion twenty percent of the Galaxy stayed behind. Badly understrength, the Unity Council did the only thing it could and posted Kappa Galaxy to the Periphery border.

Ironically this suited Kappa Galaxy. Longtime the bane of pirates, the addition of the Fifty-fifth PGC enabled this Galaxy to indulge in long sweeps deep into the Periphery. What they have found out there no one knows, but the Unity Council must like it because they continue to reward Kappa Galaxy with access to a level of frontline equipment unknown for a Dominion second-line Galaxy, and a small fleet of modern JumpShips and assault DropShips.

Like Theta, Kappa Galaxy received an influx of forces from the disbanded Omicron, Pi and Sigma Galaxies. The presence of the Twenty-first Phalanx and the merging of the Thirteenth Phalanx into the Fifty-fifth PGC has given this Galaxy a strong combined-arms element.

TAU GALAXY

Solid and dependable Tau Galaxy rests in support of Rho Galaxy and Omega Galaxy. Somewhat representative of garrison Galaxies in the Ghost Bear Dominion, the Galaxy deploys vehicle-based transport Novas as well vehicle Binaries manned by Rasalhagians to make up for a lack of BattleMechs. Nearly a quarter of its equipment is Inner Sphere in origin, though the years of peace have allowed it to reequip with Clan technology.

The presence of the factories on Satalice have drawn unwanted attention to the Second Bear Regulars, who have suffered repeated attacks since redeploying there in 3081, and are now petitioning for a reprisal strike against Diosd. The Ninth PGC was used to raid Mualang in 3084, but the garrison Cluster lacked the logistical experience to support the extended operations.

RASALHAGUE GALAXY

A bold experiment, the Rasalhague Galaxy has provided results, though not necessarily the military ones required. The Rasalhague Galaxy has seen remarkably little combat since returning to the Dominion to put down the rebellion of the Second Freemen Cluster. Stationed around Rasalhague, the Galaxy is positioned to limit Clan Hell's Horses adventurism, something far more likely to be directed toward Clan Wolf. The major challenge the Galaxy faces is continual urging to reclaim more Rasalhagian worlds from the other Clans.

VALKYRIE GALAXY

The surviving Clusters of the Valkyrie Galaxy have nearly returned to full strength, and with *Rasalhague* coming back online in a year can be expected to rotate off the Tseng Facility's flight deck. Five years with close access to the Dominion's primary aerospace factory has seen much of the Galaxy refitted new OmniFighters. The old fighters will be passed onto second-line Clusters around the Dominion. While serving out of the Tseng Facility, Valkyrie Galaxy has been involved in several incidents related to security protocols established around Alshain during the Jihad. With the two existing Clusters moving on, thoughts have turned to re-establishing one of the disbanded Clusters for system defense.

TUNDRA GALAXY

With the return of all of *touman* to the Dominion, Tundra Galaxy has been rotated to the Draconis Combine border. Here it can expect attacks from DCMS and Nova Cat forces. Considered reasonably trustworthy, Tundra Galaxy has been receiving Clan technology upgrades, especially for its armor forces.

During the Bloody Tricentennial attacks, the First Hussars Cluster was present on Thessalonika when Word of Blake insurgents released a virulent strain of foot-and-mouth disease that devastated the local cattle industries and remains dormant in many of the world's arable grasslands. While far from the deadliest of Word of Blake attacks, the lack of alternate industries on the pastoral world has threatened Thessalonika's economic survival.

TAIGA GALAXY

Taiga Galaxy is a mix of loyalty and questionable behavior. For this reason it has been stationed to a coreward post, near the Rasalhague Galaxy. The First Freemen picked a fight on Skallevoll against the numerically weaker 666th Mechanized Cluster of Clan Hell's Horses, but got a bloody nose when they underbid and came up against the Horses' new generation of ProtoMechs. Both sides, unwilling to escalate the matter, have chalked this incident up to a learning experience. The reconstruction of the Second Freemen seems to be progresses but continues to be watched closely.

POLAR GALAXY

In what may prove to be an act of genius, the mutinous First Kavalleri Cluster has been stationed on the pro-Clan world of Orestes. The Second Kavalleri survived a strike by a Shadow Division Level III in 3080 on Grumium, at the cost of a third of its strength. The fighting managed to penetrate the Grumium Creations compound where the mothballed *Crockett* was smashed before the Level III was forced to withdraw offworld. Despite the losses, this is seen as a good reason to upgrade the Cluster.

THE DOMINION FLEET

By the end of the year, the Ghost Bear Dominion's fleet will consist of *Rasalhague* (*Leviathan II*), *Ursa Major* (*Nightlord*), and *Den Mother* and *Yggdrasil* (*Carrack*). The two battleships represent perhaps the greatest concentration of firepower in the Inner Sphere, but that concentration limits their ability to be able to be deployed.

All of that firepower cannot be in two places at once. To make up the dispersed element of their naval strategy, the Dominion has continued producing *Aesir* and *Vanir*-class DropShips. While Clan Nova Cat received almost their entire pre-3080 production, the Dominion has since built enough to supply their own needs. Less talked about is the small, but expanding, fleet of *Hunter*-class JumpShips. These spy ships show the Dominion is taking an interest in events beyond its borders and will have to be watched carefully.

THE RAVEN ALLIANCE

The Raven Alliance currently possesses four active Galaxies (augmented by the remains of the Outworlds Alliance Military Corps) and seventeen WarShips.

ALPHA GALAXY

Alpha Galaxy started the decade guarding the Outworlds Alliance worlds considered most valuable to the vulnerable Clan. But following the Draconis Combine's attacks, the Galaxy has had no choice but to move forward into the exposed salient. The presence of the strong Clan force has meant that this front has quieted down a lot. This probably suits Clan Snow Raven, as there are doubts as to how quickly it can recover from heavy losses.

BETA GALAXY

Having pushed a salient deep into the Draconis Combine, Beta Galaxy was pulled back as pirate raids became the major threat. Only later would it become known that the raids were funded by the Draconis Combine to act as a distraction for the attacks of 3082.

Nonetheless Beta Galaxy has been successful as pirate hunters. The Fifth Raven Stoop Cluster is notable for successfully using its superior mobility to not only defeat a pirate raid in 3084, but beat the retreating pirates back to their DropShips. Stationed at Quatre Belle, the Ninth Raven Wing Cluster has been able to refit and rearm with ease from the local factories. For the other Clusters things have been more difficult, with modern BattleMechs especially scarce.

GAMMA GALAXY

Gamma Galaxy has had a torrid time since 3079. Moved into the Draconis Combine salient with elements of Delta Galaxy, it arrived days too late to stop the raids on Goubellat and Schirmeck, but the Twelfth Raven Garrison Cluster was in place alongside the Sixth Raven Regulars to face the elite Third Proserpina Hussars on Weisau.

With the Sixth badly understrength, the Twelfth was hard pressed to resist the invaders. Yet they did so over the course of three weeks, at the cost of Twelfth. Two months later the Fifth Galedon Regulars hit Weisau and Budingen, while the Sixteenth Galedon Regulars attacked Valentina. On Valentina the Third Raven Auxiliaries were able to use their superior aerospace forces to pin the Sixteenth down and counterbalance the Sixteenth's numbers on the ground. After achieving victory, they moved to Weisau to support the Sixth Raven Regulars. On Budingen both forces were closely matched but the 100th Raven Battle Cluster achieved victory when it successfully isolated the Fifth's supply dumps. Since then, the surviving Clusters have been tasked to core worlds within the Alliance where they have been able to recover their material losses.

DELTA GALAXY

Faced with raiding on all sides, Delta Galaxy was shuffled around the Outworlds Alliance despite its weak state. This saw the Sixth Raven Regulars stationed on Weisau in October 3082 to withstand two assaults by the Draconis Combine. In the first, the Sixth acted as a mobile reserve for the slower, vehicle-based Twelfth Raven Garrison Cluster. In the second attack, the Sixth found itself facing a detached battalion from the Fifth Galedon Regulars. With barely a Trinary operational, the Sixth mounted a guerilla campaign until the Third Raven Auxiliaries came to their aid. Since then Delta Galaxy has mainly been stationed along the border with the Federated Suns, who have taken an interest in probing the strength of the Alliance's new defenders.

ALLIANCE MILITARY CORPS

Before 3082, it was expected that Clan Snow Raven would defend the Alliance from the Great Houses, and the AMC was stationed along the Periphery accordingly. So it is more than a little ironic that the AMC has since been moved into supporting positions along the Federated Suns and Draconis Combine borders.

The AMC represents a quandary for Clan Snow Raven. Their organization limits them as offensive units, and even the Alliance Air Wings are vulnerable if an enemy can make it to the surface of a world. Equally difficult is the materiel levels of the AMC. Compared to the Clans, primitive does not even begin to describe the native Outworlds military. At a time when the Clan is only just achieving self-sufficiency, it doesn't need to have to arm a force nearly as large as its own.

Nonetheless, it is making the effort. While modern BattleMech production remains low, deals with United Outworlders Corporation mean the Alliance Air Wings have been receiving modern fighters and though the Clan can't provide 'Mechs, it has been able to provide regiments with a Trinary of battle armor or ProtoMechs as stiffening. This came as a surprise to the Nineteenth Galedon Regulars when they raided Milligan's World, finding the Alliance Grenadiers' infantry using *Rocs* as fire support. In the future, those attacking the Alliance can expect to find more eclectic mixes of equipment and tactics.

THE ALLIANCE FLEET

The Raven Alliance fleet consists of the Ice Storm Naval Star, (*Ice Storm* (*Cameron*), *Ark Royal* (*Conqueror*), *Magpie* (*Congress*), *Drake* (*Whirlwind*), and *Munnin* (*Vincent Mk.42*)), the Conqueror Naval Star (*Raven's Nest* (*Thera*), *Kerensky's Hope* (*Cameron*), *Storm Crow* (*Sovetskii Soyuz*), *Conqueror* (*Conqueror*), *Lord Death* (Aegis), *William Adams* (*Whirlwind*)), and the Eden Rose Naval Transport Star (*Bonaventure*, *Eden Rose*, *Epimetheus*, *Treachery*, and *Wild Swan* (*Potemkin*), and *Scavenger* (*Volga*)).

Unfortunately for the Alliance, there remain great questions about the availability and state of these vessels. The Eden Rose Naval Transport Star is still largely employed as a series of mobile factories above several Alliance worlds. This makes it unlikely that they will be acting as valid transports for anything in the near term. *Ark Royal*, *Conqueror* and *Raven's Nest* represent a massive concentration of firepower, but questions exist about Clan Snow Raven's ability to provide pilots for them—as can be seen in their *Titan* refit program, which reduced the number of aerospace fighters carried per DropShip. That half of these ships are still waiting for yard time at Quatre Belle a decade after their arrival puts question marks over the state of the yards and how capable the ships remain after so long without attention. Indeed, the fleet has played no part in the recent spats with the Draconis Combine, raising questions about its usefulness. Faced with this, the Clan will likely have to make some hard choices in the future about what it does with its precious fleet.

CLAN WOLF (IN-EXILE)

Clan Wolf (in-Exile)'s current *touman* consists of three active Galaxies and one WarShip.

ALPHA GALAXY

After being forced to sit back and watch Clan Jade Falcon's adventurism on Graus mere months after the First Wolf Legion left it, Alpha Galaxy has had a quiet few years. A few attempts have been made to raid the occupation zones, but Clan Jade Falcon's responses have been out of proportion, usually denying *safcon* and bidding large forces. Unwilling to match this level of force, Alpha Galaxy has had to let sleeping dogs lie.

Instead, Alpha Galaxy has kept its claws sharp by acting as an opposition force for the Kell Hounds, Wolf's Dragoons and other mercenary groups based on Arc-Royal. While this has generally been positive with the more experienced groups, some less-elite groups have not taken their lessons well and developed grudges.

BETA GALAXY

Badly battered in the Terran campaign, Beta Galaxy was thrown into the fray with little time for rest in 3080 when Clan Jade Falcon attacked Mogyorod, Clermont and Machida. Sent out of the Arc-Royal Theater, Beta Galaxy was fortunate that Clan Jade Falcon retreated rather than push the issue. Retained in position in case Clan Jade Falcon chooses to return has found interacting with the locals difficult. Fortunately supplies are plentiful and the Galaxy has been able to recover some of its lost strength. The downside is with the destruction on Arc-Royal, Beta Galaxy has had to rely more on equipment from Inner Sphere sources.

OMEGA GALAXY

Omega Galaxy has been stationed on the rimward edge of the Arc-Royal Theater, guarding the Dominion and Clan Wolf fronts. With no real interest in each other, the Dominion front has been quiet. On the other hand Omega Galaxy has taken to tweaking the tail of Clan Wolf's Beta Galaxy with regular raids across the border. That Beta Galaxy hasn't responded only encourages Omega Galaxy, leading to riskier and more daring attacks as Star Captains try to outdo each other.

THE EXILED WOLVES' FLEET

Consisting of the *Potemkin*-class *Full Moon*, Clan Wolf (in-Exile)'s fleet is a shadow of what it once was. Faced with this reality, and the ongoing need to defend Arc-Royal, the Exiled Wolves developed the *Isegrim*-class DropShip. This ship has proved a money earner for the Clan, with both the Lyran Commonwealth and other Clans showing an interest. In any case, it is expected that the growing DropShip fleet will give Clan Wolf (in-Exile) some very powerful tactical options.

CLAN NOVA CAT

Clan Nova Cat's current *touman* consists of three active Galaxies.

XI GALAXY

In a twist of fate Xi Galaxy, has found itself the most senior Galaxy in Clan Nova Cat. Given their Cloud Cobra connections, this was not taken well in several quarters and Trials were fought to try and gain Lambda Galaxy the honor. Moved off the Dominion border in the aftermath of the lead Galaxies joining the Republic, Xi now acts as the final line of defense between the Irece Prefecture and the rest of the Draconis Combine. This has become an issue for the Galaxy, as they have barely seen combat. It is not just the distance from the front line; Dominion troops have flat-out refused to engage them. The solution so far has to been to agitate for raiding operations, but opportunities are limited and the DCMS does not want to aggravate the Dominion more than necessary. Even as Xi Galaxy has moved to the heart of the Clan, they have increasingly become outsiders.

LAMBDA GALAXY

Forced to return to guard Irece by Devlin Stone, Lambda has since found itself placed on the direct line of assault between Alshain and Luthien. This makes the Galaxy the most likely to be targeted by Ghost Bear Dominion raids. The Nova Cat Hussars Cluster has recently received new *Sphinx*es to replace its Draconis Combine hardware. These saw action in 3084, alongside the First Sword of Light on Mualang, though the Cluster involved was misidentified as the 246th. Secure on Asgard, the Nova Cat Fusiliers Cluster continues to repair and act as a reserve for the rest of the Galaxy.

OMICRON GALAXY

The largest of Clan Nova Cat's three Galaxies, Omicron Galaxy secures the rest of the Irece Prefecture. The Thundercats Keshik and Nova Cat Jaegers Cluster share Itabiana with Clan Diamond Shark. For the Jaegers, at least, this has been a mixed blessing. Seeking to supplement their hardware with produce from Clan Diamond Shark's factories, they have limited their growth with by indulging in regular Trials against the elite garrison force and walked away with enough victories to justify the losses. The Nova Cat Dragoons Cluster on Outer Volta has not been attacked at all, and has recovered further than its sister Clusters. Sadly, the Nova Cat Dragoons Cluster was present on Avon during the attacks during the Bloody Tricentennial. Though suffering no losses, the Cluster provided scanning equipment and overwatch capability during the two month hunt for the two dozen Word of Blake agents that ground the cities of Avon to a standstill with sniper, gas and bomb attacks.

THE NOVA CATS' FLEET

Along with three of its Galaxies, all of Clan Nova Cat's WarShip fleet joined the Republic of the Sphere. Though reduced to a DropShip navy, there are some positive signs. Clan Nova Cat has managed to retain three *Aesir*s and four *Vanir*s. An attempt to Trial for more ended in debacle, when Clan Nova Cat initiated the Trial at a pirate point over Alshain. The Valkyrie Clusters not only ignored the challenge but destroyed the attacking force, including a fifth *Vanir* and their JumpShip as well. In addition to their Clan DropShips, Clan Nova Cat operates a Star of first-generation *Nekohono'*os dating back to the late 3060s and the Draconis Combine's desire to reinforce its Dominion border. Finally, the Clan is trying to purchase *Isegrim*s, though objections from the Lyran Commonwealth and Clan Wolf may prove problematic.

CLAN MILITARY FORCES

(Deployment as of 31 October 3085)

CLAN DIAMOND SHARK

Commander: Khan Naomi Nagasawa
Aide: saKhan Alan Hawker
Strength: Approximately 6 Galaxies (25 Clusters)

ALPHA GALAXY (DEATHSTRIKE GALAXY)

Commander: Khan Naomi Nagasawa
Aide: Star Colonel Xoc Hammond

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
The Diamond Skate	E/F	Twycross	105%	100% (K)
(CO: Khan Naomi Nagasawa)				
21st Combine Assault	E/F	Twycross	95%	100% (FL)
(CO: Star Colonel Amiri Sutherland)				
27th Cruiser Cluster	E/F	Twycross	90%	100% (FL)
(CO: Star Colonel Lyra Oshika)				
83rd Cruiser Cluster	R/F	Twycross	45%	100% (FL)
(CO: Star Colonel Jalia Kalasa)				

BETA GALAXY (PREDATOR GALAXY)

Commander: saKhan Alan Hawker
Aide: Star Colonel Breen Rodriguez

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
The Pearl Skate	E/F	Tukayyid	80%	100% (K)
(CO: saKhan Alan Hawker)				
7th Cruiser Cluster	E/F	Tukayyid	85%	100% (FL)
(CO: Star Colonel Riku Crow)				
6th Strike Cluster	E/F	Nykvarn	80%	95% (FL)
(CO: Star Colonel Lisle Masino)				
42nd Combined Strike	V/R	Nykvarn	90%	90% (FL)
(CO: Star Colonel Jeven Radick)				

GAMMA GALAXY (SNAPPING JAWS GALAXY)

Commander: Galaxy Commander Azerwal Hammond
Aide: Star Colonel Bellini Oshika

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
The Jasper Skate	R/F	Itabaiana	50%	100% (FL)
(CO: Galaxy Commander Azerwal Hammond)				
8th Assault Cluster	E/R	Itabaiana	85%	85% (FL)
(CO: Star Colonel Haruko Lienet)				
21st Striker Cluster	E/F	Itabaiana	95%	90% (FL)
(CO: Star Colonel Georgiy Kozyrev)				
28th Cruiser Cluster	V/F	CDS *Devourer*	90%	88% (FL)
(CO: Star Colonel Stanislaus Clarke)				

LAMBDA SPINA (STARSTRIKE GALAXY)

Commander: Galaxy Commander Tim Oshika
Aide: Star Colonel Pertev Kalasa

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
The Sapphire Skate	E/F	Trondheim	60%	100% (FL)
(CO: Galaxy Commander Tim Oshika)				
11th Strike Cluster	V/F	Trondheim	65%	48% (FL)
(CO: Star Colonel Vito Rodriguez)				
76th Combined Strike	R/R	Trondheim	40%	73% (FL)
(CO: Star Colonel Dima Norizuchi)				
84th Cruiser Cluster	R/R	CDS *Tsunami*	35%	59% (FL)
(CO: Star Colonel Abe Maine)				

OMEGA GALAXY (BLOODSCENT GALAXY)

Commander: Galaxy Commander Isaak Kalasa
Aide: Star Colone Khuzymah Clarke

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
The Coral Skate	E/R	CDS *Tracy*	90%	10% (SL)
(CO: Galaxy Commander Isaak Kalasa)				
101st Strike Cluster	R/R	CDS *Architeuthis*	95%	0% (SL)
(CO: Star Colonel Hayato Nagasawa)				
35th Cruiser Cluster	R/R	CDS *Terror of the Deep*	90%	0% (SL)
(CO: Star Colonel Logan McTighe)				
57th Combined Assault	E/F	CDS *Space Hunter*	95%	0% (SL)
(CO: Star Colonel Topaz Djerassi)				
17th Air Assault Cluster	V/F	CDS *Nagasawa*	95%	0% (SL)
(CO: Star Colonel Kasumi Bourjon)				

SIGMA GALAXY (FOX'S WHELPS GALAXY)

Commander: Loremaster Semi Kalasa
Aide: Star Colonel Donat Maine

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
The Moonstone Skate	E/R	Chainelane Isles	55%	0% (SL)
(CO: Loremaster Semi Kalasa)				
23rd Strike Cluster	V/F	Chainelane Isles	60%	0% (SL)
(CO: Star Colonel Cerys Oshika)				
51st Strike Cluster	R/R	Chainelane Isles	70%	0% (SL)
(CO: Star Colonel Natalya Von Jankmon)				
422nd Strike Cluster	R/R	CDS *Kraken*	40%	0% (SL)
(CO: Star Colonel Jeremy Hammond)				

CLAN HELL'S HORSES

Commander: Khan Jake Kabrinski
Aide: saKhan Sasha Mitchell
Strength: Approximately 8 Galaxies (34 Clusters)

CLAN HELL'S HORSES COMMAND

Commander: Khan Jake Kabrinski
Aide: saKhan Sasha Mitchell

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
Alpha Keshik	E/F	Csesztreg	80%	90% (K)
(CO: Khan Jake Kabrinksi)				
Omega Keshik	E/R	Kirchbach	85%	100% (K)
(CO: saKhan Sasha Mitchell)				

ALPHA GALAXY (STAMPEDE OF STEEL)

Commander: Galaxy Commander Phadorah Ravenwater
Aide: Star Colonel Tsuki DeLaurel

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
Alpha Galaxy Command	E/F	Csesztreg	80%	75% (FL)
(CO: Galaxy Commander Phadorah Ravenwater)				
11th Mechanized Cavalry	E/R	Csesztreg	55%	84% (FL)
(CO: Star Colonel Yusuf Ben-Shimon)				
12th Mechanized Cavalry	E/R	Csesztreg	60%	60% (FL)
(CO: Star Colonel Blossom Vong)				
21st Mechanized Assault	E/R	Harvest	70%	64% (FL)
(CO: Star Colonel Babette Amirault)				
22nd Mechanized Assault	V/F	Seiduts	60%	63% (FL)
(CO: Star Colonel Charles Gurdel)				
30th Mechanized Strike	E/R	Chateau	60%	67% (FL)
(CO: Star Colonel Dawson Ravenwater)				

BETA GALAXY (THE APOCALYPSE)

Commander: Galaxy Commander Ruggieri Lassenerra
Aide: Star Colonel Draza Dwelley

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
Beta Galaxy Command (CO: Galaxy Commander Ruggieri Lassenerra)	E/Q	New Oslo	75%	70% (FL)
666th Mechanized Assault (CO: Star Colonel Sophia Mitchell)	V/R	Skallevoll	30%	64% (FL)
77th Mechanized Cavalry (CO: Star Colonel Daishiro Myers)	V/R	New Bergen	20%	49% (FL)
333rd Mechanized Strike (CO: Star Colonel Isra Cobb)	E/F	Outpost	30%	81% (FL)
888th Mechanized Assault (CO: Star Colonel Konstantin Seidman)	R/R	New Oslo	50%	75% (FL)
99th Mechanized Cavalry (CO: Star Colonel Brencis Clarke)	E/F	Svelvik	30%	68% (FL)

DELTA GALAXY (THE LIGHTNING RIDERS)

Commander: Galaxy Commander Anna-Carina Cobb
Aide: Star Colonel Mujdat DeLaurel

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
71st Mechanized Cavalry (CO: Galaxy Commander Anna-Carina Cobb)	E/F	Icar	80%	42% (FL)
82nd Mechanized Cavalry (CO: Star Colonel Kofi Maine)	V/F	New Caledonia	85%	83% (FL)
44th Mechanized Assault (CO: Star Colonel Mario Cooper)	V/R	Alleghe	75%	66% (FL)
65th Mechanized Strike (CO: Star Colonel Dina DeLaurel)	E/F	Gustrell	60%	57% (FL)

EPSILON GALAXY (THE STONEWALL BRIGADE)

Commander: Loremaster Temuchin Amirault
Aide: Star Colonel Elene Grimheald

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
Epsilon Galaxy Command (CO: Loremaster Temuchin Amirault)	E/F	The Edge	45%	25% (SL)
62nd Mechanized Assault (CO: Star Colonel Mario Fletcher)	V/R	St. John	40%	17% (SL)
91st Mechanized Assault (CO: Star Colonel Sveta Rood)	V/F	Verthandi	45%	19% (SL)

THETA GALAXY (HELL'S STORMTROOPERS)

Commander: Galaxy Commander Sofronio Mitchell
Aide: Star Colonel Liliana Amirault

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
42nd BattleMech Cluster (CO: Galaxy Commander Sofronio Mitchell)	V/R	Here	55%	0% (SL)
49th BattleMech Cluster (CO: Star Colonel Reggie Shaffer)	R/R	Bensinger	50%	0% (SL)
53rd BattleMech Cluster (CO: Star Colonel Yul DeLaurel)	R/R	Toland	30%	0% (SL)
57th BattleMech Cluster (CO: Star Colonel Nura)	G/R	Toland	25%	0% (SL)

IOTA GALAXY (THE NINTH RING OF HELL)

Commander: Galaxy Commander Iwao Houan
Aide: Star Colonel Anka Dudzinsky

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
61st BattleMech Cluster (CO: Galaxy Commander Iwao Houan)	R/R	Elissa	35%	0% (SL)
67th BattleMech Cluster (CO: Star Colonel Edwin Shaffer)	G/Q	Nyserta	20%	0% (SL)
69th BattleMech Cluster (CO: Star Colonel Micha)	R/Q	Butte Hold	25%	0% (SL)
74th BattleMech Cluster (CO: Star Colonel Ani)	G/R	Elissa	15%	0% (SL)

KAPPA GALAXY (THE SCARLET MUSTANGS)

Commander: Galaxy Commander Misha Fletcher
Aide: Star Colonel Toris Fletcher

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
307th Mechanized Cavalry (CO: Galaxy Commander Misha Fletcher)	R/F	Lackhove	60%	76% (FL)
412th Mechanized Strike (CO: Star Colonel Masashi Lienet)	G/R	Apollo	45%	71% (FL)
85th BattleMech Cluster (CO: Star Colonel Lucille)	R/R	Steelton	65%	35% (SL)

OMEGA GALAXY (THE WARG RIDERS)

Commander: Galaxy Commander Stevic Hawker
Aide: Star Colonel Juanita Ward

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
91st BattleMech Cluster (CO: Galaxy Commander Stevic Hawker)	E/R	Kirchbach	40%	84% (FL)
93rd BattleMech Cluster (CO: Star Colonel Portia)	V/R	Lovinac	50%	0% (SL)
94th BattleMech Cluster (CO: Star Colonel Jalil)	R/Q	Liezen	60%	0% (SL)
99th BattleMech Cluster (CO: Star Colonel Ilse Cooper)	R/Q	Bruben	40%	0% (SL)

CLAN JADE FALCON

Commander: Khan Samantha Clees
Aide: saKhan Diane Anu
Strength: Approximately 7 Galaxies (33 Clusters)

COMMAND ASSETS

CO: Khan Samantha Clees
Aide: Star Captain Lyle Hazen

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
Turkina Keshik (CO: Khan Samantha Clees)	E/F	Sudeten	85%	95% (K)

GAMMA GALAXY (JADE FALCON GALAXY)

CO: Galaxy Commander Quinn Kerensky
Aide: Star Colonel Man-Keung Malthus

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
1st Falcon Hussars (CO: Galaxy Commander Quinn Kerensky)	E/F	Sudeten	50%	100% (FL)
3rd Falcon Talon Cluster (CO: Star Colonel Jonah Hazen)	E/F	Sudeten	60%	96% (FL)
9th Talon Cluster (CO: Star Colonel Alga Pryde)	V/F	Colmar	70%	92% (FL)
1st Falcon Swoop Cluster (CO: Star Colonel Shira Ravenwater)	G/R	Blair Atholl	40%	85% (FL)
3rd Falcon Swoop Cluster (CO: Marin Roshak)	R/R	Dompaire	55%	81% (FL)
Jade Solahma Cluster (CO: Star Colonel Marcus)	R/F	Cusset	30%	0% (SL)

EPSILON GALAXY (LANNER GALAXY)

CO: saKhan Diane Anu
Aide: Star Colonel Halim Pryde

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
1st Falcon Jaegers (CO: saKhan Diane Anu)	E/F	Pandora	85%	100% (K)
5th Battle Cluster (CO: Star Colonel Lucille Buhallin)	V/R	Koniz	55%	83% (FL)
8th Falcon Regulars (CO: Star Colonel Katherine Gurdel)	V/R	Bessarabia	45%	81% (FL)
18th Falcon Regulars (CO: Star Colonel Hans Lienet)	V/R	Biota	50%	67% (FL)
10th Talon (CO: Star Colonel Daniel Jorgensson)	R/Q	Ballynure	35%	69% (FL)
6th Provisional Garrison Cluster (CO: Star Colonel Jeffrey)	G/R	Benfled	40%	15% (SL)

DELTA GALAXY (GYRFALCON GALAXY)

CO: Loremaster Brian Pryde
Aide: Star Colonel Hoshi Buhallin

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
1st Falcon Striker Cluster	E/F	Butler	35%	100% (K)
(CO: Loremaster Brian Pryde)				
2nd Falcon Dragoons	V/R	Wotan	40%	82% (FL)
(CO: Star Colonel Kitaro Kalasa)				
53rd Battle Cluster	E/R	Maxie's Planet	35%	66% (FL)
(CO: Star Colonel Malcolm Hazen)				
4th Falcon Dragoons	G/R	Romulus	50%	44% (FL)
(CO: Star Colonel Gabriella Pryde)				
Dogbreath Solahma	G/R	Evciler	30%	0% (SL)
(CO: Star Colonel Harrison)				

KAPPA GALAXY

CO: Galaxy Commander Jagjit Buhallin
Aide: Star Colonel Nick Roshak

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
4th Falcon Striker Cluster	V/R	Leskovik	80%	52% (FL)
(CO: Galaxy Commander Jagjit Buhallin)				
8th Provisional Garrison Cluster	R/R	Baker 3	70%	10% (SL)
(CO: Star Colonel Deborah)				
10th Provisional Garrison Cluster	G/R	Alyina	80%	5% (SL)
(CO: Star Colonel Pekka)				
75th Striker Cluster	R/Q	Waldorff	40%	68% (FL)
(CO: Star Colonel Koyo Vickers)				

RHO GALAXY

CO: Galaxy Commander Dorcas Helmer
Aide: Star Colonel Libusa Pryde

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
12th Falcon Regulars	R/Q	Morges	45%	63% (FL)
(CO: Star Colonel Baiko Ward)				
124th Striker Cluster	E /R	Antares	80%	50% (FL)
(CO: Star Colonel Thomas Buhallin)				
7th Falcon Regulars	R/R	Great X	80%	20% (SL)
(CO: Star Colonel Leo Breen)				
Jade Falcon Eyrie Cluster	G/F	Mkuranga	60%	30% (SL)
(CO: Star Colonel Mikos)				

IOTA GALAXY

CO: Galaxy Commander Avarah Roshak
Aide: Star Colonel Larissa Buhallin

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
2nd Falcon Jaegers	R/F	Chahar	60%	10% (SL)
(CO: Star Colonel Ikuko Roshak)				
5th Talon	R/R	Pasig	50%	50% (FL)
(CO: Star Colonel Fjottar)				
51st Garrison Cluster	R/R	Goat Path	55%	10% (SL)
(CO: Star Colonel Maya)				
Gyrfalcon Eyrie Cluster	G/F	Blue Hole	65%	10% (SL)
(CO: Star Colonel Gottfried)				

LAMBDA GALAXY

CO: Galaxy Commander Krishnamurthi Malthus
Aide: Star Colonel Lejla Chistu

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
22nd Provisional Garrison Cluster	R/R	Newton Square	60%	0% (SL)
(CO: Star Colonel Luc-Boyd)				
24th Provisional Garrison Cluster	V/R	Kikuyu	50%	0% (SL)
(CO: Star Colonel Hutton)				
2nd Falcon Swoop Cluster	R/R	Erewhon	60%	0% (SL)
(CO: Star Colonel Klaus)				
Lambda Solahma	G/R	Somerset	50%	0% (SL)
(CO: Star Colonel Borge)				

CLAN WOLF

Commander: Khan Ivan Kerensky
Aide: saKhan Anatoli Kerensky
Strength: Approximately 5 Galaxies (22 Clusters)

ALPHA GALAXY (THE WOLF SPIRITS)

Commander: Khan Ivan Kerensky
Aide: Star Colonel Veronica Fetladral

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
The Golden Keshik	E/F	Tamar	60%	100% (K)
(CO: Khan Ivan Kerensky)				
4th Striker Cluster	E/F	Tamar	85%	100% (FL)
(CO: Star Colonel Duke Truscott)				
5th Wolf Battle Cluster	R/F	Kandis	80%	100% (FL)
(CO: Star Colonel Alfelia Carns)				
3rd Wolf Guard Battle Cluster	R/F	Memmingen	90%	100% (FL)
(CO: Star Colonel Dimitri Gurdel)				
13th Wolf Regulars	V/R	Weingarten	55%	20% (SL)
(CO: Star Colonel Elsa Ward)				

BETA GALAXY (THE SHADOW WOLVES)

Commander: saKhan Anatoli Kerensky
Aide: Star Colonel Kiara Carns

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
The Silver Keshik	E/F	Kelenfold	80%	100% (K)
(CO: saKhan Anatoli Kerensky)				
9th Wolf Guard Striker	E/F	Kelenfold	75%	100% (FL)
(CO: Star Colonel Emma Radick)				
13th Battle Cluster	E/F	Borghese	80%	100% (FL)
(CO: Star Colonel Megan Vickers)				
2nd Wolf Assault Cluster	V/R	Fort Loudon	65%	100% (FL)
(CO: Star Colonel Stanislaw Kozyrev)				

GAMMA GALAXY (THE WOLF HUSSARS)

Commander: Galaxy Commander Zale Carns
Aide: Star Colonel Tamanna Radick

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
The Bronze Keshik	E/F	Ridderkerk	45%	100% (FL)
(CO: Galaxy Commander Zale Carns)				
7th Battle Cluster	E/R	Feltre	45%	85% (FL)
(CO: Star Colonel Nanami Tchernovkov)				
103rd Striker Cluster	V/R	Planting	30%	75% (FL)
(CO: Star Colonel Fabian Crow)				
271st Assault Cluster	E/F	Unzmarkt	40%	92% (FL)
(CO: Star Colonel Jurgen Fetladral)				

IOTA GALAXY (DOWN TO THE BONES)

Commander: Galaxy Commander Warren Stiles
Aide: Star Colonel Cyril Tutuola

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
The Blue Keshik	E/F	La Grave	75%	0% (SL)
(CO: Galaxy Commander Warren Stiles)				
6th Wolf Regulars	R/Q	Wheel	80%	0% (SL)
(CO: Star Colonel Luca Carns)				
17th Wolf Regulars	G/Q	Hyperion	60%	0% (SL)
(CO: Star Colonel Sophia Tutuola)				
20th Wolf Regulars	V/Q	Zoetermeer	55%	0% (SL)
(CO: Star Colonel Joel)				
21st Wolf Regulars	V/R	Sevren	50%	0% (SL)
(CO: Star Colonel Toma Myers)				
6th Wolf Cavalry Cluster	V/R	Volders	45%	0% (SL)
(CO: Star Colonel Amber)				

KAPPA GALAXY (THE WEREWOLVES)

Commander: Galaxy Commander Sandra Vickers
Aide: Star Colonel Mirvat Ward

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
The Grey Keshik	E/R	Carse	55%	0% (SL)
(CO: Galaxy Commander Sandra Vickers)				
2nd Wolf Guards Grenadiers	V/F	Diosd	50%	0% (SL)
(CO: Star Colonel Juanita Hall)				
6th Wolf Garrison Cluster	R/R	Lothar	55%	0% (SL)
(CO: Star Colonel Kittel)				

GHOST BEAR DOMINION

Commander: Khan Aletha Kabrinski
Aide: saKhan Ragnar Magnusson
Strength: Approximately 9 Galaxies (37 Clusters), plus KungsArmé

ALPHA GALAXY (THE GOLDEN BEARS)

CO: Khan Aletha Kabrinski
Aide: Star Colonel James DelVillar

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
Command Supernova	E/F	Alshain	90%	100% (K)
(CO: Khan Aletha Kabrinski)				
Trinary Galaxy Command	E/F	Alshain	60%	100% (FL)
(CO: Star Colonel James DelVillar)				
1st Bear Guards	E/F	Alshain	55%	68% (FL)
(CO: Star Colonel Piers Tseng)				
3rd Bear Guards	E/R	Alshain	60%	49% (FL)
(CO: Star Colonel Sarah DelVillar)				
8th Bear Cuirassiers	V/R	Tinaca	55%	86% (FL)
(CO: Star Colonel Dana Vishio)				
73rd Battle Cluster	V/F	Marawi	65%	84% (FL)
(CO: Star Colonel Scott Jorgensson)				

BETA GALAXY (NIGHT HOWLERS)

CO: Loremaster Laurie Tseng
Aide: Star Colonel Dane Jorgensson

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
Trinary Galaxy Command	V/F	Engadin	95%	100% (K)
(CO: Loremaster Laurie Tseng)				
332nd Assault Cluster	R/R	Vorarlberg	55%	98% (FL)
(CO: Star Colonel Ariel Bekker)				
14th Battle Cluster	E/Q	Engadin	65%	76% (FL)
(CO: Star Colonel Jurgen Hall)				
18th Battle Cluster	V/F	Hermagor	60%	69% (FL)
(CO: Star Colonel Dana Bekker)				
140th Striker Cluster	V/R	Dawn	60%	58% (FL)
(CO: Star Colonel Boris Jorgensson)				

RHO GALAXY (BEAR ESSENTIALS)

CO: Galaxy Commander Priscila Vong
Aide: Star Colonel Knut Bekker

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
Trinary Galaxy Command	E/F	Toffen	85%	84% (FL)
(CO: Galaxy Commander Priscila Vong)				
243rd Battle Cluster	E/R	Toffen	50%	58% (FL)
(CO: Star Colonel Tommy Gurdel)				
283rd Battle Cluster	V/F	Mannedorf	65%	63% (FL)
(CO: Star Colonel Oliana Hall)				
300th Battle Cluster	R/F	Sternwerde	60%	48% (FL)
(CO: Star Colonel: Guiliana Bekker)				

OMEGA GALAXY (THE RAGING BEARS)

CO: Galaxy Commander Adrienne Bekker
Aide: Star Colonel Mauritz Snuka

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
Trinary Galaxy Command	V/F	Ueda	40%	75% (FL)
(CO: Galaxy Commander Adrienne Bekker)				
5th Bear Guards	V/F	Ueda	45%	62% (FL)
(CO: Star Colonel Aril Gurdel)				
357th Assault Cluster	R/F	Altenmark	65%	88% (FL)
(CO: Star Colonel Linda Hall)				
3rd Bear Regulars	V/R	Rubigen	75%	45% (SL)
(CO: Star Colonel Scott)				

THETA GALAXY

CO: Galaxy Commander Scott Gurdel
Aide: Star Colonel Eric Kabrinski

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
6th Bear Regulars	V/R	Predlitz	80%	30% (SL)
(CO: Galaxy Commander Scott Gurdel)				
17th Provisional Garrison Cluster	V/F	Sheliak	80%	17% (SL)
(CO: Star Colonel Perry)				
56th Provisional Garrison Cluster	R/F	Kempton	70%	14% (SL)
(CO: Star Colonel Ben)				
12th Provisional Garrison Cluster	R/R	Spittal	70%	34% (SL)
(CO: Star Colonel Synna)				
10th Phalanx	E/F	Goito	65%	0% (SL)
(CO: Star Colonel Johan)				

KAPPA GALAXY

CO: Galaxy Commander Daw Snuka
Aide: Star Colonel Yao-Qing Hall

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
4th Bear Regulars	V/F	Polcenigo	50%	33% (SL)
(CO: Galaxy Commander Daw Snuka)				
14th Provisional Garrison Cluster	R/R	Thule	85%	23% (SL)
(CO: Star Colonel Carey Cooper)				
55rd Provisional Garrison Cluster	V/F	Jarett	85%	10% (SL)
(CO: Star Colonel Enya)				
21st Phalanx	V/R	Last Frontier	70%	20% (SL)
(CO: Star Colonel Tyrique)				

TAU GALAXY

CO: Galaxy Commander Jason Hall
Aide: Star Colonel Kate Jorgensson

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
1st Bear Regulars	E/F	Nox	65%	35% (SL)
(CO: Galaxy Commander Jason Hall)				
2nd Bear Regulars	V/R	Satalice	50%	20% (SL)
(CO: Star Colonel Wendy DelVillar)				
9th Provisional Garrison Cluster	V/R	Skandia	80%	20% (SL)
(CO: Star Colonel Rupert)				
18th Provisional Garrison Cluster	R/Q	Gunzburg	80%	32% (SL)
(CO: Star Colonel Adrianne)				
37th Provisional Garrison Cluster	G/R	Halesowen	85%	31% (SL)
(CO: Star Colonel Boris)				

RASALHAGUE GALAXY (STRENGTH IN UNITY)

Commander: saKhan Ragnar Magnusson
Aide: Star Colonel Kjell Minuit

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
1st Rasalhague Bears	E/F	Rasalhague	80%	66% (FL)
(CO: saKhan Ragnar Magnusson)				
1st Tyr Assault Cluster	V/F	Trondheim	80%	74% (FL)
(CO: Star Colonel Espen)				
Gunzburg Eagles	R/R	Balsta	95%	45% (FL)
(CO: Star Colonel Øyvind)				

VALKYRIE GALAXY (DEATH IN THE SKIES)

Commander: Galaxy Commander Ven Devon
Aide: Star Colonel Ali Bourjon

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
2nd Valkyrie	E/F	CGB *Rasalhague*	95%	65% (FL)
(CO: Galaxy Commander Ven Devon)				
6th Valkyrie	V/F	CGB *Rasalhague*	95%	60% (FL)
(CO: Star Colonel Ali Bourjon)				

KUNGSARMÉ

Commander: Överbefalhavare Rhett Weaver
Aide: General Hanssen Månsdottir
Strength: Approximately 3 Galaxies (11 Clusters)

Tundra Galaxy

Commander: Galaxy Commander Signa Pegrem
Aide: Star Colonel Ask Knutson

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
1st Drakøn Cluster	V/R	Courchevel	70%	18% (SL)
(CO: Galaxy Commander Signa Pegrem)				
3rd Drakøn Cluster	V/Q	Casere	80%	22% (SL)
(CO: Star Colonel Frank Ytredal)				
1st Hussars Cluster	R/R	Thessalonika	75%	15% (SL)
(CO: Star Colonel Gunn Skaslien)				
3rd Hussars Cluster	G/Q	Soverenze	55%	12% (SL)
(CO: Star Colonel Frida Johansson)				

Taiga Galaxy

Commander: Galaxy Commander Hjalmer Olsen
Aide: Star Colonel Mike Osa

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
1st Freemen Cluster	E/F	Damian	55%	14% (SL)
(CO: Galaxy Commander Hjalmer Olsen)				
2nd Freemen Cluster	R/R	Holmsbu	45%	10% (SL)
(CO: Star Colonel Jan Fristad)				
3rd Freemen Cluster	V/Q	Susquehanna	75%	15% (SL)
(CO: Star Colonel Marius Storland)				

Polar Galaxy

Commander: Galaxy Commander Amy Findlay
Aide: Star Colonel Terje Pedersen

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
1st Kavalleri Cluster	R/Q	Orestes	60%	15% (SL)
(CO: Galaxy Commander Amy Findlay)				
2nd Kavalleri Cluster	R/R	Grumium	45%	9% (SL)
(CO: Star Colonel Michio Chino)				
3rd Kavalleri Cluster	V/R	Karbala	80%	15% (SL)
(CO: Star Colonel Oscar Johansen)				
4th Kavalleri Cluster	V/R	Dehgolan	85%	25% (SL)
(CO: Star Colonel Audun Jönsson)				

RAVEN ALLIANCE

Commander: Khan Alberto Crow
Aide: saKhan Thorston Magnus
Strength: Approximately 4 Galaxies (13 Clusters), plus Alliance Military Corps

ALPHA GALAXY (SWIFT WING GALAXY)

Commander: Khan Alberto Crow
Aide: Star Colonel William Siegel

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
Ice Storm Naval Star	E/F	Ramora	100%	—
(CO: saKhan Thorston Magnus)				
Corvus Keshik	E/F	Valentina	85%	100% (K)
(CO: Khan Alberto Crow)				
1st Raven Phalanx	E/F	Goubellat	90%	100% (FL)
(CO: Star Colonel Gordon Howe)				
9th Raven Striker Cluster	E/R	Weisau	85%	100% (FL)
(CO: Star Colonel Krystal Siegel)				
4th Raven Wing Cluster	E/F	Schirmeck	80%	90% (FL)
(CO: Star Colonel Walter Magnus)				
5th Raven Wing Cluster	E/F	Budingen	75%	75% (FL)
(CO: Star Colonel Dianne Harper)				

BETA GALAXY (STORM CROW GALAXY)

Commander: Galaxy Commander Elene Siegel
Aide: Star Colonel Abdul Howe

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
Conqueror Naval Star	E/F	Quatre Belle	100%	—
(CO: Star Admiral Prunella Sukhanov)				
5th Raven Stoop Cluster	V/F	Risin	85%	100% (FL)
(CO: Star Colonel Karl Howe)				
9th Raven Wing Cluster	E/R	Quatre Belle	85%	90% (FL)
(CO: Star Colonel Todd Patterson)				
97th Striker Cluster	V/R	Cerberus	90%	100% (FL)
(CO: Star Colonel Lorn Shu)				

GAMMA GALAXY (THE HAWKSHEAD GALAXY)

Commander: Galaxy Commander Basil Magnus
Aide: Star Colonel Jerry Harper

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
Eden Rose Naval Transport Star	V/F	Dante	100%	—
(CO: Star Admiral Alexandra Lankenau)				
100th Raven Battle Cluster	V/F	Dante	85%	100% (FL)
(CO: Star Colonel Mandy Rodriguez)				
3rd Raven Auxiliaries	V/R	Alegro	75%	50% (FL)
(CO: Star Colonel Keith Vickers)				

DELTA GALAXY

Commander: Galaxy Commander Andrey McKenna
Aide: Star Colonel Michael Seigel

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
5th Raven Auxiliaries	V/R	Kinkaid II	45%	64% (FL)
(CO: Galaxy Commander Andrey McKenna)				
6th Raven Regulars	V/F	Ramora	50%	72% (FL)
(CO: Star Colonel David Pryde)				
7th Raven Regulars	V/R	Tellman IV	60%	67% (FL)
(CO: Star Colonel Dorian Magnus)				

ALLIANCE MILITARY CORPS

Commander: President Mitchell Avellar
Aide: Senior Chairman Maurice Avellar

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
1st Alliance Air Wing	E/F	Sevon / Mitchella	85%	35% (SL)
(CO: Chairman Stephanie Del Rio)				
Command Regiment	E/F	Sevon	95%	100%
(CO: Chairman Stephanie Del Rio)				
Second Regiment	E/F	Sevon	85%	0%
(CO: Chairman Jim Brazel)				
Third Regiment	E/F	Mitchella	75%	0%
(CO: Chairman Frank Tatcher)				
2nd Alliance Air Wing	E/F	Crestoblus	90%	0%
(CO: Chairman Neda Kapkobi)				
Command Regiment	E/F	Crestoblus	100%	0%
(CO: Chairman Neda Kapkobi)				
Second Regiment	V/F	Crestoblus	95%	0%
(CO: Chairman Diana Wilkers)				
Third Regiment	E/F	Crestoblus	95%	0%
(CO: Chairman Katey Sigaty)				
3rd Alliance Air Wing	E/F	Dneiper	90%	0% (SL)
(CO: Chairman Rita Halmer)				
Command Regiment	E/F	Dneiper	95%	0%
(CO: Chairman Rita Halmer)				
Second Regiment	E/F	Dneiper	85%	0%
(CO: Chairman Louis Delacota)				
Third Regiment	E/F	Dneiper	90%	0%
(CO: Chairman Deng Zhu Ming)				
4th Alliance Air Wing	E/F	Quantraine	85%	0% (SL)
(CO: Chairman Edgar Donnelly)				
Command Regiment	E/F	Quantraine	90%	0%
(CO: Chairman Edgar Donnelly)				
Second Regiment	E/F	Quantraine	80%	0%
(CO: Chairman Lori Gonzales)				
Third Regiment	E/F	Quantraine	85%	0%
(CO: Chairman Manuel Ortega)				
5th Alliance Air Wing	E/F	Mishkadrill	85%	0% (SL)
(CO: Chairman Mulatu Chitundu)				
Command Regiment	E/F	Mishkadrill	85%	0%
(CO: Chairman Mulatu Chitundu)				
Second Regiment	V/R	Mishkadrill	85%	0%
(CO: Chairman Oleguer Viera)				
Third Regiment	E/F	Mishkadrill	85%	0%
(CO: Chairman Amira Perez)				
Avellar Guard	R/R	Alpheratz	90%	0% (SL)
(CO: Chairman Olive Lesaca)				
Command Battalion	V/F	Alpheratz	90%	0%
(CO: Chairman Olive Lesaca)				
Second Battalion (Infantry)	R/R	Alpheratz	85%	0%
(CO: Chairman Michael Nielson)				
Third Battalion (Infantry)	R/R	Alpheratz	95%	—
(CO: Chairman Rosana Salgado)				
Alliance Borderers	R/R	Brasha	80%	0% (SL)
(CO: Chairman Ross Hibler)				
Command Battalion (Armor)	V/R	Brasha	80%	0%
(CO: Chairman Ross Hibler)				
Second Battalion (Armor)	V/R	Brasha	80%	0%
(CO: Chairman Laertes Rojas)				
Third Battalion (Infantry)	R/R	Brasha	95%	—
(CO: Chairman Toni Salinas)				
Alliance Grenadiers	R/R	Milligan's World	85%	0% (SL)
(CO: Chairman Janet Rice)				
Command Battalion	V/R	Milligan's World	85%	0%
(CO: Chairman Janet Rice)				
Second Battalion (Infantry)	R/R	Milligan's World	95%	0%
(CO: Chairman Efrein Prado)				
Third Battalion (Infantry)	G/R	Milligan's World	100%	—
(CO: Chairman Nadir Ceja)				
1st Long Road Legion	G/R	Trimaldix / Praxton	90%	0% (SL)
(CO: Chairman Ernest Sophoulis)				
Command Battalion	R/R	Trimaldix	95%	0%
(CO: Chairman Ernest Sophoulis)				
Second Battalion (Armor)	G/R	Praxton	80%	0%
(CO: Chairman Sasha Herman)				
Third Battalion (Infantry)	G/R	Praxton	90%	—
(CO: Chairman David Seay)				
2nd Long Road Legion	R/R	Jordan Wais / Rudolpho	85%	0% (SL)
(CO: Chairman Rosa Yooku)				
Command Battalion	V/R	Jordan Wais	90%	0%
(CO: Chairman Rosa Yooku)				
Second Battalion (Armor)	R/R	Rudolpho	80%	0%
(CO: Chairman Kirsten Thomas)				
Third Battalion (Infantry)	G/R	Rudolpho	90%	—
(CO: Chairman Constanza Nevarez)				

CLAN WOLF (IN-EXILE)

Commander: Khan Phelan Kell
Aide: saKhan Darryl Kerensky
Strength: Approximately 3 Galaxies (13 Clusters)

ALPHA GALAXY (THE DIRE WOLVES)

Commander: Khan Phelan Kell
Aide: Loremaster Daphne Vickers

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
Golden Keshik	E/F	Arc-Royal	70%	100% (K)
(CO: Khan Phelan Kell)				
4th Wolf Guards Cluster	E/F	Arc-Royal	55%	95% (FL)
(CO: Star Colonel Asa Hazen)				
1st Wolf Legion Cluster	E/F	Zanderij	70%	95% (FL)
(CO: Star Colonel Ghassan Shaw)				
1st Wolf Strike Grenadiers	E/F	A Place	70%	100% (FL)
(CO: Star Colonel Hedda Ward)				
6th Wolf Guards Cluster	E/R	Dustball	60%	95% (FL)
(CO: Star Colonel Sigmund Conners)				

BETA GALAXY (THE WOLF MARAUDERS)

Commander: saKhan Darryl Kerensky
Aide: Star Colonel Janet Radick

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
Wolf Spider Keshik	E/F	Sargasso	20%	100% (K)
(CO: saKhan Darryl Kerensky)				
13th Wolf Guards Cluster	E/F	Zhongshan	40%	80% (FL)
(CO: Star Colonel Kiandra Carns)				
2nd Wolf Legion Cluster	E/F	Blumenort	45%	75% (FL)
(CO: Star Colonel Jamil Hall)				

OMEGA GALAXY (GUARDIANS OF THE LAIR)

Commander: Galaxy Commander Quenton Wolf
Aide: Star Colonel John Hall

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
Bronze Keshik	E/F	Odessa	50%	100% (FL)
(CO: Galaxy Commander Quenton Wolf)				
1st Wolf Guardians	E/F	Grunwald	70%	90% (FL)
(CO: Star Colonel Finley Radick)				
2nd Wolf Guardians	E/R	Blue Diamond	60%	80% (FL)
(CO: Star Colonel Irma Rhyde)				
3rd Wolf Guardians	E/R	Fatima	85%	80% (FL)
(CO: Star Colonel Kareem Fetladral)				
4th Wolf Guardians	R/F	Morningside	80%	75% (FL)
(CO: Star Colonel Aneko)				

CLAN NOVA CAT

Commander: Khan Santin West
Aide: saKhan Ajax Drummond
Strength: Approximately 3 Galaxies (12 Clusters)

XI GALAXY (ROSSEI'S FAITHFUL)

Commander: Khan Satin West
Aide: Star Colonel Kazuyoshi

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
Rossei Keshik Supernova (CO: Khan Santin West)	E/F	Irece	65%	100% (K)
Nova Cat Renegades (CO: Star Colonel Wynn Bavros)	R/R	Irece	60%	65% (FL)
Dragonscales Cluster (CO: Star Colonel Joan Nostra)	R/R	Cyrenaica	75%	70% (FL)
189th Striker Cluster (CO: Star Colonel Tomiko Katayama)	E/F	Teniente	85%	65% (FL)
Dragonsclaw Cluster (CO: Star Colonel Umberto Leroux)	V/R	Avon	95%	100% (FL)

LAMBDA GALAXY (SEISHIN-NO NEKORYU)

Commander: saKhan Ajax Drummond
Aide: Star Colonel Vidula Leroux

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
Nekoryu Keshik Supernova (CO: saKhan Ajax Drummond)	V/F	Mualang	85%	55% (FL)
Nova Cat Hussars (CO: Star Colonel Otis Lenardon)	V/F	Mualang	70%	30% (SL)
Nova Cat Fusiliers (CO: Star Colonel Sabeen Winters)	V/F	Asgard	65%	30% (SL)

OMICRON GALAXY (PURIFIED IN SOUL)

Commander: Galaxy Commander Elrod Nostra
Aide: Star Colonel Joshi

	Exp/Loy	Homeworld	Strength	Omnis (Rating)
Nova Cat Jaegers (CO: Galaxy Commander Elrod Nostra)	V/F	Itabaiana	85%	50% (FL)
Nova Cat Legers (CO: Star Colonel Radley Devalis)	V/F	Labrea	80%	51% (FL)
Nova Cat Rangers (CO: Star Colonel Ambrosia Deleportas)	E/F	Caripare	90%	40% (SL)
Nova Cat Dragoons (CO: Star Colonel Austine Lossey)	R/R	Outer Volta	80%	47% (SL)

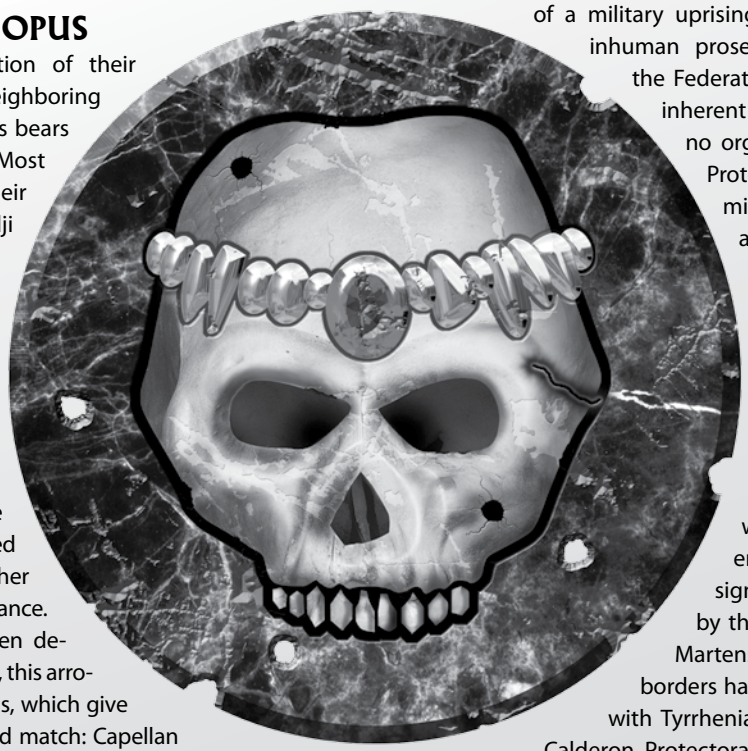
THE PERIPHERY

GENERAL REVIEW

The Jihad wrought changes in the Periphery just as surely as in the Inner Sphere. Among the more significant effects of the Jihad was the death, through Blakist machinations, of the leaders and capital cities of three Periphery nations. Magestrix Emma Centrella was killed during the Blakist firebombing of Crimson. *Caesar* Julius O'Reilly was killed in the Blakist-sponsored neutron bombing of Nova Roma. Protector Grover Shraplen was killed in Samantha during the Blakist asteroid bombardment of Taurus. Blakist atrocities also decimated the Niops Association, while the Word's Circinan vassal state was eradicated permanently in the fires of Regulan retribution. Nevertheless, many worlds never felt the tread of Blakist boots, nor were their skies darkened by WarShips bent on genocide. While rebuilding continues in the Inner Sphere, the Periphery, being smaller, has rebounded much quicker.

MAGISTRACY OF CANOPUS

Despite the brutal occupation of their capital and a number of neighboring worlds, the Magistracy of Canopus bears hardly any scars from the Jihad. Most telling was the loss of much of their military high command, with Hadji Doru leading the fight after the Magestrix was killed.



The nation's new dawn began with the return of Naomi Centrella-Liao. She claimed the throne and immediately put her house back in order. After remaining for three months Naomi returned to Sian, her trust in those left behind complete. That she feared no ouster or coup speaks highly of her people, but also of her own arrogance. More than one magestrix has been deposed through violence. Most likely, this arrogance results from her Capellan ties, which give her an advantage no aspirant could match: Capellan security. Indeed, she took only her Death Commando escort when she returned to support Sun-Tzu for the remainder of the Jihad, leaving the Capellan Red Lancers to mind Canopus.

The Magestrix maintains a rotating residency. Her younger sister, Erde, fulfills her duties in her absence. General Hadji Doru continues to head the Magistracy Armed Forces, while Yasmine Bellanca heads the Magistracy Intelligence Ministry. With these two advisors Erde has Naomi's complete confidence. Erde's duties consist of public functions and rubber-stamping simple decisions, while transmitting more important matters to Sian for Naomi's personal attention.

The Canopian unity is compelling. Unlike other nations where rivals have sought—and in many cases obtained—more power, a complete lack of ambition seems to persist in the Magistracy. The only apparent aspiration of the Magistracy's nobles and planetary leaders is to continue the path the nation has been on for several decades, Jihad notwithstanding.

TAURIAN CONCORDAT

The Taurian Concordat is a shambles. Boris Tharn's assumption of power after the asteroid bombardment killed the protector was in the worst interest of the nation. With his former aide Victor Sharpe heading the Taurian Defense Force, he has little worry of a military uprising. Despite the ludicrous and inhuman prosecution of their invasion of the Federated Suns, an act born of their inherent paranoia and hatred, there is no organized opposition to Tharn's Protectorship. Even the shattered military vocally supports him, and trumpets their conquest of the Pleiades Cluster, while overlooking the loss of several major worlds to the Suns' counter-invasion.

Most telling is the loss of confidence in the government on the part of individual planets. Even though the war with the Federated Suns ended on 2 July 3080 with the signing of an agreement brokered by the Calderon Protectorate's Erik Martens-Calderon, the Concordat's borders have steadily eroded. Beginning with Tyrrhenia, several worlds close to the Calderon Protectorate have simply left the Concordat. Some have outright declared independence from the Taurians, while others have simply severed communications and begun to interdict imports and exports. Governor Brenna Sieben of Charleston has made intimations of her displeasure, but has not yet decided one way or another. The Taurians have tacitly accepted the secessions while reinforcing the Pleiades Cluster salient. The expec-

tation is that, with rampant piracy increasing farther from this new territory, more worlds will secede. While those worlds proximal to the Protectorate may formalize ties or join it, for others it would be impractical due to distance. Perhaps another splinter state will form from the former heart of the Concordat.

Compounding the Taurian difficulties is the economic crisis that their war effort exacerbated. The rebuilding of Samantha and the rest of Taurus, not to mention MacLeod's Land, Grossbach and Sterope, is woefully slow. While their main Periphery rival, the Canopians, have all but completed recovery from the Jihad, the Taurians left their people to starve or worse while all resources were given over to the war effort. Where the Concordat was once a bastion of advanced education, many faculties have fled, seeking positions elsewhere that will actually pay them and support the universities.

A military leader first and foremost, Protector Tharn has little patience—or skill—in dealing with civilians. With so much of the civilian government apparatus gone, it falls to leaders like Tharn to recreate it—a harsh task, given Tharn's known lack of tolerance for the welfare programs that made the Concordat so beloved to its citizenry. If nothing else, the downfall of the Taurian Concordat is an illustration of how the loss of an established bureaucracy can cause irreparable harm. It will take a miracle for Tharn's inept governance to be overcome.

MARIAN HEGEMONY

In terms of physical damage, the Marian Hegemony actually fared better than the Magistracy of Canopus. While the capital city was died in the neutron bombing, killing the entire population and taking the *Caesar* and most of the Senate with it, the rest of the planet was spared. The Circinans invaded the Lothian and Illyrian Districts, but the canny defensive effort of the new *Caesar* stopped them cold in the Hegemony's restive regions. While the Lothian worlds especially saw damage, the interior Hegemony worlds were spared. With the Circinans put to flight, the Marians seemed to be turning the tide of the Jihad. However, *Caesar* Cassius' strategy had its own consequences.

Already filled with a population chafing under Marian rule, the Lothian worlds erupted into revolt before the end of combat with the Circinans. When rebels began attacking the Hegemony's military and civil delegates, the Day of Retribution resulted: the Dragonslayers were on peaceful Valerius when rebels kidnapped and murdered five of their MechWarriors, leaving their heads in a potato sack. The next morning, 16 August 3081, the Dragonslayers greeted the dawn by leveling the entire suburb that was home to the company whose logo was on the sack. Civil disobedience quickly changed to violent rioting. The primary rebellion on Lothario, supported overtly by the Fifth Legion, reacted more strongly. Independents pushed the Hegemony off-world before 3082 dawned. Emboldened by their neighbors, the rest of the district fell just as quickly.

The legions were so depleted they could not simultaneously put down the rebellion and consolidate the gains in the fractured Free Worlds League. The *Caesar* chose the latter, perhaps thinking the rebels would lose their energy with time or that the damaged worlds would not be worth the expense to rebuild. After cementing his control over two League worlds, follow-up attempts to stretch the Hegemony's borders met with failure, further reducing legion numbers. Regardless of his reasons, Cassius' decision was a fateful one. The Lothario District has been independent in all but name for nearly five years. Once they announce that status through whatever leader they install, international recognition will follow quickly from our Republic and the Canopians, who hope to distract the aggressive *Caesar*.

During this regrouping and rebuilding, the *Caesar* has yet to announce his intent regarding the rebellious Fifth Legion. A reprisal is expected, but some speculate that the *Caesar* will ignore the quagmire waiting for him on Lothario and concentrate instead on easier pickings among former League worlds. Without a unified defense, we expect the *Caesar* to conquer several more worlds on his border. Small recon raids from Aylmer to Hednesford have probed the local defenses. Oddly, though, no move has been made toward the Niops Association, perhaps because the devastation wrought by the Blakists makes it an unappealing target.

CALDERON PROTECTORATE

The Calderon Protectorate profited greatly from Taurian aggression and their misplaced sense of vengeance. While the TDF was busy committing atrocities, the Calderon Protectorate Military chose not to invade their former nation. By remaining true to their tenets, the Protectorate gained respect in leaps and bounds. This has empowered their populace with faith in a government that devotes resources to protecting them from the pirates that sow terror and intimidation.

With no Blakist attacks to recover from, the Protectorate strove to improve their infrastructure. Development of manufacturing resources has helped their economy through exports and given the military dedicated supply. Military recruitment swelled from energized citizens and the swarm of Concordat immigrants fleeing the junta. Establishing trade ties with Filtvelt, Fronc and even the Raven Alliance has done much to secure the borders of the Protectorate. The report from the Federated Suns observers on the CPS *Redemption* (formerly the TCS *Vendetta*) about Diamond Shark merchants offering technical support to maintain the WarShip is of some concern, but knowing the Sharks, this is merely a means of opening the Periphery markets further.

FILTVELT COALITION

Although four of its worlds have returned to the rule of House Davion, the Filtvelt Coalition has stabilized as the Periphery's newest realm. Marquess Trempeleau made significant gains in leading Filtvelt

and its neighboring systems to independence, both during and after the Jihad. While this act of defiance against the Suns' leadership was made during the worst of times, the marquess enjoyed the full support of her people. The local militias, plus a mercenary command-turned-state military, are now tasked with defending the Coalition, and have managed to stave off aggressive and well-organized pirates. Filtvelt's goal of international cooperation in its pirate hunting efforts was rebuffed by the Taurians but favorably received by the Federated Suns' new Periphery March, the Raven Alliance and the Fronc Reaches. Plans are underway to coordinate intelligence and form multi-national strike teams for training and pirate hunting.

FRONC REACHES

The Fronc Reaches remain standoffish toward the Canopians, uncaring of the Taurians and fiercely protectionist. The influx of refugees swelled their population and diluted inherent nationalist tendencies, for the most part. Somewhat worrisome is the rumor of President Trondel's intent to retire within the next five years. The population supports to Marshal Force Commander McEvans assuming the post, but he insists that being a Marshal is a calling and not a rung on a ladder to power; this may portend a power vacuum.

MINOR PERIPHERY POWERS

Fiefdom of Randis

The Brotherhood of Randis has succeeded in preventing a successful pirate attack for years, benefiting in part from the Death's Consorts' focus on Malagrotta. Shunning the Tortuga Dominions as ever, they established trade ties with the Calderon Protectorate and Filtvelt Coalition. Of note was the diplomatic agreement between the three for exchange students and faculty members for their military institutes. How the others will regard the Brotherhood's teachings remains to be seen.

Franklin Fiefs

The Fiefs of Novo Franklin remain free of external meddling or conquest, mainly due to contempt. With little to offer an invader, the locals continue their internal conflicts unabated. Recent annexations of smaller fiefs have broadened the influence of the Fiefdom of Galus.

Mica Majority

The small enclave remains a destination for the disreputable, from those fleeing the law to those selling their various wares or selves to the vast population of miners. No repairs have begun on the cities damaged in the various raids and battles of recent years because of the public's refusal to pay taxes to fund them.

New St. Andrews

With the Lothian League about to re-emerge from extinction, New St. Andrews' safety might be in doubt. With the Marians humbled, it would be in character for them to conquer the world before returning to envelop the Lothians. More important to the locals, though, is the increased rate of piracy. Since the destruction of Circinus, Nelson's Longbows have fended off pirate bands monthly.

Niops Association

The Niops Association was devastated by Blakist nuclear bombardment, which shattered the militia forces that were resisting admirably despite their number and equipage. Their systems have only begun to recover, though the fierce effort from the survivors speaks well of their grit. The NAM's commanding officer is presently administering the Association, mainly by organizing relief efforts and trying to reconstruct a working government. There are presently no interstellar relations, especially after the Free Worlds League forced a permanent embassy upon them in the Jihad. Hatred for the League, and especially the Rim Commonality, among Niops natives has led to rampant violence against League refugees.

Rim Collection

The Rim Collection's six worlds are a primary focus for small pirate bands. Many believe the raiders have taken up residence within the Collection to launch their attacks. Efforts to locate this suspected base have kept Able's Aces occupied. Colonel Able has been offered a seat on the Collection Council, mainly as reward for his stolid opposition to relations with the Word of Blake prior to the Jihad, which surely saved the small nation the fate of the Circinans.

STATE OF READINESS

MAGISTRACY OF CANOPUS

The Canopian military-industrial complex steamrolled its way through the Jihad. Minor damage to the factories on Detroit and Canopus was repaired before the Jihad wound down. As near as we have been able to determine, the Blakists fell for the same tactic the Canopians used against the Star League centuries ago. By feigning capitulation and acceptance of the occupiers, there were no punitive attacks and the nation's industry was spared. While their industry expanded during the war, since its end they have devoted even more resources to the rebuilding. This has been in lieu of continuing the diversification and further expansion of their military industry. The only known deviation is with the Bristol Salvageworks factory on Canopus. Limited reports fuzz the details, but indications are that they are attempting to expand their operation to small-scale production, possibly of RetroTech 'Mechs.

The Canopian Institute of War perished along with Crimson in the firestorm. While the Magistracy has begun to rebuild Crimson from its ashes, the new academy was segregated from the seat of government to prevent another single attack from destroying both simultaneously. The same is true for the MIM, whose new

headquarters location remains classified and unknown to the Republic. The Emma Centrella Martial Academy, successor to the CIW and named for the magestrix who died for her nation, was built in Astarte on the continent of Salonika. The first class of the new facility graduated in 3083, and already there are quiet complaints about the quality of instruction. Though the MAF has made every effort secure the best instructors for the ECMA, the simple reality is that the MAF did not acquire the same level of experience as most other militaries during the Jihad.

While the Bloody Tricentennial attacks that hit the Inner Sphere often targeted industrial centers, the Canopians only had to clean up after attacks on governmental institutions on Ballad II and Palm, where no military industry exists. Both attacks began at the provincial academies tasked with training local militias and vetting potential recruits for the ECMA. These academies, like the others destroyed by the Blakists during the occupation, have already been rebuilt. Much less extensive than the ECMA and with smaller enrollments, they also turn out graduates with fewer available specializations than the premier academy.

TAURIAN CONCORDAT

Shattered like its military, the effort to rebuild Taurian military industry has also taken a second seat to rebuilding the military itself. Protector Tharn apparently believes that the TDF can function with personnel lacking the requisite equipment of modern warfare. Until he diverts the necessary resources, that equipment will be much slower coming than the troops who might use it.

The Taurians lost factories both to damage and conquest. Without the output of Perdition and Organo, the still-depleted output of damaged factories on MacLeod's Land, Sterope and Taurus will be insufficient to meet the TDF's needs. Imports slowed due to the Protector's apparent isolationist policy toward even Periphery neighbors will not alleviate matters. The decreased resources available due to planetary secessions have further strained Taurian manufacturing capability. Some recovery is evident from the 3083 introduction of the *Foxhound* small craft, but what the TDF needs most is not a new interdiction craft but ground and aerospace units consistent with their existing TO&E to get their forces back into shape.

Compounding the loss of the *Ecole Militaire* on Taurus were the losses of academies on Perdition, Organo, Sterope and MacLeod's Land. Organo's academy now benefits their hated enemies in the Federated Suns. While instruction on Taurus has resumed on the continent of Sicily, the failure of permanent construction to begin for a new academy shows how far the Concordat has fallen and how poor the TDF will remain. Even the University of Taurus has been consigned to the ash heap of history, with the Protector showing no concern for the civilian sector.

MARIAN HEGEMONY

The Marians suffered the loss of the *Caesar*, the Senate, the *Collegium Bellorum Imperium* and the Alphard Air Academy in one stroke. Decapitating the leadership and the military was not enough to secure victory for the Circinans and their Blakist allies.

Despite significant losses to their academic arm and the Legions themselves, the mineral wealth and industrial infrastructure of the Hegemony remains intact. No damage was sustained by the industry, and the Hegemony finally fielded its first home-built BattleMech assets. A number of RetroTech 'Mechs preceded the introduction of true BattleMechs: *Commando*s and *Locust*s are now coming off ATC's lines on Alphard itself.

Strategic exchanges of germanium for neutron-absorbing materials like borates have aided the salvage efforts of Nova Roma. Though radiation cleanup proceeds, it will still be years before the edges of Nova Roma can be inhabited again. Thus the *Caesar* ordered construction of new academies on Alphard.

The new *Bellum Caelum Academia* replaces the Alphard Air Academy. Under construction on the Hispania continent, it will be separated from the seat of government and house the system's aerospace defense assets. The *At Bello Imperium* succeeds the *Collegium Bellorum Imperium*. Like the new aerospace academy, it will be built on a separate continent from the seat of government. Nearly complete on Alba, it will also house a quick-response force to supplement the militia and whichever Legion is on-world should a raider make planetfall. The planetary garrison will be housed in the current capital of O'Reilly until Nova Roma is safe and rebuilt.

CALDERON PROTECTORATE

With the New Hope Military University now firmly established, the officer corps of the Calderon Protectorate Military has begun developing the Guard into a respectable fighting force. Their pride and ambition have thus far exceeded their abilities. Given the youth of the new officers and the growing pains of the academy, their education has far to grow to measure up to other military academies. Especially lacking is skill in logistics and supply. Thanks to their still-small number of troops, the lag between ordering and receiving supplies is not as detrimental as it would be in larger militaries.

The Protectorate's industry has come far, given the nation's youth. The conversion of a WorkMech factory into a RetroTech factory producing the *Toro* was accomplished during the Jihad. The *Star Dagger* was introduced as a test unit in the war's late stages, and put into production soon after. Both of these machines are being gladly adopted by the New Hope cadets, the Calderon Guard and the forces of friendly Periphery nations. With their coffers starting to swell, the Protectorate government has begun seeking parties willing to upgrade the Protectorate Defense Conglomerate factory or build a new one capable of producing standard or advanced technology.

FILTVELT COALITION

The Filtvelt Academy remained true to its mission of training quality officers for the military, though a dispute between Marquess Trempeleau and General Erich LeBeau erupted during the Jihad. The marquess demanded that cadets be pushed through the academy at an accelerated pace. LeBeau refused to compromise the security of the fledgling nation and the lives of the students in his charge to grow the militia more quickly. His public offer to resign his academic post brought the matter to the attention of the Coalition at large. Popular sentiment supported the general, with the desire for quality over quantity in the Coalition Militia being deemed the proper path. Opening up enrollment to exchange students from other Periphery nations brought an infusion of funding that has helped keep the academy afloat as the nation finds its economic footing.

The humbled marquess focused on improving the economy. From the conversion of the dilapidated Outback FarmMechs plant to produce RetroTech 'Mechs, to the upgrade of the Quikscell plant from a repair facility to a true factory, the marquess has galvanized the economy. Expansion of the Cal-Boeing plant enabled round-the-clock operation, which doubled the number of workers. By keeping the people working, and exporting the output that exceeds the militia's needs, Trempeleau has fostered better relations with other nations, including the Federated Suns, Fronc Reaches and Calderon Protectorate.

FRONC REACHES

Every effort is being made to train the Reaches' local militias and burgeoning military to fend off not just pirates but potential invasions. The lack of an academy prevents development of a true officer corps, but the first handful of graduates from the Filtvelt Academy's exchange program has helped the situation immensely. Though not immediately placed into command positions, which are held by veterans from among the refugee population, the graduates are being entrusted with logistical and organizational responsibilities as they are groomed into command.

The exchange program has slowed construction of the Sentinelry Academy on Rockwellawan, for which ground was broken in 3081, with no timetable for completion. The Sentinels continue to train their recruits themselves. The Marshalry Academy, though, has already gained repute for maintaining the quality of graduates compared to those who came through the Canopian Institute of War. The Academy's recent acquisition of simulator pods has increased the speed of 'Mech training. Development of a battlesuit program has been prevented by a lack of suits among the Reaches; instead, an intense program has been developed to improve the infantry skills of all recruits.

The vehicle factories of the Fronc Reaches continue to amaze. Their prodigious output has swelled the ranks of the local militias and amply supplied the Cuirassiers. Trade with the Filtvelt Coalition and Calderon Protectorate has broadened defense forces with access to more than just ground vehicles.

MINOR PERIPHERY POWERS

Fiefdom of Randis

The emergence of Hope Industrial Works has been a tremendous boon to Randis IV. The Brotherhood has reaped a great profit from the sale of the RetroTech 'Mechs produced in the city beneath their monastery. Proceeds are split equally, to support the needs of the refugees and upgrade their 'Mechs.

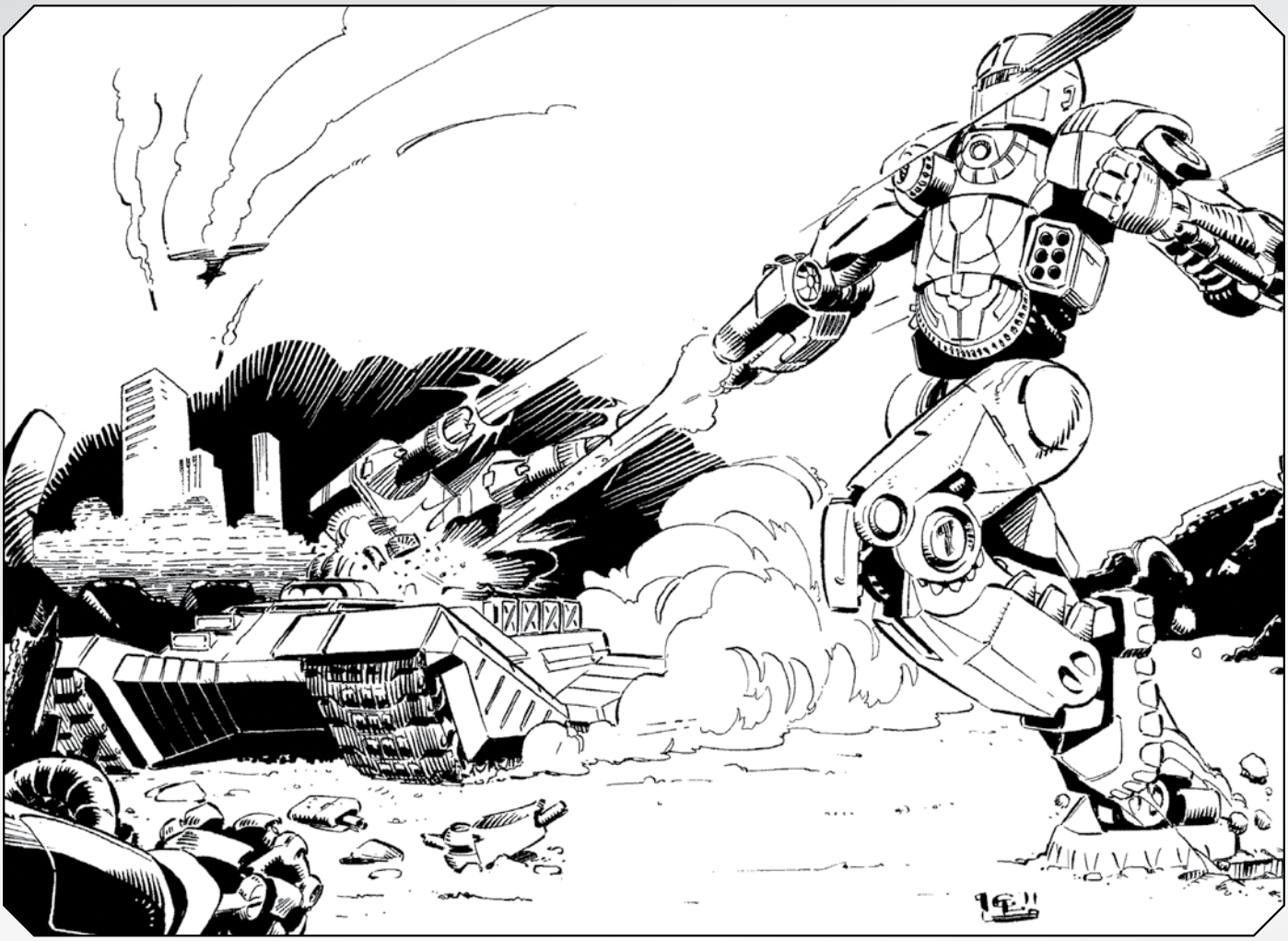
The Brotherhood Monastery added aerospace piloting to their curriculum recently, thanks to large numbers of imported fighters. Their hope is to provide protection not just on the surface of Randis but also between the world and its jump points. In addition, the Brotherhood began hosting students from other nations and sending their own monks abroad in exchange. The international experience most often leads to increased dedication to the Brotherhood's ideals, though in a few cases has led to defection to the host realm. Rather than seek to repatriate those who leave willingly, the Brotherhood casts its blessings on its lost sons.

Franklin Fiefs

The O'Connor Camp is the closest thing to an academy on the fractious world of Novo Franklin. Located in the Fiefdom of Galus, O'Connor allows volunteers to train in anti-pirate tactics so long as they take service in the Bulldogs. This may unify some of the fiefs, at least for defensive purposes. Infantry training is basic but well-drilled, and infantrymen are well-armed with captured pirate equipment.

Mica Majority

Under Chief Minister Larsen, the Mica Citizen's Militia brigade has gone from an untrained mob to an organized one. Lacking in available funds to provide much more than uniforms, the militia members must rely on their own weapons to perform their duties. The motley crew is well-drilled, but the lack of standardized kit prevents them from being regarded as professional compared, for example, to militias in the Federated Suns.



New St. Andrews

Meridian Manufacturing has been producing the *Arbiter* for close to a decade now. Unbridled success has not motivated them to upgrade beyond their current RetroTech capabilities. They have considered licensing other RetroTech designs to broaden their offerings, though. Discussions of a possible trade agreement with Rim Motors have led nowhere.

Niops Association

The confirmation of the Project Workshop's destruction is a blow to this isolated enclave. While their three systems still have militia training centers, the main military academy on Niops VII was lost in the Blakist bombings.

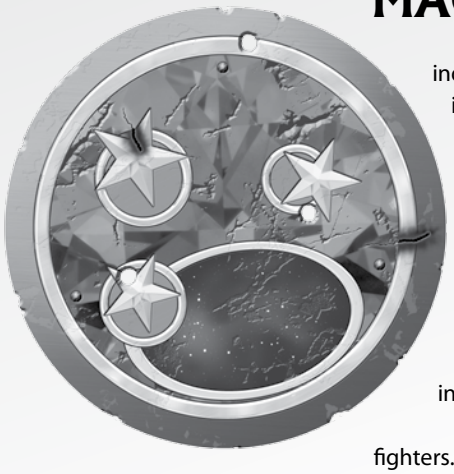
The mineral resources of the three systems remain vast, despite the plundering by Blakists during the Jihad. On Niops V, guerillas managed to disrupt operations enough that while the mines are a shambles, the resources were not exhausted.

Rim Collection

Because the Rim Collection has no formal academy, Colonel Able has instituted observation and training programs for recruits. Similar to police ride-alongs, this exposes the volunteers to the realities of combat. Rather than frighten the applicants off, the experience seems to reinforce the desire to serve, swelling the infantry boot camps.

Lack of available simulators has forced the militia to co-opt the trickle of RetroTech *Commando*s from Rim Motors to use as training 'Mechs. The Collection Council has begun discussions to build an academy on Otis, adjacent to the resurrected factory. Sales of some of the factory output seem to be the best source of funds to carry out construction and hire experienced faculty. Debate has thus far sidelined the process, as representatives from Caldarium and All Dawn each wish the facility to be built on their worlds.

MAGISTRACY OF CANOPUS



The Magistracy Armed Forces came through the Jihad nearly in the same condition as their industry. With the tragic exceptions of the losses in Crimson due to the initial invasion, the insurgency campaign and the firebombing, the MAF was in better condition than any Inner Sphere or Periphery nation. While this spoke well for their troops, it was largely due to their absence from any major combat. Some of that was by design as part of their appeasement tactics, while the rest was happenstance, such as having several units deployed in the Capellan Confederation when the Blakists launched their war.

The decapitation of the MCC left only Senior General Hadji Doru to lead the Canopian resistance until Magestrix Naomi returned. The eighty-six year old Doru intends to retire as soon as the Magestrix chooses his successor. Speculation holds that General Cynthia Evans of the Chasseurs á Cheval will be appointed, with Colonel Kit deSummersville succeeding her in command of the brigade.

The most notable change in the MAF is the increased importance assigned to aerospace fighters. Enrollment for pilots has always trailed MechWarriors, but the magestrix has ordered the numbers increased. In light of the havoc wrought throughout the Magistracy by Blakist aerospace attacks, this is an understandable strategy, even if it does go against centuries of anemic fighter presence in the MAF.

INDEPENDENT MAF COMMANDS

Magistracy Cavaliers

Having kept the distant border of the Magistracy safe from marauding Blakists and pirates throughout the Jihad, the Cavaliers were less instrumental in the fight against the Blakists than the MAF's other regiments. However, unlike the First Canopian Brigade, the Cavaliers heeded orders from the magestrix and stayed at their posts despite their homeworld of Thraxa being essentially undefended. As a reward for their loyalty, the Cavaliers have once more been granted postings per their initial agreement with the MAF. With First and Second Battalions both on Thraxa, Third Battalion safeguards the neighboring world of Vixen. Frequent raids-in-force from the Marian Hegemony's Third Legion and raiders from Astrokaszy and the former Free Worlds League have kept the Cavaliers in fighting trim, but also slowed their regimental buildup.

First Canopian Brigade

The absence of the magestrix in the early years of the Jihad left the First Canopian Brigade essentially alone to fend off the increase in raids by Blakist-sponsored pirates and disguised Blakist units. Returning to its roots, the Brigade's two battalions stationed on Luxen lifted off-world and returned home to Addasar. Reunited with the unit's Second Battalion there, they provided staunch opposition for the bold raiders.

The return of the magestrix did not impress the Brigade; in fact, it ignored HPG messages ordering it to redeploy to protect not just its own world but their neighbors on Luxen and Cate's Hold, intended mainly to free up the First Raventhir Cuirassiers to aid the expulsion of the Blakists from the Magistracy's core worlds. While they eventually responded, the warriors of the First Brigade deployed only to Dunianshire so they could respond instantly to any attack on their homeworld of Addasar.

Because of the well-equipped raiders it fought, the Brigade lost a quarter of its strength during the Jihad. Both as a punishment for its brief disobedience and to leverage its pirate-fighting expertise, the entire Brigade was deployed to the far side of the Magistracy, where raids from pirates and the Marians have kept it busy.

MAGISTRACY ROYAL GUARDS BRIGADE

Raventhir's Iron Hand

Along with Magestrix Emma, the Iron Hand was lost in the firebombing of Crimson. Immediately following the ultimate defeat of the Blakists, Magestrix Naomi ordered Jeremy Raventhir, a major in the First Raventhir Cuirassiers, to relocate to Canopus IV to command the reconstituted unit. Reformed around a select corps of elite veterans from throughout the MAF, plus the highest ranking cadets graduating from the Emma Centrella Martial Academy, the new Iron Hand has resumed the duties it held for centuries: guarding Canopus IV and protecting the Palace of the Magestrix.

The Iron Hand usually has a company stationed on a border world to gain experience against foreign raiders. Third Company, only recently filled out, was on Bass three months ago. A force believed to originate on Astrokaszy landed intent on enslaving the locals. Despite being outnumbered two to one, Third Company slammed into the raiders' at their LZ. Expecting no resistance, the raiders tried to fall back, but their DropShips came under fire and were disabled. The pirates surrendered and were executed in Magestrix Square outside the rebuilt provincial academy.

First Canopian Cuirassiers

Holding to its duty, the First was on Canopus when Crimson was firebombed. Unlike the Iron Hand, though, it was able to escape complete destruction. With Hadji Doru leading the Cuirassiers in constant harassing attacks against the occupiers, the Blakists were unable to consolidate their position entirely. The regiment's commander, Colonel Lane Meisel, became the most decorated member of the MAF, receiving the ruby Canopus Cluster without having to pay the "donation," along with the Fist of Raventhir and the Ribbon of the Magestrix (awarded to the unit). The last was most controversial; although the First did fight above and beyond the call of duty after Magestrix Emma was killed, it did not serve on a foreign world during the conflict.

Meisel was promoted to general and given command of the Magistracy Royal Guards. His successor, Colonel Candace Clifford, has busied herself rebuilding the First. At nearly two battalions, the First remains on Canopus. With a significant number of Clan units in its ranks, the Cuirassiers' First Battalion is a powerful force.

Second Canopian Cuirassiers

Stationed on Buenos Aires in the Capellan Confederation to guard against an attack from the Anduriens that never took place, the Second was unable to return to the Magistracy until the Magestrix prevailed upon the Chancellor to allow them to do so. While it missed the destruction of the capital, the regiment was at nearly full strength and provided a powerful message to potential raiders. While Colonel Goss lamented missing the opportunity to fight the Blakists as the First Cuirassiers had done, he was nonetheless named XO of the Magistracy Royal Guards under General Meisel. Colonel Joseph Wulf now commands the Second in its garrison posting on Detroit.

CHASSEURS Á CHEVAL BRIGADE

First Canopian Light Horse

The First was stationed on Pleione in the Confederation when the Jihad erupted. Its flight from the world saved the regiment from the annihilation experienced by Little Richard's Panzer Brigade on what became part of the Blakists' Maginot Line. Though the magestrix ordered it home, the First Light Horse returned to the Magistracy too late to aid in the fight to overthrow the Blakist occupiers. Garrisoning Detroit allowed the tired warriors to restore their strength directly from the factory output.

Now stationed on Joppa, the First protects the corridor between the Magistracy and Detroit from possible attacks from former League worlds. With the possible promotion of Colonel deSummersville to commanding general of the Chasseurs á Cheval, he has been grooming Force Major Anthony Corate to command the First, since Force Major Darlene Ishora was killed in a training accident in 3083.

Second Canopian Light Horse

The Second Light Horse was on Borgan's Rift when the Blakists blacked out Canopus and its neighboring worlds, Borgan's Rift included. Blakist invaders heavily damaged the surprised Light Horse, wresting control of the world and sending the Second into the wilds to avoid destruction. After the magestrix's return and a hard-fought campaign, Borgan's Rift was liberated. Repeated attacks by the Forty-first Shadow Division took a toll, though, eventually destroying an entire battalion of the Second. That the regiment did not break in the face of such defeat speaks highly of the training and example of Colonel Ardie Germaine, who was killed in one of the Shadow Division raids.

The Second's station on Gallis has it keeping watch over the former League border. Rather than defend against raiders, the Second has itself been raiding worlds from Obrenovac to Thurrock, providing useful intelligence for the MIM on the defenses and state of affairs in the former League zone. New CO Colonel Karen Heldt is rebuilding the unit while trying to instill the same sense of duty and honor that Germaine espoused.

Third Canopian Light Horse

The Third's posting on Adherlwin delivered it much the same treatment that the Second received on Borgan's Rift. Blakists and their mercenaries invaded soon after the region's HPGs were blacked out. Routed in the initial stages, Major Elizabeth DeLahunt assumed command when the other senior officers were lost and led her troops in a guerilla war against the occupiers. The complete lack of modern equipment in its TO&E significantly reduced the Light Horse's ability to fight the advanced units and weapons of the Blakists. When DeLahunt was killed by the Forty-first Shadow Division in late February 3072, Major Joe Cataio, the last surviving senior officer, took command of the unit. Promoted and officially given command since the war ended, Colonel Cataio has seen to it that his replacement troops are allotted modern implements of war.

Nearly half the Third's casualties are buried in unmarked graves throughout the Meniuk Forest, which has since been labeled a mass war grave and national reserve. Dispensation for transport of those wishing to pay their respects has been granted, perhaps because of the short travel distance required from their post on Borgan's Rift.

CANOPIAN FUSILIERS BRIGADE

First Canopian Fusiliers

Traveling little during the Jihad, the elite First Fusiliers was still stationed on Bethonolog along the League border at war's end. Its posting kept the regiment preserved for the most part, though it did hit Gallis and contribute to the fight against the Blakist occupiers. The Fusiliers returned to Bethonolog, though, and guaranteed the safety of it and neighboring worlds from adventurous League forces. With the collapse of the League and a general lack of military forces along the border, the First was ordered to relocate.

Spread over Dainmar Majoris, Dunianshire and Addasar, the First Fusiliers and Second Raventhir Cuirassiers have both been subjected to repeated pirate incursions. Usually spoiling for a fight, the First has refrained from raiding the Fronc Reaches as they once did the Free Worlds League before the Jihad.

Darlene McKinnon succeeded General Sandra Aupriz as CO of the Canopian Fusiliers brigade. The First is now commanded by Colonel Robert Clark, whose style of combat is better suited to straight-up fights than the small unit actions McKinnon favors.

Second Canopian Fusiliers

Their position at Bass and Marantha tied up the Second with incessant Blakist-sponsored raiders during the opening of the Jihad. Most telling, though, was a serious attack by the Forty-first Shadow Division as part of that unit's mission to sow chaos throughout the Magistracy in mid-3073. The Second, almost completely lacking upgraded tech, was at a severe disadvantage and torn apart.

Now guarding an arc of worlds in the center of the anti-spinward border of Magistracy control, the Second has recovered half the numbers it lost during the Jihad. Colonel Lee Lawhorn has been in almost constant contact with the MCC regarding the need to upgrade the Second. While he has received some advanced units, mainly tanks for the Armor Guard, his demands have otherwise not been met.

Third Canopian Fusiliers

The Third was forced off Denbar during the invasion by Capellan March forces, and so missed the attack and conquest of that world by Blakist forces out of Kittery. Once it returned to the Magistracy, the regiment was embroiled in the war with the Blakists until being ordered to protect the heart of the nation from the marauding Forty-first Shadow Division. Though they never felt that feared unit's guns, the soldiers of the Third left extremely innovative 'Mech-blinds and other prepared positions behind on Krimari, Joyz and Candiear, which the local militia have maintained ever since.

Holding an interior line of defense from Trip to Early Dawn, the Third Fusiliers has been recovering from its Jihad losses at a respectable rate. While it lost over a battalion during the war, the regiment is currently filling out the second company of Third Battalion. The Third expects to return to the front lines once its rolls are filled, which is expected to be within the next three years.

MAGISTRACY HIGHLANDERS BRIGADE

First Magistracy Highlanders

Together with the Second Highlanders the First repelled a determined assault by the Blakists early in the Jihad. Once the Magestrix returned at the head of a Capellan task force, the regiment was able to take part in the liberation of the Magistracy. Used more as an auxiliary force, it saw less action than its comrades in the Canopian Light Horse. However, battles with a series of Blakists, Blakist mercenaries, rogue League troops and pirates took a toll on the First. Overall losses accounted for nearly a battalion of lost 'Mechs and MechWarriors.

Moved into the Magistracy interior after the pacification of the core worlds, the regiment repelled further League attacks for most of the Jihad. Moved farther anti-spinward to Bethonolog four years ago, the First has continued its defensive efforts against the former League worlds. A punitive raid on Eleusis in January 3083 nearly brought the Highlanders to a nasty end when the defending militia force detonated a fuel-air explosive near the First's DropShips. The 'MechBuster pilot's aim was off, though, and after new paint the *Union*-class DropShip *Mountaineer* shows no battle scars.

Repeated clashes with ex-Leaguers have prevented the First from reaching full strength. While its replacements bring upgraded tech units with them, the First still lacks two companies of 'Mechs.

Second Magistracy Highlanders

After departing Detroit, the Second joined the First in pushing the Blakists out of the Magistracy. It was then sent to Fanardir to watch over the League border and secure the capital's neighborhood. The regiment remains on Fanardir to this day with the same mission.

Colonel Dorothy Skaw was killed in a skirmish with rogue Leaguers operating out of Aspropirgos. The response by the Highlanders left all the DropShips and shipyards on that world in ruins as Force Major Gladys Brown personally led the strike force seeking vengeance. The raiders and their DropShips were immolated in the minor firestorm that developed outside Edgewood Granary DropPort.

With Brown promoted to colonel and named CO, she has continued Colonel Skaw's rebuilding program, ensuring all new recruits are well-drilled in the Second's particular brand of fast maneuver and flank-attack tactics. Brown's XO is First Battalion's CO Force Major Nellie Chingrazi, an ambitious officer whose rise through the ranks has been meteoric.

RAVENTHIR CUIRASSIERS BRIGADE

First Raventhir Cuirassiers

Stationed near the Fronc Reaches border, the First Cuirassiers opened the Jihad relatively at peace. With the Magistracy presenting riper pickings compared to the Reaches, two pirate bands—the Calderon Commando and *Shen-se Tian*—kept the First occupied during the Blakist occupation of the core worlds. In the absence of orders, the regiment chose to remain at its posts and defend the local inhabitants, leaving the fighting to the better-equipped units already involved. Completely lacking in upgraded technology, the First was better-suited to fighting pirates instead of the Blakists.

Although there is a new magestrix, Colonel Mavis Cooper still bears the stigma of her protest to the Magestrix Command Center during the Capellan conquest of the St. Ives Compact. Despite this, she has continued performing her duties with distinction.

Consigned to the pirate-infested rimward border worlds, the Cuirassiers' battalions have been split up to provide complete protection against raiders. The MIM has been interviewing the individual battalion and company commanders in attempt to gauge whether their loyalties lie with their CO or with the Magestrix. They seem disappointed that, without exception, the latter has been the case.

Second Raventhir Cuirassiers

The beginning of the Jihad found the Second Cuirassiers on the rimward edge of the Magistracy fighting repeated assaults by unidentified pirate forces, most likely Blakist raiders in disguise. After sitting out most of the fight to reclaim the Magistracy from the Blakists, the regiment was finally shuffled to the anti-spinward border where it handily dealt with pirates out of Astrokaszy. Considering the poor performance of the non-upgraded Third Canopian Light Horse, the similarly poorly equipped Second would have taken heavy losses against the Word of Blake.

Rotated once more to the region of the rimward border, the Second has had to deploy its three battalions on separate worlds. With the end of the Jihad and the Fronc Reaches' hard-line policy toward pirates sending many raiders elsewhere, the Second has been facing more pirate attacks than at any time in its past. Since it sustained only minor losses in the Jihad, the regiment has received far fewer replacements—and thus little upgraded technology—relative to other Canopian regiments. Colonel Geir Hedman's requests for advanced materiel have met with failure in light of the complete reconstitution of the Raventhir's Iron Hand.

TAURIAN CONCORDAT



Shattered and humiliated are the best words to describe the Taurian Defense Force of 3085. After launching their foolish invasion of the Federated Suns—which was largely unopposed by an AFFS already preoccupied with the greater Word of Blake menace—poor preparation allowed a small part of a mercenary unit to lay waste to multiple worlds left undefended. Diverted from their invasion to pursue Hansen's Roughriders, the TDF was unable to catch the mercenaries and make them pay for committing very Taurian-like atrocities against the Concordat and its citizens.

When the AFFS finally had the opportunity to pay attention to the Taurian invasion as the Blakists were pushed back toward Terra, the Taurians had to face some of Federated Suns' best frontline commands. These AFFS troops had fought off the worst attacks war can bring and were ready to deal with the opportunists of the TDF. Vicious fighting on both sides saw the TDF crumble before the onslaught. The Taurians lost fifteen worlds to the Federated Suns in two short months of fighting. Seven of those were reclamations of worlds lost to the Taurian invasion, while the other eight were long-held Taurian territory. Losing the border worlds from Althea's Choice to Amber Grove pushed back the Taurian border, costing the TDF several important industrial worlds and staging grounds. This left the Taurians just Ridgebrook, Midale, Brockway and Lindsay, along with the coveted Pleiades Cluster, to show for the loss of tens of millions of innocent lives and a broken military that is hard-pressed to protect its people from cavalier pirate raiders.

TAURIAN GUARD BRIGADE

Taurian Guard

With its one battalion mauled on Horsham by the Fourth Ceti Hussars and a second pushed off Robsart after a month of fighting, the Taurian Guard limped to fallback positions on the occupied worlds of Lindsay and Midale. Neither battalion boasted so much as a company of 'Mechs. The stunning and lopsided defeat spelled the end of the vaunted Hyades Light Infantry. Despite the Taurian reputation, many of their survivors were demoralized by the quick defeat and chose surrender over the proverbial blaze of glory. Aerospace, vehicle and infantry assets suffered similar losses, including many of the infantry who were left behind to protect the desperate retreat from the AFFS.

The Guard is currently on Taurus, rebuilding at a crawl. Despite doubling its numbers since the war ended, the Guard remains at a mere forty percent strength. Most difficult has been the training of infantry; with so many left behind, the morale of new recruits is low. The recruits know their predecessors were used as cannon fodder.

Concordat Commandos

The Commandos, unlike the Taurian Guard, came through the invasion and subsequent war with the Federated Suns largely intact. This had more to do with the regiment's posting to Bromhead and MacLeod's Land than to skill in combat. Left out of the fighting, the Commandos were forced to read reports and watch gloating newsvid transmissions from the AFFS of defeat after humiliating defeat. The Taurian Guard on Horsham was routed so quickly that the first the Commandos heard of it was from one of those AFFS vids.

Determined the make up for being little more than bystanders as the TDF's gains were quickly erased, Colonel Monty Scott demanded and was granted a posting to the new Taurian border. Based on Grossbach, the Commandos have been launching raids constantly on the garrisons of Perdition, Logan's Land and Norman's World. Efforts to insert covert operatives to undermine the new governments have met with abject failure, however, as the AFFS and its militias are very well-trained at flushing out such insurgents after the Jihad.

I CORPS

Concordat Jaegers

The Concordat Jaegers was all but destroyed in the Federated Suns counter-invasion. The First and Second Battalions were on Flintoft in May 3080 when the First Syrtis Fusiliers LCT arrived to retake the world for the Federated Suns. Colonel Trennouth's gallant stand became a last one when the First Syrtis overran the Jaegers' lines and attacked the Taurian command post. She died in the cockpit of her *Marauder*, taking two Syrtis 'Mechs with her. While the Taurian Guard retreated, the Jaegers fought to the death, with many of the soldiers setting fires to devastate the forests and cities of Flintoft before they were eliminated.

The Third Battalion demonstrated why the Taurian Velites had long been among the elite of the TDF. Not only did they face superior numbers of the Fifty-ninth Striker mercenaries, they were at the forefront of the Taurian advance on Ridgebrook with Flintoft behind them already fallen. After an initial standup fight, a stalemate of hit-and-run raids developed that ground down both sides. The Jaegers would have lost if not for the timely arrival of the First Taurian Lancers,

and the Taurians held the world by dint of not fleeing before the peace treaty was signed. Only Velites veterans survived the war, and the Jaegers have returned to using that insignia, though Protector Tharn has not permitted the name to change. Relocated to Dicallus to guard the new border, the Jaegers have less than two companies. It is doubtful they will soon return to regimental strength, though their skilled aerospace pilots beat the odds, with nearly all surviving.

Red Chasseurs

The Second Battalion was stationed on Althea's Choice when the Third Ceti Hussars arrived to conquer the world. The Hussars' combined-arms tactics overwhelmed the defenders, shooting their fighters from the sky, stomping their tanks and infantry into the dirt and blowing their 'Mechs apart. With their DropShips lost to precision bombing runs, the Chasseurs had no retreat and were exterminated, selling themselves dearly but losing the world in just three weeks.

On Organo, the Chasseurs' First Battalion was taken by surprise when the Fourth rangers mercenary force, arriving via pirate point, executed a combat drop directly on their command post. With most of the battalion leadership wiped out before they could reach their 'Mechs, command fell to Captain Jenna Doe of the Third Company. She held out for a month before accepting that her position was untenable. Leading her few survivors in a daring raid, they captured an enemy DropShip and lifted off, hijacking the mercenary JumpShip to retreat to Dicallus.

Promoted to colonel for saving her troops, Doe faces the challenge of rebuilding. At less than two companies, many expect the Chasseurs to merge with the Concordat Jaegers.

Third Taurian Lancers

The two surviving battalions of the Third Lancers were caught on Lothair and Hyalite, respectively. On Lothair, two battalions of the Twenty-second Avalon Hussars LCT and supporting mercenaries attacked First Battalion and the remnants of Gordon's Armored Cavalry. Less than two weeks passed before the Lancers retreated; their last five 'Mechs fled to Brockway, while the Cavalry headed to Mithron. On Hyalite, Second Battalion was caught by the full-strength Eighth Syrtis Fusiliers and Second Robinson Strikers LCTs. Shattered in under a month, only seven Taurian 'Mechs survived to reach Atreus Prime.

Folded into I Corps after the war, the few survivors began rebuilding. Most have since been cashiered with post-traumatic stress. The regiment reports forty percent strength, but this is on paper only. In combat they would quickly fold.

III CORPS

Pleiades Hussars

With the Federated Suns concentrating on the worlds surrounding the Pleiades Cluster instead of assaulting the worlds inside it, the Hussars faced only minor raids to probe their strength. Thus, they survived the war intact and with claim to their ancestral home preserved. Fielding nearly two full battalions again, the elite Hussars have savagely defended against further raids and launched their own in reprisal against the Federated Suns.

Unsurprisingly, Comptroller Albritten has refused to consider deployment elsewhere and entrenched his troops in hardened and well-concealed bases across the Cluster. Despite their fervor to reclaim their worlds after centuries of Federated Suns ownership, the Hussars are anything but welcome by the majority of citizens. Albritten has deported thousands of Suns loyalists since the war ended, hoping to find acceptance by the remainder.

First Taurian Lancers

Ridgebrook remained in Taurian hands at the conclusion of Operation MATADOR thanks mostly to the Lancers' First Battalion. They reacted to the AFFS invasion by hitting Ridgebrook out of the Pleiades Cluster. Surprising the Suns troops, the Lancers' combined-arms kept the Fifty-ninth Striker off balance and permitted a linkup with the beleaguered Concordat Jaegers. While victory was achieved, the Lancers suffered nearly fifty percent losses holding the line against the AFFS forces. Their other two battalions remained behind, protecting Maia and Electra from potential threats.

Since the war ended the Lancers have moved about a great deal, serving on all the Concordat's borders at some point. Currently, its two battalions are split between Pinard and New Vandenburg. They guard the factories from which their replacement 'Mechs, fighters and tanks are being produced, while their recruits come from the two worlds' academies.

First MacLeod's Regiment

Under Colonel Monty Scott, the First MacLeod's held out on Perdition against the First Davion Guards. They were able to do so because of parity in numbers and their well-prepared positions in the ruins left behind by Hansen's Roughriders. However, when the Twenty-second Avalon Hussars LCT arrived to reinforce the Guards, the MacLeod's could only hold out another ten days before Scott realized the battle was lost. Rather than lose more of his men for a shattered planet, the regiment retreated to Grossbach. Their already-depleted numbers had been cut down to one battalion.

The MacLeod's Regiment's current post on Charleston is mainly a concession to Governor Sieben's vacillation regarding secession. To its credit, the MacLeod's utterly crushed a company-sized raiding force out of the Pirates Haven. Being based on the border has slowed its rebuilding, leaving the regiment at less than half strength.



MARIAN HEGEMONY

The Legions of the Marian Hegemony Armed Forces were battered by the Jihad. After facing the Circinans in an unsuccessful invasion, the Legions were hard put to survive rebellions, counter-invasions, Blakist machinations, terror attacks and ruthless League defenses. While they survived in much-reduced form under a new *Caesar*, the Legions have been rebuilding rather quickly. The Marians benefit from having far fewer troops than other nations, which suits their small nation. Their military is much larger, relative to their number of worlds, than most other nations'. This encourages the hereditary aggression of the *Caesar*s. The current *Caesar*, Cassius, was humbled by the FWLM in the crumbling League, but he has not allowed that to cap his desire to acquire the worlds closest to him. With two already pacified in Lahti and Landfall, his restraint of the past five years was punctuated by numerous raids-in-force to gauge the defenses of worlds near the Hegemony. With the need to appease the public for the impending secession of the Lothario District, his conqueror's instincts will have to be satisfied.

However, the loss of central authority in the Circinus Federation has resulted in a dramatic increase in pirate attacks in the Illyria District. Similar voracious attacks on the opposite border have distracted the *Caesar* at least partially from his aspirations. Although he considers the Canopians responsible for the raids on the Hegemony's border worlds, he has the Regulans to thank for eliminating his Circinan enemies and breathing life into a new generation of pirates.

I LEGIO MARTINA VICTRIX

Heavily damaged in the neutron bomb attack on Nova Roma, the First was savage in their battles with the Circinans and supporting mercenaries. Their defense of the Illyrian worlds frustrated the Blakist-backed forces and kept them from gaining control of any Hegemony worlds. Their posting as garrison legion for Alphard illustrates the *Caesar*'s gratitude. The legion's rebuilding has benefited from preferred selection of equipment; home-built *Centurion*s and *Commando*s appear in significant numbers among their replacements.

II LEGIO CATAPHRACTII

Routed and nearly destroyed after the nuclear attack by the San Nicolas defenders, the Second Legion suffered the rest of the Jihad licking its wounds in the Illyria District. Having recovered little more than half its strength, the legion continues to serve garrison duty. Transferred to the former Federation worlds of Maximilian and Blantleff, it has faced raids by former Circinan troops turned pirate. While they've had little challenge in repelling the raids, it has seasoned the new troops in the legion.

III LEGIO LIMITANEI

Still lauded as the conquerors of Maximilian, the Third Legion was entrusted with defending the heart of the Hegemony after the neutron bomb attack on Alphard. This caused them to miss much of the Jihad's fighting. Forced to bask in past glories, the Third's *Prefect* Talawar Marius champed at the bit to join the invasion of the Free Worlds League. Agitating for a posting to the front lines, he reminded *Caesar* Cassius that *his* legion would not have been put to flight, that *his* legion held Maximilian despite heavy fighting by determined Circinan enemies. After allowing the Third to languish on Alphard and Pompey, the *Caesar* sent them to the border facing the Canopians. Chastened to learn that his influence with Cassius is nonexistent, Prefect Marius has launched several raids into the former League and the Magistracy. Thus he is trying to restrain his impulses but still earn glory for the Hegemony.

IV LEGIO COMITATENSIS

After spending the Jihad garrisoning the Illyria District, the Fourth Legion was used once more in their original role as a fast response unit. After the Legions had swept aside the anemic defenses of several border worlds in the former Free Worlds League, the second wave of attacks required a safe path of withdrawal. The Fourth Legion kept that path clear. Centering their operation on the quickly pacified world of Landfall, the other legions were free to proceed further into the League. *Caesar* Cassius' prudence was well justified when the dogged defense of San Nicolas threw back the second wave entirely. The Fourth ensured no reprisal forces hit the retreating Second Legion by keeping the Landfall system peaceful.

Once more deployed in the Illyria District, the Fourth Legion's forces have become local favorites. Profiles of the various unit commanders appear on the district's newsvids with regularity. The combination of their early training and their anti-insurgent experience aided their quick response and greatly limited the damage in the Bloody Tricentennial. Blakist forces on Trondheimal, disguised as sanitation workers, were poisoning the water supply in three major cities. After reports of seizures and sudden death among healthy adults, the Fourth suspected rebels. Discovering the tainted water, they pounced upon the terrorists and killed them. Rather than a million deaths to atone for, they lost only three thousand

of their charges. A similar attack on Paulinus slaughtered the local militia and the entire planetary government. Those perpetrators were never captured, putting the Hegemony on edge to prevent another deadly attack.

V LEGIO RIPARIENSIS

More accurately referred to as a Lothian legion than a Marian one, the entire unit openly joined the rebellion after the Dragonslayers' brutal pogrom on Valerius. *Prefect* Gaius Dillford went so far as to send a message across the entire Lothario District for Lothians to rise up and cast off the bonds of Marian oppression. Ceaseless broadcasts of footage of the Day of Retribution on Valerius inflamed the Lothian people. Led by the Fifth and a cadre of guerilla fighters in the rebel cells, the Hegemony's loyal servants on Lothario were overwhelmed. While many escaped via DropShip, a great number went to ground and tried to start their own guerilla campaign. The experienced rebels, though, directed the Fifth in taking apart the holdouts. Stopping short of declaring independence, mainly due to consolidating power under a single leader, the Fifth has watched vigilantly over Lothario.

Elements of the *Secunda Cohors* have clashed repeatedly with the stubborn Dragonslayers, who remain on Valerius. Their presence is the only lingering clasp of the Hegemony's rulership of the district. With the losses in the fighting, the Fifth has only slightly increased their numbers over those at the Jihad's end. Lacking not in willing and even skilled recruits, Lothario's shattered economy has not lent itself to acquiring replacement BattleMechs or other required materiel.

VI LEGIO RIPARIENSIS

After taking Blantleff in the initial stages of the Circinan invasion, the Sixth Legion was relegated to rearguard duty on Lahti just like the Fourth Legion on Landfall. While the retreat of the Second went via the Fourth's area, the Sixth ensured no pursuit from the FWLM by launching a surprise and unauthorized raid on Atzenbrugg. With the League defenders distracted, the Sixth returned to Lahti.

The Jihad's close left the Sixth with a bitter taste in their mouths. They are poised, however, to prosecute the *Caesar*'s desire for conquest from their bases in the Illyria District. Conducting raids almost ceaselessly, the Sixth's deployment far from Alphard has kept them from recovering to full strength.

COHORS MORITURI

Rotated off Valerius at the end of the Jihad, the Cohort of the Dead watched the newsvid reports of the Day of Retribution with alternating sadness and anger. The people they had protected for years were exterminated in massive numbers by an unrestrained mercenary unit. The *Caesar* realized too late that the Cohort had been instrumental in limiting the reach of the small band of rebels on Valerius. Regardless, he transferred the Cohort across the Hegemony to Marius' Tears and Horatius. Pirates had been hitting the worlds unopposed after thrashing the militias.

The first encounter with the pirates went badly for the Cohort. Their arrival in the system coincided with the departure of the pirates. As their DropShips made planetfall raider fighters attacked them. Losing twelve BattleMechs when an aged *Union* was shot down, the Cohort was unable to pursue due to their lack of a fighter complement. However, using two of their *Leopard* DropShips as a poor man's CAP allowed them some measure of vengeance, as a pirate *Leopard CV* was shot down trying to escape.

The Cohort's losses, as ever, were quickly made up with condemned men. The frequency of pirate attacks has dropped precipitously since their arrival, though one stand-up engagement cost them another five 'Mechs. The pirates, on the other hand, lost fifteen, mainly due to the size mismatch of the two forces and a timely flanking attack by the Cohort's tanks.



CALDERON PROTECTORATE

CALDERON PROTECTORATE MILITARY

Two quality Taurian regiments, led by Baron Cham Kithrong, chose to support Erik Martens-Calderon's claim to the Protectorship of the Concordat. Had they not done so, Baron Kithrong's independence movement on Erod's Escape might have been stillborn. With these two Taurian Pride regiments as the core of the Calderon Protectorate Military and a new academy staffed by well-meaning (but rather low-quality) instructors, the CPM has a long way to go. Nevertheless, their possession of the lone Periphery WarShip has almost completely ended pirate attacks in the past five years. The CPS *Redemption* transits routinely among the Protectorate's six worlds, always generating joy and relief among populations accustomed to frequent raids.

TAURIAN PRIDE BRIGADE

First Taurian Pride

The former New Colony Lancers have come far since joining the CPM. Under Shraplen in the TDF, they were punished for their loyalty to Baron Kithrong and Erik Martens-Calderon. Now they are the premier unit of the CPM, respected for their dedication to duty and pursuit of excellence. With the varying policies of the Protectorate during the Jihad, the Pride found itself alternately raiding and then garrisoning Concordat worlds. Once it relocated permanently to the Protectorate, the First Pride became the target of relentless pirate raids that eroded its numbers but not its morale. Though wounded, the regiment was always victorious.

Under Colonel Lacasse, the First is recovering from losing a battalion over the course of the Jihad. Although raids against Concordat worlds have been curtailed since early in the Jihad, the First is eager to ply their wares once more against the Taurians, who they feel have betrayed not just the Calderon legacy, but also their honor with the TDF's many attempts at genocide during the war with the Federated Suns.

Second Taurian Pride

The other regiment of the former VI Corps of the TDF, the troops remained loyal to their ideals. It was Marshal Kithrong who recommended the two change their names to Taurian Pride, reflecting their embodiment of the true ideals of their former nation. Demonstrating this inherent honorability, the Second protected their former countrymen from piracy while the TDF marauded in the Federated Suns. The regiment's soldiers consider themselves to have been party to the atrocities by protecting the worlds of those who carried it out. Like the First, they ache to exact revenge for the stain to their honor.

Presently, Colonel Summerheim is champing at the bit on Oscar, with half his force on Lastpost. The drop in pirate raids, he fears, is dulling his troops' edge. He wants to sharpen it in the bellies of the criminal TDF to atone for his part in the murder of millions. Until then, he soothes his pain with drink.

CALDERON GUARD BRIGADE

First Calderon Guard

From its base on Gaul, the First—known as the President's Own—has fended off some of the few pirates bold enough to run the gauntlet of the *Redemption* to hit worlds of the Protectorate. In 3083, Colonel Ernst Vallejo led his young troops against the raiders with nary a thought to deployment or tactics. While the pirates were put to flight quickly, it was at the expense of more than a lance of Guards. Vallejo was demoted to brigadier for ignoring the tactical basic of using the support available at the time. Since the First, like the rest of the Guard regiments, is a combined-arms unit, he should have utilized his non-'Mech assets in the fight. Instead, his charge into the open led his troops out of the style of combat they had been drilling in for years. Without the overlapping fields of fire to savage the raiders, they were outflanked and cut down. With Vallejo now in command of Second Battalion, newly-promoted Colonel Cohen Kithrong, the baron's son, transferred from the Second Pride. It is hoped he will rededicate the unit to their training and prevent another failure of common sense.

Second Calderon Guard

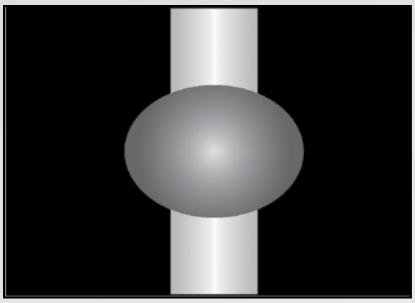
The Second has had the quietest deployment of the three Guard regiments since the Jihad ended. While the troops run combat drills with high frequency under Colonel Mervyn Fernandes' direction, they have not faced even a minor raid in more than three years.

The Second has matured in the boot camp environment Fernandes favors. Unscheduled drills in the middle of the night have kept the troops ready to face any threat. With the potential for the rebuilding Pride regiments to carry out raids against the Taurians once more, Fernandes knows the Guard will have to secure the Protectorate and he strives to ensure his troops will be the finest of the three. Known as the Perfectionists, they must don their dark brown dress uniforms for dinner regardless of the environment, with the colonel carrying out an inspection before the troops are allowed to eat.

Third Calderon Guard

The Fervent Protectors, as the Third is called, earned their name in a raid on Diik in 3084. The *Redemption* had just departed when a pirate force arrived in-system, hoping to make off with some of the Protectorate Arms plant's products.

While using their supporting units admirably, the raiders' company of heavy and assault 'Mechs pushed through the novice defenders and nearly reached the staging ground for loading the new *Toro*s onto DropShips when the Third's tank and infantry reserve slammed into the raiders' flank. Leaving seven of their own, the pirates fled. Six of the Third fell in the fight, including Colonel Erwin von Trapp. His successor, Brigadier Julie Phelps, designated the tank company that saved the day as von Trapp's Boys, which they bear with solemn pride.



FILTVELT COALITION

The Filtvelters were desperate to possess a true military force. Despite generous offers to mercenaries to quit their ways and serve the nation permanently, only the Thumpers have taken the marquess up on the offer. This forced the Coalition to found a national militia. While supplemented by planetary militias along Federated Suns lines, the Citizens Militia styles its regiments along RCT lines. Despite this lofty goal, the reality of their limited supply stream has slowed the growth of each regiment.

FILTVELT CITIZENS MILITIA

First Filtvelt Citizens Militia

Formerly the Filtvelt Academy training battalion, the First Citizens is the pride of the Coalition. In light of their ability to march in parade formation, this is justified. Their combat performance has been poor, with pirates more often than not successfully circumventing prepared defenses and carrying out their raids unopposed. The few standup fights they've gone through showed the soldiers' average skill level. Their slow growth is due to academy graduates being diverted to the other two regiments.

Second Filtvelt Citizens Militia

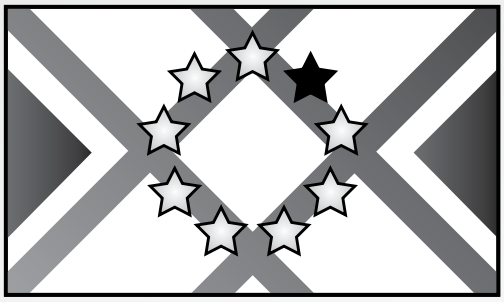
Built around a core of Malagrotta March Militia defectors, the Second Citizens should have instantly become a reliable component of the national defense. Instead, it soon became apparent why Malagrotta fell to pirates in the first place. While they are dedicated and reliable, the Second is simply lacking in proper training. With some troops showing flashes of superior skill, hope for the future remains. Assigned a specialty by the Coalition High Command, the Second has been drilling extensively in urban combat. The infantry regiments have excelled, but the 'Mech units still have far to go.

Third Filtvelt Citizens Militia

Designated the Militia's quick-response unit, the infantry, vehicle and 'Mech components are integrated at the company level since they are deployed on multiple worlds. Training has focused on strict combined-arms tactics and intense combat-drop scenarios. The Third Citizens can board its DropShips faster than most units thanks to incessant training.

Thumpers Assault Battalion

The Thumpers gained legitimacy when they signed with the Coalition, and outstanding performance against the Death's Consorts assured continued patronage. Though the battalion is no longer run as a business enterprise, Major Buck's negotiation talents have brought in supplies and other trade that the Coalition might not have obtained otherwise. Allowed to operate as an independent command, the Thumpers have crushed numerous pirates, while also serving as an opposing force while training the Citizens Militia.



FRONC REACHES

Besides the headline-grabbing Marshals and Cuirassiers, the Reaches have developed a well-equipped militia that is improving with every pirate raid and training exercise. Drilled by the on-world Marshals or Cuirassiers as available, the militias are not the equal of their Inner Sphere counterparts but have the potential to match their Periphery brethren from the Concordat or Magistracy.

COLONIAL MARSHALS

Under Force Marshal McEvans, the Colonial Marshals have managed to expand to nearly a regiment of BattleMechs. While those without BattleMechs are usually eager to capture those of raiders, they nonetheless pursue their Dispossessed duties with the same fanaticism that puts fear into pirates whose escape routes are compromised. With the Marshals' numbers growing via the Academy, their presence is no longer limited to a single Marshal overseeing an entire city. Instead, they are able to operate in groups and direct the militia against raiders more effectively.

When not annihilating those seeking rapine, the Marshals remain the law-enforcement body for the Reaches. They adjudicate disputes, from petty squabbles to capital crimes, with the same vigor as hunting and killing pirates. With the increased incidence of violence against non-colonials, the Marshals often find themselves in the midst of armed conflict.

On Cygnus in September 3083 a riot broke out when Deputy Marshal Lon Donner executed a trio of locals for murdering a family of Capellan refugees. Forced to defend himself against the mob, Donner fired into the crowd to clear a path to his 'Mech. Once there, he directed his guns against the rioters to prevent them from burning down the refugee village. Eighty-three were killed. While he was found to have acted without malice, after a private meeting with McEvans a white-faced Donner was transferred to the Marshalry Academy to instruct cadets.

FRONC REACHES SENTINELS BRIGADE

First Fronc Cuirassiers

The First Cuirassiers have come far from their former mercenary status. With Colonel Derek Hudsenn using parts of his estate to carry out the unit's training, the unit has grown to nearly two battalions. Focused on the small-unit actions more useful to fend off typical pirate raids, the companies and lances are skilled at independent deployment to respond quickly. Though nominally split between Rockwellawan and Portland, the First routinely has lances deployed elsewhere to provide greater defensive flexibility.

Second Fronc Cuirassiers

The Second Cuirassiers were founded in 3082, in light of the need for a greater number of dedicated defense forces. With the First getting near half-strength, Force Commander McEvans prevailed upon President Trondel to create a second unit. The new regiment was based on Spencer, where they were founded to honor the victims of the Bloody Tricentennial chemical weapon attack that killed thirteen thousand people.

Three lance commanders in the Second are products of the Filtvelt Academy exchange program. Their seasoning among the Filtvelters appears to have served them well, with both nations being anti-pirate, rife with refugees and driving toward economic security. Not yet at battalion strength, vehicle elements outnumber 'Mechs more than two to one. Infantry support is already at regiment strength, though their inexperience is obvious after a botched training exercise killed three troops and demolished the base's urban training center.

LESSER PERIPHERY STATES

FIEFDOM OF RANDIS

Brotherhood of Randis

While Hope Industrial Works produces enough RetroTech 'Mechs to increase the size of the Brotherhood's force, they remain at only two battalions. While Brother Zibler-Scott has advocated founding a third battalion to round out a regiment, Grand Knight Beckett has demurred.

Both reinforced battalions maintain their active defense of Randis IV with the same energy they use to train their many new recruits. Rather than reduce their training regime, the import of *Star Dagger* fighters from Diik has increased the training requirements for aspiring pilots. The aerospace unit is currently at wing strength, with a specialization in ground support.

FRANKLIN FIEFS

Fiefdom Military Forces

Building upon their conquests of lesser fiefs, the Fiefdom of Galus has maintained its primacy among the world's enclaves. Though the FMF is composed of disparate forces, the main body is O'Connor's Bulldogs, built up to nearly two companies through absorption of lesser forces. Their loyalty was secured by promising them ownership of their 'Mechs if they swore loyalty to Galus. Thus far, no such pledges have been reneged upon.

The loosely-allied FMF brings together the units of various fiefs when a single threat overwhelms their latent distrust. This occurred most often during the early years of the Jihad with all the pirate bands fleeing Port Krin for Tortuga. The need for common defense ended the world's feuding for over a decade, but chaotic normalcy followed the end of the Jihad. Still less than two battalions, the collective might of Novo Franklin is eroding slowly through internal conflict.

MICA MAJORITY

Larsen's Loners

When a large and well-armed band of bounty hunters arrived on Mica V in pursuit of Tortuga Prime's former Precentor, they enlisted the Loners to help apprehend him for a share of the reward. The Loners on Mica V sent word to Colonel Larsen on Mica II and went hunting. The details of the battle are unknown, but the main body of the Loners arrived at Oropolis to find the dome leveled. Radiation sensors detected the remnants of a nuclear detonation. No survivors were found of the Loners' lance, the bounty hunters, the Blakists, or the fifteen thousand inhabitants of Oropolis.

Reduced to four lances, the Loners have little opportunity to add to their roster. Contact with Randis IV garnered an offer for Brotherhood trainees to garrison the Majority, but no willing recruits for the Loners.

The Loners continue training the citizen's brigade. Despite their best efforts, the militia is little more than an armed mob with slightly more legitimacy than the hard-luck flotsam that regularly washes into the Mica system.

NEW ST. ANDREWS

Nelson's Longbows

The Longbows had only one major battle of the Jihad. A group of Blakists fleeing the end of their kind wisely separated themselves from the groups fleeing toward Circinus. The Protectorate Militia battalion arrived in the New St. Andrews system and foolishly announced themselves by carrying out a combat drop on Kilrymont. They were unprepared for the vicious defense.

The Longbows, augmented by dozens of militiamen in *Arbiter*s, swarmed the invaders with suicidal fervor and slaughtered them. The JumpShip escaped but the DropShip, expecting to land amongst a cowed populace, was captured without a shot. The crew was executed immediately thereafter. With losses among the militia, the Longbows emerged with no personnel deaths. Their equipment losses were immediately made good with new *Arbiter*s from a grateful Meridian Manufacturing.

NIOPS ASSOCIATION

Niops Association Militia

With three of their four 'Mech battalions shattered and their aerospace regiment cut in half by the Blakist attacks, Colonel Fritz Do was the only surviving high-ranking officer. Now commander of the survivors, he has rebuilt the scant and scattered battalion that escaped destruction to nearly two full battalions of 'Mechs. The air regiment is down to just two squadrons, and is taking much longer to recover. Constantly raiding the Blakists, though, forged the militia into a veteran unit whose fervor is unmatched.

Now deployed in roughly equal parts to protect the three systems, company commanders are charged with organizing civilian elections and restoring order while Colonel Do coordinates efforts between the three systems.

RIM COLLECTION

Able's Aces

The Aces battalion remains well supported by the four Collection Militia battalions. The Aces have acquired sufficient DropShips to transport all three companies and the command lance, creating increased flexibility in deployment. When deployed individually, each company will often serve as the command company for a Collection Militia battalion. This bolsters the less-experienced militia MechWarriors, whose skills have increased markedly with all the anti-pirate combat they've faced in the past five years.

Colonel Able, apparently leaning toward taking the council seat offered him, has turned over the day-to-day operations of the Aces to his son, Major Restarick Able, who is expected to inherit command fully upon his father's retirement. The younger Able has been something of a tabloid star, with his philandering tendencies supposedly yielding no less than fifteen children from as many women. His faithful wife, however, remains childless, casting doubt on the accuracy of these sensational reports.

Collection Militia

The three battalions continue to deploy separately to provide an umbrella of protection. Their interaction with the locals is noteworthy for its egalitarianism. There is no higher status accorded to Militia MechWarriors, though they are rightly treated as heroes for risking their lives to save their countrymen.

PERIPHERY MILITARY FORCES

(Deployment as of 31 October 3085)

MAGISTRACY ARMED FORCES

Commander: Magestrix Naomi Centrella-Liao
Aide: Senior General Hadji Doru
BattleMech Strength: Approximately 16 Regiments

UNAFFILIATED MAF COMMANDS

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Magistracy Cavaliers	R/R	Thraxa / Vixen	85%	10% (F)
(CO: Colonel Xolani Kofi)				
Cavalier Armor Guard	R/R	Thraxa / Vixen	90%	30%
(CO: Major Folki Pan)				
Cavalier "Mountain Men" Guard	R/R	Thraxa / Vixen	75%	—
(CO: Major Enu Kwesi)				
First Canopian Brigade	R/Q	Marantha / Bass	90%	25% (F)
(CO: Colonel Rei Fujimoto)				

MAGISTRACY ROYAL GUARDS

Commander: General Lane Meisel
Aide: Colonel Coby Goss

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Raventhir's Iron Hand	V/F	Canopus IV	35%	100% (A)
(CO: Colonel Jeremy Raventhir)				
Raventhir's Air Guard (1 Sqd)	V/F	Canopus IV	50%	100%
(CO: Commander Akane Sato)				
Raventhir's Armor Guard	R/R	Canopus IV	30%	54%
(CO: Force Major David Dirix)				
Raventhir's Infantry Guard	E/F	Canopus IV	65%	—
(CO: Colonel Emmet Phil)				
1st Canopian Cuirassiers	V/F	Canopus IV	60%	78% (A)
(CO: Colonel Candace Clifford)				
1st Cuirassiers Air Guard (1 Sqd)	V/F	Caonpus IV	75%	100%
(CO: Commander Wil Cary)				
1st Cuirassiers Armor Guard	R/F	Canopus IV	55%	57%
(CO: Colonel Lothaire Gomulka)				
1st Cuirassiers Infantry Guard	V/F	Canopus IV	70%	—
(CO: Colonel Chet Denholm)				
2nd Canopian Cuirassiers	E/R	Detroit	95%	70% (B)
(CO: Colonel Joseph Wulf)				
2nd Cuirassiers Air Guard	E/R	Detroit	95%	100%
(CO: Commander Humbert Sonnie)				
2nd Cuirassiers Armor Guard	V/R	Detroit	85%	67%
(CO: Colonel Haruna Yamauchi)				
2nd Cuirassiers Infantry Guard	E/R	Detroit	95%	—
(CO: Colonel Valery Somhairle)				

CHASSEURS Á CHEVAL

Commander: General Cynthia Evans
Aide: Colonel Megan Majia

	Exp/Loy	Homeworld	Strength	Updated (Rating)
1st Canopian Light Horse	E/F	Joppa	95%	70% (A)
(CO: Colonel Kit deSummersVille)				
1st Light Horse Air Guard	V/F	Joppa	100%	100%
(CO: Senior Air Master Otieno Tichaona)				
1st Light Horse Armor Guard	E/F	Joppa	92%	76%
(CO: Colonel Jordanes Brzezicki)				
1st Light Horse Infantry Guard (1 Btn)	V/R	Joppa	83%	—
(CO: Major Emem Jelani)				
2nd Canopian Light Horse	V/F	Gallis	75%	52% (B)
(CO: Colonel Karen Heldt)				
2nd Light Horse Air Guard	V/F	Gallis	80%	84%
(CO: Air Master Narcisse Kovar)				
2nd Light Horse Armor Guard	E/F	Gallis	80%	76%
(CO: Colonel Sakurako Kagome)				
2nd Light Horse Infantry Guard	R/R	Gallis	65%	—
(CO: Valdis Yilmaz)				
3rd Canopian Light Horse	V/R	Borgan's Rift	70%	23% (D)
(CO: Colonel Joe Cataio)				
3rd Light Horse Air Guard	G/F	Borgan's Rift	85%	68%
(CO: Air Master Minoru Shizuka)				
3rd Light Horse Armor Guard	R/R	Borgan's Rift	45%	62%
(CO: Colonel Uduak Zuberi)				
3rd Light Horse Infantry Guard	E/R	Borgan's Rift	80%	—
(CO: Colonel Angjelko Croft)				

CANOPIAN FUSILIERS

Commander: General Darlene McKinnon
Aide: Colonel Mark Lieberson

Exp/Loy	Homeworld	Strength	Updated (Rating)
1st Canopian Fusiliers	E/R Addasar / Dunianshire / Dainmar Majoris	90%	27% (D)
(CO:Colonel Robert Clark)			
1st Fusiliers Armor Guard	E/R Addasar / Dunianshire / Dainmar Majoris	95%	21%
(CO: Colonel Mathew Prince)			
1st Fusiliers Infantry Guard	V/F Addasar / Dunianshire / Dainmar Majoris	80%	—
(CO: Colonel Feng Lin)			
2nd Canopian Fusiliers	V/F Tarol IV	85%	34% (C)
(CO: Colonel Lee Lawhorn)	/ Techne's Revenge / Wildwood		
2nd Fusiliers Armor Guard (2 Btns)	E/R Tarol IV	75%	64%
(CO: Colonel Nikodemos Rapallino)	/ Techne's Revenge / Wildwood		
2nd Fusiliers Infantry Guard (2 Btns)	R/F Tarol IV	65%	—
(CO: Major Conlaoch Arkwright)	/ Techne's Revenge / Wildwood		
3rd Canopian Fusiliers	E/F Brixtana / Trip / Early Dawn	80%	100% (A)
(CO: Colonel William Sangrey)			
3rd Fusiliers Armor Guard	E/R Brixtana / Trip / Early Dawn	65%	84%
(CO: Colonel Connie Gemmin)			
3rd Fusiliers Infantry Guard	E/F Brixtana / Trip / Early Dawn	80%	—
(CO: Colonel Jos Drozky)			

MAGISTRACY HIGHLANDERS

Commander: General Roland Price
Aide: Colonel Mike Berger

	Exp/Loy	Homeworld	Strength	Updated (Rating)
1st Magistracy Highlanders	V/F	Bethonolog	80%	40% (C)
(CO: Colonel Masami Hayashi)				
1st Highlander Infantry Guard	R/F	Bethonolog	90%	—
(CO: Colonel Jessie Starks)				
2nd Magistracy Highlanders	V/R	Fanardir	85%	35% (C)
(CO: Colonel Galdys Brown)				
2nd Highlander Infantry Guard	G/R	Fanardir	95%	—
(CO: Colonel James Inman)				
Canopian Highlanders	V/F	Cate's Hold	80%	34% (C)
(CO: Colonel Marie Sklodowska)				
The Dawn Patrol (Wing)	V/F	Cate's Hold	65%	85%
(CO: Air Master Jarrod Kory)				
The Bannermen (2 Rgts)	G/F	Cate's Hold	90%	—
(CO: Colonel Wieslaw Kopecky)				

RAVENTHIR CUIRASSIERS

Commander: General Hanna Lewis
Aide: Colonel Paul Cuvala

	Exp/Loy	Homeworld	Strength	Updated (Rating)
1st Raventhir Cuirassiers	R/Q	Weistheimer / Crawford's Delight / Ballad II	90%	8% (F)
(CO: Colonel Mavis Cooper)				
1st Raventhir Armor Guard (1 Btn)	R/R	Weistheimer / Crawford's Delight / Ballad II	85%	18%
(CO: Major Randel Beck)				
1st Raventhir Infantry Guard	R/Q	Weistheimer / Crawford's Delight / Ballad II	75%	—
(CO: Colonel Mijo De Haven)				
2nd Raventhir Cuirassiers	R/R	Hardcore/ Kossandra's Memory/Novo Tressida	85%	15% (F)
(CO: Colonel Geir Hedman)				
2nd Raventhir Armor Guard (1 Btn)	V/R	Hardcore/ Kossandra's Memory/Novo Tressida	90%	7%
(CO: Major Imre Proulx)				
2nd Raventhir Infantry Guard	R/R	Hardcore/ Kossandra's Memory/Novo Tressida	90%	—
(CO: Colonel Italus Finley)				

TAURIAN DEFENSE FORCE

Commander: Protector Boris Tharn
Aide: Senior Marshal Victor Sharpe
BattleMech Strength: Approximately 6 Regiments, 2 Battalions

TAURIAN GUARD

Commander: Marshal Theodore Wilson
Aide: Comptroller Ayame Yamamoto

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Taurian Guard	V/R	Taurus	40%	31% (A)
(CO: Colonel Yvo Aliprandi)				
4th Taurian Air Division (Wing)	E/R	Taurus	60%	43%
(CO: Senior Air Master Oldrich Klerx)				
3rd Taurian Armor Guard (1 Btn)	R/F	Taurus	55%	17%
(CO: Subaltern Tiberius Strohkirch)				
121st Cluster Infantry Brigade	E/F	Taurus	45%	—
(CO: Colonel Anuj Brankovic)				
Concordat Commandos	E/R	Grossbach	85%	44% (C)
(CO: Colonel Monty Scott)				
15th Armor Cavalry (1 Btn)	E/F	Grossbach	70%	24%
(CO: Subaltern Severianus Ferro)				
3rd Battlesuit Recon (1 Btn)	E/F	Grossbach	65%	—
(CO: Subaltern Cameron Vale)				

I CORPS

Commander: Marshal Talon Black
Aide: Comptroller Herman Malone

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Concordat Jaegers (1 Btn)	E/R	Dicallus	50%	58% (B)
(CO: Colonel Phan Mah Lut)				
2nd Velites Air Division (Wing)	E/F	Dicallus	95%	44%
(CO: Senior Air Master Olufemi Kleid)				
Red Chasseurs	V/R	Illiushin	25%	33% (C)
(CO: Colonel Jenna Doe)				
21st Corps Air Division	R/Q	Illiushin	60%	21%
(CO: Senior Air Master Yuki Fujioka)				
27th Armored Recon (1 Btn)	V/Q	Illiushin	30%	12%
(CO: Subaltern George McMillian)				
Red Gate Infantry	V/R	Illiushin	40%	—
(CO: Colonel Adam Mustaffalous)				
3rd Taurian Lancers	R/R	Sterope	40%	27% (D)
(CO: Colonel Abel Gabrielson)				
3rd Taurian Armored Lancers (1 Btn)	R/Q	Sterope	40%	0%
(CO: Subaltern Kato Tendaji)				
3rd Taurian Foot Lancer	R/R	Sterope	50%	—
(CO: Colonel Virgil McGinnis)				

III CORPS

Commander: Senior Marshal Victor Sharpe
Aide: Colonel Simba Thulani

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Pleiades Hussars	E/F	Maia / Electra	65%	34% (B)
(CO: Comptroller Maxwell Albritten)				
Pleiades Seventh Air Division (Wing)	E/F	Maia / Electra	70%	46%
(CO: Senor Air Master Junko Kita)				
Four-Seventeen (1 Btn)	V/Q	Maia / Electra	55%	52%
(CO: Subaltern Rina Koizumi)				
17th Pleiades Infantry	R/F	Maia / Electra	85%	—
(CO: Colonel Brant Jadyn)				
1st Taurian Lancers	R/F	Pinard / New Vandenburg	65%	34% (A)
(CO: Colonel Humbert Derick)				
1st Taurian Armored Lancers	V/F	Pinard / New Vandenburg	70%	67%
(CO: Colonel Cameron Vale)				
79th Light Guard	R/F	Pinard / New Vandenburg	85%	—
(CO: Colonel Enu Kwesi)				
1st MacLeod's Regiment	R/F	Charleston	45%	42% (B)
(CO: Colonel Sorcha Duffy)				
71st Armored Cavalry (1 Btn)	V/F	Charleston	65%	56%
(CO: Subaltern Heiner Fairburn)				
5th Battlesuit Recon (1 Btn)	V/F	Charleston	55%	—
(CO: Subaltern Connor Sinclair)				

MARIAN HEGEMONY ARMED FORCES

Commander: Caesar Cassius O'Reilly
Aide: Imperator Lucas Travers
BattleMech Strength: 6 Legions, 1 Cohort (approximately 8 regiments)

ALPHARD DISTRICT

District Commander: Caesar Cassius O'Reilly
Aide: Prefect Michael Alexander

	Exp/Loy	Homeworld	Strength	Updated (Rating)
I Legio	V/F	Alphard	75%	66% (A)
(CO: Imperator Robert Kron)				
Prima Cohors	E/F	Alphard	80%	100%
(CO: Prefect Johanna Behrensen)				
Secunda Cohors	V/R	Alphard	75%	87%
(CO: Prefect Kyou Kobayashi)				
Tertia Cohors	V/F	Alphard	65%	64%
(CO: Legatus Simba Chiumbo)				
Quarta Cohors	R/F	Alphard	70%	70%
(CO: Prefect Dorian Pihl)				
Quinta Cohors	E/F	Alphard	80%	86%
(CO: Prefect Kaori Saito)				
Prima Auxilia Legio	V/F	Alphard	75%	40%
(CO: Prefect Dakarai Jelani)				
Ala Alba Wing	E/F	Alphard	90%	100%
(CO: Legatus Makena Nsia)				
III Legio	R/R	Islington / Baccalieu	90%	22% (D)
(CO: Prefect Talawar Marius)				
Prima Cohors	R/R	Islington	95%	43%
(CO: Prefect Edward Nugent)				
Secunda Cohors	R/F	Islington	95%	37%
(CO: Legatus Gerhart Jordan)				
Tertia Cohors	R/Q	Baccalieu	80%	10%
(CO: Prefect Buster Zingel)				
Quarta Cohors	R/Q	Baccalieu	85%	12%
(CO: Prefect Carolus McDermott)				
III Auxilia Legio	V/R	Baccalieu	90%	0%
(CO: Prefect Russel Kruse)				
Cohors Morituri	R/Q	Marius's Tears / Horatius	90%	17% (F)
(CO: Legatus Winston Sorfleet)				
Morituri Auxilia Cohors	R/Q	Marius's Tears / Horatius	95%	27%
(CO: Legatus Alboin Kadlec)				

LOTHARIO DISTRICT

District Commander: Prefect Gaius Dillford
Aide: Prefect Ruzena Nannini

	Exp/Loy	Homeworld	Strength	Updated (Rating)
V Legio	V/Q	Lothario	65%	38% (F)
(CO: Prefect Gaius Dillford)				
Prima Cohors	E/Q	Lothario	80%	58%
(CO: Prefect Mohammed Ramaker)				
Secunda Cohors	V/Q	Lothario	70%	41%
(CO: Prefect Yeter Holzmann)				
Tertia Cohors	V/Q	Lothario	70%	52%
(CO: Legatus Filibert Poletti)				
Quarta Cohors	R/Q	Lothario	60%	43%
(CO: Prefect Dorete Sayer)				
Quinta Cohors	G/Q	Lothario	45%	20%
(CO: Legatus Paulus Bazzoli)				
V Prima Auxilia Legio	R/Q	Lothario	60%	0%
(CO: Prefect Daragh Kranz)				
V Secundu Auxilia Legio	R/Q	Lothario	55%	0%
(CO: Prefect Ramus Baldinotti)				
V Caelum Wing	E/Q	Lothario	70%	12%
(CO: Prefect Wendi Nifterick)				

ILLYRIA DISTRICT

District Commander: General Ivy Ward
Aide: Prefect David Gladding

	Exp/Loy	Homeworld	Strength	Updated (Rating)
II Legio	V/F	Blantleff / Maximillian	60%	70% (A)
(CO: Prefect Darina Snyders)				
Prima Cohors	E/F	Blantleff	80%	93%
(CO: Prefect David Hudson)				
Secunda Cohors	E/F	Maximillian	80%	87%
(CO: Prefect Haakan Westlund)				
Tertia Cohors	V/F	Blantleff	70%	83%
(CO: Prefect Crosby Ton)				
Quarta Cohors	R/F	Blantleff	60%	64%
(CO: Prefect Wilma Bohn)				
Quinta Cohors	R/F	Maximillian	60%	68%
(CO: Prefect Gorman Tuman)				
II Auxilia Loricatus Legio	V/R	Blantleff	55%	20%
(CO: Prefect Milena Macon)				
II Auxilia Mobilarius Legion	R/R	Maximillian	60%	0%
(CO: Prefect Adonis Bentley)				
II Caelum Wing	E/F	Blantleff	90%	34%
(CO: Prefect Wum Nemeth)				
VI Legio	V/R	Illyria	75%	17% (D)
(CO: Prefect Tirto Klerken)				
Prima Cohors	E/R	Illyria	95%	30%
(CO: Prefect Satarina Maharet Ichmal)				
Secunda Cohors	V/R	Huntington	80%	22%
(CO: Prefect Michiko Zeeger)				
Tertia Cohors	V/F	Hazeldean	60%	13%
(CO: Legatus Kalyana Davidovic)				
Quarta Cohors	R/R	Hazeldaen	65%	0%
(CO: Prefect Quirinus Verhoeven)				
Quinta Cohors	V/R	Illyria	70%	8%
(CO: Legatus Aviyah Jonckersen)				
VI Auxilia Legio	V/F	Huntington	80%	43%
(CO: Legatus Vilhelmiina Phan)				
VI Caelum Wing	E/F	Illyria	85%	0%
(CO: Prefect Stig Brankovic)				
IV Legio	R/R	Reykavis	90%	15% (D)
(CO: Prefect Albert DeVereaux)				
Prima Cohors	V/R	Reykavis	105%	30%
(CO: Prefect Severine Xavier)				
Secunda Cohors	R/R	Trondheimal	95%	0%
(CO: Prefect Hulda Adessi)				
Tertia Cohors	G/Q	Landfall	85%	0%
(CO: Prefect Alberich Winograd)				
IV Auxilia Legio	R/R	Landfall	95%	15%
(CO: Legatus Chandra Roscoe)				

CALDERON PROTECTORATE

Commander: Marshal (Baron) Cham Kithong
Aide: Comptroller Lena Maly
BattleMech Strength: 5 Regiments

TAURIAN PRIDE

	Exp/Loy	Homeworld	Strength	Updated (Rating)
1st Taurian Pride	V/F	Erod's Escape	85%	30% (C)
(CO: Colonel Cornelius Hamilton)				
1st Pride Defense Division (Wing)	V/R	Erod's Escape	78%	28%
(CO: Senior Air Master Bricius Dali)				
New Colony Guard (1 Btn)	R/Q	Erod's Escape	91%	—
(CO: Subaltern Baruch Grosser)				
2nd Taurian Pride	R/R	Oscar / Last Post	90%	31% (D)
(CO: Colonel August Sims)				
2nd Pride Defense Division (Wing)	V/R	Oscar / Last Post	95%	33%
(CO: Air Master Mikhail Albaf)				
7th Gaul Armored Regiment	V/Q	Oscar / Last Post	88%	28%
(CO: Colonel Fran Lapointe)				
Calderon's Commandos (1 Btn)	E/R	Oscar / Last Post	95%	—
(CO: Subaltern Kleon Bullock)				

CALDERON GUARD

	Exp/Loy	Homeworld	Strength	Updated (Rating)
1st Calderon Guard	R/R	Gaul	45%	0% (F)
(CO: Colonel Geir Kaluza)				
2nd Calderon Guard	R/R	Marknick	50%	0% (F)
(CO: Colonel Zayd Bryant)				
3rd Calderon Guard	R/R	Diik	45%	0% (F)
(CO: Colonel Uaithne Kavanaugh)				

FILTVELT COALITION

Commander: Marquess Helen Trempeleau
Aide: Field Marshal Eric LeBeau
BattleMech Strength: 3 Regiments, 1 Battalion

	Exp/Loy	Homeworld	Strength	Updated (Rating)
1st Filtvelt Citizen's Militia	R/R	Filtvelt	80%	35% (B)
(CO: Colonel Andreas Mulryan)				
2nd Filtvelt Citizen's Militia	G/R	Sherwood/Morven	85%	14% (F)
(CO: Colonel Balthazar Murgia)				
3rd Filtvelt Citizen's Militia	G/R	Sodertalje/Eustatius	75%	18% (D)
(CO: Colonel Jurian Donaldson)				
Thumper Assault Battalion	V/R	Lackland	90%	22% (C)
(CO: Major Buck Tripp)				

FRONC REACHES

Commander: President Carver Trondel
Aide: Force Marshal Dirk McEvans
BattleMech Strength: 3 Regiments

COLONIAL MARSHALS

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Colonial Marshals	V/F	Fronc/ McEvans' Sacrifice	95%	35% (C)
(CO: Force Marshal Dirk McEvans)				

FRONC REACHES SENTINELS

	Exp/Loy	Homeworld	Strength	Updated (Rating)
1st Fronc Cuirassiers	R/R	Rockwellawan / Portland	55%	67% (B)
(CO: Colonel Jody Rudawski)				
1st Fronc Air Wing	G/R	Rockwellawan / Portland	64%	40%
(CO: Air Master Sawyl Herrman)				
1st Fronc Armor	G/Q	Rockwellawan / Portland	57%	78%
(CO: Colonel Eibhear Yong)				
1st Fronc Infantry	R/R	Rockwellawan / Portland	85%	—
(CO: Colonel Marc Norup)				
2nd Fronc Cuirassiers	G/R	Spencer	35%	23% (D)
(CO: Colonel Kenny Hintzen)				
2nd Fronc Air Wing	G/Q	Spencer	45%	38%
(CO: Air Master Colm Quincy)				
2nd Fronc Armor	G/Q	Spencer	41%	65%
(CO: Colonel Zuzen Van Haenraets)				
2nd Fronc Infantry	R/Q	Spencer	80%	—
(CO: Colonel Masoud Schlimme)				

LESSER PERIPHERY STATES

FIEFDOM OF RANDIS

Commander: Grand Knight Lucas Beckett
Aide: Brother Nyleith
BattleMech Strength: 2 reinforced battalions

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Brotherhood of Randis, 1st Battalion	V/F	Randis	130%	100% (A)
(CO: Grand Knight Lucas Beckett)				
Brotherhood of Randis, 2nd Battalion	V/F	Randis	135%	95% (A)
(CO: Brother Jurgen Liebsgott)				

FRANKLIN FIEFS

BattleMech Strength: under 2 battalions

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Fiefdom Military Forces	R/R	Novo Franklin	90%	14% (F)

MICA MAJORITY

Commander: Colonel Laren Larsen
Aide: Major Gina Larsen
BattleMech Strength: 1 Company

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Larsen's Loners	V/R	Mica II, V, and VII	160%	35% (D)
(CO: Colonel Laren Larsen)				

NEW ST. ANDREWS

Commander: Major Esben Nelson
Aide: Captain Tully Jelinek
BattleMech Strength: 1 Battalion

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Nelson's Longbows	R/F	New St. Andrews	95%	45% (C)
(CO: Major Esben Nelson)				

NIOPS ASSOCIATION

Commander: Brigadier Eugene Thorpe
Aide: Colonel Kristoffer Engelbert
BattleMech Strength: 1 Regiment

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Niops Association Militia	G/R	Niops V, VI & VII	65%	22% (D)
(CO: Brigadier Eugene Thorpe)				

RIM COLLECTION

Commander: Colonel Frank Able
Aide: Major Hugo Romao
BattleMech Strength: 1 Battalion

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Able's Aces	V/R	Gillfillan's Gold	115%	15% (F)
(CO: Colonel Frank Able)				

MERCENARIES

GENERAL REVIEW

With the general détente of the post-Jihad era, the desperate need for the services of mercenaries within the Inner Sphere has significantly fallen off. However, the need for planetary defense has kept the industry from folding completely. Most especially in the Periphery, as ever, but also throughout the Inner Sphere to a degree not seen before, piracy threatens the safety and well being of law-abiding folk. That many of these pirates are those same mercenaries who have been unable to secure lawful employment and have turned to piracy to support themselves does little to secure their reputation throughout civilian sectors. There remain a number of mercenary commands of repute, though multi-regiment mercenary units seem already to be extinct.

While some mercenaries have found difficulty obtaining reliable pay and decent work, a number have been retained to provide security for rebuilding House militaries. In this capacity, many are serving as instructors to raw recruits. Many of these mercenaries are capable of joining academy faculties, though many prefer their lack of ties. Still, with even academy faculties thrown into the meat grinder of combat, some mercenaries might nobly leave their profession to become legitimate members of academia.

With a proper accounting of Blakist mercenaries still underway, those known to have escaped their well-deserved fates as war criminals remain on lists distributed throughout the Inner Sphere and Periphery. Rewards for the capture or death of these units and individuals have done much to prevent the complete degradation of the industry to lawlessness. Competition is rife and deadly between those seeking such bounties, with losses of life and equipment further thinning the mercenary hordes.

EMERGENT MARKETS

With House militaries beginning to diverge from the BattleMech-centric combat doctrine of the last few hundred years, border raids by smaller, combined-arms units remain a source of consternation. The need for large forces to engage in active defense or punitive raids has seen the Houses rely on their planetary militias augmented by smaller, less than company-size mercenary commands to augment their own defense. The decimation of industrial capacity and military forces has seen desperation to recover defensive flexibility become paramount. However, some House and planetary lords have elected to risk the lives of the stateless in place of their own soldiers, pilots and MechWarriors.

The Draconis Combine

The policies of the Draconis Combine have undergone the most radical change, with mercenaries actually being encouraged to seek employment there. That they are expected to serve as other members of the DCMS, subject to the absolute authority of the warlords, has had mixed results in terms of retention. Some few have actually thrived under the strict regime, while many more have faltered, fled or been cast out. Most mercenaries hired by the Combine are assigned raiding duties to distract enemy defenses before the arrival of Combine regular forces. This was especially true before the invasion of the Outworlds Alliance, soon after the Jihad.

The Federated Suns

The Federated Suns remains the *de facto* paradise for mercenary service. Always employing the most mercenaries to defend their vast territory they have moved to account for the loss of Outreach. Since even the vaunted Federated Suns March Militias were devastated in the Jihad along with AFFS frontline units, the Suns is more vulnerable than ever. Rather than limit mercenary hiring to the AFFS, regional authorities from march lords down to planetary governors are charged with securing the safety of their citizens as they are able. The establishment of minor, regional hiring halls has boosted mercenary hiring, especially with the dearth of sufficient transportation assets for many such prospective employees. That the numbers are reflective of more small commands instead of the huge, multi-regiment mercenary units traditional in the Federated Suns demonstrates the cost of the Jihad to the mercenary community. With their generous terms, the Suns continues to hire more and better-quality mercenaries than any other nation.

The Capellan Confederation

The Capellan Confederation is seeking to modify the policies they adopted during the Jihad regarding mercenaries. This is a matter of survival, given the vast numbers being hired in the Federated Suns. Their desire for mercenary commands whose personnel are Capellan in origin has greatly limited their pool of possible hires while staying true to their xenophobic nature. With such units few and far between, despite the lure of *Xin Sheng*, they have grudgingly hired otherwise-qualified mercenary units to reinforce their borders. Most of these forces are positioned along the Republic and former League borders, with House units stationed along the Federated Suns border to repel the more dangerous enemy.

The Former Free Worlds League

The former Free Worlds League might be thought a boon to mercenaries. However, the numerous pocket realms that have been conceived in the death of the League have devolved into a quagmire. With petty jealousies between the various sub-states, a mercenary who seeks or takes a contract with one might be snubbed by others. Similarly, mercenaries who have worked for any of the nations bordering the former League are greeted with hostility, whether it was the Lyrans, Capellans or Marians that employed them. Thus, while mercenaries can find work in the former League, only those with ties to the splinter realm where they are seeking work have much luck of finding it.

The Periphery

The Periphery is one of the better options for mercenary employment. As ever, there is rampant piracy, which all the Periphery nations are eager to eradicate. The hiring of anti-pirate mercenaries is uninterrupted. With stiff competition, the Periphery has been leveraged to offer increased compensation relative to the desperate Inner Sphere nations. This has been marginally successful, with some noteworthy commands departing, at least temporarily, for the fringes of civilization. Some are drawn to the burgeoning nations, while others feel the eternal human draw toward the frontier.

The Taurian Concordat has experienced the most difficulty in obtaining mercenaries, thanks to their neglect of mercenaries during the war against the Federated Suns.

The Canopians, with their stable economy, alliance with the Capellans and intact industry, are the Periphery employer of note, hiring more mercenaries than the rest of the Periphery combined.

With policies of offering landholds, the Fronc Reaches has not just been hiring mercenaries but converting many to permanent service as Fronc Reaches Sentinels.

The Calderon Protectorate, capitalizing on their peacemaking ways, has been hiring exclusively for defensive contracts and pirate-hunting. This has markedly increased their national defense, allowing the Calderon Guard a better chance to reach strength.

The Filtvelt Coalition prefers to communicate with and contract mercenaries outside their own borders, a resultant paranoia after the trouble with pirates on Malagrotta. This sees them maintaining a permanent team to negotiate with mercenaries before granting them right of access to make landfall on Coalition worlds. Their generous contract terms even netted them Harlock's Warriors from the Federated Suns, quite a coup for the newborn realm.

The Marian Hegemony has difficulty securing reputable mercenary services, partially due to their cultural attitudes but also because of their poor treatment and inferior contract offerings. This sees not only much a small number of mercenaries hired, but lower quality as well. Still, in the Caesar's mind, quantity has its own quality. Their hired guns are used for aggressive operations, mostly scouting neighboring worlds, especially in the former Free Worlds League.

Most of the lesser nations of the Periphery are less successful in hiring mercenaries because of financial concerns. This sees only units of company size or less employed by states like the Mica Majority, Franklin Fiefs, and the Rim Collection. Others, like Randis and Niops, prefer to rely on their personal forces rather than those of outsiders.

The Down-and-Out

For those mercenaries unable to secure contracts, piracy beckons. Though the aftermath of the downfall of the Death's Consorts has yet to produce any sizeable pirate bands, the number of smaller bands has increased by at least an order of magnitude. Their smaller size makes it all the more difficult to pursue and destroy them. Apparently taking note of this, a recent and disturbing trend has seen separate bands operating in limited cooperation. This takes the form of raiding the same world simultaneously, leaving the defending forces to choose which to fight and pursue.

Unfortunately, the range and capabilities of these bands is so far-reaching as to defy proper description at this time. Suffice to say that the well-known pirate holes like Tortuga are doing brisk business in slaves and black market dealing.

STATE OF READINESS

The profession in general remains a shambles since the Jihad's end. No hiring hall has supplanted Outreach, though Galatea is the closest approximation given its prior stature, and has become a center for the largest lingering remnant of the Mercenary Review and Bonding Commission (MRBC). Contrary to popular belief, the MRBC remains a formal entity, and is still respected by many Houses and members of the mercenary community. The sacking of Outreach and the near-eradication of Wolf's Dragoons have left the organization wholly unable to perform more than the most basic contract brokering tasks.

Today, state and regional capital worlds teem with mercenary agents seeking audience with governmental representatives. Such haphazard methods deliver success only occasionally, often aided by past personal connections more so than specific need on the part of the potential employer.

MERCENARY HUBS

The smaller hiring halls have been a boon to poor or disreputable mercenaries, while larger halls bring employers from many nations.

Northwind

When the Northwind Highlanders joined the Republic Armed Forces, the already-anemic hiring hall on their homeworld closed. Although proponents of the mercenary trade on Northwind cited the RAF's acceptance of the MRBC halls still operating on Galatea as evidence of a double standard, it was the Highlanders' own

elders—and not the Republic—who chose to end the facilitation of mercenary service there. Citing the fact that the hall primarily existed only to give ex-Highlanders and Highlander aspirants access to the greater mercenary market, and the Highlanders' own transition to state forces, the leaders of Northwind declared that their world was no longer an adequate site for what some have called "a dying trade."

Galatea

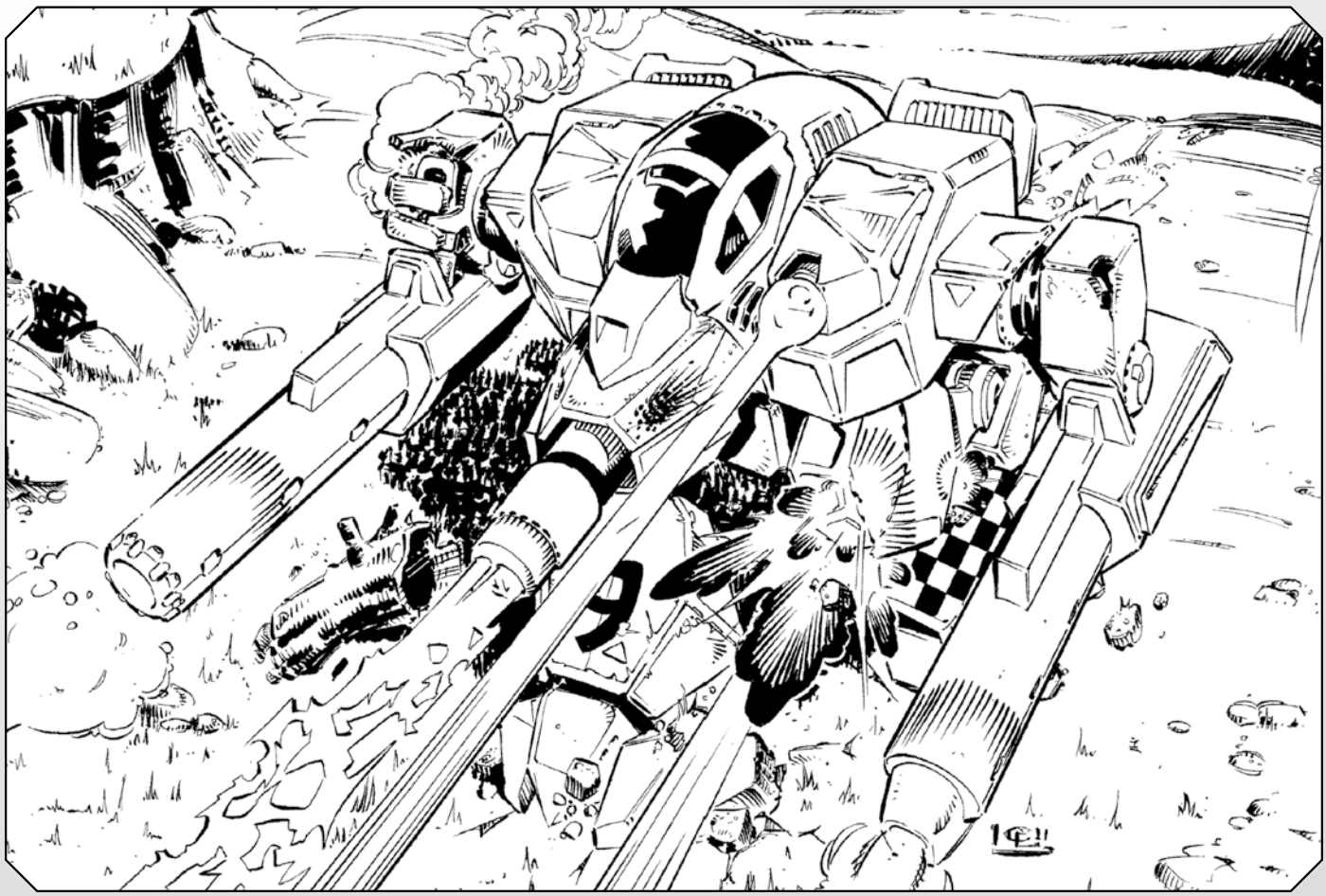
Galatea, the former Mercenary's Star, has resumed its status as the destination of choice for those mercenaries who can get there. Since we cannot eliminate mercenaries entirely, it is best that we have some degree of control over the practice. The firm RAF presence has kept the dregs of the community at bay. They seek other worlds to ply their services, keeping the Republic free of their taint. We have allowed other nations to reopen their former hiring centers on-world, which allows us to track the contracts being taken. Only the Capellans, refusing to forfeit the required fees (much less enter Republic territory), lack a hiring center. All but the smallest Periphery nations have offices for hiring on Galatea.

Fletcher

Fletcher, given the Blakists' successful efforts to scourge the mercenary presence from the world, will not resume the status it held during the so-called Chaos March era. Rather, significant Republic effort is required to reestablish a legitimate government and restore civil infrastructure. Postings via open HPG messages throughout the Inner Sphere direct mercenaries to Galatea and Northwind and warn them against approaching other worlds of the Republic. Our policies remain firm: mercenary units are neither welcome nor tolerated within our borders except on Galatea.

Noisiel

Both Noisiel and Solaris VII in the Lyran Commonwealth have recovered well from the Jihad, though their wounds differed significantly from one another. Noisiel suffered primarily due to the sacrifice of assets to fight the Blakists. While Noisiel's games were never a serious rival to those on Solaris, the local economy nonetheless relied upon the spectacles. With the economic collapse, the populace suffered homelessness, destitution, starvation and piracy.



The economic recovery of the war's end took place overnight, with games held for the first time in over a decade in 3081. With the return of the games came unemployed mercenaries and the attendant industries of gambling and prostitution. While the economy is booming once more, the actual quality of life of the regular citizen has yet to return to its pre-Jihad state.

Solaris VII

Solaris recovered more quickly, mostly due to anti-Blakist fervor and proximity to the Republic; since mercenaries are unwelcome in Republic space, many find themselves drawn inexorably to Solaris. The glut of mercenaries seeking glory in the games, though, has nearly led to a worldwide humanitarian disaster, with various tyrants of the week holding sway over outlying settlements when work in the games is not forthcoming. This has led to work hunting down such unsavory mercenaries without ever being shipped offworld.

Arc-Royal

Arc-Royal remains a fast-paced hiring hall. With both the Kell Hounds and Wolf's Dragoons hiring with near-abandon, along with many other mercenary commands large and small, Arc-Royal is perhaps the most prestigious hiring hall in operation. However, while Outreach was once the center of the entire industry and served all the Inner Sphere and Periphery, Arc-Royal is much more limited, serving primarily the Lyrans and the mercenaries on or near Arc-Royal.

Westerhand

Despite mistrust of mercenaries, the Capellan Confederation has seen fit to reopen the minor hiring hall on Westerhand. Originally closed down during the Jihad, the reopening of Westerhand has created a place where professional soldiers eager to avoid absorption into state armies have begun to flock. The Capellans clearly hope to shore up their borders with many of these mercenaries. CCAF officials have openly stated their wish to hire any mercenaries willing to aid in the "eventual return of Capellan worlds from dominion by the pretend Republic."

As the designated Capellan mercenary hiring hall, this world has been fortified by a rotating CCAF garrison. These are both a hedge against potential adventurism by masterless warriors, and a means to vet the supposed quality and reputation of those seeking work with the Confederation. Some applicants are offered induction into the CCAF, at the point of a gun if some reports are to be believed.

STATE HALLS

The Draconis Combine has hired more mercenaries since the Jihad ended than in the two decades prior. Their office on Galatea trails only the Federated Suns in traffic. Many more are turned away from the Combine than the Suns, though, due to the Combine's strict contract terms, including required liaison integration to prevent betrayals. While in the past mercenaries have suffered under the threat of immediate death, now they have a chance to obtain stable, if restricted, employment with the Combine. The inherent distrust has only marginally been overcome, with several commands finding their contracts cancelled and much of their equipment confiscated for failure to follow orders. This has led many to accuse the Combine of hiring only those whose equipment they wish to steal. Rather, it seems that the hired mercenaries failed to read the contract stipulations carefully enough to find the strict code of conduct required. Essentially, much like those in the DCMS themselves, mercenaries are expected to sacrifice their lives if required to succeed in their assigned duties. Instead of creating a drop-off in recruitment, it seems to have drawn more of the honorable, proud mercenary commanders to Combine service, if only to prove themselves worthy of the scrutiny. Many of these contracts are for hunting pirates or impersonating Combine line units. Few are trusted with true defense, save as stopgaps until the DCMS arrives; others face off with DCMS units in severe training missions so that new recruits can experience non-DCMS tactics firsthand.

The collapse of the Free Worlds League has resulted in many opportunities for mercenary employment, though the reliability of both parties involved in the contract is suspect. With faltering economies, the segregating provinces often find themselves without the means to pay or even a stable currency. This has furthered the trend of increasing piracy, including from those mercenaries who find themselves unpaid and in need. Outside of the local capitals, though, there is no true hiring hall in former League space.

The Federated Suns, long the best employer of mercenaries in both number and compensation, remains a destination for many mercenaries. In the effort to secure troops, they have established several new hiring halls. The first of these was June, the new Periphery March capital, in order to bolster the border defense against the irrational Taurians and the many pirate forces that have taken root in Concordat territory thanks to the TDF's mauling at the hands of the AFFS. The other march lords matched Marsin by advertising their own hiring halls and generous compensation contracts. Aside from New Avalon, all march and regional capital worlds have seen the establishment of such halls.

Hiring never really let up on Herotitus, though illegitimacy was evident in the caliber of mercenaries passing through the unaffiliated world. Only the dregs of the mercenary community will consider employment with the Taurians after the junta's poor treatment of mercenaries during their war with the Federated Suns, which makes Herotitus a boon to the Concordat; more reliable mercenaries are snapped up with scarcely a pause after making planetfall. The Fronc Reaches, Filtvelt Coalition, Magistracy of Canopus, Marian Hegemony and Calderon Protectorate have all established hiring offices on Herotitus. The Reaches, though, guard theirs with a permanent, sizeable deployment of Marshals, much to the detriment of the local bosses who fear that law and order might interfere with the black market.

MERCENARIES TODAY

The mercenaries who survived the Jihad have advanced greatly in restoring their numbers. This has been accomplished through recruiting others of their kind whose commands were shattered. While most chose to seek their own contracts as smaller commands, a great number chose to pool their forces and consolidate with other commands. This absorption of others has occurred most for more storied mercenary units like the Kell Hounds, whose staggering losses nearly ended their existence. Following is a brief accounting by realm of some of the notable mercenary commands employed in the various Inner Sphere and Periphery nations. Considering that even the MRBC had difficulties tracking all of its members, this list is not intended to be complete; it does give an initial breakdown of mercenary leadership, as it were, within the various states.

LYRAN COMMONWEALTH

With their mercantile and still-powerful economy, the Lyrans have to deal with the instability of their border with the former League, plus the predations of the aggressive Combine and multiple Clan threats. While they employ some of the more well known mercenaries, even those were shattered in the Jihad. Like other nations, they are on a hiring spree on Galatea and their own worlds.

The Kell Hounds have begun to rebound but remain at a fraction of their pre-Jihad strength. With the 3083 death of Morgan Kell, who passed in his sleep, perhaps finally attaining the peace he sacrificed when he left Zaniah over fifty years earlier, his title and command passed to his daughter. Under Colonel Caitlin Kell, the scraps that amounted to just over a company of BattleMechs have rebuilt to more than two battalions over the past four years. Much of this has been through mergers with other mercenaries; the most significant of these was the merger with the Grave Walkers, who were directed to form the backbone of the second battalion which bear their name. The Hounds' active recruitment among the Arc-Royal populace has created a sizeable pool of trainees from which they hope to reinforce their future prospects. With limited numbers of replacement BattleMechs, their recruitment efforts focus more on building up their conventional and battlesuit assets. Rather than forego her duties, Kell is often seen with her two-year-old twin sons at the Hounds' marshalling yard to observe training; this should ensure the Kell legacy lives on into the next generation.

The Dioscuri continue to trudge along the road to recovery after their disaster at Morges. Colonel Brenda Nels rekindled some of her fire after losing her brother in the desperate escape from that world. Rewarded well, if late, in funds, supplies and reputation for their reluctant retreat from the Jade Falcons' Delta Galaxy, they have added a company of Lyran-built tanks to their force. Their infantry assets, the Brotherhood, found vast numbers of volunteers from the Launam populace and the Atocongo people before transferring away; they now boast two regiments of troops, though all but two battalions are green. A lack of BattleMech and MechWarrior replacements has forced Nels to build a combined-arms command, with her veterans forming the core. Facing easier opposition across the League border, their morale has recovered at least partially since leaving the Clan border.

DRACONIS COMBINE

Despite the minor comeback of mercenary employment within the Combine, the outfits worth mentioning here are nevertheless few and far between. While they are more open to the presence of mercenaries on their worlds, the reality is that their selection methods prevent many from getting to the negotiation stage. Among those who have made the grade are the Crater Cobras, who served the Combine before and during the Jihad and thus had already established their trustworthiness before the newer practices were instituted. As one of few large units to come through the Jihad still counting multiple regiments among their force, the Cobras have largely overcome their supply issues by appealing to the Coordinator himself.

McFadden's Sky Riders were contracted as the Jihad wound down to protect corporate and industrial sites within the Galedon Military District. Nominally tasked to protect factories within the Oshika Prefecture, they have rebuilt their two wings to full strength. Though the wings rarely deploy together, they both rotate randomly between Hun Ho, Togura, Agematsu and Midway, as determined by the high command. The duty station changes with little notice of departure time or destination to maintain operational security. They provide constant combat air patrols when defending the various shipyards in the prefecture. When stationed at Midway, they also serve as trainers for the Aerospace and Interstellar Institute, dogfighting in both space and atmosphere, weaving about the repair stations to sharpen their skills along with the cadets'.

FEDERATED SUNS

Essentially returning from the grave, the Twenty-first Centauri Lancers limped into Federated Suns space at the end of the Jihad. Though less than a shadow of their former selves, the Lancers retain their proud heritage. Under Colonel Lemonds, their five lances of battered 'Mechs exited their DropShip in lockstep and assembled on the ferrocrete of the DropPort on Robinson. Lemonds exited the hatch of his *Grasshopper* and walked to meet with the duke's representatives. A contract was negotiated before the day was out, providing food, medical and technical aid to get the unit back on its feet. The Lancers are undergoing combat training to work better with the revamped AFFS. Their area of operations is primarily the border worlds from Raman to Benet III.

Hansen's Roughriders were easily the most notorious non-Blakist mercenaries during the Jihad. Their actions against Taurian military and civilians were only marginally justifiable. Nevertheless, the hard-nosed Wolfgang Hansen's penetration of the Concordat's

rear area stalled the Taurian advance. After damaging or outright destroying several factories on different worlds, the Roughriders led the TCS *Vendetta* on a destructive chase that continued to divert the Taurians from their invasion. The Roughriders, assigned to the Terran invasion, were caught in the nuclear attack in Texas and nearly wiped out. Perhaps through lingering hate for the Taurians who murdered his family, Colonel Hansen was among the handful of survivors. Currently, the Roughriders are among the forces garrisoning Carmack and its nearest neighbors. Their reinforced 'Mech company is composed mostly of grizzled veterans, many of whom harbor feelings similar to their colonel's.

CAPELLAN CONFEDERATION

The Capellans were pleased with the performance of Lethal Injection during the Jihad. Perhaps as a concession to the Canopians, the Capellans signed the mercenaries to a five-year contract, a rarity within the Confederation. Making use of their new Capellan BattleMechs, Lethal Injection was attached to its rivals, the Prefectorate Guards, in the counterattack on Victoria. While recovering from severe wounds, Colonel O'Neil kept in contact with unit co-owner Count deSummersville. The Canopian noble convinced the Magestrix to assign several BattleMechs from Detroit to supplement Lethal Injection's losses. They remain on-station on Victoria, the recovered O'Neil once more in command.

FORMER FREE WORLDS LEAGUE

With numerous splinter states, the League is a microcosm of the Succession Wars. The frantic hiring of mercenaries that many expected focused largely on border areas, where the fear of conquest from the Lyrans and Capellans overrode fiscal concerns. Most of the mercenary outfits in this region are small, company-sized affairs. They roam the unaffiliated region's worlds, staving off pirate attacks and opportunistic raids by the sub-states. This has kept many worlds free and peaceful.

After the fall of the Word on Circinus, the locally based Camacho's Caballeros led a defense of the former League's anti-spinward worlds against raiders from the shattered Circinus Federation. For nine months, the mercenaries scarcely remained on one world for longer than two weeks as they tirelessly responded to border raids from local pirates and renegade mercenaries. Marshal Photon Brett-Marik of the Duchy of Tamarind-Abbey has offered a generous long-term contract to the Caballeros in the hopes of bringing these mercenaries into permanent service with his realm. Colonel Gavilán Camacho is reportedly considering the offer very seriously.

PERIPHERY

Taurian Concordat

Gordon's Armored Cavalry was the one mercenary unit whom the Concordat treated well. The Cavalry's position at the forefront of the Taurian invasion had much to do with this. Their unwillingness to give up the conquered world of Lothair showed their mettle, but might have been their downfall. Reduced to fifteen percent of their pre-Jihad numbers, the Cavalry has been largely ignored by the Concordat since their retreat to Mithron. While the Concordat has the TDF to focus on rebuilding, from a shattered industry no less, the mercenaries who gave so much for the Taurians have received nothing in return. They are reportedly planning to head for Herotitus, where their participation in the invasion might be overlooked by less discriminating employers.

After languishing for years in the Capellan Confederation as garrison troops, the Green Machine's downward spiral eroded their combat ability and reputation. Colonel Green and his fellow officers took solace in the bottle after accepting a surprise contract with poor compensation in 3080. When a drunken Lieutenant Oscar Gamble spoke too publicly of his low opinion of the Chancellor and his rhetoric toward the new Republic, Maskirovka representatives were dispatched to "discuss" the matter. Colonel Green refused to hand over Gamble, and a fight broke out in which the Maskirovka were killed. Forced to shoot their way to the spaceport and commandeer transport, the Green Machine left behind much of their supplies. They managed to escape with most of their personnel, however, and fled Capellan space. Nearly a year passed before they reappeared on Herotitus eight months ago seeking new work. The equally desperate Taurians were quick to hire the unwanted Machine and assign it to garrison duty, this time on Dicallus to protect the Bowie Industries plant.

Magistracy of Canopus

Ramilie's Raiders continue to reap the rewards for their dedication to the Magistracy. Their near-suicidal drop on the Forty-first Shadow Division was crucial in allowing Hadji Doru to escape and continue to lead the resistance. Though replacing skilled troops is more difficult in the Periphery than in the Inner Sphere, the Raiders have been granted special dispensation to rebuild their unit using new and advanced units from Canopian factories and to recruit among new graduates from the Emma Centrella Martial Academy beginning next year. The Raiders have been entrusted with part of the Canopus IV defense, though their reduced strength makes them more of an adjunct to the First Canopian Cuirassiers and the reconstituted Raventhir's Iron Hand.

Harcourt's Destructors likewise remain on Canopus after their abandonment of the Fronc Reaches to aid the Magistracy against the Blakists. Though their feats were less publicized than the Raiders, the Destructors were instrumental in repelling the Shadow Division's relentless raids.

Marian Hegemony

After rooting out a half-dozen rebel cells in Illyria Province, the Dragonslayers were dropped into the Lothian Province. Once the *Cohors Morituri* left Valerius, Dragonslayers personnel were victimized by ambushes, abductions and assassinations. With skilled pilots disappearing at an alarming rate, they carried out a series of punitive raids that killed dozens of rebels; the next day five of their abducted MechWarriors' heads were found in a sack left outside their base. The resulting Day of Retribution saw the Dragonslayers lay waste to an entire suburb. As perhaps the final straw in the quest for Lothian independence, the Fifth Legion joined the rebellious citizens to push Hegemony forces off Lothario. The Dragonslayers are one of the few holdouts in the Lothian Province, mainly because their brutal attack actually killed the rebel cell on Valerius.

Calderon Protectorate

The main impediment to the Protectorate's goals is their distance from Inner Sphere. Mercenaries are unwilling to accept contracts that require so much time in transit before their term of employment begins. This has not stopped the flow entirely, but it has curtailed it. At present, though they have many lance-sized mercenary units under contract, they have none that have achieved notoriety in the ranks of mercenaries. Most, in fact, are new units formed from deserters of House militaries or other mercenary units.

Filtvelt Coalition

Harlock's Warriors lost much during the Jihad, especially to the Tenth Ghost's raid on Robinson in late 3071. Assuming command, Lieutenant Colonel Petruzzelli was unable to secure safe transportation to Galatea or Arc-Royal. Instead, he arranged transport to Herotitus. Rather than try to recruit troops on the independent world, he sought a quick contract to fill the unit's coffers and keep them together. Their four companies answered the call of Major General Marsin and formed part of the picket force on Adelson to contain the Death's Consorts. They became enamored of life on the fringe and eagerly accepted the generous contract terms offered by Marquess Trempeleau. They are stationed on Broken Wheel, tasked to defend the Quikscell plant and serve as a quick response force ready to deploy to any call for help from nearby worlds.

Fronc Reaches

The Marshals are very selective during their interview process of prospective mercenaries. Any indication of prior lawlessness or suspicious behavior disqualifies applicants with prejudice. There are no appeals. While their contract terms are extremely generous, they have been unable to secure the services of any but small units. This is preferable for two reasons. First, it is easier on the Marshals who must oversee them and, second, it enables a more flexible and responsive overall defensive strategy.

NOTABLE MERCENARY FORCES

(Deployment as of 31 October 3085)

DRACONIS COMBINE

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Crater Cobras (2 Rgts)	R/Q	Huan / Misery	60%	75% (B)
(CO: Colonel Emil Barclay)				
Dragon's Breath	R/R	Enif	70%	74% (B)
(CO: Colonel Peter Tate)				
Kouki no Otakebi (1 Btn)	V/Q	Meilen	95%	85% (C)
(CO: Tai-sa Margenn Olgivy)				
McFadden's Sky Riders (2 Wings)	E/Q	Midway	85%	90% (C)
(CO: Colonel Owen Reddens)				
Rianjamin's Avengers (2 Cos)	G/Q	Najha	75%	30% (F)
(CO: Major Ianto Rianjamin)				
Summer's Storm (2 Wings)	V/Q	Dover	105%	100% (D)
(CO: Commander Miguel Jose Valdez)				

CAPELLAN CONFEDERATION

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Holt's Hilltoppers (1 Btn)	R/Q	Ingersoll	85%	48% (E)
(CO: Major Abigail Holt)				
Kraken Unleashed	V/Q	Jasmine	100%	45% (C)
(CO: Major Phill McBain)				
Lethal Injection	V/Q	Victoria	110%	90% (D)
(CO: Colonel Ryan O'Neil)				
Thompson's August Warriors (1 Btn)	R/R	Nashuar	105%	67% (C)
(CO: Major Daichi Thompson)				

LYRAN COMMONWEALTH

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Brion's Legion	V/R	Mogyorod	75%	65% (A)
(CO: Colonel Octavius Brion)				
Camacho's Caballeros	V/F	Galisteo	80%	100% (B)
(CO: Colonel Gavilán Camacho)				
Crimson Crusaders (1 Btn)	V/R	Esteros	90%	71% (C)
(CO: Major Brent Matis)				
The Dioscuri	V/Q	Zhongshan	60%	65% (A)
(CO: Colonel Brenda Nels)				
Gannon's Cannons (1 Btn)	R/R	Atocongo	85%	82% (C)
(CO: Major Gannon Derer)				
Greenburg's Godzilla (2 Btns)	V/Q	Dustball	85%	77% (C)
(CO: Colonel Ivo Greenburg)				
Kell Hounds	E/F	Arc-Royal	65%	100% (A)
(CO: Colonel Caitlin Kell)				
Kirkpatrick's Invaders	V/R	Kaumberg	85%	90% (B)
(CO: Colonel Damon Kirkpatrick)				
Periphery Star Guard (1 Btn)	V/R	Loburg	75%	44% (B)
(CO: Colonel Janice Annapoulis)				
Rubinsky's Light Horse (1 Btn)	E/R	Kowloon	45%	70% (C)
(CO: Colonel Cassandra Allard-Liao)				
Snord's Irregulars (1 Btn)	E/F	Clinton	65%	100% (A)
(CO: Colonel Tasha Snord)				
Thor's Hammers (1 Btn)	R/R	Arc-Royal	85%	57% (D)
(CO: Major Napoleon Hobart)				
Tooth of Ymir (2 Btns)	V/Q	Machida	75%	86% (B)
(CO: Colonel Susan Brownell Shadwell)				

FEDERATED SUNS

	Exp/Loy	Homeworld	Strength	Updated (Rating)
21st Centauri Lancers (1 Btn)	E/F	Hoff	60%	100% (A)
(CO: Colonel James LeMonds)				
Deliah's Gauntlet (1 Co)	V/R	Exeter	80%	62% (C)
(CO: Captain Deliah Finn)				
Hampton's Hessens (2 Btns)	V/F	New Hessen	65%	68% (B)
(CO: General Pat Hampton)				
Hansen's Roughriders	E/Q	Glenmora	35%	90% (A)
(CO: Wolfgang Hansen)				
Illician Lancers				
59th Striker	V/R	Cynon	45%	90% (A)
(CO: Colonel Brenda Bradley)				
4th Rangers	V/R	Celentaro	65%	95% (A)
(CO: Colonel Alicia Ramaley)				
21st Rangers	V/R	Montour	70%	100% (A)
(CO: Colonel Kenneth Koppel)				
Screaming Eagles	V/R	Hyalite	80%	100% (A)
(CO: Colonel Roy Barnad)				
Narhal's Raiders	V/R	Xhosa VII	85%	68% (B)
(CO: Colonel Pedro Antonio Giraudoux)				
12th Vegan Rangers	E/R	Benet III	85%	100% (A)
(CO: General Miller al-Nahib)				

FORMER FREE WORLDS LEAGUE

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Duchy of Tamarind-Abbey				
The Fighting Shamrocks (1 Co)	R/Q	Manotick	90%	30% (D)
(CO: Captain Angus O'Leary)				
O'Gordon's Rifles	V/R	Silver	90%	68% (B)
(CO: Colonel Patrick O'Gordon)				
Silver Hawk Coalition				
Group W (1 Btn)	R/Q	Concord	80%	42% (E)
(CO: Colonel Andrew Bethke)				
Unaligned Worlds				
Avanti's Angels (1 Btn)	V/R	Kearny	75%	85% (B)
(CO: Colonel Marcus GioAvanti)				
The Battle Corps (1 Btn)	V/R	Sharqah	65%	48% (B)
(CO: Colonel Jocelyn Nichole)				
The Foul-Tempered (2 Cos)	G/R	Lahti	90%	48% (D)
(CO: Major Ballard Horvein)				
Griffin's Pride (1 Btn)	R/Q	Nestor	60%	38% (E)
(CO: Colonel Elsa Griffin)				
Langendorf Lancers	V/R	Romita	110%	92% (A)
(CO: Colonel Gregory Millsey)				
Pandora's Box (1 Btn)	R/Q	Umka	80%	42% (D)
(CO: Major Ivan Orlov)				
Rivaldi's Hussars (1 Btn)	R/R	Ipswich	80%	72% (D)
(CO: Colonel George Sapir)				
Vandelay's Valkyries (2 Btns)	R/Q	Second Chance	90%	60% (C)
(CO: Colonel Charles Houver)				

MAJOR PERIPHERY STATES

Magistracy of Canopus

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Green Mountain Boys (1 Btn) (CO: Major Ethan Allen)	V/R	Wildwood	105%	64% (C)
Gregg's Long Striders (CO: Colonel Davis Car)	V/Q	Palm	70%	57% (C)
Harcourt's Destructors (2 Btns) (CO: Colonel Kamala Rahman)	V/R	Lockton	50%	17% (D)
Markson's Marauders (CO: Colonel Patrick Markson)	V/R	Palladix	65%	65% (B)
Ramilie's Raiders (CO: Colonel Newton Ramilie)	V/R	Megarez	55%	56% (F)

Taurian Concordat

	Exp/Loy	Homeworld	Strength	Updated (Rating)
The Clean Kill (1 Btn) (CO: Major Phormes Bullard)	V/R	Euschelus	60%	46% (E)
Gordon's Armored Cavalry (CO:Colonel Nicholas Gordon)	E/F	Midale	20%	27% (D)

MARIAN HEGEMONY

	Exp/Loy	Homeworld	Strength	Updated (Rating)
The Dragonslayers (CO: Colonel Sturm Hellecksen)	V/R	Valerius	55%	62% (C)
The Head Hunters (1 Btn) (CO: Major Sharon Karasek)	R/Q	New Venice	80%	27% (E)
Winfeld's Regiment (CO: Colonel Jeremiah Winfield)	R/Q	Paulinus	60%	78% (B)

FILTVELT COALITION

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Harlock's Warriors (2 Btns) (CO: Lieutenant Colonel Kenneth Petruzzelli)	V/R	Mararn	80%	90% (B)

UNALIGNED/UNCONTRACTED

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Green Machine (1 Btn) (CO: Colonel Maxwell Green)	R/Q	Herotitus	65%	27% (F)
Wolf's Dragoons (1 Rgt) (CO: Colonel Anton Blake)	V/Q	Arc-Royal	85%	100% (A)

THE REPUBLIC OF THE SPHERE

BIRTH OF A NATION

The birth of a new nation is never without its fair share of growing pains and the Republic is no exception. Though the Republic is only four years from its official birth, it has already come through the crucible of two military conflicts, in no small part due to the strength and determination of its people. What has given them this strength are the three pillars upon which Devlin Stone has chosen to erect his new order: the benefits of earned citizenship, the enrichment of social and cultural traditions through coexistence and the strengthening of the Republic's military through a concentration of resources.

CITIZENSHIP

The first pillar of Devlin Stone's new society is citizenship. It was his firm belief that people do not appreciate what they have unless they have to work to achieve it. No one has strong emotional investment in things that are just handed to them through no effort of their own. As such, the Citizenship Priority Decree of 3083 sets forth the conditions and prerequisites for gaining citizenship in the Republic. The main benefit of citizenship is the right to vote, as most social programs are prohibited from discriminating between residents and citizens.

The base condition is five years of service to the state. This service can take a plethora of forms, be it a term of enlistment in the military, a job within the government bureaucracy, serving with an aid agency to help disaster victims, or any of dozens of other opportunities. All that matters is that the service rendered in some way benefits the Republic and its inhabitants. This service requirement has led in the years since the founding of the Republic to the creation of numerous organizations designed to channel the populace into socially constructive outlets and harness the combined efforts of millions of people to benefit the new nation. Some of these are government-funded and operated, such as the Infrastructure Management Corps or Terran Achievers, while others are private concerns that receive tax breaks and other government incentives, like the Saffel Youth League or the Friends of the Coalition Veterans Comfort Club of Denebola. In recognition of all that has been done to repair the former Protectorate worlds since the liberation of Terra, service terms were made retroactive to January 3079.

There are a number of ways in which this base condition of five years of service can be reduced or even eliminated. On the recommendation of the Transitional Councils, allowance was made in the law for a reduced requirement of just three years of service for those individuals whose parents are both Republic citizens. This allowance has since come under fire from several immigrant rights groups and a review of the exception is pending before the Senate.

Even more controversial than the parentage exception, however, is what many see as the purchasing of citizenship rights by the wealthy. Tying in with the MMRP, Stone allowed the granting of citizenship to those who surrender "significant" military hardware to the government or who possess "significant" land ownership or corporate interests. Just what exactly is meant by "significant" is not made clear in the language of the decree, leading to accusations that the Republic is deliberately lowering the citizenship bar to the wealthy at the expense of the common individual. Despite protests of this policy, the Senate has yet to take up the matter—no surprise, according to critics, as their ranks consist entirely of nobles, most of whom are rather wealthy themselves.

One final exemption from the five-year requirement is extended to those who fought as members of Stone's Coalition. Aimed mostly at those House troops who settled on Protectorate worlds as garrison forces, in the hopes of increasing their incentives to stay, the offer of unconditional citizenship applies to all who fought during SCOUR or the liberation of Terra. The offer remains good throughout the rest of their natural lives, as recently demonstrated when Paladin Katya Kerensky emigrated from Clan Wolf.

RELOCATION DIRECTIVES

The second pillar of Stone's reforms—though the first to be implemented—are what are now being called the Relocation Directives. In the immediate aftermath of the liberation of Terra, many floated the idea of a Terran exodus outward to the worlds of the fallen Protectorate for the purposes of rebuilding and restoring the damaged planets and their stricken people. At the same time, Stone and Lear envisioned a mixing of populations as the families of the garrison units then in place settled in and began altering the social and cultural makeup of those worlds. Together, these two

separate processes inspired the creation of a policy of enriching the cultural diversity of the Republic's planets by encouraging the widespread movement of people.

However, such a policy is easier suggested than implemented, and despite the liberal use of incentives to entice people to migrate from one world to another, by the end of 3081 the actual numbers of migrants was but a tiny percentage of what had been predicted for the program. Further hindering the movement of peoples was a chronic shortage of transportation assets; most of the existing fleets were tied up in troop movements and rebuilding efforts while new DropShip and JumpShip production was slower than predicted. Something drastic needed to be done if Stone's program was to be saved, and so the Resettlement Act of 3082 was issued as the first official decree of the new Exarch.

The Act laid out quotas for population movements and formally established both incentives and punishments to help meet them. It was the punishment aspect of the program that was particularly galling to many within the Transitional Councils, which had advised the Exarch not to proceed with the more onerous terms of the Act but whose advice had been only partially heeded. Military enforcement of the relocation quotas would automatically kick in at certain levels and many within the Councils objected strenuously to such heavy-handedness. To placate his critics, Exarch Stone promised that the enforcement provisions would expire after five years and though quite a number of Council members expressed doubts this time limit would be respected, the fact that Stone was willing to include such language grudgingly quieted them for the time being.

To date, the Citizenry Directorate has recorded the resettlement of several hundred million individuals. Many of those were voluntary relocations, but not-insignificant percentages were the result of military enforcement. On several worlds local agitators stirred up resistance to the relocation directives and the RAF was forced to send in troops to quell the riots. The Act created a special Citizen Relations Corps within the RAF specifically to deal with relocation-related activities, and the head of the new division, General Ramon Eleftherios, assured the Exarch, the Senate and the general public that his troops will uphold the law but will do so in a way that is respectful of the people they serve.

The enforcement provisions of the Resettlement Act are set to expire in two years. Already several of the political parties that are forming throughout the Republic have taken this issue as a major part of their platform. Exarch Stone has publicly recognized the hardships and doubts that the relocations have engendered but remains adamant that they will greatly benefit the Republic in the long run.

MILITARY MATERIEL REDEMPTION PROGRAM

The final pillar of the Republic's new order is the Military Materiel Redemption Program. This is Devlin Stone's crowning program, the one which he believes will point the way toward peace and prosperity for not just the Republic but for all of humanity.

Enacted in 3083, just after the Citizenship Priority Decree (of which it was an outgrowth), the MMRP's purpose is to get the weapons of war out of the hands of the individual and back where they belong, under strict government control. In particular, Stone was concerned with the proliferation of BattleMechs in private hands, which long centuries of the Succession Wars had made commonplace. Social and political developments since the early part of the century had done much to reduce private ownership, but Stone wanted to go further and eliminate it altogether.

All those who surrender their 'Mechs or combat vehicles or battle armor or even just large caches of personal weaponry receive a monetary sum equal to the value of their equipment, as determined by the civilian Materiel Redemption Bureau. In the case of BattleMechs, land grants or business loans can also be made depending on the value of the 'Mech surrendered. Some negotiation of the redemption value of equipment is allowed, though the Bureau's mandate does not give them much wiggle room within which to operate. The biggest incentive to redeem war materiel is the promise of citizenship. Those who possess significant hardware can bypass the five-year service requirement laid out by the Citizenship Priority Decree and gain all the privileges by simply handing over their weapons to the government.

But not everyone who owns private military hardware wants to surrender it, forcing Exarch Stone to put in place a mechanism for dealing with them: the Materiel Oversight Division. Headed by General Emily Hayashi-Reid, the Division is an administrative command of the RAF created to follow-up on any reports of illegal military hardware in private hands and apply the threat of force to ensure that the dictates of the MMRP are upheld. On those occasions when violators continue to defy the law, the Division has its own enforcement teams, a handful of combined-arms battalions that can be dispatched to bring the might of the RAF to bear. These units act in conjunction with local militia but have command authority for purposes of Division operations.

The number of MMRP-related conflicts has substantially dropped off year-over-year since the law was enacted in early 3083, leading the High Command to begin looking at phasing out the MOD over the next decade. Though it is anticipated that some form of slimmed-down department will likely be required on a permanent basis, the maintenance of a standing compliance force will become unnecessary and any armed response to scofflaws can be handled solely by planetary militia forces.

As a way of raising additional revenue for the government, the majority of the surrendered materiel—that which does not go into museums or the ranks of the planetary militias—is melted down and turned into "peace medals." In an effort to instill a sense of pride in the Republic and the forward-thinking ideals of Exarch Stone, the public can purchase these medallions, which display the Republic seal on the obverse and the minting date on the reverse. Hundreds of millions of these have been sold already and more become available every day. As visible signs of the efficacy of Stone's policies, their impact is undeniable.

POWER TO THE PEOPLE

In forming the Republic of the Sphere, Devlin Stone and David Lear were attempting to create a new form of government in the Inner Sphere that would take the best of the old ways and discard the worst. Lear, a keen student of history and political systems, was the brain behind the reorganization while Stone provided the charisma and the drive to carry it through. The task they undertook was not an easy one, and the system they developed to govern their new Republic has already undergone some changes.

THE EXARCH

The Exarch is the ultimate leader of the Republic of the Sphere. Elected by the Council of Paladins from within its own ranks, an Exarch serves a four-year term and, though multiple terms are allowed, they may not be consecutively served. As the founder and father of the Republic, however, Devlin Stone sits in a unique position. The terms of the Republic Formation Treaty grant him the Exarchship for the length of his natural life, or until his voluntary retirement.

In addition to being the supreme commander of all Republic military forces, the Exarch functions as the chief executive of the realm. All legislation comes across his desk for approval and he holds the final say in all matters related to the nation. As head of state, he is served not only by the Senate and the Council of Paladins, but also by a cabinet of ministers who head up the various departments and administrative areas of the government, such as the Materiel Redemption Bureau and the Citizenry Directorate.

THE COUNCIL OF PALADINS

The seventeen Paladins chosen by the Exarch to serve as his advisory council represent the epitome of Stone's values and ideals, and their presence extends his direct authority wherever they go. Though ostensibly based on Terra, it is not unusual for any of the Paladins to be off-world at any given time. As the second-highest rank in the Republic's hierarchy, it is the responsibility of the Paladins to ensure that the nation is running smoothly and without internal conflict. In the course of their duties, they may oversee local elections, facilitate trade negotiations between planets, investigate high-level criminal conspiracies, develop strategies for defusing potential crises or act as arbiters in corporate disputes. While a Paladin must be prepared for any kind of situation, many of them choose to develop specific areas of expertise in which they may be called upon for assistance.

When gathered together in conclave, the Council meets in the Hall of Government in Geneva, in a special chamber adjoining the Exarch's private offices. During normal business, the chamber is usually filled with not just the Paladins themselves but also any Knights who might be on Terra at the time. A balcony enclosure gives access to spectators and the press. The chamber is closed to the public during official deliberations and the only other persons allowed in the chamber during these discussions are Knights and Knights-Errant, who function as aides to the Paladins, though even they are excluded at the time of voting.

THE SENATE

The administration of a nation as large as the Republic is more than any one man can handle on his own, so to aid the Exarch in his duties the Formation Treaty established the Senate. Though the name is a bit of a misnomer—for the Senate is not a full legislative chamber—this elected body is intended to represent the interests of the common people of the Republic and provide them a voice in the affairs of state that might otherwise go overlooked.

As part of his reforms, Devlin Stone removed the noble class from their traditional ruling position and promoted an ethic based on merit and ability rather than birth. Still, even Stone had to recognize that though the nobility may have its problems, they have effectively—if not always efficiently or well—ruled over the planets of the Inner Sphere for hundreds of years and possess a reserve of experience that he would have been foolish to just throw away. And so the Senate was born.

Every planet in the Republic elects its own senator in whatever way they choose and however often they desire, but all candidates for the position must hold a noble title. In this way, the nobles were assured that their status and experience would be respected in the new order. (Among the Clans, membership in the "noble class" is determined by annual Trials of Position held within each enclave. Though these trials are officially open to all castes, only the warrior caste has so far participated.) The Senate maintains a special Nobles Court, which may investigate corruption and wrongdoing and to which all nobility within the Republic is answerable. The Court is empowered to impose a wide range of punishments, including stripping an offending noble of his or her rank.

The duties of the Senate cover all matters that affect the Republic as a whole or that cross inter-prefectural borders. This includes such issues as trade regulation, immigration, budgetary allocation for cabinet departments and citizenship. Numerous subcommittees and special hearings meet in the Senate halls in Geneva each year regarding these matters and develop legislation for the Exarch's approval.

Before any bills can reach the Exarch, however, they have to pass muster with the Executive Committee of the Senate. This thirty-member subset of the full Senate consists of the elected representatives from Terra and the other prefecture capitals, who have permanent seats on the Committee, as well as twenty other senators elected from their ranks by their peers every two years. It is the duty of this smaller body to take in the proposals of the various subcommittees and determine which of them will be voted on by the full Senate each session. Once a bill passes this hurdle, the Senate can vote whether or not to pass the new legislation along to the Exarch for approval or veto.

Directing the business of the Senate and keeping discussions and debates on track falls to the office of the Senate president, a non-voting appointee of the Exarch. Though the president has broad procedural powers, he is in effect little more than a traffic cop, albeit a rather influential one who has the ear of the Republic's chief executive. The current Senate president is David Lear, who in just over the year that the Senate has been in session has imbued his office with a prestige and power that will serve it well in the decades to come.

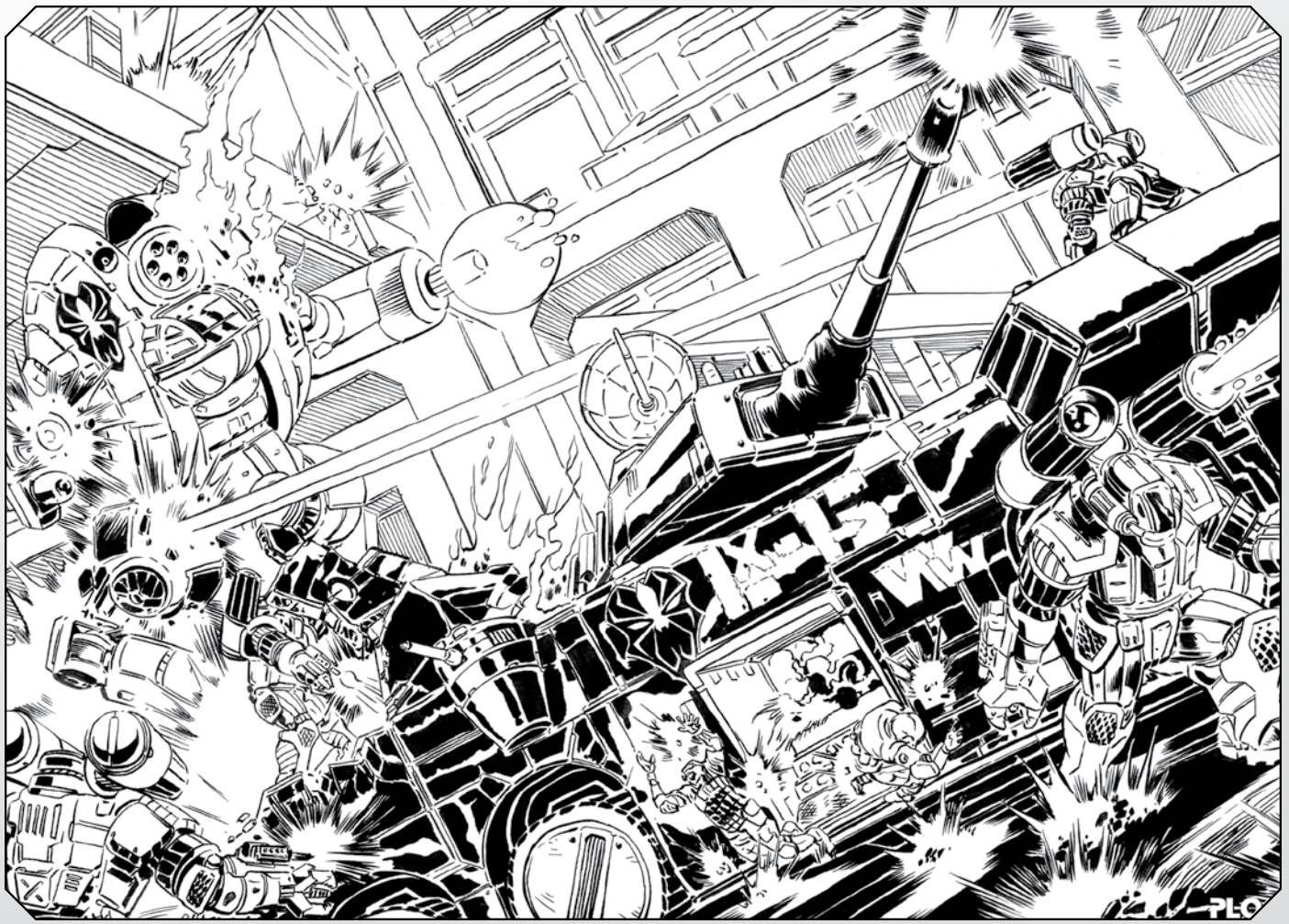
LOCAL GOVERNMENT

Civilian administration of the Republic on the local level falls to a number of positions. It was the desire of Devlin Stone that the people have a greater say in how the government affects their everyday lives and so, as with the Senate, he made popular elections a cornerstone of local rule.

Each world within the Republic has its own planetary senate whose members are chosen from the populace as a whole without regard for social status or economic class. As with the Republic Senate, the function of the planetary congresses is mostly advisory, though this can vary from world to world per the temperament of the individual governors of each world.

The chief administrator of each planet is the governor. This is an elected office, though the Formation Treaty limits eligibility to the noble classes. The term of a governor is for life and the Republic Senate provides oversight; they are the only ones who can remove a sitting governor, for instance. Though governors are not bound by the decisions of their planetary senates, most will at least give strong consideration to the opinions and desires of the people they rule.

Standing above the governors of the worlds within a single Prefecture, the lord governors are the next rung in local government. They represent the interests of an entire region of the Republic and as such are elected from the ranks of the local governors by the governors themselves. Unlike their planetary counterparts, lord governors only serve for ten years at a time and may not be reelected to consecutive terms.



FORGING THE RAF

The end of the war against the Word of Blake saw Devlin Stone in command of a large and varied coalition of forces drawn from across the Inner Sphere states and the Clan territories. Many of these would soon return to their homelands to begin the long and painful rebuilding process, but there remained a sizeable percentage of these troops who had come to believe in Devlin Stone's dream and were waiting for the announcement of his next steps. Some among these forces hoped that Stone would carry his crusade beyond merely liberating Terra and the Blakist Protectorate, and turn his attentions toward bringing the Great Houses—whom many blamed for allowing the Word to become such a threat in the first place—to heel. The decision to encamp on the worlds of the former Protectorate and devote the Coalition's energies to repairing the damage the Blakist tenacity had inflicted on those worlds was a disappointment to some of the troops, but the majority were relieved that they would not have to choose between their enthusiasm for Stone or loyalty to their home nations.

In addition to the frontline forces used as part of the Coalition's push into the Protectorate, the various participants in the allied campaign also contributed garrison troops to hold the liberated worlds as the main commands advanced. In the majority of cases, these forces were merely conventional planetary militia units that were moved into place for an indeterminate stay. To help with the morale of these units, in June 3079 Stone requested that garrison units be allowed to transport their families and dependents to the planets on which they were stationed. The cost of these relocations was borne by the home nations, with promises of future compensation once conditions stabilized throughout the Terran Protectorate. A large number of captured DropShips and JumpShips of former Blakist provenance were put into service of these movements to free up Coalition vessels. Resistance to Stone's request from certain Houses evaporated with the issuance of General Order 23-3079 by Coordinator Hohiro Kurita, confirming the maintenance of DCMS garrison troop postings and demonstrating the Combine's support of Stone.

This policy proved to be of great value once the Republic was formally announced in March 3081. By this time, with nearly two years of garrison duty on the worlds of the Protectorate and with their families having used that time to set down roots in the community, Stone had strong standing to request that the forces loaned from the Coalition members be permanently transferred to the Republic. All the treaty signatories agreed to this request—though with additional trade and other concessions sometimes necessary—and overwhelmingly approved by the troops themselves. Those few who did not wish to stay were allowed to return to their home nations but were responsible for finding their own way back. The remaining units would form the core of the planetary militia set up by the nascent RAF in the years to come.

In addition to second-line or garrison forces assigned to the Coalition, each participating realm in the fight against the Word of Blake was persuaded by Stone and Minister Lear to "gift" many of the forces that had fought with the Coalition in the drive to Terra. These units had experience fighting alongside forces from other, sometimes even hostile, nations and would be used to create a formal military organization for the Republic. In most cases, these units were beaten and bloodied by the Jihad and no doubt some of their originating nations felt they could use the Republic's generosity and resources as a low-cost method of rebuilding those units, which they could then reclaim at a later date. But the policies enacted by Stone and Lear to rapidly build up the Republic Armed Forces put a quick end to that idea.

Scaling up a tactic they had developed during the war, Stone and Lear split up units into smaller groupings—usually battalion-sized, but in the case of some truly-devastated regiments company-sized—and assigned them to multiple worlds, placing them alongside similarly broken-down sections from other regiments and nationalities. In a move that presaged the Resettlement Act of 3082, placing disparate units under a single command was intended to have the effect of blending sometimes-antagonistic soldiers by forcing them to work side-by-side in pursuit of a common goal. But merely wishing something does not make it so, and stronger glue than good intentions was needed to cement the camaraderie of these troops before the nascent RAF died. That glue came in the form of two threats to the new nation, unsurprisingly launched by the two neighboring states that had refused to sign the Republic Formation Treaty.

As units were damaged during the fighting, first against the fracturing Free Worlds states in the summer of 3081 and then the Capellan invasion of fall 3081, a crucial stage in the refit and rebuilding process became the breaking of those units into smaller pieces and then using them to form the core of newly-commissioned RAF regiments. So, for example, the Nova Cat Grenadiers fought the Capellans on Kansu and Hamal during the first two waves of the invasion and were pulled back from the front lines for R&R by the middle of 3082. During that time, they were merged into the Fourth Republic Auxiliaries, which had originally been built mostly from the Sixth Com Guard Army, to bring it back up to full strength after its own losses incurred on Yangtze. The Fourth Auxiliary then fought on Kawich, until being pulled back for refit at the end of the year. By the middle of 3083 they had been combined with the Eighteenth Auxiliaries, itself formed from parts of the Fourth Skye Rangers, to form the Fourth Hastati Sentinels. After battling the invaders on Tikonov and Algol, the Fourth Hastati received its own much-needed R&R. During this rebuilding a portion of the unit was split off and combined with the Seventh Auxiliaries—a melding of parts from the Fifth Free Worlds Guards, Second Kearny Highlanders and Twelfth Nova Cat Regulars—as the core of the Fourth Principes Guards.

This complex—and, to many outsiders, confusing—weaving of the many diverse units that had been gifted to the Republic into a cohesive whole continued throughout the conflict with the Capellans, and is only now having the finishing touches applied. The hope is that by mixing and matching in this way, the component regiments of the RAF would be free of any lingering nationalistic feelings toward their former homelands and would instead have developed a strong sense of brotherhood with the other soldiers they were serving alongside. To the credit of Stone and his advisors, this strategy seems to have worked and the Republic now fields a strong and integrated military as we head into the thirty-second century.

STRUCTURE OF THE REPUBLIC ARMED FORCES

With only a very short time to work with, Stone and his advisors created an entire military for their new nation, piecing it together from local recruits recently liberated from the Word of Blake and foreign forces that had been granted to them at the end of the war. It is no surprise, then, that in many cases they relied heavily on organizations that had come before and systems with which they were already familiar. In most cases, this meant taking cues from the Second Star League and the Federated Suns, though some influence from other militaries across the Inner Sphere and Clans is evident.

RANKS AND INSIGNIA OF THE RAF

The armed forces of the Republic of the Sphere follows fairly closely the standards set by the Star League—both the original and the ill-fated second iteration—in its rank structure. This system is familiar both to Inner Sphere soldiers through their training and the recent experience of the Second League, as well as to warriors of Clan origin through their society's veneration of the original League. All rank insignia is worn on the collar.

Naval-equivalent officers of rear admiral or higher rank have insignia that is the same as that of their RAF counterparts, but with a black disk replacing the gold disk backing the star. At the rank of commodore and below, naval rank insignia is identical to the equivalent RAF rank, reflecting the tight integration of the two services at the lower levels.

FORCES GIFTED TO THE REPUBLIC

DCMS
- Ninth Sword of Light

AFFS
- Fourth Deneb Light Cavalry
- Eighth Deneb Light Cavalry

FWLM
- Twelfth Atrean Dragoons
- Fifth FW Guards
- Third FW Legionnaires
- Twentieth Marik Militia
- Kristen's Krushers

LAAF
- Skye Guard
- Fourth Skye Rangers
- Seventeenth Skye Rangers

Clans
- CGB Tenth Provisional Garrison Cluster
- CGB Thirtieth Provisional Garrison Cluster
- CGB Thirty-third Provisional Garrison Cluster
- CGB Forty-second Provisional Garrison Cluster
- CJF Alpha Galaxy
- CNC Alpha Galaxy
- CNC Delta Galaxy
- CNC Tau Galaxy
- CWF Delta Galaxy

ComStar
- First Army
- Fifth Army
- Sixth Army

Commanding General

The commanding general is the supreme commander of the Republic's military, whose authority is surpassed only by the Exarch. The CG is selected by the Exarch based on recommendations presented by the Council of Paladins, and there is no limit on the term of service. The current commanding general is Belle Lee, who succeeded to the posit on in 3083 after Paladin Victor Steiner-Davion relinquished it at the Exarch's request.

The commanding general's rank insignia consists of four eight-pointed gold stars set against gold disks and a red forked banner extending to the right.

Prefect

In actuality more a position than a rank, a prefect is the overall commander of all Republic forces within the boundaries of a single prefecture. Only the commanding general can officially overrule a prefect's decisions. Selected for a five-year term by the Council of Paladins, based on recommendations and candidates put forward by the commanding general, the position carries with it an automatic promotion to the rank of general, if the recipient does not already hold that rank.

In addition to a regular general's rank insignia, a prefect wears their prefectural emblem set against a gold disk and carries a baton of office.

General / Admiral

Generals command prefectural forces or administrative divisions within the RAF, such as Military Intelligence, the Special Forces Command, Requisitions and Replacement, or the Civilian Relations Bureau. The insignia for this rank is three eight-pointed gold stars set against gold disks and a red forked banner extending to the right.

The naval-equivalent rank of admiral is the supreme commander of the Republic Navy.

Legate

Like prefect, this is more of a position than a formal rank. A legate is appointed by each world's governor to oversee planetary security and other military matters on a single-world scale. A commission to lieutenant general is granted to legates if they do not already hold that rank.

Along with the standard rank insignia, a legate wears the emblem of their world set against a gold disk.

Lieutenant General / Vice Admiral

Lieutenant generals are in charge of sub-commands within the RAF's administrative structure or military forces on a planetary scale. The insignia for this rank is two eight-pointed gold stars set against gold disks and a red forked banner extending to the right.

Vice admiral is the rank used for the commander of national-level naval organizations such as the WarShip Command and the Border Fleet, as well as the heads of naval staff commands.

Brigadier General / Rear Admiral

The rank of brigadier general is traditionally used for the commander of a prefecture's Hastati Sentinels line unit or the CO of an independent brigade, even if they don't actually command larger forces than a colonel. In combined operations with other line units, this officer usually has command in the absence of a higher-ranked officer and a brevet promotion to this rank will usually be granted to the senior commander in theater. A brigadier's insignia is a single eight-pointed gold star set against a gold disk and a red forked banner extending to the right.

The naval-equivalent rank of rear admiral is given to those who command either one of the Republic's few WarShips or a Prefecture flotilla within the Border Fleet.

Colonel

Colonels typically command BattleMech forces of any size and armor or infantry brigades among the line units, as well as planetary militia forces. They can also serve as aides to generals in charge of administrative or other higher-level divisions.

The rank insignia for a colonel is a single eight-pointed star set against a silver disk with a red border and a forked red banner extending to the right.

Lieutenant Colonel / Commodore

Senior battalion commanders and regimental executive officers are given the rank of lieutenant colonel, as are commanders of armor and infantry regiments among the line units. Their rank insignia is a single six-pointed silver star set against a silver disk with a red border.

The rank of commodore denotes the commander of a regular RAF line unit's attached naval squadron, including all aerospace fighter support and transport assets. Additionally, the commander of a support squadron attached to one of the Republic's WarShips has this rank.

Major / Captain

Majors command battalion-level units or field staff organizations, as well as backing regiment-level officers as XOs. The insignia for this rank is an eight-pointed silver star set against a silver capsule with a gold border.

Naval captains command single JumpShips attached to an RAF line unit, individual vessels within a Border Fleet flotilla or part of the WarShip Command's support squadrons.

Captain / Commander

A captain is the commanding officer of a company-level unit. They may also act as executive officers for majors. The rank insignia is an eight-pointed silver star set against a silver capsule.

In the Navy, commanders function as executive officers on individual vessels and also as DropShip commanders and leaders of fighter wings.

Lieutenant

Lieutenants command lance or squadron-size units. The rank insignia is a silver capsule with a gold border.

Lieutenants in the Navy fill positions as executive officers on DropShips or commanders of fighter squadrons.

Lieutenant, junior grade / Ensign

Upon graduating from advanced training, newly commissioned officers are given the rank of junior lieutenant. The rank insignia is a silver capsule.

Similarly to its RAF equivalent, the rank of ensign is given to newly commissioned naval officers in their first tour of duty.

Master Sergeant

The senior NCO in a unit receives the rank of master sergeant. The rank insignia is a silver six-pointed star set against a gold-bordered silver disk and a forked red banner extending to the right.

Staff Sergeant

Sergeants with at least five years of experience in the field are given the rank of staff sergeant. Their rank insignia is a silver six-pointed star set against a silver disk with a gold border.

Sergeant

The sergeants of the RAF are the glue that hold it together and function as a bridge between the officer corps and the main body of enlisted soldiers. Graduates from a military academy who have not undertaken OCS training enter service at the rank of sergeant. The rank insignia for sergeant is a silver six-pointed star against a red disk.

The special rank of field sergeant is used for the senior non-commissioned officer in charge of a cadet platoon at one of the Republic's military academies. The insignia for this rank adds a red pip to the center of the sergeant's star.

Corporal

Enlisted personnel with experience and who have exhibited command potential are promoted to corporal and given additional responsibilities. The rank insignia is a silver four-pointed star set against a red disk.

Private, First Class

Privates who have served at least one year in the field and demonstrate excellent ability and service receive an automatic promotion to private, first class. The rank insignia is a plain red disk.

Private

Once a recruit has completed the minimal necessary basic training, they progress to the rank of private. The rank insignia is a plain silver disk.

Recruit

Recruits are those personnel who have newly enlisted in the RAF. The rank insignia is a plain silver disk cut in half.

RANKS AND INSIGNIA OF THE KNIGHTS OF THE REPUBLIC

As befits their separation from the Republic Armed Forces, the Knights and Paladins utilize different rank insignia. The Exarch, who is elected from amongst the Council of Paladins, wears a similar insignia when in uniform.

Exarch

The Exarch is the leader of the Republic, elected from within the body of the Council of Paladins and limited to a single four-year term at a time. Ultimate authority in all matters both military and civilian rests in this position. The rank insignia for the Exarch is four silver ten-pointed Republic Stars set against blue disks.

Paladins and Knights

Below the Exarch are the Paladins, who represent the epitome of knighthood in the Republic and who act as a trusted advisory council to the Exarch. From their ranks, the leader of the Republic is chosen. The insignia used for Paladins consists of three silver Republic Stars set against blue disks.

Full Knights and Knights-Errant are the lower two levels of the Republic's knightly ranks. They function as a combination chivalric order and federal marshals enforcing and enacting the will of the Exarch across the nation. Their insignia consists of three (Knights) or two (Knights-Errant) silver Republic Stars against blue disks.

The lowest rank among the knightly order isn't really a rank at all, but consists of those prospective candidates for knighthood who are undergoing training. Known informally as a Knight-Recruit, an individual at this level wears a single plain blue disk as a rank marker.

REPUBLIC ARMED FORCES RANK STRUCTURE

Commissioned
Commanding General
General / Admiral
Lieutenant General / Vice Admiral
Brigadier General / Rear Admiral
Colonel / Commodore
Lieutenant Colonel
Major / Captain
Captain / Commander
Lieutenant
Lieutenant, JG / Ensign

Non-Commissioned
Master Sergeant
Staff Sergeant
Sergeant
Corporal
Private, First Class
Private
Recruit

UNIFORMS

The various branches of service in the Republic's military all use a similar uniform style, with the main variation being color. Regular RAF and militia forces are issued three basic uniforms: a duty uniform to be worn in day-to-day operations by the lower ranks and in combat theater by officers; a field uniform worn by officers in everyday usage and by lower ranks as service dress; and a full dress uniform worn only for ceremonial or social occasions. The duty and field uniforms consist of a short, high-collared tunic and trousers. A soft, visored service cap or a beret may be worn with the duty and field uniforms. Rank insignia is attached to the right collar (and the service cap, if worn) and the unit logo appears on the right upper arm, while the Republic emblem is located on the left upper arm. The dress uniform is a short coat worn over a light formal shirt and trousers. Rank insignia is worn over the left breast and the unit and Republic emblems on the right and left arms, respectively.

Republic Armed Forces

Duty uniforms for all RAF line regiments and the Navy use the same royal blue tunic with dark trousers, which has led to Republic soldiers being nicknamed "Blues." Stripes at the cuffs of the tunic indicate which brigade the soldier belongs to and match the color of the relevant dress uniform. Four stripes indicate a MechWarrior, three an armored crewmember, two for infantry and one for support positions.

The RAF field uniform is identical to the duty uniform but with a light gray tunic instead of blue.

For the dress uniform, each of the three line brigades uses a different color scheme: black for the Hastati Sentinels, dark gray for the Principes Guards and bluish-gray for the Triarii Protectors; the Republic Navy uses dark blue. All have black trousers with white piping down the sides. As all areas of specialization are considered equal in formal or social situations, there is no indication of such as there is in the duty and field uniforms.

Republic Standing Guard

The planetary militias, though they have a standard design that most wear, are allowed much more leeway than the regular line units in altering their uniforms. This is in part to honor local traditions and customs but also to give each planet's defensive forces a means of identifying with their world and its special place within the Republic. The standard uniform is the same as that worn by the regular RAF, with the tunic and trousers in green and khaki.

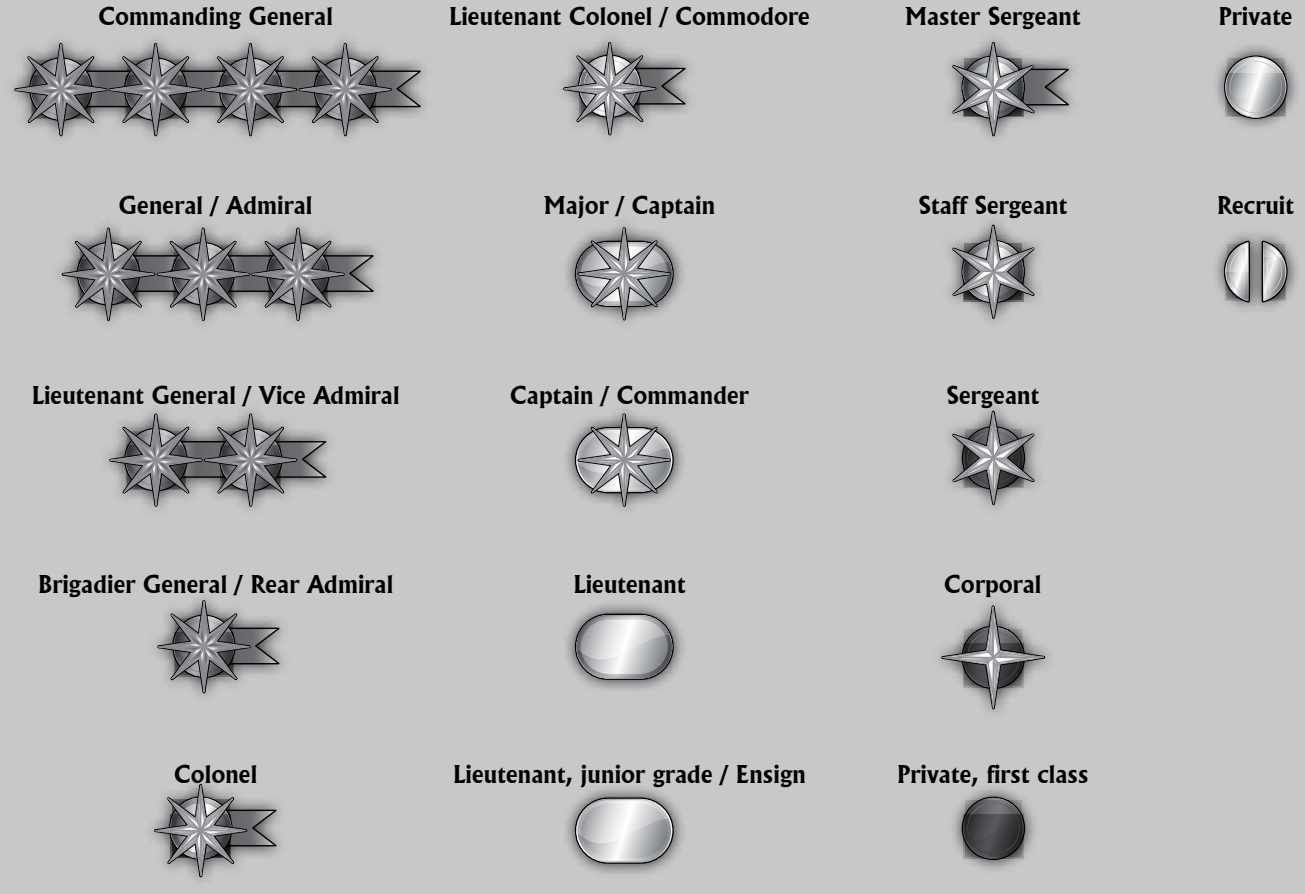
Among the most interesting of the altered militia uniforms is that of the Northwind Standing Guard; in keeping with the planet's long history and connection with ancient Scotland, militia members are allowed to wear a swath of clan tartan (appropriate to their personal lineage, of course) and, optionally, a kilt. Other militias may change the colors or cut of the uniform in different ways.

Knights of the Republic

Knights have more freedom in their choice of dress than the regular RAF or militia ranks. Still, most choose to adhere to three standard uniforms: a field uniform for everyday use, a service dress uniform for social situations and a formal dress uniform for ceremonial attire. Like the line uniforms, these consist of a tunic and trousers, though of a slightly more formal cut.

The standard Knight field uniform has the tunic in a cool, light gray and the trousers dark, with scarlet and gold piping down the legs. The Knight's full name (but not rank) is monogrammed over the left breast. The service dress consists of a white tunic with gold braiding at the shoulders and dark trousers with piping down the legs. A Knight's formal dress uniform has both the tunic and trousers in a steel gray, with scarlet and gold piping down the legs and a gold shield on each arm. In all uniforms, full Knights

REPUBLIC ARMED FORCES RANK INSIGNIA



are permitted to wear a cape of rank, short and gray in the field but falling to the knees and colored in scarlet and gold while in formal attire.

Even more so than Knights, Paladins may choose their own dress in all circumstances but the most formal. Most Paladins, however, simply choose to combine the functions of a field uniform and service dress, wearing the same uniform in conditions where either one would be appropriate. This uniform consists of a light gray tunic with dark trousers and a gray, waist-length cape of rank. Formal dress for Paladins changes both tunic and trousers to bright white with gold piping on the legs and braiding at the shoulders. In addition, Paladins are allowed to customize the cuffs of their sleeves with gold-threaded designs particular to their ethnic origin, family history, homeworld or philosophical leanings. By tradition, these designs do not extend more than four inches from the edge of the cuff. Finally, a full, floor-length scarlet and gold cape marks them as the elite of the Republic and the Exarch's closest advisors.

AWARDS AND DECORATIONS

In its short life so far, the Republic has instituted a number of awards and decorations to honor the service of its people, both civilians and those in military service. Most of these honors are presented by the Exarch (or, in his absence, the Paladin Exemplar) in ceremonies held in the spring and fall of each year in Geneva. For recipients who cannot make the trip to Terra, their legate or governor (for military or civilian awards, respectively) is empowered to present the award in the Exarch's name, though if a prefect or lord governor is present, they will usually do the honors instead.

Exarch's Badge

The most prestigious award granted by the Republic, wearing the Exarch's Badge is a symbol that one meets the highest levels of service and should be considered the embodiment of Devlin Stone's ideals. Unlike other awards, the Badge is only granted once within each recipient's lifetime. Several of the Knights of the Republic have received this decoration and all of those currently serving on the Council of Paladins are bearers of the Badge. Only four recipients are selected by the Exarch each year, based on recommendations from the Paladins, and they are presented with the Badge in a solemn ceremony held amongst Geneva's Magnum Park. Recipients and their families are brought to Terra for the ceremony at government expense and the Exarch makes the presentation personally. The Badge is accompanied by a sizable monetary sum and a grant of land on a planet of the recipient's choosing. Civilians can and have received this award, though it is much rarer than among the military population.

The Exarch's Badge consists of the ten-pointed Republic Star cast in gold and hanging on a red-and-blue ribbon from a gold crossbar on which has been inscribed the recipient's surname. In the center of the star is an embossed image of Terra.

Republic Cluster

For bravery, acts of merit or exemplary service, one of three Republic Cluster medals may be awarded to those serving in the Republic Armed Forces or performing a military service on behalf of The Republic. The Gold Cluster is the highest purely military decoration in the Republic and is only given to the most meritorious recipients. The Silver Cluster is the highest decoration permitted to foreign nationals or non-citizens. The Bronze Cluster is usually presented for acts undertaken in non-combat situations. All three may be awarded multiple times within a recipient's lifetime or even posthumously.

All three clusters display the Republic crest cast in the appropriate metal and set against a starburst of the same material.

Medal of Freedom

As the highest civilian award (barring the Exarch's Badge), the Medal of Freedom is roughly the equivalent of the military's Silver Republic Cluster. A governor or senator can nominate deserving individuals for the award for actions undertaken to preserve and protect the liberty of Republic citizens and residents. Though rare, even foreign nationals have been awarded the Medal if they have performed a worthy service to the people of The Republic.

The Medal of Freedom is a silver five-pointed star hanging on a blue and silver ribbon from a silver crossbar with the Republic motto inscribed upon it: "AD SECURITAS PER UNITAS".

Redburn Cross

Any Republic soldier wounded or killed in combat is eligible to receive the Redburn Cross, named for General Andrew Redburn. Unlike the other decorations, there is no specific ceremony for the Cross and it is usually awarded to recipients by their commanding officer upon certification of eligibility by the RAF personnel administration. Each eligible incident results in the awarding of a new Redburn Cross; Corporal Elias Goodspeed of the IX Hastati Sentinels currently holds the record, with six Crosses awarded to him during the recently ended Capellan conflict.

The Redburn Cross takes the shape of a Canterbury cross made from a deep crimson polished stone and gilded along the edges and down each arm; a small gold representation of the Republic's emblem is set in the center. The cross hangs on a crimson ribbon.

STATE OF READINESS

Despite the relative newness of the Republic, much groundwork has already been laid for the continued growth of the state into the new century. The Republic Armed Forces have come through several years of hard fighting stronger than ever, with several avenues of expansion open for the future. In industrial terms, the nation is still recovering from the devastation of the Jihad, but trade and homegrown manufacturing are both in an excellent position to meet or even exceed expectations.

RECRUITMENT AND TRAINING

The end of the war against the Word of Blake brought with it not only freedom for those living within the Protectorate but a desire to be part of the new nation that was arising out of the ruins. One thing the RAF has never hurt for is manpower; in fact, there's been almost a glut of candidates eager to sign up, so much so that the RAF can afford to be picky about who gets in.

The bulk of those joining the RAF are, of course, entering the ranks at the lowest levels, through local recruitment offices set up on nearly every world and city liberated by Stone's Coalition and continued under the Republic's aegis. Most of these recruits, after making their way through basic training, end up in planetary militia regiments across the Republic, where their simple preparation for military service is expanded and refined in what the civilian world would consider on-the-job training. The relative peacefulness throughout most of the state affords these militia units the luxury of taking their time to mold their new personnel as needed.

The other main avenue of entrance to the RAF is through the many small military academies and prep schools located on nearly every planet in the realm, which in turn feed their most promising graduates into one of the major academies operated by the Republic.

ACADEMIES

Though the Republic is a new nation, less than a decade old, due to the nature of its birth it already has a number of military academies operating within its borders. It is also fortunate that even with these academies available, the RAF has not had to rely on graduates from their programs to fill out its ranks; the devastation of the Jihad meant that most of these training facilities have spent the past few years operating below capacity and are only now beginning to reach their pre-war enrollment levels. The RAF's Recruitment Command, under the leadership of General Irina Luskin, is determined to create a system that can compete with—and eventually surpass—the military education offered by the Great Houses.

Northwind Military Academy

Northwind's unique circumstances during the majority of the Jihad kept the NMA unscathed and fully operational, a fact which has led to it becoming the premier Republic academy by default. If the Clan Elders on Northwind hoped to use their grant of the facilities to the nascent RAF as a means of expiation for their perceived sins during the war, that gesture has gone a long way toward softening the resentment many still feel toward the mercenaries, as has the loss of so many Highlanders during the conflicts of the early Reformation era.

No longer restricted to funding solely from Northwind itself, the influx of Republic cash has allowed the academy to expand its facilities and equipment in order to provide instruction that is the equal of the best House academies. The faculty originally consisted mainly of retired Highlanders and Com Guards who demobilized after the fall of the Word, but recently an influx of veterans of the Capellan conflict has beefed up the rolls and allowed the academy staff to contemplate increasing the number of cadets accepted in the next few years. The fierce competition that is expected to erupt once the Republic's other martial academies become fully operational means that a wide base of the student body coming out of the gate can only help the NMA stay on top. As it is, enrollment is currently restricted to Republic residents and citizens, though there is a push among some of the faculty to establish a quota of foreign nationals in each graduating class. School administration has so far resisted such a change but if they begin falling behind the other major academies—nearly all of which allow non-Republic matriculation—they may be forced to concede.

Nearly every branch of service is represented in the curriculum of the Northwind Academy, with the notable exception of naval training. The OCS program is currently the best in the new nation, and a special track has been set up for those who have been accepted into the growing ranks of the Knights of the Republic. The Academy head is Brigadier General Michael Maguire.

Sandhurst Military College

Dating back to the first Star League, Sandhurst has spent the past three centuries in the hands of first ComStar, then the Word of Blake. Since 2988 it has been turning out warriors for the orders and securing its grounds was one of the chief objectives of Operation SCYTHE. The academy was captured by Paladin Rousset-Marik's forces during the liberation and was purged of Blakist taint, though damage suffered during the fighting kept it from reopening for classes until 3082.

Now that Sandhurst is in Republic hands, it has been repurposed to serve the goals of Devlin Stone's new society. Not only are the doors of the school open to all Republic residents and citizens, but in keeping with Stone's ideals of universal brotherhood and peace, enrollment opportunities have been granted to cadets from across the Inner Sphere and Periphery. The intent of the RAF Recruitment Command is to create a cosmopolitan atmosphere where ties of camaraderie and peaceful coexistence can be engendered in the militaries of all nations. It is an ambitious goal, and one that many outside observers think will fail miserably. But it is to the credit of the faculty—most of whom are Com Guards veterans—that they are

willing to try. More than one instructor has been heard to say that this should have been ComStar's goal all along and, if it had been, the Jihad might have been avoided.

The curriculum at Sandhurst is weighted heavily toward combined arms, in keeping with the RAF's evolving doctrine. In addition to teaching standard tactics, the College has a sizeable number of Nova Cats amongst the faculty who give the students a good grounding in Clan-style warfare. Brigadier General Armond Heller, formerly a Demi-Precentor in the Com Guards First Army, presides over the College and is a firm believer in the universality of its mission.

Focht War College

The FWC was founded on Tukayyid in October 3060 with the intent of becoming the premier academy of the Second Star League. The collapse of the League and the subsequent temper tantrum by the Word of Blake ruined those plans, and it appeared the College would fade away into oblivion. The annexation of Tukayyid by the Ghost Bear Dominion in 3071 would have been the final blow if not for a deal struck during the heady days just after the liberation of Terra. The College's namesake, Anastasius Focht, and Paladin Victor Steiner-Davion, the only two men to formally hold the position of Precentor Martial, negotiated with the Princess-Regent of the Federated Suns—who just happened to be Paladin Davion's younger sister—and saved the War College by relocating it to Kentares IV. In addition to providing a home to the academy, the Suns agreed to foot half of the bill to get it back in operating shape and maintain it moving forward. Unlike the University of Proserpina, however, graduates of FWC are not pressured to join the military of the school's host nation and can, thanks to the insistence of Focht and Paladin Steiner-Davion, enter service with any signatory to the Republic Formation Treaty. In accord with this policy, students are and have been accepted from across the Inner Sphere and Periphery, though given its history with the two sponsoring nations, the Capellan Confederation has yet to send even one cadet.

The College opened for its first class in fall 3083 and possesses a faculty drawn from both the AFFS and the Republic. At the present time, the College only offers infantry (both standard and battle armor) and armor course tracks, though a BattleMech training program is in the initial stages of implementation and is expected to be available in a year or two. Per the original agreement with the Federated Suns, the head of the academy must always be appointed from the ranks of the AFFS; the current commandant is Leftenant General Allen-Paul Miller.

University of Proserpina

Under the terms of the Formation Treaty Proserpina was transferred to Republic control in 3081. The Draconis Combine had already agreed in a separate negotiation to provide financial aid for the University of Proserpina for twenty years, claiming the responsibility as the university's "co-founder". As part of this agreement, for the first ten years of that time, sixty percent of each entering class is allotted to cadets hailing from Combine worlds, who are further required to enter service with the DCMS upon graduation.

Many among the RAF High Command continue to grumble about these restrictions—and about the equipment taken by the DCMS when they formally ceded Proserpina to the Republic—but one thing they cannot complain about is the quality of those graduates who enter the RAF.

The curriculum of the University has been expanded under Republic control and, like most of the academies within the Republic, emphasizes combined arms warfare. What makes the University of Proserpina unique, however, is the wide variety of non-military coursework available alongside the standard instruction. While this experiment in combining civilian and military education is still in its infancy, it is expected to deliver great benefits in the future. The first matriculating students entered the University this past spring and thanks in part to a program of integrative orientation developed by the Recruitment Command in conjunction with government educational experts, there have been very few conflicts between cadets and civilians.

The University utilizes a dual-presidency model of administration, with RAF Brigadier General Jonas Klemper as commandant of the military side and Antonina Kurylowicz serving as provost of the civilian aspect. Due to its history as primarily a military academy, however, General Klemper has ultimate command of the University.

Sanglamore Academy

Dating back to the original Star League, Sanglamore has long been an academy that has had to make do with less than adequate equipment and facilities. Despite these restrictions, however, it also long held a reputation as one of the top-ranked centers for military instruction in the Inner Sphere. Now, under the Republic of the Sphere, Sanglamore is poised to reclaim its past glory. The first step in that process—the restoration of an aerospace program to the academy's curriculum—has already been implemented, with the first cadets entering the track last year and enrollment expected to increase drastically each term. Still remaining to be reactivated is the naval warfare track that was discontinued during the Succession Wars; with the increasing pressures being put on the Military Academy of Aphros to close its doors, Sanglamore is the frontrunner to step up and fill that need.

Most, if not all, of the increased fortune being enjoyed by Sanglamore in recent years can be attributed to the efforts of Lord Governor Robert Kelswa-Steiner, who was instrumental in bringing Skye into the Republic and personally negotiated many of the upgrades and expansions to the academy. The previous commandant of the academy was personally loyal to Robert and the current head, Brigadier General Isobel MacPhail, makes it a

MINOR AND FUTURE ACADEMIES

War Academy of Mars: Heavily damaged by Clan forces in the fighting for Mars, the War Academy has yet to reopen. Though current plans do not include it in the RAF's operational budget projections for the next several years, the Department of Military Intelligence has expressed an interest in assuming responsibility for the facility.

Military Academy of Aphros: For the moment, MAA is the chief naval training facility for the RAF. However, the Recruitment Command has expressed concerns that its position on Venus may be untenable in the long run and a commission has begun investigating the possibility of removing the Academy's facilities elsewhere, possibly by reactivating the long-dormant program at Sanglamore.

New Aragon Field Academy: The RAF's Projected Operating Budget for 3092 includes initial funding for a new academy to be opened on New Aragon by the turn of the century. Though plans are still in the early stages, current proposals call for NAFA to specialize in armored cavalry and infantry tracks.

trend. In fact, one of the concessions the Republic made for Robert's efforts in securing Skye was to grant to the Duke of Skye in perpetuity the right to appoint the Sanglamore commandant. This has had the added effect of ensuring that a large part of the faculty has some personal connection to Skye or the duke himself.

Liao Conservatory of Military Arts

The newest of the major academies to come under Republic control is the Liao Conservatory. Founded in 3059 at the beginning of Chancellor Sun-Tzu Liao's *Xin Sheng* movement, it suffered significant damage during the Jihad and was in the process of being rebuilt when conflict erupted between the Confederation and the Republic. Further damage occurred during that fighting and the campus still reflects the ferocity with which Capellan forces opposed the RAF. In the spirit of celebrating the local traditions and values of its worlds while utilizing those same traditions and values to strengthen the Republic as a whole, the government has engaged in a program of rebuilding and restoration in order to make the Conservatory into one of the top RAF academies. It is expected to reopen in another three to four years,

At least, that's the public story. Behind the scenes, however, a not insignificant number of high-ranking RAF officers have expressed their concerns about a rebuilt LCMA becoming a focal point for pro-Capellan sentiment and activities. They argue that leaving a major training center so close to a still-hostile enemy and on a world so intimately connected to that enemy is a mistake that will come back to haunt the RAF in the decades to come. A recent proposal from the commander of V Hastati practically begs the High Command to greatly restrict faculty, curriculum and enrollment at the Conservatory, with deep background checks for all personnel and limited post-graduation unit assignments. Brigadier General Gregory Melikian, who is slated to be the commandant when the academy finally opens, dismisses such ideas as needless and harmful prejudice and promises that his school will turn out to be one of the great successes of Stone's Republic.

INDUSTRY AND ECONOMY

Located as it is in the center of the Inner Sphere, the Republic is in an excellent position to benefit from any postwar economic boom. Given its origins in a multi-national coalition, the basis for cooperative partnerships with many of the surrounding states is a built-in advantage that will surely benefit the Republic in the long run. Additionally, the new nation has inherited a massive industrial base from the Word of Blake's Protectorate, even if portions of it have been damaged by over twenty years of near-constant warfare in the region.

Currency

Established in 3082 by the Currency and Commodity Act, the stone is the common monetary unit of the Republic of the Sphere. It is available in a variety of denominations in both coins and notes, though many people prefer to use personal credit devices that can hold basically unlimited amounts of virtual currency and are accepted nearly everywhere. Coins come in 0.01, 0.25, 0.5, 1, 2, 5 and 10-stone values. The obverse of the coin shows the ten-pointed Republic star while the reverse indicates the denomination; coins are distinguished by size and the metal from which they are cast. Notes in common circulation include 1, 5, 10, 20, 50, 100, 500 and 1000-stone denominations. Each note shows the Republic crest on the back and—on the front—a significant and recognizable holographic image from one of the Republic's worlds, such as the Capitol Rotunda from Geneva, the Colossi of New Rhodes III or Vega's Pyramids of New Egypt. Only the 1-stone note has a representation of a person, with a three-quarter profile bust of Devlin Stone himself.

There are four major mints that are charged with producing both coinage and notes in the appropriate denominations for use throughout the Republic, located on Terra, Skye, Ozawa and Irian. Additionally, each of the remaining six Prefectures maintains its own subsidiary mint.

Manufacturing

Now that the birthing pains of the Republic appear to be at an end, the government is poised to turn from matters of war to building the kind of peacetime society that Devlin Stone and all those who fought the Blakists struggled to create. Chief among the goals of Exarch Stone is the reduction of the means of warfare so that future conflicts will not be as devastating as the conflicts of the past three hundred years.

The Military Materiel Redemption Program is one method by which the problem is being attacked, by getting war machines out of the hands of individuals and back under government control where they belong. But Stone intends to go further.

The initiatives to reduce military production, first announced at the Geneva Conference, had to be placed on hold with the outbreak of hostilities with first the former states of the Free Worlds League and then the Capellan Confederation. While factories that had been heavily damaged in the Jihad were not extensively repaired, many of those factories that had been slated for mothballing or conversion to civilian manufacture continued to produce equipment for arming the RAF in its struggles. Several were closed as scheduled, either because distance from the front made transportation times unwieldy or because the equipment coming out of those particular factories was deemed unnecessary for the war effort and for the RAF as it was envisioned after the war. Chief among these shut down lines were those dedicated to the RetroTech designs that had become increasingly popular during the Jihad. Though many of these machines are still in service with the RAF, especially among the Triarii and militia regiments, they have been phased out of other commands over the course of the last few years. In the future, the Republic will concentrate its manufacturing efforts on fewer, more efficient designs and will also acquire significant material from its foreign trading partners.

In contrast to BattleMech production, the output of combat vehicles and aerospace designs has actually experienced an uptick in recent years as the RAF began filling out its combined-arms table of organization. Devlin Stone's desire to de-emphasize 'Mechs in favor of cheaper and less destructive weapons is a long-term project fraught with many obstacles, but one that should provide great dividends in the future.

But what will be done with all of those factories no longer producing weapons of war? One of the cornerstones of the Republic economic policies moving into the future will be to convert war production for civilian purposes. Already several major manufacturers of BattleMech parts have expressed their willingness to decrease their output in those areas and increase the production of parts for a plethora of IndustrialMechs and other civilian needs. Forecasts predict a major boost to the economy if this becomes a trend, which is exactly what Stone and Lear were hoping for when they initiated their policies. How the other states of the Inner Sphere react to this remains to be seen but Stone, at least, is hopeful that by setting an example the Republic can make a difference.

But rebuilding and repurposing isn't our only concern. As expected, last year saw the filing of several major lawsuits against both the Republic and particular individuals within the government, as well as individuals and the governments of foreign nations who participated in the Coalition's drive to liberate the Blakist Protectorate. Led by Krupp Armaments, these lawsuits sought monetary compensation for factories destroyed or even just damaged during the fighting. With the Word of Blake no longer an active entity, the only targets left to take the blame are those who fought the Blakists and Krupp was not shy about laying out their case in both the courts and the media. And they weren't the only ones; to date at least eight additional suits have been filed in Geneva against everyone from Devlin Stone to Andrew Redburn's estate, and nearly everyone else who had any position of command authority within the Coalition, along with the governments that sent them. These cases may be tied up in the Terran courts for decades to come, as the plaintiffs have promised to see them through to the end.

Beyond even the entanglement of legal proceedings, the corporations behind these suits have begun to use tactics that hit the Republic's industry where it hurts. Citing the uncertainty of the pending cases, a number of companies have shut down several of their smaller facilities, depriving the Republic of those products and the local populations of their economic base. Furthermore, deliberate slowdowns in shipping and an increase in the number of contracts that are being voided for minor—though perfectly legal—reasons have begun to show signs of adversely affecting production rates in the long run, which may lead to serious danger of widespread recession across many systems if this situation is not resolved soon.

Trade

As befits a nation created from a coalition of wartime allies, the Republic maintains good trade relations with most of its neighbors. Currently, the Republic enjoys the greatest level of economic friendship with the Lyran Commonwealth and Federated Suns among Inner Sphere powers and the Ghost Bears and Diamond Sharks among the Clans. All four have extensive connections throughout the Republic on both the planetary and national levels.

Even before the official founding of the Republic, Lyran merchants were plying their trade on Protectorate worlds. The welcome appearance of these traders on many formerly Blakist-held planets was a sure sign of a brighter future, as external trade had ceased during the war and a number of worlds had suffered greatly as a result. It remained for a rapidly organized Trade Ministry to ensure that the Lyrans (as well as the other trading powers) would not take unfair advantage of these often-desperate worlds. Negotiations leading up to the signing of the Formation Treaty hammered out several mutually beneficial arrangements, and the Republic today enjoys a good trade balance with its neighboring partners.

The Draconis Combine presents a different story. On the surface, trade relations between the Combine and the Republic are normal, though restricted in certain areas. Despite numerous attempts at opening up the markets further, the Trade Ministry has repeatedly run into barriers erected at the insistence of the more conservative elements within the Combine's government. Still, with such influential and forward-thinking corporations as Hachiman

Taro and Isesaki Shipping already heavily involved in trade with the Republic, the Ministry feels it is only a matter of time before those companies intimidated into limiting the amount of trade they do with Republic organizations will realize the mutual benefits and seek greater opportunities for commerce.

The Sharks have established trading enclaves in several prefectures, with the largest on Castor, where they engaged the local militia in a Trial of Possession for the continent of Beacham in much the same way as they won a foothold on Nykvarn in the Combine. Though the governor and legate of Castor were reprimanded for allowing what was essentially an illegal cession of territory to a foreign power, the Exarch and Senate have decided to allow Shark possession of Beacham to stand in the spirit of mutual alliance and benefit.

Trade with those states that once formed part of the Free Worlds League is in its infancy, though the establishment of preliminary agreements with Oriente and Andurien show some promise for the future. Helping in this opening up of economic ties are the Diamond Sharks, whose fleets and fledgling enclaves in both nations as well as in the Republic provide common ground for free trade.

Naturally, with a major conflict having just ended with the Capellan Confederation, trade between that realm and the Republic is nearly non-existent. Despite this, and taking the improving relations with the former Free Worlds states as a model, the Ministry is hopeful that the next five to six years will see the eventual opening of trade with the Capellans.

THE RAF

ADMINISTRATIVE DIVISIONS

As with any modern military, the Republic Armed Forces cannot run on fighting units alone, but is shaped and supported by the men and women of the administrative commands. Many of these will never see combat, but their roles are just as vital to the health and well-being of the RAF and, by extension, the safety of the Republic itself. Though there are many more divisions than those listed below, space precludes us from profiling them all and limits the amount of information imparted on the ones we do cover.

High Command

The central authority of the RAF is the High Command. This body is composed of the commanders of the two major branches of service, the directors of the major administrative departments, the ten prefects and a representative from the Council of Paladins, with the commanding general of the RAF heading up the command. It is the responsibility of the High Command to set military policy under the auspices of the Exarch and direct the prosecution of any active campaigns. Though not officially a member of the High Command, the Exarch frequently attends meetings in order to maintain the kind of hands-on control he grew used to during the war against the Word of Blake. Future Exarchs may or may not continue this tradition. In the absence of the Exarch, the attending Paladin acts as his proxy.

The High Command currently meets in temporary facilities at the Santa Fe Knights' Hall complex while awaiting the completion of their permanent headquarters at New Alamo, located near the ruins of what was once the city of San Antonio, Texas. This heavily fortified underground compound is expected to be finished by 3088 and will offer the leadership of the RAF a state-of-the-art facility from which to direct the Republic's military endeavors. One of the highlights of the new base will be technology recently acquired at great cost from the Diamond Sharks that will allow for real-time HPG conferencing between Terra and the prefecture capitals, much as the Clan Grand Council was once able to conduct their meetings across the gulf between the Inner Sphere and the Homeworlds.

Department of Military Intelligence

ComStar came out of the Jihad in terrible shape, its fratricidal struggle with the Word of Blake taking a massive toll in men and materiel. Among those parts of the organization most damaged by the war was ROM, the infamous intelligence arm of the communications giant. Of those who survived the war, the majority found themselves without a home, as the terms of the Republic Formation Treaty explicitly forbade ComStar from operating its own armed forces or intelligence assets any longer. Some former ROM members returned to their original home nations to live out the rest of their lives in retirement, but many more signed on with Stone and formed the core, along with the shattered remnants of the Star League Intelligence Command, of the RAF's Department of Military Intelligence.

Temporarily headquartered on Mars since the liberation, the DMI is aiming to make their posting permanent. The severely damaged War Academy campus is currently unoccupied, and there are no plans to reopen the school. As such, General Albrecht Hoff, commander of the DMI, has begun making inquiries and positioning his division to take over the location as their permanent base of operations.

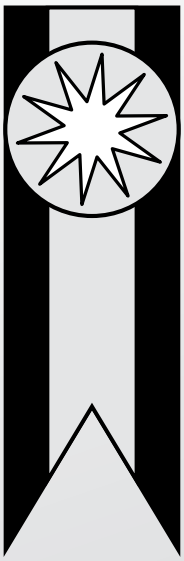
Within the ranks of the DMI are a number of subdivisions, each with its own mission statement and area of expertise. Among the most prominent is the Technology Division, which is tasked not only with tracking advancements in foreign nations but also with ensuring that prohibited technologies of Blakist origin are properly interdicted from further development, per the terms of the Formation Treaty. Colonel Martin Overstreet, a former Com Guard, heads up this Division. Several of his staff are Blakist defectors, who received amnesty for their contributions to the Coalition's efforts to secure Terra after the final surrender.

Department of Requisition and Replacement

One of the side benefits of the way in which the Republic was formed was that the nascent RAF had access to a wide variety of equipment from many states, both Clan and Inner Sphere, as well as Word of Blake factories and equipment seized during the liberation of the Protectorate worlds and salvage taken during the early conflicts of the Reformation. As such, the RAF has been able to pick and choose how it arms its forces, utilizing the best of every faction in creating a modern and effective military. The Department of Requisition and Replacement has taken the lead in sifting through the myriad different BattleMechs, vehicles, aerospace fighters and infantry weapons and equipment to ensure that the men and women of the Republic Armed Forces are adequately armed for whatever action they may see.

Not all RAF equipment consists of the hand-me-downs from other states, however. Thus, the DR&R also maintains close ties to the industrial complex within Republic borders. Though these relations have been strained of late with the filing of several major lawsuits against the Republic by a number of prominent corporations, both the military and industrial concerns are well aware of just how much each of them needs the other and it will take a lot more than some legal tussling to break their alliance. General Bernard Grau, director of the department, is adamant that his people treat the corporations with respect and friendship.

The Procurement Division takes the lion's share of the Department's budget as it seeks out new designs to purchase from friendly states. The strength and reputation of the Republic carries a great deal of economic weight and Lieutenant General Eric Claxton's team of legal eagles and dedicated test pilots are determined to find and buy the best equipment from the Great Houses—and, where possible, even the Clans—with which to outfit the RAF.



KNIGHTS OF THE REPUBLIC

Despite what many among the populace of the Republic may believe, the Reformation did not spring fully formed from Devlin Stone's head like Athena but evolved from ideas Stone and David Lear worked out over a long period of years. Perhaps the best indicator of this process is the changing role the Knights of the Republic have had in the establishment of the Republic's new order.

In his original conception of the Knights, Devlin Stone intended to create them as a separate military force that would concentrate all of the MechWarriors in his army into a chivalric order, leaving the rest of the RAF to consist of non-BattleMech units who would receive support as needed from the Knight regiments. This idea proved unworkable, however, and by the time of the Republic's formation the concept of separate 'Mech units was abandoned in favor of a knighthood that was more of an honorary brotherhood of soldiers than a concrete entity of its own. These Knights would receive honors as paragons of what the Republic soldier should aspire to be, and would be left in place with their units, where they could function as examples to their comrades and leaders among Republic forces. They were portrayed in the media as extensions of Stone's ideals to the level of the common soldier, thereby demonstrating how those

CIVILIAN INTELLIGENCE

While most former ROM agents ended up in the DMI, a sizeable number of them chose instead to enter the civilian intelligence game and joined up with the Intelligence Secretariat. This cabinet-level department is the domain of Marcel Webb, who parlayed his close relationship with Stone during the war and his experience with covert operations into a posting as the chief intelligence advisor to the Exarch. There are two main divisions within the Secretariat: the Sphere Intelligence Service and the Security Directorate.

The SIS is an organization devoted to data analysis, espionage and counter-intelligence. From its headquarters in Geneva, Director Galen Cox coordinates the Service's activities across the Inner Sphere. Many of the high-ranking members of this division originated in the SLIC and served during the Jihad as part of the late Caradoc Trevena's crisis team.

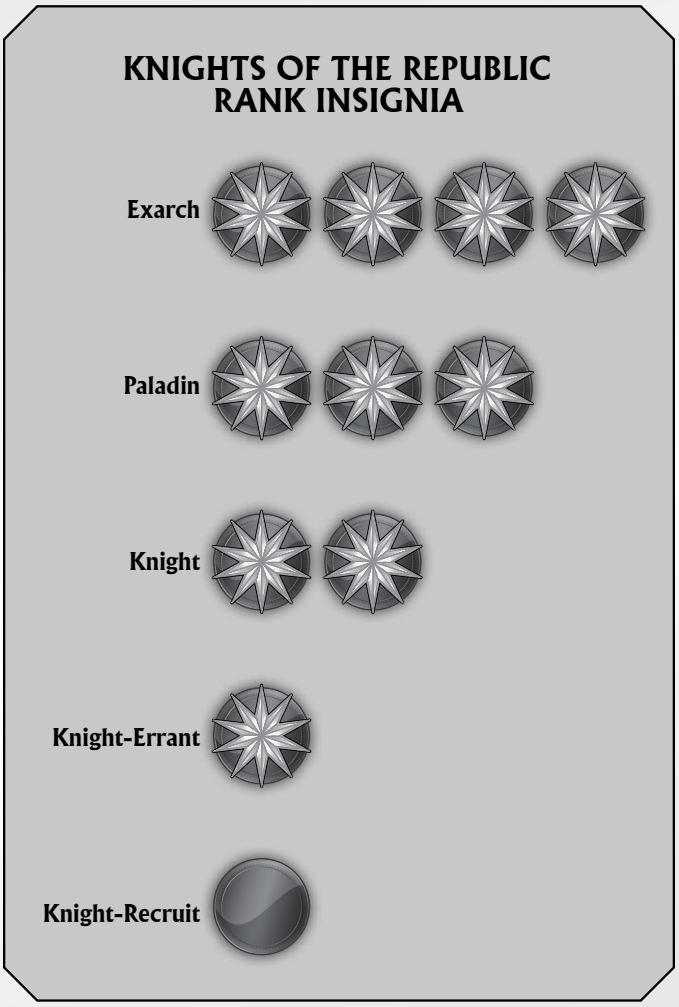
The Security Directorate functions as a cross between a police/paramilitary force and a spy operation, handling counterterrorism investigations and enforcement both within and outside the Republic's borders. Initially built around the Star Seeds mercenary unit, Director Byron Montague has since evolved his division into a slick and effective weapon to be used against the Republic's enemies. Of the two internal Secretariat divisions, the Directorate provided a home to more ex-ROM agents than the SIS, including nearly all of the surviving members of Blake's Wrath. The latter were, along with the nearly obliterated remnants of the Star League's Fury squads, incorporated into the Praestites, the Directorate's elite covert ops teams.

Both sub-divisions operate prefecture-level offices as part of their mandate. The SIS maintains ten Prefectural Intelligence Offices to gather information on a regional level and act in an advisory capacity to the lord governors, as well as offices on every planet in the Republic. The Directorate, by contrast, only keeps an office on each capital world, where Prefectural Security oversees all relevant activities within their area of operation.

ideals formed the very backbone of the RAF. Over time, even this concept proved less than ideal and during the course of the conflicts with the former League states and especially the Confederation, the Knights found themselves functioning more and more as extensions of Stone's will rather than his ideals, performing duties that were better suited to a federal police organization than exemplary soldiers. Almost as if by design, Knights from units that were pulled back from the front to rebuild found themselves reassigned and given other duties rather than returned to the fighting with their comrades. By the end of the war earlier this year, the Exarch and his advisors recognized that a new Knighthood had evolved out of the original system and plans were developed to make it permanent.

While most Knights spend the majority of their time in the field on assignment, there are a number of Knights' Halls located across Terra to provide them with living arrangements, recreational pursuits and fellowship whenever they are on-planet. The main Halls are located in Zurich and Santa Fe, with the former leaning more heavily toward the martial side of their character while the latter caters to their time off-duty. The Zurich Hall contains state-of-the-art training facilities as well as the main armory and strategic planning center for the Knights. Santa Fe also possesses training facilities, especially at nearby White Sands, though not in the same league as those in Zurich. Instead, it focuses on activities the Knights can undertake in their downtime, with extensive libraries, sports complexes and residential apartments. Due to construction on the New Alamo headquarters, the RAF High Command is currently located in Santa Fe as well, making use of the Knights' high-quality communications and coordination systems.

The Knights of the Republic of the Sphere is an organization still in its infancy, and will not be completely formalized for another few years, but already a framework is mostly in place. The order consists of three ranks, with the existing Council of Paladins being incorporated as the highest level. The other two levels are the Knights-Errant and the full Knights.



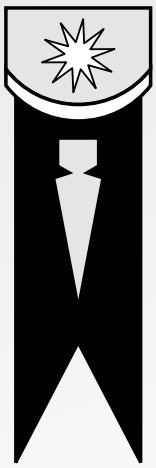


Paladins

The highest rank of the Knights order is that of Paladin. These individuals have proven themselves to be of the highest caliber in their moral character, their devotion to the Republic, their martial abilities and their wisdom. They sit one rung below the Exarch in the government structure of the realm and make up his closest advisors. It is understood throughout the Republic and elsewhere that a Paladin's word is tantamount to that of the Exarch himself.

The seventeen Paladins of the Republic are considered not only to epitomize the ideals and values expressed by Devlin Stone but also to represent the pinnacle of martial prowess. Paladins are no strangers to fighting in the field alongside the Republic's regular troops and, in fact, two of the original seventeen Paladins have died in combat since the founding of the Republic. Any single Paladin is, in theory, able to best on the field of battle any opponent they may face. Obviously, this invincibility is mere legend—a fact underscored by the deaths of Dirk Radick on Tikonov and Ballade Randonee on Palos—but it is a manifestation of the high regard in which the Paladins are held by the Republic and its people that the legend even exists in the first place.

Though all Paladins are considered equal, there is one special title granted to the oldest among their number. The Paladin Exemplar acts in a mentor role to his or her younger fellows, functioning almost as a confessor and spiritual guide. Andrea Stirling, a former regimental commander in the Northwind Highlanders, is the current Paladin Exemplar.



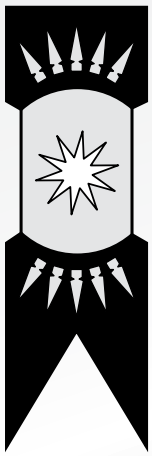
Knights

The second rank of the order is that of the full Knight, who functions in a more supervisory role, overseeing the activities of the Knights-Errant and working as aides to the Paladins. Limited in number to just one hundred members, this rank is achieved only by those who dedicate themselves fully to the ideals of Devlin Stone and the expression of those ideals in the form of the Republic. There is no room for doubt or hesitation in a Knight's actions, as they are the backbone of the federal police system. Their mere presence on the scene is usually enough to settle any problem and they have broad discretionary power to act as proxies for the Exarch's will. One of the main duties of the Knight is to act as a sort of ombudsman to investigate corruption and ensure that the civilian and military leaders in the Republic—particularly the planetary governors and legates, but also the prefectural leaders as well—do not abuse their powers over their constituents.

As paragons of Stone's ideals, the Knights are expected to embody twelve virtues, each of which is appointed a Knight-Icon to serve as an example to the others. The virtues of Prudence, Temperance, Justice, Fortitude, Humility, Compassion, Courtesy, Devotion, Mercy, Purity, Peace and Endurance are goals to which the Knights are meant to aspire. Though the title of Knight-Icon confers no additional rank within the order, the twelve are considered the epitome of the Knighthood and given appropriate deference by their brothers.

Knights-Errant may be raised to full Knighthood upon sponsorship by a Paladin, and must undergo a series of grueling tests to prove their skill and honor. Those who fail may find themselves dismissed from the order—if their performance is insufficient enough—or merely relegated back to the ranks of the Knights-Errant; there are no second chances and a failed candidate for full Knighthood is thereafter considered ineligible. Many choose to voluntarily leave the order in those circumstances.

Though they almost never fight in this fashion, the Knights are formally organized into a single regiment and can be deployed in the field under the command of the Exarch, a Paladin or the Knight-Icon of Fortitude. Most of the time, however, Knights operate independently or in small groups and may take command of any Republic forces on the ground. The Knightly order exists outside the regular RAF chain of command, but all except the highest-ranked commanders will defer to them. Frequently, detachments from the Principes Guards may be detailed to support a Knight on a field assignment. Knights of all ranks are permitted to choose their own paint scheme for their equipment or they can use a standard black and silver design.



Knights-Errant

The lowest of the three ranks of the Knights order are the Errants. With one Knight-Errant per world belonging to the Republic, it is also the most numerous of the ranks. Errants are the workhorses of the system, maintaining peace and order throughout the Republic on a day-to-day basis while leaving the full Knights and Paladins to handle the higher-level abstractions and administration. The Errants are the grunts of the order, the gunslingers and roving troubleshooters who spend most of their time in the field and are expected to be able to handle themselves without any backup or assistance except what they can scrounge up on their own.

Though each Errant is assigned a world in the Republic, there is no requirement that they be natives of their appointed planet, nor are they prohibited from operating on other worlds. In fact, some Errants even live up to their names and adopt a more itinerant methodology of travel from world to world as needed, though usually keeping within one or two jumps of their home base. In addition to their regular duties, they are also expected to establish and maintain extensive contacts on their assigned world, situating them at the hub of a local intelligence network that functions to keep the Knights informed of public opinion and alert them to potential situations before they become a problem.

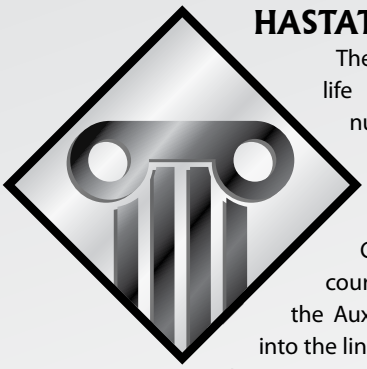
All Knights-Errant spend a portion of their time on Terra in consultation with the full Knights and Paladins. This time is used to make updates on their baseworlds, assist their superiors with administrative functions, receive and carry out further missions and, above all else, prepare them for the duties they will have to perform should they someday win promotion to the higher ranks. Each Errant is assigned a full Knight as a supervisor, in much the same way the full Knights themselves have a Paladin to oversee their activities.

Candidates for Knight-Errant can be selected by any full Knight or Paladin and must undergo an extensive training and evaluation program at the Northwind Academy before officially entering the ranks. At the end of their training, these Knight-Recruits serve six months as aides to members of the higher order ranks. This duty marks the final test they must pass before being knighted, and also serves to build ties between the newest members of the order and the more experienced, strengthening the bonds of brotherhood that will see them through the heavy responsibilities of their positions.

Not every candidate for Knight-Errant has been a MechWarrior; at least seven percent of the initial enrollment in the training program on Northwind has come from vehicle crewmembers and infantry, with one candidate being an aerospace jockey. But in keeping with Stone's ideas of a modern day knighthood, all of them undergo BattleMech instruction and are expected to prove themselves in that area, even if they maintain competency in their original specialization.

Like the full Knights, the Errants are officially organized into a formal military unit, though they have never taken the field in anything more than small groups of a dozen or less. When they do so, command falls to the Errant assigned to the particular world they are active on or is determined by seniority. It is expected that the Errants are sufficiently devoted to the well being of the Republic that petty concerns of jealousy or destructive competitiveness for the sake of command will not be a problem. Any full Knight or Paladin in the field may assume command of a group of Errants.

HASTATI SENTINELS



The early months of the Republic's life saw the organization of a number of Auxiliaries regiments that subsequently fought against both the former Free Worlds states and the Capellans. It was during the course of this latter conflict that the Auxiliaries were gradually shaped into the line regiments as they exist today, beginning with the Hastati Sentinels. After the battles on Bharat, Woodstock and Terra Firma in late '82, the first six Hastati regiments were formed and saw their trial by fire on Tikonov, where together with Stone's Brigade they faced five Warrior Houses and were successful in driving them off the planet. With such a huge win as a starting point, the Hastati went on to be the strong spine of the Republic's counterattack.

The Hastati are the elite units of the RAF. They have repeatedly proven themselves in the field and, as a result, receive top-quality equipment and personnel to replenish their ranks. In structure, a Hastati combat command consists of a single BattleMech regiment supported by two armor regiments, three infantry regiments and artillery and aerospace support companies. Like most Republic forces, however, they are trained in combined-arms operations. It is common to see smaller units from each of the constituent regiments—down to lance and squad size, even—working together on an extended basis. Though each Hastati unit is assigned a home Prefecture, the High Command intends to keep most of them mobile, moving them to trouble spots as needed.

Built from the First and Sixth Republic Auxiliaries, the First Hastati went on to have success on Nanking before being included in the task force that took back Liao late in 3084. Since the end of the war, the First has been stationed on Al Na'ir while they rebuild. They recently acquired Conner Sortek, formerly of the First Davion Guards, as their commander after Brigadier General Avril Tanner was diagnosed with liver cancer.

The Second Hastati has remained on Wei since defeating the Fourth Tau Ceti Rangers there toward the end of the war. Brigadier Harris Harvison has recently announced his intention to retire in a year.

Rebuilt after Tikonov from the Thirteenth and Fifteenth Auxiliaries, the Third subsequently saw action on Halloran V and Palos. Still stationed on Palos, they have recently repulsed a series of raids by pirates suspected to be operating out of Sakhalin with Capellan complicity.

Brigadier General Craig Kimberlin distinguished himself and the Fourth during the fighting on Tikonov, Algol and Palos and is rumored to be a candidate for the next open legate slot. In the meantime, the Fourth is just settling in to their garrison on Asuncion, to which they were assigned mere weeks ago.

Even with the recent selection of Kai Allard-Liao as lord governor of Prefecture V there is still much tension on the planet Liao, and the troops of the Fifth remain on high alert. Brigadier Kelvin Atwater has restricted all leaves and privileges until the situation calms down.

Having spent six months rebuilding after taking severe damage on Zurich and Halloran V, the Sixth has relocated to Stewart and has been downgraded in priority by the Department of Requisition and Replacement.

The retaking of Tikonov by the RAF initiated the activation of four more Hastati commands, including the Seventh, formed out of the Eleventh, Sixteenth and Twenty-fifth Auxiliaries. After destroying Ambermarle's Highlanders on Azha in late 3083, they fought on Halloran V before retiring to Irian to rebuild.

As the lead unit in the retaking of New Canton from the Capellans, the Eighth suffered the loss of three commanders in quick succession before the successful completion of the campaign. Brigadier General Bridget O'Hanlon turned that around on Gan Singh and though they took massive damage, the Eighth emerged as one of the most effective of the Hastati commands. Unfortunately, their ability to do more with less has placed them low on the list for rebuilding and they currently have the lowest combat strength of the brigade.

Having recently replaced William MacLeod as commander of the Ninth, and being stationed on Skye, Chastity Mulvaney has begun to emphasize her Scottish heritage in the unit's nascent traditions, leading to much bemusement on the part of the former Ghost Bears among the Ninth's ranks. The results of a straw poll among the unit show strong favor for a kilted and winged (to honor the former Leaguers in their midst) bear as the unit's unofficial mascot.

The majority of the Tenth consists of troops of Highlander and Clan Wolf origin, which makes for an interesting combination. Under the command of a former Oriente, the Tenth is currently the strongest of the line regiments posted along the Capellan border and anchors the Republic's defensive line in that region.

The Sentinels' insignia is a black stylized Ionic column capital inside a gold diamond. Their units use a black base with gold accents as their color scheme. As with the other line brigades, the Hastati indicate their home Prefecture with a superscripted Arabic numeral to the right of their brigade insignia and their particular regiment designation with a subscripted numeral to the left. Their motto is "*Victoria Exarcho*," or "Victory for the Exarch."

PRINCIPES GUARDS



As the war against the Capellans continued and more and more damaged units withdrew from the front to lick their wounds, the RAF High Command utilized these Auxiliary and Hastati regiments to build a new brigade of forces that could be used to backstop the troops who had been in the thick of the fighting for over two years. Named after the heavy infantry of the early Roman Republic, the first of the new Principes Guards regiments took the field in mid-3084 and was soon joined by the remaining nine. All ten of the regiments played a strong role in the major Republic push of late '84 that brought the war near to a conclusion.

With the Hastati intended to act as the hammer in any future Republic conflicts, the Principes have been designed as the anvil. They field a smaller number of BattleMechs compared to a Hastati command—just two battalions—while keeping the same number of armor and infantry regiments. The regiments are still in flux following the recent end of the Capellan conflict, and not all have yet taken up their permanent postings. The intent behind the Principes is that they will live in close contact with the people of their home prefectures and form tight bonds of community and trust with their charges.

Along with the Second, Ninth and Tenth Principes, the First was activated just in time to participate in the Gan Singh campaign in late 3084. Since the end of the war, they have assumed a posting on Dieron, though Colonel Truong has been assured that this should be a temporary garrison until they are assigned their permanent homeworld.

During the fighting on Gan Singh, the 223rd Infantry Regiment of the Second Principes found itself cut off from the main body of the unit in the canyons outside the city of Bayana. Their destruction became a rallying cry for the Republic's forces as they liberated the world from the Capellans. Now stationed on Proserpina, Colonel Edios Uballit is determined to somehow honor the sacrifice of the 223rd.

The Third Principes first saw action on Ningpo against elements from the Fourth Confederation Defense Force and managed to scrape out a victory while taking few casualties. This has meant that they have not needed much to get back in shape, and currently provide a strong defense for Tikonov.

The Fourth's Colonel Ori Deleportas is the only Clan officer in command of an RAF line regiment at the present time, but his leadership and tactical success during the fighting on Pleione removed any doubt his men had about serving under him.

Formed from elements of the Fifth Hastati and Seventh Auxiliaries, the Fifth Principes fought alongside the Sixth to inflict a defeat on House Hiritsu on Pleione, though both commands were severely damaged. Several months of light duty and refit have repaired them a little, but the Fifth remains horribly understrength.

The Sixth is in little-better shape than the Fifth, but they have the benefit of being stationed on a prefecture capital instead of a world near a border where a cold-war situation is in effect.

The Seventh faced off against the Fifth Confederation Defense Force on Algot just after their activation in late 3084 and quickly managed to drive the Capellan force off-planet. They have recently taken up their permanent posting on Kalidasa, but have run into some tension from the local merchants; Colonel Morris is taking steps to fix that relationship before it becomes a major problem.

Though it was the first of the Principes to be activated, the Eighth saw action at roughly the same time as the others in the brigade, driving the Fifth Confederation Defense Force off of New Aragon in late 3084. Since then, they have taken up their posting on Gacrux and begun making connections with recent immigrants from the Relocation Directives.

On Gan Singh, the Ninth lost its commanding officer and temporarily fell under the command of the Tenth Principes' CO. Now that Colonel Jodi Cavanaugh has been given command, she has begun an aggressive campaign with Requisition and Replacement to bring her unit up to full strength.

As befits the Principes stationed on the capital world of the Republic, the Tenth is currently the strongest unit in the brigade. The BattleMechs of the Tenth have lately been seeing service as honor guards for visiting foreign dignitaries in Geneva.

"*Anima et Mens Concordantur*"—"Heart and Mind United"—is the motto of the Principes Guards, and represents the desire of the regiments to become an integrated part of their community, as well as the camaraderie they have begun to develop with one another. Their unit insignia shows the profile of Athena, the Greek goddess of civilization, community and warfare, set against a gold disk. The Principes' color scheme is white with gold accents.



TRIARII PROTECTORS

The newest of the RAF's line regiments, the Triarii have only recently been created by command of the Exarch and most are still at less than half strength. Unlike the Hastati or Principes, which were created through the melding of existing troops into new organizations, the Triarii are being created from the ground up as the first native Republican line brigade. Whereas the emphasis in the other brigades

is on elite combat prowess or deep connections to the community, these new regiments will embody and celebrate the diversity of the Republic and the strength that can be derived when all humanity is united as one. Their motto, "*Vis per Varietate*," or "Strength through Diversity," is not just empty rhetoric. Recruits from every race, color, national or ethnic origin, religious background and homeworld are accepted into the ranks of the Protectors. All that is required is a passionate belief in Devlin Stone's dream.

In keeping with their intended function as basically fancy garrison troops crossed with a show-the-flag parade unit, the Triarii lean more heavily on non-BattleMech forces than the other two brigades. They field only a single 'Mech battalion but compensate for it by adding a third armor regiment to the two which the Hastati and Principes field. Like the other brigades, they round out 'Mechs and armor with three infantry regiments and aerospace and artillery support battalions.

The First Triarii is the last of the ten to be activated, entering service just three weeks ago. Colonel Molina has issued a challenge to the commander of the Ninth for their respective units to meet in sim combat in six months in the hopes that a little friendly competition will do both of them some good.

Recruiters for the Triarii in Prefecture II were surprised when a sizeable number of Nova Cat lower castes on Shitara expressed an interest in enlisting. With the help of Paladin Devalis, a liaison office was set up and a trial program to allow this unusual—by Clan standards, at least—experiment to proceed. So far, it seems to be working and the Second Triarii contains more Clan troops than any other unit in the brigade.

Due to Ozawa's low population, the RAF has taken over large areas of the Muroran continent to build training and testing grounds. The Third Triarii is currently based in the partially completed complex, and is putting the facilities through their paces in anticipation of widespread use by the rest of the RAF.

The son of a famous AFFS general, Colonel Andrew Terlecki IV inherited his father's commitment to using BattleMechs for peaceful endeavors. His Fourth Triarii has already made a name for itself by helping Republic efforts to rebuild Rio's damaged economy and ecosystem.

The only Triarii unit not currently stationed in its home Prefecture, the Fifth is also one of the strongest in the brigade and is engaged in extended training maneuvers on Epsilon Eridani that are expected to last for at least another six months.

The Sixth Triarii is currently facing a media assault from several groups who still oppose the annexation of Bernardo and have begun pushing against the RAF forces stationed there. So far there have been no incidents of violence, but Colonel Micheltorena fears it is only a matter of time before some spark sets things off.

Paladin Rousset-Marik has been sighted on Connaught in recent weeks, her presence noted especially around the site of the defeat of the Fortieth Marik Militia in 3081. Colonel Doan's Ninth Triarii 'Mech battalion has been stationed in the nearby town of Arrowhead, and Legate Kieff has made frequent visits to the site. Their purpose is unknown and civilians are being kept away by Triarii infantry.

Recent reports of Blakist holdouts in the backwaters of Denebola have led the High Command to station the Eighth Triarii there in hopes of rooting them out.

Colonel Leon Steiner-Zibler has accepted Katerin Molina's challenge and is determined that his Triarii will win their friendly competition. However, his officers have begun to notice morale problems stemming from the colonel pushing his troops too hard.

Just one month older than the First Triarii, the Tenth is still far below half-strength. Unlike the other brigade units, the Tenth contains more old soldiers coming out of retirement to join the RAF than new recruits.

The Triarii insignia consists of three columns against a gold-bordered red shield. Originally intended as the Roman numeral 3 to simply indicate their position as the third rank of the RAF line brigades, it was meant to be a temporary emblem until a permanent one could be designed, but the rank and file soon reinterpreted it. Now, the columns are said to represent the three cardinal principles of the Triarii units—strength, diversity and unity—and the men and women of the Protectors proudly display it as their own. They have also adopted the colors of the insignia and utilize a red scheme accented with gold.



Stone's Lament Tattoo (and unofficial logo)

STONE'S BRIGADE

Stone's Brigade is the heart and soul of the Republic's military. Each of these four regiments is among the most fanatical defenders of the Republic, and they greatly value the personal connections each of them has to Devlin Stone. Some among the line RAF commanders complain that the Brigade units receive better equipment, are given higher priority by Requisition and Replacement or get first pick of each year's academy graduates, but the Brigade has more than earned every perk they enjoy.

The Lament was the first unit formed by Devlin Stone upon his escape from the Kittery camp in 3071 and it functioned as his personal guard during the rest of the war, while at the same time undertaking some of the most dangerous missions against the Word of Blake.

The members of the Lament have an almost mystical aura about them in the minds of regular RAF soldiers. During the recently concluded war with the Capellans, the Lament started out as the command unit of Belle Lee as she led the Republic's efforts in the field. Once Lee was transferred to Terra and promoted to commanding general, they were unleashed to spearhead the massive effort

to retake Tikonov, where they were brutally effective against the defending troops of Warrior Houses Imarra and Ijori. A little over a year later, the Brigade was again in the vanguard of a huge Republic campaign as Liao was liberated. The Lament finished out the war by delivering definitive defeats to Houses Dai Da Chi and Tsang Xiao on Styk before retiring to Terra to recuperate. By tradition since the end of the Jihad, the commander of the Lament is given the rank of brigadier general and has seniority over the commanders of the other Brigade regiments.

Formed from warriors liberated out of Blakist camps during Operation SCOUR, the Liberators were the brainchild of and were originally led by General Andrew Redburn. Out of respect for their ordeal, they were given the honor of being the first troops to set foot on Terra during the liberation and were instrumental in several of the campaigns on the ground. The death of Redburn shortly after victory lent a sour note to their triumph, but the Liberators have since become one of the core RAF regiments, second only to the Lament in the reverence shown them by the troops. The Liberators played a key role in the Free Worlds fighting four years ago and were also on the front lines of the Capellan conflict, including the successful campaigns to secure Tikonov and Liao. They remain in Prefecture V for the time being, vigilant against any adventurism by Capellan troops unwilling to accept the Treaty of Tikonov.

The Revenants is another unit formed by Stone during the long SCOUR campaign. Built from the survivors of shattered Coalition units, they were brought together in one force to take advantage of their vast experience and willingness to fight even without units to call their own. Stationed on Terra after the liberation, they were rapidly deployed to the Capellan front during that conflict and, alongside the Liberators, fought on Hamal and Slocum before being added to the task force for the Tikonov campaign. Subsequently, they saw action on Acamar and were instrumental in securing the city of Hussan on Liao. Since defeating the Third and Fifth McCarron's Armored Cavalry on Tsitsang near the end of the conflict, they have shifted to Augustine at the request of Lord Governor Paul DeFrancis of Prefecture VII.

The newest of the Stone's Brigade regiments is the Pride, formed just a few months ago after the cessation of hostilities with the Confederation. Currently posted to Terra while they fill out their roster and finalize the unit, the Pride is functioning mostly as a parade unit and an honor guard for the Exarch. Once they reach 75% strength, it is expected that they will be posted to one of the coreward prefectures to show the flag.

INDEPENDENT UNITS

While the overwhelming majority of the units gifted to the newborn Republic by the Great Houses were split apart and used to build the RAF's line regiments, not all of them were subject to that fate. The broken Deneb Light Cavalry regiments, for example, were converted to the planetary militia of Deneb Kaitos and other nearby worlds. Two gifted units in particular followed different destinies over the past four years: the Northwind Highlanders and the Ninth Sword of Light.

After having sat out the majority of the Jihad safe on their homeworld, the Northwind Highlanders were eager to prove themselves to the Coalition and gladly entered the fight against the Word of Blake. As part of the Combine Thrust during SCOUR and the Sydney campaign on Terra, the Highlanders fought hard and well and earned back the respect of their allies, to the extent that Colonel Andrea Stirling was even selected as one of the founding Paladins. They jumped at the chance after the war to be a part of Devlin Stone's new nation and even allowed their regiments to become full members of the RAF, meaning they eventually became part of the mix-and-match process that gave birth to the line regiments. Negotiations with Stone kept one regiment together in honor of their past and the rest became fodder for the RAF's logisticians. The sole remaining Highlanders regiment, the First Kearny, now carries on the centuries-old traditions of the legendary mercenaries, though the establishment of the RAF's main military academy on their world and the large number of Northwind-born faculty at that institution ensure that though the regiments may be gone, the Highlander spirit will live on in the Republic Armed Forces.

Four of the five Highlander regiments played a major role in Operation GOLDEN DAWN, seeing action in every wave and on numerous planets as the nascent RAF fought to eject forces of the former Free Worlds states from worlds claimed by the Republic. The invasion of Republic territory by the Capellans later in 3081 spurred the formation of the Republic Auxiliaries and the Second Kearny, Stirling's Fusiliers, MacLeod's Regiment and the Northwind Hussars, along with one battalion from the First Kearny, were incorporated into the those units. The remainder of the First Kearny stayed put on Northwind to defend the academy and the RAF's fallback positions for damaged units. Already hurting from the fighting on Terra in 3078, the loss of one of their battalions to the Third Auxiliaries has hindered the First Kearny's rebuilding efforts, and they are not expected to reach full regiment size for another few years.

The Ninth Sword of Light was only formed during the later years of the Jihad but was born with several strikes against it, the main one being that it was built around a core of Second Swords who had refused to rebel against the Dragon, but who remained tainted by their association with those who did. Though they served Coordinator Kurita closely over the next several years, they could not shake this taint and were deeply distrusted by the DCMS and ISF. They were denied equipment and personnel with which to build up their unit and were kept under virtual house arrest when off duty. By late 3079, they were on the books as a reinforced regiment in strength but in reality only fielded a single battalion. When the Coordinator decided to gift them to the Republic, no one was sorry to see them go.

ERRANT FORCE

The Errant Force program is the brainchild of Commanding General Belle Lee, and was developed with several goals in mind. First and foremost was to provide the RAF with small independent units that could be rapidly deployed to trouble spots around the Republic. These units are frequently required to operate without supervision by the High Command and are entrusted to make decisions on the ground. A secondary concern of the program was to offer an approved outlet for mercenary or local forces who would otherwise have been required to give up their military equipment under the terms of the MMRP. By co-opting such units into an official program, the RAF avoids having loose cannons operating within the borders of the Republic.

The first Errant Force unit, and the one that inspired the concept, was formed from a lance of Ryuken-*ni* MechWarriors who chose to switch their allegiance to Devlin Stone upon the founding of the Republic. Setting up shop on Kervil, they functioned as an adjunct to the meager garrison forces stationed there and by 3083 had helped successfully repel six raids by opportunistic pirate bands hoping to pick over left-behind Blakist equipment. The High Command tried to integrate this lance into the planetary militia or force them to surrender their weapons and disband, but the former Ryuken resisted. After the matter was brought to Belle Lee's attention, she saw the potential for such independent units and made the creation of the Errant Force program one of her first acts as commanding general.

Subsequent Errant lances have been built from both former mercenary units and existing RAF lances who meet the program's criteria. So far the program appears to be a success and several Force members have recently been headhunted as recruits for the Knights, leading to some grumbling from the commanding general's office.

In keeping with the RAF's guiding principles, the companies of the Ninth were split up and not allowed to remain together. However, rather than immediately integrate them into the nascent Auxiliaries, the RAF High Command created three small units—the Amaterasu, Tsukuyomi and Fujin—which were intended to function as elite rapid-response forces but never really got the chance to put that into practice. The Tsukuyomi were called up to assist in the retaking of Tikonov in early 3083 and performed admirably in that campaign until they were wiped out to a man after stumbling upon a recon force from Warrior House Hiritsu. Without ever having seen action, the Fujin were combined a year later with the Twenty-seventh Auxiliaries to create the Eighth Principes Guards, which then posted to the Capellan front and fought on New Aragon. Only the Amaterasu remains, stationed on Altair where they currently serve as a training unit for the new Triarii Protector regiments. They are expected to reach full strength sometime next year and will likely be given new duties at that time.

REPUBLIC STANDING GUARD

While the line units get all the glory and the press, the bulk of the dirty work in the RAF goes to the planetary militia, whose duty it is to permanently garrison each and every planet within the Republic and defend them against all comers. The line units may be the strong hands and heart of the Republic's defenders, but the militia is the steel backbone that holds it all together.

Officially known as the Republic Standing Guard, the militia was the first dedicated military force created under the aegis of Devlin Stone's Coalition, even before the liberation of Terra and the rechristening of the Terran Protectorate. In fact, quite a number of troops in the Guard were members of the planetary militias organized by the Word of Blake during the years they controlled the territory around Terra. As the vast majority of these troops were loyal to their own homeworlds rather than the Blakist ideology, it made sense for Stone to take advantage of their presence to free up his own forces from garrison duties whenever possible, safe in the knowledge that the troops he was leaving in his rear were more concerned with protecting their now-freed homes than with avenging the downfall of the Blakists.

That said, however, there was still a large number of garrison forces supplied by the Great Houses as part of their Coalition responsibilities, and these troops helped shape the existing militias into supporters of Stone and his goals. At the insistence of Stone and David Lear, these troops were allowed to bring their families to settle with them at their new postings, as it was unknown just how long they would be required to remain in position and it was determined that the morale benefits of such a policy far outweighed any attendant hardships or costs. The incorporation of these troops into the existing militia ranks has helped to strengthen the loyalty of the local forces to Stone and, subsequently, the Republic. Having their families alongside them also allowed them to set down roots in the communities, strengthening their commitment to the new worlds they were being called upon to defend.

Today, nearly ten years after some of these forces were first set up or turned toward Stone's goals, the planetary militias are thriving. Though most of them staff their officer corps from off-world, their lower ranks are almost exclusively filled with local recruits. The number of units fielded by the Guard varies from planet to planet, with most having multiple regiments. These regiments, however, are weighted heavily toward armor and infantry troops; very few BattleMechs exist in the militia, with most worlds currently having at most a single company. As in many things, Terra is an exception to this. Even so, due to needs elsewhere during the recently ended conflicts, the 'Mechs and vehicles fielded by militia units tend to be older models or even RetroTech. Similarly, militia infantry tends to have fewer battle armor squads and most militia air forces consist of conventional rather than aerospace fighters.

Some allowance for local variation exists in the organization and nomenclature of the planetary militias, at the discretion of the individual legates who command the Standing Guard forces. A few worlds have set up "elite" militia units, funded by special taxes, generous nobles or local business interests, which receive better training and equipment or specialized assignments. Worlds with Clan settlements usually have at least one militia unit organized along Clan lines, complete with Clan-style ranks, with the specific duty of protecting their enclaves.

All Republic Standing Guard units use a standardized insignia that maintains a common look across worlds while also uniquely distinguishing each planet from the others. The base emblem is that of the Republic itself, with the map of Terra replaced by a stylized map of the appropriate world. Around the edge of this badge, where the Republic motto usually goes, are the worlds "Republic Standing Guard", followed by the name of the planet. The ribbon that runs behind the map image may be stylized or colored per local flavor. The basic color scheme of militia units is red with a splash of green on a prominent part of the unit. Much like their uniforms, however, some leeway is granted to alter this scheme based on local custom and tradition.

REPUBLIC NAVY

In keeping with the philosophy of the RAF, Republic naval assets are tightly integrated with their corresponding ground forces. Only at the higher organizational levels is the chain of command and rank structure separated out from the regular RAF ladder. With the noted exceptions of the WarShip Command and the Border Fleet, all naval assets are incorporated into and report through the same chain of command as ground forces. The Navy does maintain its own staff commands separate from the RAF, though necessarily of a smaller size. Admiral Patricia Woodhouse commands the Republic Navy.

Naval doctrine in the Republic has, mostly as a consequence of the Jihad, moved away from the use of capital-class WarShips that saw such a rise among the Great Houses in the years after the Clan invasion. Instead, there has been a shift toward the greater deployment of Pocket WarShips, similar to that seen in the other national navies. The Republic Navy employs several models of such vessels—some purchased from allied nations—but is determined to reduce reliance on outside sources in favor of homegrown ships, all of which, at this point, derive from Blakist designs acquired during the final days of the war. The *Interdictor* class has already proven itself against the Capellans in the recent conflict, but the unveiling of the *Tiamat* class just a few weeks ago promises to give the Navy even more strength.

The WarShip Command is a separate organization from the line RAF which operates the small WarShip fleet maintained by the Republic. The fleet consists of three vessels—the *Aegis*-class *Auspicium* (formerly the NCS *Blade*), the *Lola III*-class *Triumphus* (NCS *Hunter*) and the *Essex*-class *Abundantia* (the salvaged WBS *Divine Forgiveness*)—as well as their attendant DropShip and fighter complements, plus supporting JumpShips. The fleet rotates assignments among the various Prefecture capitals unless a situation arises which requires direct WarShip intervention. The Command is overseen by Vice Admiral Blythe Lenardon.

The second major organization within the Republic Navy is the Border Fleet. Much like the RAF's ground regiments, this fleet is broken up into ten sub-fleets, one for each Prefecture. It is their duty to patrol the border systems of their assigned regions and serve as an early warning system and first line of defense against foreign invasion. As might be expected, those Prefectures abutting a hostile border have been allocated more assets than others, but even in those cases the Border Fleet remains the redheaded stepchild of the Navy, with minimal funding and equipment that often lags behind the state-of-the-art. Personnel often view their assignment to the Fleet as less than ideal. The Fleet commander, Vice Admiral Christoff Brennan Wright, spends much of his time on Terra trying to wrangle more resources for his organization.

SPECIAL FORCES

The RAF's SpecOps Command is an odd beast. Many of the Coalition forces that participated in SCOUR and SCYTHE brought their own dedicated special-forces units, and a number of those transferred their allegiance to the Republic upon the end of the war. This has resulted in a hodge-podge of styles and combat specialties that gives the RAF wide latitude in ways to handle situations that require that extra something. It also has given those tasked with organizing the Command quite the headache.

From the expertise of the 212th Nova Cat Headhunter Binary—who have taken to calling themselves "Stone's Trackers" in defiance of official Force Management Service nomenclature—to the recon skills of the Republic (formerly Rasalhague) Freemen and the proven track record of Black Torrent in urban combat, to any one of the half a dozen other smaller units in the Command, there is not a role on the modern battlefield that the RAF does not have a specialized unit to fill. Only two of these units contain BattleMechs (and neither one has more than a company), but all of them are considered essential assets to the RAF's mission.

General Nguyen Ngai, a former Eagle Corps commando who worked alongside Alys Rousset-Marik during the Jihad, leads the SpecOps Command.

REPUBLIC ARMED FORCES

(Deployment as of 31 October 3085)

Commander: Commanding General Belle Lee
Aide: Lieutenant-General Kamil Trubetskoy

PREFECTURE I

Lord Governor: Yvette Blocker
Prefect: Carter Ishihara

	Exp/Loy	Homeworld	Strength	Updated (Rating)
I Triarii Protectors (1 Btn)	G/R	Vega	30%	53% (TP)
(CO: Colonel Katrin Molina)				
130th Armor Brigade	G/R	Vega	60%	40%
(CO: Colonel Albert Feder)				
130th Infantry Brigade	R/R	Vega	85%	—
(CO: Colonel Jorunn Grydal)				

PREFECTURE II

Lord Governor: Allan Mattox
Prefect: John Mooring

	Exp/Loy	Homeworld	Strength	Updated (Rating)
I Hastati Sentinels	V/R	Al Na'ir	60%	92% (HS)
(CO: Brigadier General Conner Sortek)				
10th Armor Brigade	V/R	Al Na'ir	45%	88%
(CO: Colonel Itzel Guren)				
110th Infantry Brigade	R/R	Al Na'ir	75%	—
(CO: Colonel Macario Mateo)				
II Triarii Protectors (1 Btn)	G/R	Ashio	30%	66% (TP)
(CO: Colonel Kasper Romijnders)				
230th Armor Brigade	G/R	Ashio	40%	40%
(CO: Colonel Benjamin Domingo)				
230th Infantry Brigade	G/Q	Ashio	45%	—
(CO: Colonel Mihail Trace)				

PREFECTURE III

Lord Governor: Vara Gomez
Prefect: Kelly Aprile

	Exp/Loy	Homeworld	Strength	Updated (Rating)
II Principes Guards (2 Btns)	R/R	Proserpina	75%	68% (PG)
(CO: Colonel Edios Uballit)				
220th Armor Brigade	V/R	Proserpina	65%	45%
(CO: Colonel Malik Wenzeslaus)				
220th Infantry Brigade	R/R	Proserpina	65%	—
(CO: Colonel Wesley Felix)				
III Triarii Protectors (1 Btn)	G/R	Ozawa	45%	60% (PG)
(CO: Colonel Sander Trygvasson)				
330th Armor Brigade	G/R	Ozawa	35%	20%
(CO: Colonel Kalle Frane)				
330th Infantry Brigade	G/R	Ozawa	55%	—
(CO: Colonel Hannes Ranald)				
1st Kearny Highlanders (2 Btns)	V/Q	Northwind	50%	73% (PG)
(CO: Colonel Marshall MacLeod)				

PREFECTURE IV

Lord Governor: Alan Johnson
Prefect: Jeremy Corrigan

	Exp/Loy	Homeworld	Strength	Updated (Rating)
III Principes Guards (2 Btns)	R/R	Tikonov	80%	84% (PG)
(CO: Colonel Soudabeh Narron)				
320th Armor Brigade	V/R	Tikonov	95%	100%
(CO: Colonel Federica Paavo)				
320th Infantry Brigade	R/R	Tikonov	75%	—
(CO: Colonel Marianne Gluke)				
IV Principes Guards (2 Btns)	V/R	Ruchbah	80%	81% (PG)
(CO: Colonel Ori Deleportas)				
420th Armor Brigade	V/R	Ruchbah	75%	85%
(CO: Colonel Darren Crimmins)				
420th Infantry Brigade	V/R	Ruchbah	80%	—
(CO: Colonel Ylva Jenn)				
IV Triarii Protectors (1 Btn)	R/R	Rio	50%	52% (TP)
(CO: Colonel Andrew Terlecki IV)				
430th Armor Brigade	G/R	Rio	45%	65%
(CO: Colonel Rosario Jessica)				
430th Infantry Brigade	R/R	Rio	65%	—
(CO: Colonel Tyrone Telfer)				

PREFECTURE V

Lord Governor: Kai Allard-Liao
Prefect: Ygrane Fetladral

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Stone's Liberators	E/F	Kansu	85%	100% (SB)
(CO: Colonel Su Demir)				
1st Liberators Air Wing	E/F	Kansu	75%	100%
(CO: Major Terry Kent)				
1st Liberators Armor (1 Btn)	V/F	Kansu	85%	100%
(CO: Major Anne Guillou)				
1st Liberators Battle Armor (1 Btn)	E/F	Kansu	95%	100%
(CO: Major Tangaroa Nova Cat)				
II Hastati Sentinels	V/R	Wei	55%	95% (HS)
(CO: Brigadier General Harris Harvison)				
20th Armor Brigade	E/R	Wei	85%	100%
(CO: Colonel Jordana Alzbeta)				
210th Infantry Brigade	E/F	Wei	55%	—
(CO: Colonel Kishori Rikki)				
III Hastati Sentinels	E/F	Foot Fall	60%	100% (HS)
(CO: Brigadier General Carole Carrol)				
30th Armor Brigade	E/F	Foot Fall	65%	100%
(CO: Colonel Mathew Jennison)				
310th Infantry Brigade	R/R	Foot Fall	80%	—
(CO: Colonel Fernando Applin)				
V Hastati Sentinels	V/F	Liao	70%	87% (HS)
(CO: Brigadier General Kelvin Atwater)				
50th Armor Brigade	V/R	Liao	90%	85%
(CO: Colonel Javier Arvizo)				
510th Infantry Brigade	R/F	Liao	65%	—
(CO: Colonel Lenny Paz)				
X Hastati Sentinels	E/F	Algot	75%	100% (HS)
(CO: Brigadier General David Abiradda)				
100th Armor Brigade	E/F	Algot	95%	100%
(CO: Colonel Allan Milici)				
1010th Infantry Brigade	E/F	Algot	90%	—
(CO: Colonel Maya Dusana)				
V Principes Guards (2 Btns)	V/R	Styk	45%	74% (PG)
(CO: Colonel Duane Heivilin)				
520th Armor Brigade	R/R	Styk	65%	44%
(CO: Colonel Esmeralda Naz)				
520th Infantry Brigade	R/Q	Styk	70%	—
(CO: Colonel Max Keirn)				

PREFECTURE VI

Lord Governor: Temple Van Eyck
Prefect: Lawrence Weinrib

	Exp/Loy	Homeworld	Strength	Updated (Rating)
IV Hastati Sentinels	E/F	Asuncion	65%	100% (HS)
(CO: Brigadier General Craig Kimberlin)				
40th Armor Brigade	V/F	Asuncion	70%	65%
(CO: Colonel Hugh Schillaci)				
410th Infantry Brigade	E/R	Asuncion	90%	—
(CO: Colonel Melinda Neve)				

	Exp/Loy	Homeworld	Strength	Updated (Rating)
VIII Hastati Sentinels	E/R	Second Try	50%	90% (HS)
(CO: Brigadier General Bridget O'Hanlon)				
80th Armor Brigade	R/R	Second Try	55%	85%
(CO: Colonel Reuben Entriken)				
810th Infantry Brigade	E/F	Second Try	75%	—
(CO: Colonel Kirsikka Sisel)				
VI Principes Guards (2 Btns)	R/R	New Canton	55%	71% (PG)
(CO: Colonel Jose Ardilla)				
620th Armor Brigade	R/R	New Canton	50%	87%
(CO: Colonel Beatrix Andreia Glugenkov)				
620th Infantry Brigade	G/R	New Canton	45%	—
(CO: Colonel Dylan Boothroyd)				
VI Triarii Protectors (1 Btn)	V/R	Bernardo	55%	59% (TP)
(CO: Colonel Nicole Micheltorena)				
630th Armor Brigade	R/R	Bernardo	65%	74%
(CO: Colonel Saveria Murdag)				
630th Infantry Brigade	V/R	Bernardo	80%	—
(CO: Colonel Grover Schwartzwalde)				

PREFECTURE VII

Lord Governor: Paul DeFrancis
Prefect: D'Ana Taguiran

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Stone's Revenants	V/F	Augustine	75%	87% (SB)
(CO: Colonel Leann Kissack)				
1st Revenants Air Wing	V/R	Augustine	85%	45%
(CO: Major Isaac Wagner)				
1st Revenants Armor (1 Btn)	E/R	Augustine	65%	85%
(CO: Major Daichi Tsuruchi)				
1st Revenants Battle Armor (1 Btn)	V/F	Augustine	80%	100%
(CO: Major Alexandr Kozenkov)				
VI Hastati Sentinels	V/R	Stewart	80%	93% (HS)
(CO: Brigadier General Aaron Jesperson)				
60th Armor Brigade	V/R	Stewart	85%	95%
(CO: Colonel Ora Sofia)				
610th Infantry Brigade	V/F	Stewart	90%	—
(CO: Colonel Nataliya Klara)				
VII Hastati Sentinels	V/R	Irian	75%	91% (HS)
(CO: Brigadier General Jerome Stewart)				
70th Armor Brigade	E/F	Irian	65%	100%
(CO: Colonel Bankei Tokuoka)				
710th Infantry Brigade	G/R	Irian	75%	—
(CO: Colonel Katelin Dubaku)				
VII Principes Guards (2 Btns)	V/R	Kalidasa	70%	65% (PG)
(CO: Colonel Titania Morris)				
720th Armor Brigade	R/R	Kalidasa	75%	85%
(CO: Colonel Hana Gervaise)				
720th Infantry Brigade	V/Q	Kalidasa	60%	—
(CO: Colonel Ralph Sides)				
VII Triarii Protectors (1 Btn)	R/R	Connaught	60%	72%
(CO: Colonel George Doan)				
730th Armor Brigade	G/R	Connaught	80%	74%
(CO: Colonel Tsutomu Okura)				
730th Infantry Brigade	G/R	Connaught	65%	—
(CO: Colonel Farida Marjana)				

PREFECTURE VIII

Lord Governor: Millicent Black
Prefect: Rudolf Bastrop

	Exp/Loy	Homeworld	Strength	Updated (Rating)
VIII Principes Guards (2 Btns)	R/R	Gacrux	65%	86% (PG)
(CO: Colonel Amun-Re Waliuddin)				
820th Armor Brigade	R/R	Gacrux	90%	95%
(CO: Colonel Gerold Kuhnke)				
820th Infantry Brigade	G/R	Gacrux	75%	—
(CO: Colonel Shanelle Lakeshia)				
VIII Triarii Protectors (1 Btn)	G/R	Denebola	40%	55% (TP)
(CO: Colonel Steven Holt)				
830th Armor Brigade	G/Q	Denebola	55%	65%
(CO: Colonel Anunciacion Romina)				
830th Infantry Brigade	G/F	Denebola	70%	—
(CO: Colonel Wolfram Peterson)				

PREFECTURE IX

Lord Governor: Robert Kelswa-Steiner
Prefect: Michael West

	Exp/Loy	Homeworld	Strength	Updated (Rating)
IX Hastati Sentinels	V/R	Skye	80%	90% (HS)
(CO: Brigadier General Chastity Mulvaney)				
90th Armor Brigade	V/F	Skye	90%	100%
(CO: Colonel Otto Mellwig)				
910th Infantry Brigade	E/F	Skye	100%	—
(CO: Colonel Caitriona Ngoc)				
IX Principes Guards (2 Btns)	R/R	Kimball II	50%	78% (PG)
(CO: Colonel Jodi Cavanaugh)				
920th Armor Brigade	R/Q	Kimball II	70%	89%
(CO: Colonel Nerys Brittany)				
920th Infantry Brigade	G/R	Kimball II	85%	—
(CO: Colonel Augustin Lacroix)				
IX Triarii Protectors (1 Btn)	G/R	Glengarry	40%	48% (TP)
(CO: Colonel Leon Steiner-Zibler)				
930th Armor Brigade	G/F	Glengarry	60%	55%
(CO: Colonel Jean-Louis Royer)				
930th Infantry Brigade	R/R	Glengarry	80%	—
(CO: Colonel Merlyn Olga)				

PREFECTURE X

Lord Governor: Van Malcolm
Prefect: Sunnan Suwannabhinant

	Exp/Loy	Homeworld	Strength	Updated (Rating)
Stone's Lament	E/F	Terra	95%	100% (SB)
(CO: Brigadier General Hardin McMasters)				
1st Lament Air Wing	E/F	Terra	75%	100%
(CO: Major Hideko Ganz)				
1st Lament Armor (1 Btn)	V/F	Terra	95%	100%
(CO: Major Hilde Gulnes)				
1st Lament Battle Armor (1 Btn)	E/F	Terra	85%	100%
(CO: Major Drenvar)				
Stone's Pride	R/F	Terra	35%	93% (SB)
(CO: Colonel Dom Falardeau)				
1st Pride Air Wing	R/R	Terra	45%	67%
(CO: Major Magne Furuland)				
1st Pride Armor (1 Btn)	V/F	Terra	85%	100%
(CO: Major Dale Harry)				
1st Pride Battle Armor (1 Btn)	E/F	Terra	30%	100%
(CO: Major Maria Dabouis)				
I Principes Guards (2 Btns)	V/R	Dieron	85%	75% (PG)
(CO: Colonel Elaine Truong)				
120th Armor Brigade	V/F	Dieron	75%	94%
(CO: Colonel Adele Slavica)				
220th Infantry Brigade	R/R	Dieron	90%	—
(CO: Colonel Achmed Genzani)				
X Principes Guards (2 Btns)	V/F	Terra	85%	100% (PG)
(CO: Colonel Jonas Tette)				
1020th Armor Brigade	E/F	Terra	95%	100%
(CO: Colonel Ronda Asli)				
1020th Infantry Brigade	V/F	Terra	100%	—
(CO: Colonel Kurt Wogel)				
V Triarii Protectors (1 Btn)	V/R	Epsilon Eridani	60%	61% (TP)
(CO: Colonel Tien Dien Duong)				
550th Armor Brigade	V/F	Epsilon Eridani	70%	79%
(CO: Colonel Latisha Asha)				
550th Infantry Brigade	R/R	Epsilon Eridani	85%	—
(CO: Colonel Ishmal Durgenmark)				
X Triarii Protectors (1 Btn)	V/R	Terra Firma	30%	67% (TP)
(CO: Colonel Inigo Gubla)				
1030th Armor Brigade	V/R	Terra Firma	55%	47%
(CO: Colonel Abraham Lutzwick)				
1030th Infantry Brigade	R/R	Terra Firma	65%	—
(CO: Colonel Aina Shulammit)				
Amaterasu (1 Btn)	V/Q	Altair	70%	100% (HS)
(CO: Major Everett Uibaru)				

RULES ANNEX

The post-Jihad period (3081 to 3100) was the dawn of a new age for the *BattleTech* universe. A war more brutal than any in recent memory left the combined states of the Inner Sphere, the Periphery, and even the most recently relocated Clans shell-shocked. The Word of Blake's collapse took with it not only the fearsome tyranny of their Blake Protectorate, but also undermined the last shreds of stability in the long-standing Free Worlds League. Internal divisions and ancient enmities that exploded during the war sparked changes that swept across the worlds of the Inner Sphere, while the Invading Clans—new and old—swiftly found themselves forever linked to the fate of the barbarian lands they once sought to conquer.

The conflicts that would follow in the decades after the Jihad would pale by comparison to the early half of the century, long enough for mankind to wonder if, finally, the leaders of the Inner Sphere had learned their lesson. The new Republic of the Sphere, uniting peoples once sworn to the banners of enemy states, became a symbol to many that the cooperation and peace of humanity's Golden Age would once more be realized.

Eventually, of course, this age of relative peace would linger all too briefly.

The following special rules allow players to add the unique flavor of the post-Jihad period to their *BattleTech* wargames and role-playing campaigns. All of these rules are considered Advanced and optional, and thus players and game masters 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 *Total Warfare* (*TW*), *Tactical Operations* (*TO*), and *Strategic Operations* (*SO*). 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*). Players may use either of these rulesets individually (or both, concurrently) with the modifications described here.

BATTLETECH RULES

The following rules for the Post-Jihad period cover wargame campaigns and games using the core rules primarily found in *Total Warfare* and *Tactical Operations*.

GENERAL BATTLETECH RULES

In the years that followed the Jihad, the various powers of the Inner Sphere suffered from an almost universal sense of shellshock and crippled infrastructure. Hesitant to start another full-blown conflict while still reeling from the incredible losses of the Word of Blake's campaign of total war, virtually all of the states and Clans in the Inner Sphere reduced their hostilities toward one another to low-intensity raids intended solely to test their potential enemies' borders and resolve.

With JumpShips scarce and interstellar commerce at low ebb, major invasions became untenable, and reduced factory output not only encouraged smaller-sized deployments, but a greater emphasis on conserving the forces and equipment committed to any offensive. In addition, to make up for a general reduction in BattleMech assets, the various states and Clans began fielding ever more mixed forces, augmenting smaller numbers of 'Mechs with vehicles, infantry, and aerospace support.

To reflect these factors, players wishing to run scenarios set in the Jihad aftermath period should keep the an attacking Inner force in any scenario not depicting a full-out planetary invasion limited to no more than a company of combat units if the attackers are of any Inner Sphere or Periphery faction origin. At least one third of these units should also be non-'Mech elements appropriate to the environment, to further reflect the various states' reluctance to commit their most valuable 'Mech assets to a simple raid. Furthermore, unless scenario rules or special circumstances dictate otherwise, all attacking forces not engaged in a larger planetary assault campaign should consider the Forced Withdrawal rules in full force (see p. 258, *TW*), regardless of the attacking unit's origins.

Clan-based attack forces should follow the same rules as their Inner Sphere counterparts noted above, but their attack forces should be limited to no more than a Binary of similarly mixed forces. In addition, Clan forces should adhere to their post-Reaving interpretations of Clan honor (see pp. 238-239, *WoR*).

WarShips, reduced to near-extinction by the Jihad, should not appear in any military campaign in the Jihad's aftermath, unless they are deployed as defending assets at a major capital or industrial world, or as the flagship of a planetary assault. As every faction in the Inner Sphere is now paranoid about losing these great ships, any WarShips engaged in battle should withdraw as soon as it suffers more than 50 percent armor loss to any hull facing.

SPECIAL COMMAND ABILITIES

The following rules may be used by players when playing part of the listed forces during the period 3081-3100. These rules are designed for compatibility with the special commander abilities found in *Tactical Operations*. 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 of some of the CCAF's most noteworthy regiments.

Warrior House Tsang Xiao: When randomly determining maps, the House Tsang Xiao player may choose the maps instead of rolling. In addition, warriors of House Tsang Xiao are experts in standing their ground. Add +1 to the to-hit roll of any charge or push attack targeting a Tsang Xiao unit if the targeted unit expended 0 MP that turn.

Third Confederation Reserve Cavalry: When constructing a force, up to half of the Third's units may be drawn from the equivalent Federated Suns faction list or RATs. In addition, when fighting against a Federated Suns force, on any turn any unit of the Third moves towards a friendly map edge when a Federated Suns unit is not closer to that map edge at the beginning of their movement, all units from the Third suffer a –1 Initiative modifier on the following turn. On any turn in which a unit from the Third successfully charges or executes a Death from Above attack against a Federated Suns unit, all units from the Third receive a –1 to-hit modifier for physical attacks attempted in the following turn.

Fourth Capellan Defense Force: The Fourth CDF suffers from a permanent –1 Initiative modifier. The Fourth CDF's MechWarriors excel at point-blank combat. During the Physical Attack phase, any unit from the Fourth CDF may make a point-blank weapon attack instead of a physical attack, using any one arm-mounted weapon not previously fired in the same turn. This weapon cannot possess a minimum range. Determine the attack's to-hit number as if it were a punch with an additional +1 to-hit modifier. The hit location for this weapon attack is determined using the Hit Location appropriate for a Punch attack delivered under the given circumstances.

Fifth Capellan Defense Force: Regardless of initiative outcome, the Fifth CDF's controlling player may move up to one-fourth (rounded down) of his force before any other units move. Furthermore, if a Fifth CDF unit does not move or fire two consecutive turns, they may apply a –1 to-hit modifier for all weapon attacks made in the second turn's Weapon Attack phase. This –1 to-hit modifier continues to apply as long as the unit remains stationary, but it lost as soon as the unit moves, falls, or is forced to move. Regaining the modifier requires the unit to spend two consecutive turns without movement again.

Sarna Martial Academy Training Battalion: When fighting in a group consisting of more than 12 units, the Cadre receives a –1 Initiative modifier. In smaller groups, however, up to half of the Cadre's units can make use of the Off-Board Movement special ability.

The determination of the SMA Training Battalion to keep going even when the chips are down has become well known. Every BattleMech in a Sarna Martial Academy force may reroll a failed attempt to stand up from a prone position once per game. The second result stands, even if it also fails.

Draconis Combine

The following rules reflect special command abilities of some of the DCMS's most noteworthy regiments.

Third Pesht Regulars: The former Third Proserpina Hussars are one of the most elite units of the DCMS. When rolling pilot skills, apply a +1 roll result modifier to the roll used when determining the warrior's Piloting Skill. The Third's shame at their demotion has sharpened their combat skills, providing a +2 bonus to Initiative rolls.

First Genyosha: Yorinaga's legacy remains even among the newest members of the First. When challenged to a one-on-one duel, roll 2d6. The Genyosha MechWarrior will only refuse the duel on roll result of 2 or 12. When the First faces a superior number of enemy 'Mechs to their own 'Mechs, the First receives a –1 to-hit modifier for all Weapon Attacks until the numbers are equal (or until the First Genyosha outnumbers its opponent).

Izanagi Warriors: Guarding the Coordinator whether in their 'Mechs or out of them, the Izanagi Warriors are experts at all forms of combat. When rolling pilot skills, apply a +1 modifier to the roll used when determining the warrior's Gunnery skill. For 'Mechs with physical attack weapons, the Izanagi Warriors receive a –1 to-hit modifier when using those weapons.

First Sword of Light: When fighting at night, the First ignores all to-hit modifier for night combat. They also receive a +2 Initiative modifier for combat scenarios that take place at night.

First Ghost Regiment: The First are expert urban fighters and gain +1 Initiative modifier for city combat. If the First are outnumbered when fighting in urban terrain, they lose the Initiative bonus, but receive a –1 to-hit roll modifier for all Weapon Attacks.

Federated Suns

The following rules reflect special command abilities for some of the AFFS' most noteworthy regiments.

Davion Heavy Guard: Heavy Guard officers are experienced in exerting tactical control on the battlefield. As long as a company commander or higher is on the field, the Guard may make use of Forcing Initiative, Banking Initiative, and Overrun Combat special rules (see p.192-193, *TO)*.

When rolling on the Random Company Type table (see p. 265, *TW*), Heavy Guard forces add +1 to their 1D6 roll. For any Light or Medium Lances in the Guard force, they add +2 to their 1D6 roll when rolling on the Lance Weight Composition table (see p. 265, *TW*).

Syrtis Avengers: When randomly assigning 'Mech forces using the Random Company Type table (pg. 265, *TW*), the Avengers apply a –1 modifier to their roll result. One out of every four BattleMechs may be chosen from the House Liao Random Assignment Table (see p. 196).

If the Syrtis Avengers are the defender in the scenario, and half (or more) of the force is made up of combat vehicles or battle armor, then the Avengers' controlling player may choose the specific maps for the battle and may place up to half of his combat vehicles and battle armor as Hidden Units (see pp. 259-260, *TW*).

Second Robinson Strikers: The influence of the original Second Rangers still pervades the fighting style of the Strikers. As a result, the units apply a +1 to-hit modifier on long range weapon attacks (and +3 to-hit on extreme range weapon attacks), in addition to normal range modifiers. In exchange, they receive a –1 to-hit modifier for all physical attacks and a –2 target number modifier for any Piloting Skill rolls to avoid skidding on pavement, or when entering or leaving a building.

First Periphery Guard: Essentially the Remagen Crucis March Militia renamed, the First Periphery continues to excel in night combat. Apply a –1 to-hit modifier for all attack rolls made under Dusk, Dawn or Darkness conditions.

The First Periphery Guard uses predominantly light and medium battle armor. To reflect this, when rolling Random Lance Types for this force (see p. 265, *TW*), apply a –3 modifier to the dice rolls.

First Royal Cavaliers: The First Royal Cavaliers rely heavily on their oversized aerospace contingent. As a result, the Cavaliers' aerospace fighters may use the Ground Attack Specialist skill (see p. 193, *TO*) if there is a ground unit with LOS to the unit(s) being attacked.

The Cavaliers ground forces may make use of the Banking Initiative ability (see p. 192, *TO*).

The Former Free Worlds League

The following rules reflect special command abilities of some of the FWLM's most noteworthy regiments.

First Andurien Guard (Andurien): Once per turn, a single stationary Andurien Guard unit may make a free one-hexside facing change at no cost in MPs. This free movement action does not affect the unit's heat level, nor does it affect the unit's weapon or physical attack rolls.

Fortieth Marik Militia (Marik-Stewart): The soldiers of the Fortieth have inherited the Stewart Dragoons' aptitude for urban fighting, and thus receive a +1 Initiative modifier during any scenario where combat takes place in a city. The BattleMechs of the Fortieth automatically succeed in any attempts to find improvised clubs in rubble hexes (see p.146, *TW*). Against BattleMechs of the Republic of the Sphere, the Fortieth determines all hit locations using such improvised clubs on the Punch Location Table.

Sixth Oriente Hussars (Oriente): The Sixth Oriente Hussars receive a +1 Initiative modifier in any engagement where the Sixth's force includes VTOLs or aircraft. Experts in ferreting out hiding pirates, extend the effective range of any active probe on a Sixth Hussars unit by an additional one hex.

Sixth Regulan Hussars (Regulus): The Sixth Regulan Hussars may Bank Initiative. The Sixth also receives a +1 Initiative modifier on the first turn following the destruction of an enemy BattleMech with the heaviest tonnage at the time of its defeat. In situations where two or more opposing 'Mechs are tied for heaviest tonnage, the destruction of either one will grant this bonus.

Eighth Regulan Hussars (Regulus): The Eighth Hussars suffer a –2 Initiative modifier, but this penalty is decreased to –1 for any engagement in which the Eighth has access to off-board artillery. When rolling to determine the availability of nuclear weapons (such as when using the rules found on p. 291, *Blake Ascending*, apply a +3 roll result modifier for the Eighth's commander.

Thirty-seventh Marik Militia (Tamarind-Abbey): During any turn in which every unit of the Thirty-seventh Militia employs running/flanking movement, the opponent may not use or initiate any special abilities for the remainder of the current turn and the entirety of the subsequent turn. Any of the opponent's special abilities already in progress—such as Off-Map Movement—may continue normally.

Lyran Commonwealth

The following rules reflect special command abilities of some of the LCAF's most noteworthy regiments.

Fourth Royal Guard: Made up of the best warriors in the Commonwealth, if the Fourth Royal Guard is the attacker in a scenario, its controlling player may select one of his opponents' special command abilities and apply it to the Fourth as well. If the Fourth Royal is acting as the defender, its controlling may instead select one of his opponent's special abilities to cancel out.

Eleventh Donegal Guard: Comprised partially with former One-Eyed Jacks warriors, the Eleventh gains a +1 Initiative modifier for every two lances/Stars of enemy forces they face that do not have an overall command unit designated for them before the start of the scenario. This bonus is negated, however, if the enemy has a Mobile HQ unit on the field. Indeed, if the opposing force fields a Mobile HQ (or a 'Mech with a Cockpit Command Console), the Elevenths will suffer a –1 Initiative modifier instead.

Pandora Cavaliers: Retaining their burning hatred of the Clans, the Pandora Cavaliers receive a +1 Initiative modifier when facing any Clan force. If forced to work *with* the Clans for any reason, the Pandora Cavaliers' hatred imposes a –1 Initiative modifier to both the Cavaliers and the allied Clans.

The Cavaliers 'Mech units may also make use the Off-Map Movement ability. Finally, if any member of the Cavaliers force has not yet reached Regular Skill levels in their primary role (such as a MechWarrior's Piloting and Gunnery Skills), that warrior receives a 10 percent XP bonus when XP is awarded.

Buena Jaegers: Used to the colder climates of their homeworld, the Buena Jaegers are experts at fighting in snow. To reflect this, all Buena Jaegers units reduce the MP cost for moving into or through snow-covered hexes by half (rounding the final MP costs down). Furthermore, the Buena Jaegers apply a –1 modifier to the target number for any roll to avoid any bog down effects caused by snowy conditions (see pp. 28-69, *TO*).

Bolan Jaegers: The Bolan Jaegers are practiced at using their weapons at very long range. The Jaegers' warriors may thus always make use of Extreme Range (see p. 85, *TO*) weapon attacks but only suffer a +5 to-hit modifier for attacks made at Extreme Range, rather than the usual +6.

The Clans

The following rules reflect special command abilities of some of the various Clans' most noteworthy forces.

Alpha Galaxy (Clan Diamond Shark): The units in Clan Diamond Shark's Twenty-seventh Cruiser Cluster (in Alpha Galaxy) may make use of the Off-Map Movement special ability.

Omega Galaxy (Clan Diamond Shark): Stationed now aboard the Clan's remaining WarShips, all elements of Clan Diamond Shark's Omega Galaxy may ignore any weapon attack penalties for low gravity combat, and may apply a –1 modifier to all Piloting Skill target numbers when fighting in low gravity (see p. 55, *TO*). In addition, if any Omega Galaxy units are present on the ground map when orbit-to-surface fire is called from an allied WarShip, the orbit-to-surface attack receives an additional –1 to-hit modifier.

Kappa Galaxy (Clan Hell's Horses): Though Clan Hell's Horses' Kappa Galaxy was originally comprised of warriors from the defunct Gamma Galaxy, low morale and attrition have sapped its strength, leaving its warriors less effective than most. To reflect this, use the rules for generating Skills of an Inner Sphere force, rather than a Clan force, when determining the Piloting and Gunnery Skills for Kappa units.

Omega Galaxy (Clan Hell's Horses): When randomly determining the composition of a force from Clan Hell's Horses' Omega Galaxy, the controlling player may roll of the appropriate Clan Wolf Random Assignment Table for two units per Star. When facing any Clan Wolf force, the Omega Galaxy player may negate any one of the opposing team's special abilities (chosen by the Hell's Horses player).

Gamma Galaxy (Clan Jade Falcon): The warriors of Clan Jade Falcon's First Falcon Hussars have long since adapted to the fighting style of the Inner Sphere since their arrival in the Occupation Zones in the late 3050s. As a result, this Cluster may ignore the Clan rules of engagement (*zellbrigen*) in any scenario regardless of the opposing force's origins.

The Third Falcon Talon Cluster are adept at fighting in poor weather and/or night time conditions, and thus may reduce all to-hit modifiers created by night or weather conditions during a scenario by half (rounded down).

Kappa Galaxy (Clan Jade Falcon): Clan Jade Falcon's Kappa Galaxy has seen less combat than most, and has become more of a way-station for recently-graduated warrior sibkos and the like. To reflect the Galaxy's naiveté, its warriors must always adhere to the rules of *zellbrigen*, regardless of the opposing force's origins. In addition, Kappa Galaxy suffers a –1 Initiative modifier when fighting against opponents from Clan Wolf, Wolf (in-Exile), or Hell's Horses. This Initiative modifier becomes –2 if the opposing force is of Inner Sphere origins.

Alpha Galaxy (Clan Wolf): Clan Wolf's Golden Keshik negates any positive Initiative modifiers the opposing force may possess. In addition, when operating in conjunction with elements of the Fourth Striker Cluster, both the Golden Keshik and the Fourth Striker units may make use of Off-Map Movement.

Against the Fifth Wolf Battle Cluster, no opposing force may make use of Hidden Units rules unless the scenario rules specifically allow it.

Kappa Galaxy (Clan Wolf): Clan Wolf's Kappa Galaxy suffered horrific losses when Clan Hell's Horses refused them *safcon* during a Trial for Kirchbach, resulting in the annihilation of three Kappa Galaxy Clusters without even a chance to face their enemies in battle. Since then, Kappa's Gray Keshik and Second Wolf Guards Grenadiers have harbored an intense hatred toward the Horses, and thus will not retreat from any battle against Hell's Horses formations of any size, nor will they follow any of the Clan rules of engagement (including bidding and zellbrigen) when facing Hell's Horses warriors.

Against all opponents other than Clan Hell's Horses, Clan Wolf's Kappa Galaxy will suffer a –2 Initiative modifier.

Rasalhague Galaxy (Ghost Bear Dominion): Even though their warriors are of Inner Sphere origin in a Clan that has embraced a liberal interpretation of the Clan rules of engagement, the Rasalhague Galaxy has endeavored to prove itself worthy of its Clan leadership and its ideals. To reflect this, Rasalhague Galaxy forces receive a +2 Initiative modifier at the beginning of any scenario where they choose to follow *zellbrigen*. This modifier continues to apply until any active member of the Rasalhague Galaxy violates the Clan rules of engagement.

Valkyrie Galaxy (Ghost Bear Dominion): Valkyrie Galaxy's aerospace pilots are particularly adept at space dogfighting. To reflect this, if the fuel consumption rules are in use (see pp. 34-35, *SO*), Valkyrie's fighters consume only 1 point of fuel per Thrust Point spent in space combat, regardless of whether they are using Safe Thrust or Max Thrust.

Tundra Galaxy (Ghost Bear Dominion): Despite the Clan preference to the contrary, the native Rasalhagian Star Commanders of the Third Drakøns Cluster still maintain the tradition of mounting hatchets on their BattleMechs. To reflect this, every Star Commander in a Third Drakøns force may choose to install a hatchet on his 'Mech, so long as the 'Mech possesses a functioning hand actuator where the hatchet is to be mounted. The added weight and critical space of this hatchet must be made up for by removing other components as necessary under the BattleMech construction rules (see pp. 44-59, *TM*), but no special design rolls need to be made.

Both of Tundra's Hussars Clusters tend toward larger 'Mech designs. To reflect this, when using Random unit weight class tables or random Lance weight tables, apply a +1 modifier to the roll results.

Polar Galaxy (Ghost Bear Dominion): When randomly assigning units for Polar Galaxy forces, apply a –2 modifier to all roll results for unit models in the First Kavelleri Cluster. Treat any result below 2 as a 2.

Alpha Galaxy (Raven Alliance): Clan Snow Raven's Alpha Galaxy forces may deploy a maximum of three Stars of OmniMechs in any given scenario. Furthermore, if the force includes elements of the First Raven Phalanx, 1 Star of Elementals must be fielded for every Star of 'Mechs the Phalanx starts the scenario with.

Beta Galaxy (Raven Alliance): Beta Galaxy's Fifth Stoop Cluster may use the Off-Map Movement special ability.

The aerospace pilots of the Ninth Raven Wing Cluster are adept at ground-support missions and thus receive a –1 to-hit modifier for all attacks against ground targets

First Wing/Avellar Guards (Raven Alliance): Skilled at pushing the offensive, the First Wing/Avellar Guards may use the Overrun Combat special command ability. First Wing fighters engaging in High-G Maneuvers (see p. 78, *TW*) may spend 1 Thrust Point above their SI value before a Control Roll is required.

Fifth Wing/Alliance Grenadiers (Raven Alliance): The Fifth Wing/Alliance Grenadiers receive a +1 Initiative modifier and the Overrun Combat special command ability if the opposing force consists of pirates or bandits. Fifth Wing fighters also apply a –1 modifier to the target number for all Piloting Skill rolls needed when crossing into or through a Space/Atmosphere Interface hex.

Xi Galaxy (Clan Nova Cat): Clan Nova Cat's Xi Galaxy maintains its tradition of using garish paint jobs to shock and bewilder enemy forces. To reflect this, any force opposing Xi Galaxy units must suffer a –3 Initiative modifier for the first turn of battle, increasing by +1 per turn until the modifier drops to 0 in the fourth turn. Unfortunately for Xi, this same quirk also makes its units stand out under low-visibility conditions, applying a –1 to-hit modifier for all attack rolls made against Xi Units under darkness or other low-visibility weather conditions (such as fog, rain, and snow.)

Lambda Galaxy (Clan Nova Cat): Clan Nova Cat's Lambda Galaxy has come to resent its recall to Nova Cat territory, to defend the Draconis Combine against the Ghost Bear Dominion. This resentment applies equally against the Ghost Bears and the DCMS, and translates to a –2 Initiative modifier for Lambda any time its units are partnered with DCMS units (if rolled separately, the DCMS force will also suffer this Initiative modifier). In addition, Lambas warriors will disregard *zellbrigen* against Ghost Bear forces, and—if DCMS forces are present as well—will adhere to Forced Withdrawal rules, preferring to leave the fighting to the Kuritans.

Periphery Forces

The following rules reflect special command abilities of some of the Periphery's most noteworthy forces.

First Canopian Cuirassiers (Magistracy of Canopus): Experts at combat drops, the MAF's First Canopian Cuirassiers receive a –1 modifier to the target number for all Piloting Skill rolls required when executing either atmospheric or space drops (see pp. 22-24, *SO*). If a failed landing occurs, the landing unit may also subtract 1 from the D6 result used to determine the scatter distance.

Additionally, for lone lance per battalion, the First's controlling player may roll for units on Clan Diamond Shark's Random Assignment Table (treating the lance as a Second Line Clan force).

First Canopian Light Horse (Magistracy of Canopus): The First Canopian Light Horse has made a tactic out of changing their own rapidly during an engagement. To reflect this, the Light Horse receives a +1 Initiative roll modifier every fourth turn of combat, starting with Turn 4. Furthermore, if fighting as the Defender in a scenario, the First's units gain 1 additional MP of Running/Flank speed during any turn in which the opposing force has more units in play.

First Magistracy Highlanders (Magistracy of Canopus): The First Magistracy Highlanders have no assault-class BattleMechs in their force; if using random unit or random lance weight tables, treat any assault-class 'Mech results as heavy 'Mechs instead.

Concordat Commandos (Taurian Concordat): Unless scenario rules specifically forbid it, the Concordat Commandos may begin any scenario with up to half of their force located off-map at the start of the battle. (For tracking purposes, these units are treated as if they begin play 1 hex beyond any hex on the Concordat player's home edge.) Units that begin play off-map, may continue to use the Off-Map Movement special ability until they enter the playing area. Once all the Commandos units are on the board, their force may use the Overrun Combat special ability.

Furthermore, when determining unit weight classes, the Concordat Commandos player can choose to reduce the weight class of any one unit per lance by one level, in exchange for increasing the weight class of one unit in another lance by one level. This option cannot reduce a unit below the light weight class, however, nor can it increase a unit above the assault weight class.

Pleiades Hussars (Taurian Concordat): When facing Federated Suns or FedSuns-allied forces, the Pleiades Hussars can choose to place one-fourth of its total force in reserve (not available for the scenario) in exchange for a +3 Initiative modifier for the entire battle.

When fighting any opponents on worlds in the Pleiades Cluster, the Hussars are fanatical and will not retreat, ignoring all Forced Withdrawal rules. If facing superior numbers in the Pleiades Cluster, the Hussars receive a –1 to-hit modifier for all weapon and physical attacks.

I Legio (Marian Hegemony): When fighting as the Defender, the Marian Hegemony's First Legion receives a +2 Initiative modifier for the entire scenario. If a single I Legio unit is targeted by multiple attackers, the Legio player may select one of his attackers to receive a +2 to-hit roll modifier for all weapon and physical attacks.

II Legio (Marian Hegemony): II Legio may use the Overrun Combat and Banking Initiative special abilities. They also receive a +1 Initiative roll modifier when acting as the Attacker in a given scenario.

First Taurian Pride (Calderon Protectorate): The First Pride may use the Banking the Initiative special ability.

When randomly determining force composition, the First may choose the first unit of any lance-size formation from all of the possible units to be rolled. The other three units are determined randomly as usual.

When facing pirates or TDF forces on Protectorate territory, the First Taurian Pride receives a +1 Initiative roll modifier.

The Thumpers (Filtvelt Coalition): When randomly determining weight class for the Thumpers, add +4 to Lance roll results, and +2 to Company roll results. Furthermore, the Thumpers' controlling player may choose to use either Lyran, Federated Suns, or Periphery tables to determine unit compositions, but if doing so, all units in a Thumpers lance must be rolled from the same faction's tables.

When facing pirates, the Thumpers suffer a –1 modifier to its Initiative roll. When acting as the Defender in any scenario set on a Filtvelt Coalition world, the Thumpers gain the Overrun Combat special ability.

Colonial Marshals (Fronc Reaches): The Fronc Reaches' Colonial Marshals may use the Force the Initiative special ability.

In addition, when acting as the Defender, the Marshals force receives 1d6 ÷ 2 (round up) lances of Hetzers or Vedettes for every lance of BattleMechs they field. The vehicle crews are equally divided between Green and Regular skill quality. If acting as Defender in any scenario that takes place on a Fronc Reaches world, the Marshals can also deploy 2d6 standard minefields prior to the start of play, and may begin play with up to one-half of its units hidden.

Mercenaries

The following rules reflect special command abilities of some of the Inner Sphere's most noteworthy mercenary commands of the post-Jihad period.

McFadden's Sky Riders: McFadden's Sky Riders are a well-drilled aerospace force. When operating in atmosphere, the Riders' pilots receive a –1 to-hit modifier on all air-to-ground attacks. When operating in space, the Sky Raiders receives a +1 Initiative roll modifier on any turn in which there are as many or more McFadden's fighters on the board than there are opposing fighters. When fighting DropShips, McFadden's Sky Raiders may choose to redirect the attacks from one enemy DropShip (per turn) onto another Sky Riders target of the Riders player's choice.

The Dioscuri: The Dioscuri player must designate a commander for every lance-size formation they place on the field. If this lance commander is killed or crippled, the entire Dioscuri force suffers a –1 Initiative modifier for the remainder of the scenario. (This modifier is not cumulative if more than one lance commander is killed.)

When fighting Jade Falcon forces, the Dioscuri receives a –1 to-hit roll modifier for all weapon and physical attacks. If any of the Dioscuri lance commanders designated above are killed, this modifier is lost for the remainder of the scenario.

Twenty-first Centauri Lancers: The Lancers learned to specialize in guerilla tactics and small-unit actions during the Jihad. When operating in formations smaller than company-size (12 units),

the Twenty-first receives a +1 Initiative roll modifier and may use the Off-Map Movement special ability. When fighting in company-size or larger formations, the Centauri Lancers suffers a –1 Initiative modifier instead.

In any turn that begins with the Lancers force outnumbered, the Lancers may use the Overrun Combat special ability.

Lethal Injection: The Lethal Injection's controlling player may choose to hold one-fourth of the Injection's total force in reserve off the board. This portion of the force may enter the board via the opponent's home edge starting on Turn 5.

In any turn that begins with the Injection's force outnumbered, Lethal Injection suffers a –1 Initiative roll modifier.

The Republic of the Sphere

The following rules reflect special command abilities of some of the Republic of the Sphere's most noteworthy military forces.

Paladins, Knights and Knights-Errant: Unlike most military units, the Knights of the Republic of the Sphere usually operate individually or in command of other forces. Though they have trained to do so, the Knights have never actually taken the field as a coherent unit. If they do so, they suffer a –1 Initiative roll modifier due to lack of familiarity with operation in this fashion.

Any time a Paladin, Knight or Knight-Errant is present on the battlefield, no allied RAF unit is subject to Forced Withdrawal. With a Paladin on the field, any allied RAF unit can Force the Initiative and perform Overrun Combat, and also gains a +2 roll modifier to any Morale checks. A Knight confers the ability to Force the Initiative, while a Knight-Errant allows allied units to Bank Initiative.

Individual Knights of any rank are among the best warriors in the Republic. Knights-Errant may choose any one Gunnery special ability, and any two Piloting special abilities listed in *A Time of War* (see pp. 219-224, *AToW*). Full Knights add the ability to use the Called Shots (see p. 78, *TO*), Opportunity Fire and Opportunity Fire: Firing on the Move (see pp. 86-87, *TO*) rules with the to-hit modifier for such attacks reduced by 1. Finally, a Paladin has the same abilities as Knights and Knights-Errants and may also select one Positive Design Quirk (see pp. 193-196, *SO*) for their BattleMech.

First Hastati Sentinels: Any time the First fields a force in which at least half of its 'Mechs are jump-capable, the Sentinels receive a +2 Initiative roll modifier. The First may also make use Off-Map Movement, but any light BattleMechs or vehicles doing so can do so at double their normal Walking/Cruising MP rate.

Fourth Hastati Sentinels: During the fighting on Algol, the MechWarriors of the Fourth perfected a tactic Brigadier Kimberlin later dubbed the "Mad Rush". This attack combines elements of Sprinting (see p. 18, *TO*) and Opportunity Fire: Firing on the Move (see p. 86, *TO*) and may be used only once per scenario, in any turn where the Fourth wins Initiative. During a Mad Rush, every 'Mech capable of doing so must select an enemy unit as its target and race towards it using Sprinting movement. When making a Mad Rush, the rushing unit may only attack its selected target. When attacking in this fashion, the rushing unit must designate one forward-arc weapon as its primary attack weapon; this weapon will receive a +2 to-hit modifier instead of the normal +3 for firing on the move (the remaining attacks will still receive the normal +3).

To reflect the intimidating effects of the Mad Rush, the target of a Mad Rush attack receives a +2 to-hit modifier against the 'Mech rushing at it, instead of the usual –1 to-hit modifier applied for targeting a sprinting unit. (This modifier rises to +3 if multiple attackers are executing a Mad Rush at the same target unit.) In addition, the target of a Mad Rush must make a Morale Check (see p. 211-213, *TO*). This special Morale Check must apply an additional +1 target number modifier for every weight class the rushing unit outweighs its target (to a minimum modifier of 0).

Non-targeted enemy units still receive the standard –1 to-hit modifier when attacking a sprinting unit, and do not require a Morale Check.

At the end of the Movement Phase where a Mad Rush attack is performed, all rushing units must make a Piloting Skill rolls with a +2 target number modifier to avoid skidding, regardless of the underlying terrain. If any other Piloting Skill rolls are required of a unit that executed a Mad Rush attack in the same turn, they will also receive a +2 target number modifier.

Tenth Hastati Sentinels: The Tenth Sentinels' considerable training time in Terra's advanced facilities is reflected in the Sharpshooter ability each of the Tenth's MechWarriors and vehicle crews possess (see p. 193, *TO*). The Tenth also possesses some of the best equipment in the RAF; when randomly determining units for this force, the controlling player may use the Stone's Brigade Tech Level modifier for one out of every three Tenth Sentinels units.

Fourth Principes Guards: Against Clan opponents, the Fourth Principes Guards receives a +1 Initiative roll modifier and will adhere to *zellbrigen* at Honor Level 3 (see p. 274, *TW*). Against non-Clan opponents, every warrior in the Fourth has the Blood Stalker special Gunnery ability (see pp. 219-220, *AToW*).

Seventh Principes Guards: The warriors of the Seventh Principes have trained themselves to be very agile in their BattleMechs and vehicles. As a result, they may redirect the damage from one successful attack per turn to any eligible hit location—of the Principes player's choice—that still has armor remaining. For the alternative hit location to be eligible, it must be visible to the attacking unit. If no eligible alternate hit locations have armor remaining, the original attack location rolled stands.

Eighth Principes Guards: The Eighth Principes has made a specialty of fighting in inclement weather and reduces by 1 any movement or to-hit modifiers based on weather conditions. When fighting in any of the conditions described on pp. 57-62 of *Tactical Operations*, the Eighth gains a +1 Initiative roll modifier.

Second Triarii Protectors: The Second Triarii contains a large number of Nova Cat civilians who recently entered military service. Their martial skills are currently rudimentary, giving them a –2 Initiative roll modifier, and a +1 to-hit modifier for all weapon attacks. On the other hand, they possess far superior technical skills than most warriors, and as a result, all of the Second's BattleMechs and combat vehicles receive 1 extra Walk/Cruise MP each turn, and can reduce by 1 any movement or combat modifiers caused by heat effects.

In addition to the above, the warriors of the Second are driven to prove themselves worthy of the chance they have been given, and so are immune to Forced Withdrawal and receive a –1 target number modifier for any Morale checks (see pp. 211-213, *TO*).

Stone's Brigade: All Stone's Brigade forces receive a +1 Initiative roll modifier and possess the Overrun Combat special command ability.

The warriors of Stone's Lament are among the best in the RAF and their skills on the battlefield show it. Each individual MechWarrior in the unit may choose any one Gunnery special ability, and any two Piloting special abilities listed in *A Time of War* (see pp. 219-224, *AToW*). Furthermore, apply a +1 modifier to all die rolls when randomly determining Piloting and Gunnery skills of the units in Stone's Lament.

Stone's Liberators are masters of tactical maneuvering and can utilize Off-Map Movement if allowed by the current scenario. They also possess the Zone of Control special ability (see p. 193, *TO*) and may negate any special ability used by an opposing force which grants that opponent additional Movement Points.

The men and women of Stone's Revenants have trained themselves to push their equipment to the limit. To reflect this, apply +1 Running/Flanking MP to every unit in the regiment. Additionally, the Revenants can use the Opportunity Fire: Firing on the Move rules (see p. 86, *TO*).

Stone's Pride is too new to have developed any unit specializations.

Kearny Highlanders: The Kearny Highlanders are never subject to Forced Withdrawal rules. If outnumbered by their opponents, the Kearny Highlanders receive a +1 Initiative roll modifier. If outnumbered by a ratio of more than 2-to-1, they receive a +2 Initiative roll modifier and may employ Overrun Combat.

Republic Standing Guard: As all Standing Guard units are local and know their own worlds very well, when randomly determining mapsheets the player controlling a Standing Guard force can select half of the map sheets used and may always determine his home map edge first. In addition, if the terrain and scenario allow for it, Standing Guard units may set up using Hidden Units rules. Finally, any enemy units that are hidden are revealed when a Standing Guard unit moves within three hexes of its position.

All of the above rules only apply when the Standing Guard unit is fighting on its homeworld. When fighting anywhere else, the unit suffers a –2 Initiative roll modifier and must adhere to Forced Withdrawal rules.

When randomly determining units for the Standing Guards, use the Triarii roll modifiers for guards based on non-Prefecture capital worlds. For Guards based on Prefecture capital worlds, use the Principes modifiers instead.

Black Torrent: This RAF SpecOps command is highly trained in urban combat, especially inside structures. When fighting inside structures or in urban terrain, the Black Torrent receives a +2 Initiative roll modifier and all Torrent units receive +1 Walk/Cruise MP. If the current scenario allows for it, the Black Torrent may set up using Hidden Units rules. The Torrent has little experience in anti-'Mech operations, and thus receives a +1 to-hit modifier when attempting both anti-'Mech Leg and Swarm attacks.

RANDOM ASSIGNMENT TABLES

Random Assignment Tables (RATs) are designed to aid players who wish to quickly generate diverse forces for game play, but can also be used as a guide when determining the likely equipment used by a given faction during a campaign set in the post-Jihad period. Players are not required to use these tables, but they can be immensely helpful in a pinch. If used, the following tables and rules replace those presented in the core rulebooks, such as *Total Warfare* and *A Time of War*.

USING THE RANDOM ASSIGNMENT TABLES

The Random Assignment Tables (RATs) presented here are more extensive than those seen in the core rulebooks, and are meant to reflect the various levels of equipment quality and types that forces may draw upon based on their prestige, reliability, and so forth.

RECORD SHEET SOURCE TABLE

Abbr.	Source	
3039	BC212p	Record Sheets: 3039 Unabridged
3050U-C	BC205	Record Sheets: 3050 Upgrade, Clan & Star League
3050U-I	BC204	Record Sheets: 3050 Upgrade, Inner Sphere
3055U	BC209	Record Sheets: 3055 Upgrade Unabridged
3058U-C	BC-203Ap	Record Sheets: 3058 Upgrade, Clan and Star League
3058U-I	BC-203Bp	Record Sheets: 3058 Upgrade, Inner Sphere
3060	BC-211p	Record Sheets: 3060 Upgrade Unabridged
3075	CAT35167p	Record Sheets: 3075
3085	CAT35168p	Record Sheets: 3085
3085-ONN	BC-215p	Record Sheets 3085: Old is the New New
3085-PP	BC-214p	Record Sheets 3085: Project Phoenix
DATP:L	CAT35TP006p	Dark Age Turning Points: Liao
HB:MPS	CAT35203p	Handbook: Major Periphery States
Jihad Secrets	CAT35303Xp	Jihad Secrets: The Blake Documents
Klondike	CAT35230ap	Record Sheets: Operation Klondike
Prototypes	CAT35132	Technical Readout: Prototypes
TR3057	FPR35007p	Technical Readout: 3057 Revised
TR3067	FPR35009p	Technical Readout: 3067
Vehicle	FPR35022p	Technical Readout: Vehicle Annex
WOR	CAT35306	The Wars of Reaving
XTRClans	CAT35XT009p	Experimental Technical Readout: The Clans
XTRKurita	CAT35XT001p	Experimental Technical Readout: Kurita
XTRPrim1	CAT35646p	Experimental Technical Readout: Primitives V1
XTRRetro	CAT35XT008p	Experimental Technical Readout: RetroTech

Battlecorps.com: The Record Sheet sources listed above may be ordered on-line at the BattleCorps BattleShop (https://www.battlecorps.com/catalog/)

To use these advanced RATs, first determine the appropriate Equipment Level for the force being generated from its appropriate listing in the Deployment Tables that follow each faction's chapter in this book. Then, consult the Master Equipment Level Tables here, applying the modifier appropriate to the force's type and Equipment Level to the 2D6 dice roll used when determining the units used.

OMNI UNITS

Whenever a RAT result indicates an Omni Unit (including battle armor equipped with modular weapons), the controlling player can select any desired configuration available to the post-Jihad era. Omni units are marked on the RATs with an asterisk (*).

Record Sheets

Record Sheets for these units may be found in their respective Record Sheet books (be they in PDF-exclusive format or print). A list of these sources (as abbreviated in each Random Assignment Table presented here) is given in the Record Sheet Source Table.

To randomly assign pilot quality, the appropriate tables in *Total Warfare* (see p. 273, *TW*) still apply.

MASTER EQUIPMENT LEVEL TABLES

INNER SPHERE (NON-PERIPHERY/NON-REPUBLIC/NON-MERCENARY FORCES)

Equipment Level	'Mech	Vehicle	Battle Armor	Aerospace
A	+8	+8	+6	+8
B	+6	+6	+4	+6
C	+4	+4	+2	+4
D	+2	+2	+0	+2
F	+0	+0	N/A	+0

CLAN (INCLUDING GHOST BEAR DOMINION, RAVEN ALLIANCE, AND ABJURED CLANS)

Equipment Level	'Mech/ ProtoMech	Vehicle	Battle Armor	Aerospace
Keshik* (K)	+10	+5**	+5	+10
Frontline (FL)	+8	+4**	+4	+8
Second Line (SL)	+0	+0	+0	+0

*The Keshik Equipment Level for Clan units only applies when the force lists a Khan, saKhan, or Loremaster as its commander. Otherwise, use the Front-Line Equipment Level.
**Only Clan Hell's Horses applies the listed modifiers for vehicle Equipment Levels; all other Clans apply no modifiers.

PERIPHERY

Equipment Level	'Mech	Vehicle	Battle Armor	Aerospace
A	+8	+4	+2	+4
B	+6	+3	+0	+3
C	+4	+2	N/A	+2
D	+2	+1	N/A	+1
F	+0	+0	N/A	+0

* Only Magistracy of Canopus and Taurian Concordat apply the listed modifiers for vehicle Equipment Levels; Marian Hegemony, Calderon Protectorate, Filtvelt Coaltion and Fronc Rreaches only have access up to Euipment Level B; Lesser States Periphery States only have access up to Equipment Level D.

MERCENARY

Equipment Level	'Mech	Vehicle	Battle Armor	Aerospace
A	+32	+8	+6	+8
B	+24	+6	+4	+6
C	+16	+4	+2	+4
D	+8	+2	+0	+2
F	+0	+0	N/A	+0

REPUBLIC OF THE SPHERE

Equipment Level	'Mech	Vehicle	Battle Armor	Aerospace
Stone's Brigade (SB)	+24	+9	+12	+9
Hastati Sentinels (HS)	+16	+6	+8	+6
Principes Guards (PG)	+8	+3	+4	+3
Triarii Protectors (TP)	+0	+0	+0	+0

DROPSHIP

Tech Level/ Bonus	IS/Merc	Republic	Clan	Periphery
Keshik	N/A	N/A	+10	N/A
Fleet	+8	+9	+8	+4
Transport	+0	+0	+0	+0

CAPELLAN CONFEDERATION 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	UM-R63 UrbanMech [30] (3050U-I)	ASN-23 Assassin [40] (3050U-I)	OSR-4L Ostroc [60] (3085-PP)	STC-2C Striker [80] (3058U-C)
3	WSP-8T Wasp [20] (3085-PP)	BJ-3 Blackjack [45] (3050U-I)	TDR-5S Thunderbolt [65] (3039)	LGB-13C Longbow [85] (3085-PP)
4	LCT-1V Locust [20] (3039)	WVR-6R Wolverine [55] (3039)	CPLT-C1 Catapult [65] (3039)	HGN-733 Highlander [90] (3039)
5	UM-R80 UrbanMech [30] (3085-ONN)	HUR-WO-R4O Huron Warrior [50] (3055U)	HEL-3D Helios [60] (3060)	LGB-12C Longbow [85] (3085-PP)
6	FLE-17 Flea [20] (3050U-I)	SNK-1V Snake [45] (3055U)	TSG-9H Ti Ts'ang [60] (3060)	EMP-6A Emperor [90] (3058U-C)
7	D9-G9 Duan Gung [25] (3060)	VND-3Lr Vindicator [45] (3085-ONN)	CTF-3L Cataphract [70] (3050U-I)	Y-H9G Yu Huang [90] (3060)
8	C-SK1 Cossack [20] (3060)	PXH-5L Phoenix Hawk [45] (3085-PP)	THR-1L Thunder [70] (3055U)	STC-2D Striker [80] (3058U-C)
9	RVN-3L Raven [35] (3050U-I)	SYU-2B Sha Yu [40] (TR3067)	JN-G8A Jinggau [65] (3060)	EMP-6L Emperor [90] (3058U-C)
10	STG-6L Stinger [20] (3085-PP)	VND-4L Vindicator [45] (3050U-I)	WHM-4L Warhammer [70] (3085-PP)	VTR-10L Victor [80] (3050U-I)
11	ABS-3T Anubis [30] (TR3067)	SKW-2F Shockwave [50] (3085)	LHU-3C Lao Hu [75] (TR3067)	Y-H10G Yu Huang [90] (3060)
12	WSP-3L Wasp [20] (3085-PP)	OSP-15E Osprey [55] (3085)	THR-3L Thunder [70] (3055U)	PLG-3Z Pillager [100] (3058U-C)
13	D9-G10 Duan Gung [25] (3060)	HUR-WO-R4N Huron Warrior [50] (3055U)	CTF-4L Cataphract [70] (3050U-I)	EMP-7L Emperor [90] (3058U-C)
14	FLE-20 Flea [20] (3050U-I)	GRF-5L Griffin [55] (3085-PP)	CRD-8L Crusader [65] (3085-PP)	GOL-3L Goliath [80] (3085-PP)
15	RVN-4Lr Raven [35] (3085-ONN)	BJ2-O Blackjack [50] (3058U-I)*	BHKU-O Black Hawk-Ku [60] (3058U-I)*	SD1-O Sunder [90] (3058U-I)*
16	MEB-9 Ebony [25] (3085)	EYK-45A Eyleuka [55] (3075)	CPLT-C5 Catapult [65] (3050U-I)	Y-H9GC Yu Huang [90] (3060)
17	DOL-1A1 Dola [30] (Prototypes)	MS1-O Men Shen [55] (3060)*	WHM-5L Warhammer [70] (3085-PP)	PLG-5Z Pillager [100] (3058U-C)
18	MEB-11 Ebony [25] (3085)	Shadow Hawk IIC 8 [45] (3085-PP)	Rifleman IIC 8 [65] (3085-PP)	Warhammer IIC 8 [85] (3085-PP)
19	DOL-1A2 Dola [30] (Prototypes)	SHD-8L Shadow Hawk [55] (3085-PP)	AV1-O Avatar [70] (3058U-I)*	XNT-4O Xanthos [100] (3075)
20	OW-1 Owens [35] (3058U-I)*	YOL-4C Yao Lien [55] (3085)	THR-C4 Thunder [75] (Prototypes)	TR-XL Trebaruna [95] (3085)

DRACONIS COMBINE 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	KBO-7A Kabuto [20] (3060)	CMA-C Chimera [40] (TR3067)	QKD-C Quickdraw [60] (3050U-I)	VTR-C Victor [80] (3050U-I)
3	JR7-C Jenner [35] (3050U-I)	WTH-K Whitworth [40] (3050U-I)	JM6-DD JagerMech [65] (3050U-I)	MAL-C Mauler [90] (3050U-I)
4	PNT-9R Panther [35] (3039)	PXH-1K Phoenix Hawk [45] (3039)	DRG-1G Grand Dragon [60] (3039)	CGR-1A9 Charger [80] (3050U-I)
5	SDR-9K Venom [35] (3055U)	WFT-C Wolf Trap [45] (3050U-I)	CPLT-K5 Catapult [65] (3050U-I)	MR-V2 Cerberus [95] (3055U)
6	SDR-C Spider [30] (3050U-I)	DMO-1K Daimyo [40] (3055U)	CDR-5K Crusader [65] (3085-PP)	CRK-5003-CJ Katana [85] (3050U-I)
7	PNT-C Panther [35] (3050U-I)	TSN-C3 Tessen [50] (TR3067)	OSR-4K Ostroc [60] (3085-PP)	HTM-27T Hatamoto-Chi [80] (3050U-I)
8	JR7-C3 Jenner [35] (3050U-I)	WVR-9W2 Wolverine (3085-PP) [55]	DAI-02 Daikyu [70] (3055U)	AKU-2X Akuma [90] (TR3067)
9	HM-1r Hitman [30] (3085-ONN)	WFT-2B Wolf Trap [45] (Prototypes)	NDA-2KC No-Dachi [70] (3085-ONN)	CGR-KMZ Charger [80] (3050U-I)
10	SDR-9KC Venom [35] (3055U)	DMO-5K Daimyo [40] (3055U)	DRG-9KC Grand Dragon [60] (3050U-I)	BLR-K3 BattleMaster [85] (3085-PP)
11	PNT-10K2 Panther [35] (3085)	KIM-2C Komodo [45] (3055U)	MAD-9W2 Marauder [75] (3085-PP)	HTM-28Tr Hatamoto-Chi [80] (3085-ONN)
12	SDR-7KC Spider [30] (3050U-I)	PXH-7K Phoenix Hawk [45] (3085-ONN)	NJT-3 Ninja-To [65] (TR3067)	GUN1-ERD Gunslinger [85] (3055U)
13	ZPH-4A Tarantula [25] (3055U)	BSN-5KC Bishamon [45] (3060)	GHR-7K Grasshopper [70] (3050U-I)	AWS-10KM Awesome [80] (3050U-I)
14	V4-LNT-K7 Valiant [30] (3075)	FS9-O Firestarter [45] (3058U-I)*	BHKU-O Black Hawk-Ku [60] (3058U-I)*	TSH-8S Tai-sho [85] (3060)
15	WGT-1LAW/SC3 Wight [35] (3075)	SCP-12K Scorpion [55] (3085-PP)	SJA-8H Shugenja [75] (3060)	NG-C3A Naginata [95] (3055U)
16	MON-86 Mongoose [25] (3085-ONN)	SR1-O Strider [40] (3058U-I)*	MTR-5K Maelstrom [75] (3058U-I)	OBK-10M O-Bakemono [80] (3058U-I)
17	OW-1 Owens [35] (3058U-I)*	SKW-2F Shockwave [50] (3085)	AV1-O Avatar [70] (3058U-I)*	SD1-O Sunder [90] (3058U-I)*
18	Morrigan 2 [35] (3085)	GRF-5K Griffin [55] (3085-PP)	Ha Otoko 3 [65] (3085-ONN)	NG-C3B Naginata [95] (3055U)
19	PNT-13K Panther [35] (3085)	BJ2-O Blackjack [50] (3058U-I)*	WHM-8K Warhammer [75] (3085-PP)	Mad Cat Mk II [90] (TR3067)
20	NX-80C Nyx [30] (3085)	TFT-A9 Thunder Fox [55] (3085)	EXC-CS Excalibur [70] (3058U-C)	AS7-CM Atlas [100] (3050U-I)

FEDERATED SUNS 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	LCT-3D Locust [20] (3085-PP)	SNT-04 Sentry [40] (3060)	RFL-6D Rifleman [60] (3085-PP)	GOL-5D Goliath [80] (3085-PP)
3	VLK-QA Valkyrie [30] (3039)	DV-7D Dervish [55] (3050U-I)	JM6-DD JagerMech [65] (3050U-I)	STK-5S Stalker [85] (3050U-I)
4	HNT-151 Hornet [20] (3039)	WTC-4M Watchman [40] (3055U)	RFL-3N Rifleman [60] (3039)	VTR-9B Victor [80] (3039)
5	HNT-171 Hornet [20] (3050U-I)	BJ-2 Blackjack [45] (3050U-I)	CTS-6Y Cestus [65] (3058U-C)	VTR-10D Victor [80] (3050U-I)
6	ALM-7D Fireball [20] (3055U)	PXH-3D Phoenix Hawk [45] (3085-PP)	CES-3R Caesar [70] (3050U-I)	STK-7D Stalker [85] (3050U-I)
7	VLK-QD Valkyrie [30] (3085-PP)	WVR-7D Wolverine [55] (3085-PP)	PTR-6S Penetrator [75] (3055U)	NSR-9J Nightstar [95] (3058U-C)
8	JVN-10P Javelin [30] (3050U-I)	ENF-5D Enforcer [50] (3050U-I)	AGS-2D Argus [60] (TR3067)	LGB-12C Longbow [85] (3085-PP)
9	OSR-3D Osiris [30] (TR3067)	CN9-D Centurion [50] (3050U-I)	MAD-5D Marauder [75] (3085-PP)	SGT-8R Sagittaire [95] (TR3067)
10	V4-LNT-J3 Valiant [30] (3075)	LGN-2D Legionnaire [50] (3075)	MDG-1Ar Rakshasa [75] (3085-ONN)	EMP-6D Emperor [90] (3058U-C)
11	VLK-QD1 Valkyrie [30] (3085-PP)	ENF-6Ma Enforcer III [50] (3060)	JM6-D4 JagerMech III [65] (3060)	NSR-9FC Nightstar [95] (3058U-C)
12	JVN-11D Javelin [30] (3050U-I)	BJ-4 Blackjack [45] (3050U-I)	BKX-8D Battleaxe [70] (3075)	BLR-2D Warlord [80] (3075)
13	VLK-QD4 Valkyrie [30] (3085-PP)	HCT-6D Hatchetman [45] (3050U-I)	FLC-8R Falconer [75] (3055U)	DVS-2 Devastator [100] (3058U-I)
14	ALM-10D Fireball [20] (3085-ONN)	HSN-7D Hellspawn [45] (TR3067)	TNS-4S Thanatos [75] (TR3067)	TLR1-0 Templar [85] (TR3067)*
15	VLK-QD3 Valkyrie [30] (3085-PP)	STH-1D Stealth [45] (3055U)	BHKU-O Black Hawk-Ku [60] (3058U-I)*	MAD-6D Marauder II [100] (3085-PP)
16	SCB-9T Scarabus [30] (3055U)	WVR-8D Wolverine [55] (3085-PP)	MTR-5K Maelstrom [75] (3058U-I)	KGC-007 King Crab [100] (3050U-C)
17	OSR-4D Osiris [30] (TR3067)	DV-8D Dervish [55] (3050U-I)	HMH-6D Hammerhands [75] (3075)	SD1-O Sunder [90] (3058U-I)*
18	JVN-11F Javelin [30] (3050U-I)	SHD-5D Shadow Hawk [55] (3085-PP)	AV1-O Avatar [70] (3058U-I)*	Warhammer IIC 8 [85] (3085-PP)
19	GRM-01C Garm [35] (3060)	CN9-D9 Centurion [50] (3050U-I)	GLT-7-0 Gallant [70] (3085)	AS8-D Atlas [100] (3085)
20	TLN-6W Talon [35] (3085-ONN)	FEC-1CM Fennec [55] (3085)	HMH-6E Hammerhands [75] (3075)	PDG-1R Pendragon [95] (Prototypes)

FORMER FREE WORLDS LEAGUE (GENERAL) 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	WSP-3M Wasp [20] (3085-PP)	VT-5M Vulcan [40] (3050U-I)	QKD-5M Quickdraw [60] (3050U-I)	AWS-8Q Awesome [80] (3039)
3	LCT-3M Locust [20] (3085-PP)	CDA-3M Cicada [40] (3050U-I)	TMP-3M Tempest [65] (3055U)	LGB-7V Longbow [85] (3058U-I)
4	STG-3G Stinger [20] (3085-PP)	HER-2S Hermes II [40] (3039)	ON1-K Orion [75] (3039)	STK-3F Stalker [85] (3039)
5	STG-5M Stinger [20] (3085-PP)	PXH-3M Phoenix Hawk [45] (3085-PP)	GLT-5M Guillotine [70] (3050U-C)	THG-11E Thug [80] (3050U-C)
6	LCT-5M Locust [20] (3085-PP)	TBT-7M Trebuchet [50] (3050U-I)	ANV-3M Anvil [60] (3055U)	BLR-3M BattleMaster [85] (3085-PP)
7	EGL-2M Eagle [25] (3060)	HER-5Sr Hermes II [40] (3085-ONN)	ON1-M Orion [75] (3050U-I)	STK-5M Stalker [85] (3050U-I)
8	JA-KL-1532 Jackal [30] (3055U)	GRF-3M Griffin [55] (3085-PP)	TDR-7M Thunderbolt [65] (3085-PP)	EMP-6M Emperor [90] (3058U-C)
9	ZPH-2A Tarantula [25] (3055U)	SHD-5M Shadow Hawk [55] (3085-PP)	CRD-5M Crusader [65] (3085-PP)	GOL-3M Goliath [80] (3085-PP)
10	HMR-3M Hammer [30] (3055U)	WVR-7M Wolverine [55] (3085-PP)	YMN-6Y Yeoman [60] (3060)	LGB-12C Longbow [85] (3085-PP)
11	SDR-8M Spider [30] (3050U-I)	HBK-6N Hunchback [50] (3050U-I)	ARC-4M Archer [70] (3085-PP)	ALB-3Ur Albatross [95] (3085-ONN)
12	*see Former FWL States sub-table*	*see Former FWL States sub-table*	*see Former FWL States sub-table*	*see Former FWL States sub-table*
13	LCT-6M Locust [20] (3085-PP)	TR1 Wraith [55] (3055U)	ON2-M Orion [75] (3050U-I)	STK-6M Stalker [85] (3050U-I)
14	HMR-3C Hammer [30] (3055U)	SKW-2F Shockwave [50] (3085)	RFL-7M Rifleman [60] (3085-PP)	SRC-3C Sirocco [95] (3060)
15	*see Former FWL States sub-table*	*see Former FWL States sub-table*	*see Former FWL States sub-table*	*see Former FWL States sub-table*
16	FNHK-9K Falcon Hawk [35] (3058U-C)	SR1-O Strider [40] (3058U-I)*	P1 Perseus [75] (TR3067)*	T-IT-N10M Grand Titan [100] (3055U)
17	OW-1 Owens [35] (3058U-I)*	SHD-7M Shadow Hawk [55] (3085-PP)	WHM-8M Warhammer [70] (3085-PP)	ALB-4U Albatross [95] (3055U)
18	WLF-3M Wolfhound [35] (3085)	BJ2-O Blackjack [50] (3058U-I)*	Rifleman IIC 8 [65] (3085-PP)	TR-XJ Trebaruna [95] (3085)
19	JA-KL-1532 Jackal [30] (3055U)	Shadow Hawk IIC [45] (3085-PP)	MAD-9M2 Marauder [75] (3085-PP)	T-IT-N11M Grand Titan [100] (3055U)
20	OW-1 Owens [35] (3058U-I)*	Shadow Hawk IIC 8 [45] (3085-PP)	LFA-1A Pandarus [75] (Prototypes)	MAD-6M Marauder II [100] (3085-PP)

FORMER FREE WORLDS LEAGUE STATES SUB-TABLE

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
Duchy of Andurien				
12	WSP-3L Wasp [20] (3085-PP)	KY2-D03 Kyudo [45] (3075)	QKD-5Mr Quickdraw [60] (3085-PP)	STK-3Fb Stalker [85] (Klondike)
15	ABS-3L Anubis [30] (TR3067)	HER-5SA Hermes II [40] (3050U-I)	KSC-5MC Koschei [65] (3075)	LGB-8V Longbow [85] (3085-ONN)
Marik-Stewart Commonwealth				
12	STG-3Gb Stinger [20] (Klondike)	GRF-2N Griffin [55] (Klondike)	CRD-7W Crusader [65] (3085-PP)	AWS-10KM Awesome [80] (3050U-I)
15	HER-4K Hermes [30] (3050U-C)	APL-4M Apollo [55] (3055U)	TDR-10M Thunderbolt [65] (3085-PP)	GOL-6M Goliath [80] (3085-PP)
Duchy of Oriente				
12	STG-3Gb Stinger [20] (30	PXH-1c Phoenix Hawk [45] (3075)	ARC-9M Archer [70] (3085-PP)	MR-5M Cerberus [95] (3055U)
15	STG-5G Stinger [20]	GST-10 Ghost [50] (3085)	WHD-10CT Warhammer [70] (3085)	LGB-13C Longbow [85] (3085-PP)
Principality of Regulus				
12	HMP-3P Hammer [30] (3055U)	TBT-3C Trebuchet [50] (3050U-I)	OWR-3M Ostwar [65] (3085)	AWS-9Q Awesome [80] (3050U-I)
15	SCB-9T Scarabus [30] (3055U)	BTZ-3F Blitzkrieg [50] (3060)	PKM-2D Patriot [65] (3075)	BRZ-C3 Berserker [100] (3055U)
Rim Commonality				
12	SDR-9K Venom [35] (3055U)	VT-5M Vulcan [40] (3050U-I)	TDR-9M Thunderbolt [65] (3085-PP)	BNC-3Mr Banshee [95] (3085-ONN)
15	SDR-8M Spider [30] (3050U-I)	SNK-1B Snake [45] (3055U)	ON3-M Orion [75] (Prototypes)	LGB-8V Longbow [85] (3085-ONN)
Duchy of Tamarind-Abbey				
12	WLF-3M Wolfhound [35] (3085)	HCT-6M Hatchetman [45] (3085)	ON3-M Orion [75] (Prototypes)	BLR-M3 BattleMaster [85] (3085-PP)
15	SDR-8R Spider [30] (3085)	WVR-9M Wolverine [55] (3085-PP)	RFL-7X Rifleman [60] (3085-PP)	TR-XB Trebaruna [95] (3085)
Independent/Lesser Former League States				
12	HER-3S1 Hermes [30] (3050U-C)	B1-HND Bloodhound [45] (TR3067)	OTL-7M Ostsol [60] (3085-PP)	BLR-5M BattleMaster (3085-PP)
15	HER-4S Hermes [30] (3050U-C)	APL-1M Apollo [55] (3055U)	HRC-LS-9000 Hercules [70] (3055U)	AWS-10KM Awesome [80] (3050U-I)

LYRAN COMMONWEALTH 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	WSP-1S Wasp [20] (3085-PP)	CMA-1S Chimera [40] (TR3067)	CST-6Y Cestus [65] (3058U-C)	GOL-4S Goliath [80] (3085-PP)
3	LCT-3S Locust [20] (3085-PP)	VL-5S Vulcan [40] (3050U-I)	AXM-1N Axman [65] (3050U-I)	ZEU-9S Zeus [80] (3050U-I)
4	COM-2D Commando [25] (3039)	HCT-3F Hatchetman [45] (3039)	TDR-5SS Thunderbolt [65] (3039)	BNC-3S Banshee [95] (3039)
5	BH-K305 Battle Hawk [30] (3055U)	BZK-F5 Hollander II [45] (3055U)	ARC-5S Archer [70] (3085-PP)	PPR-5S Salamander [80] (3055U)
6	DRT-3S Dart [25] (3055U)	PXH-3S Phoenix Hawk [45] (3085-PP)	BGS-1T Barghest [70] (3060)	LGB-12C Longbow [85] (3085-PP)
7	COM-5S Commando [25] (3050U-I)	CLNT-6S Clint [40] (3050U-I)	CRD-5S Crusader [65] (3085-PP)	EMP-6S Emperor [90] (3058U-C)
8	BZK-F3 Hollander [35] (3055U)	HCT-6S Hatchetman [45] (3050U-I)	WHM-9S Warhammer [70] (3085-PP)	NSR-9J Nightstar [95] (3058U-C)
9	WLF-2 Wolfhound [35] (3050U-I)	SCP-12S Scorpion [55] (3085-PP)	FLS-8K Flashman [75] (3050U-I)	ZEU-9T Zeus [80] (3050U-I)
10	FS9-S Firestarter [35] (3050U-I)	UZL-3S Uziel [50] (TR3067)	CRS-9A Crossbow [60] (3075)	GUN-1ERD Gunslinger [85] (3055U)
11	RZK-9S Razorback [30] (TR3067)	STY-3Dr Starslayer [50] (3085-ONN)	CES-3S Caesar [70] (3050U-I)	HGN-734 Highlander [90] (3050U-I)
12	HSR-400-D Hussar [30] (3050U-C)	CBR-02 Cobra [45] (3060)	ARC-7S Archer [70] (3085-PP)	BNC-5S Banshee [95] (3050U-I)
13	COM-7S Commando [25] (3050U-I)	NGS-6T Nightsky [50] (3085-ONN)	TNS-4S Thanatos [75] (TR3067)	FNR-5B Fafnir [100] (TR3067)
14	SCB-9T Scarabus [30] (3055U)	BTZ-3F Blitzkrieg [50] (3060)	MTR-5K Maelstrom [75] (3058U-C)	BLR-10S BattleMaster [85] (3085-PP)
15	TLN-5W Talon [35] (3058U-C)	GRF-6S Griffin [55] (3085-PP)	BHKU-O Black Hawk-Ku [60] (3058U-I)*	TDK-7X Thunder Hawk [100] (3058U-C)
16	NTK-2S Night Hawk [35] (3058U-C)	EFT-7X Eisenfaust [45] (3085)	GLT-7-0 Gallant [70] (3085)	AS7-S2 Atlas [100] (3050U-I)
17	SPR-5F Spector [35] (3058U-C)	MON-267 Mongoose II [40] (3075)	MAD-9S Marauder [75] (3085-PP)	HA1-O Hauptmann [95] (3060)*
18	Pack Hunter II [30] (3085)	Griffin IIC 5 [40] (3085-PP)	DFN-3S Defiance [75] (3075)	Mad Cat Mk II [90] (TR3067)
19	WLF-5 Wolfhound [35] (3085)	FS9-O Firestarter [45] (3058U-I)*	AV1-O Avatar [70] (3058U-I)*	SD1-O Sunder [90] (3058U-I)*
20	STO-6S Stiletto [35] (Prototypes)	GST-10 Ghost [50] (3085)	BGS-4T Barghest [70] (Prototypes)	BRZ-C3 Berserker [100] (3055U)

REPUBLIC OF THE SPHERE 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	MON-68 Mongoose [25] (3050U-I)	SCP-10M Scorpion [55] (3085-PP)	BL-6b-KNT Black Knight [75] (3050U-C)	EMP-6M Emperor [90] (3058U-C)
3	JVN-11A Javelin [30] (3050U-I)	EFT-7X Eisenfaust [45] (3085)	MAD-9M2 Marauder [75] (3085-PP)	BKW-9R Black Watch [85] (3060)
4	PNT-9R Panther [35] (3039)	NH-1B Rook [55] (3085)	HMH-3D Hammerhands [75] (3075)	AS7-RS Atlas [100] (3039)
5	ALM-10D Fireball [20] (3085-ONN)	LGN-2D Legionnaire [50] (3075)	RFL-8X Rifleman [60] (3085-PP)	CGR-3Kr Charger [80] (3085-ONN)
6	PNT-16K Panther [35] (3050U-I)	WVR-9K Wolverine [55] (3085-PP)	OTL-6D Ostsol [60] (3085-PP)	AKU-1XJ Akuma [90] (TR3067)
7	HER-4S Hermes [30] (3050U-I)	SHD-3K Shadow Hawk [55] (3085)	GLT-7-0 Gallant [70] (3085)	T-IT-N11M Grand Titan [100] (3055U)
8	NTK-2S Night Hawk [35] (3058U-C)	PXH-6D Phoenix Hawk [45] (3085-PP)	MTR-5K Maelstrom [75] (3058U-C)	SRC-5C Sirocco [95] (3060)
9	WLF-4W Wolfhound [35] (3085)	HCT-6D Hatchetman [45] (3050U-I)	BNDR-01A Bandersnatch [75] (3055U)	AS7-K2 Atlas [100] (3085)
10	JA-KL-55 Jackal [30] (3055U)	CNS-D9 Centurion [50] (3050U-I)	DFN-3T Defiance [75] (3075)	VKG-2G Viking [90] (3060)
11	FNHK-9K1A Falcon Hawk [35] (3058U-I)	TRG-1N Targe [40] (3085)	MAD-7D Marauder [75] (3085-PP)	NSR-9SS Nightstar [95] (3058U-C)
12	GRM-01A2 Garm [35] (3060)	WVR-7M Wolverine [55] (3085-PP)	QKD-8P Quickdraw [65] (Prototypes)	HGN-732 Highlander [90] (3050U-C)
13	Locust IIC 8 [20] (3085-PP)	ICR-2S Icarus II [40] (3075)	PRF-1R Prefect [75] (3085)	BLR-2Dr Warlord [80] (3085)
14	Arbalest [25] (3085)	BTZ-4F Blitzkrieg [50] (3060)	TDR-10SE Thunderbolt [65] (3085-PP)	GUN-1ERD Gunslinger [85] (3055U)
15	Jenner IIC 4 [35] (3055U)	SKW-2F Shockwave [50] (3085)	Galahad 2 [60] (3055U)	AWS-10KM Awesome [80] (3050U-I)
16	Bear Cub 3 [25] (3075)	LNX-9R Lynx [55] (3058U-C)	CES-4R Caesar [70] (3050U-I)	EMP-6D Emperor [90] (3058U-C)
17	WGT-3SC Wight [35] (3075)	CNS-5M Cronus [55] (TR3067)	HMH-6D Hammerhands [75] (3075)	Phoenix Hawk IIC 7 [80] (3085-PP)
18	AF1 Arctic Fox [30] (3060)*	DV-8D Dervish [55] (3050U-I)	Ryoken II [75] (3075)	HA1-O Hauptmann [95] (3060)*
19	Crimson Hawk 3 [25] (3075)	Ursus [50] (3060)	MAD-9W2 Marauder [75] (3085-PP)	BNC-9S Banshee [95] (3050U-I)
20	Locust IIC 5 [20] (3085-PP)	GRF-6S Griffin [55] (3085-PP)	KSC-5I Koschei [65] (3075)	TDK-7X Thunder Hawk [100] (3058U-C)
21	JA-KL-1532 Jackal [30] (3055U)	STY-3Dr Starslayer [50] (3085-ONN)	RFL-7X Rifleman [60] (3085-PP)	LGB-12C Longbow [85] (3085-PP)
22	GRM-01C Garm [35] (3060)	CRB-27b Crab [50] (3075)	Thor [70] (3050U-C)*	MAD-4K Marauder II [100] (3085-PP)
23	OW-1 Owens [35] (3058U-I)*	OSP-26 Osprey [55] (3085)	FLC-8R Falconer [75] (3055U)	FNF-5 Fafnir [100] (TR3067)
24	NX-80 Nyx [30] (3085)	Arctic Wolf (Omni) [40] (3060)*	BHKU-O Black Hawk-Ku [60] (3058U-I)*	Warhammer IIC 4 [80] (3085-PP)
25	WLF-3S Wolfhound [35] (3085)	Griffin IIC 3 [40] (3085-PP)	Ryoken II 2 [75] (3075)	Kodiak 4 [100] (3058U-C)
26	RZK-9S Razorback [30] (TR3067)	MON-267 Mongoose II [40] (3075)	QKD-8P Quickdraw [65] (Prototypes)	SDO-1 Sunder [90] (3058U-I)*
27	BLD-XL Blade [35] (3085)	TFT-A9 Thunder Fox [55] (3085)	Orion IIC [75] (3060)	AS7-D-H Atlas II [100] (3075)
28	STO-4B Stiletto [35] (TR3067)	BJ2-O Blackjack [50] (3058U-I)*	Rifleman IIC 7 [65] (3085-PP)	Kraken 4 [100] (3055U)
29	TLN-6W Talon [35] (3085-ONN)	RPT-3X Raptor II [40] (3085)	MNL-3L Mangonel [70] (3085)	Highlander IIC 3 [90] (3085-ONN)
30	SPR-5F Spector [35] (3058U-C)	Black Hawk [50] (3050U-C)*	Arcas [65] (TR3067)	Kodiak 2 [100] (3058U-C)
31	Morrigan [35] (3085)	Shadow Hawk IIC 8 [45] (3085-PP)	AV1-O Avatar [70] (3058U-I)*	Kingfisher [90] (3058U-C)*
32	Hankyu [30] (3058U-C)*	Dragonfly [40] (3050U-C)*	Vulture [60] (3050U-C)*	TR-XB Trebaruna [95] (3085)
33	WLF-5 Wolfhound [35] (3085)	Hellhound 5 [50] (3055U)	Arcas 2 [65] (TR3067)	Supernova 3 [90] (3058U-C)
34	Puma [35] (3050U-C)*	Ursus II [50] (3085)	Tundra Wolf 4 [75] (3085)	Mad Cat Mk II [90] (TR3067)
35	Pack Hunter II [30] (3085)	Nobori-nin [50] (3058U-C)*	Mad Cat [75] (3050U-C)*	Gladiator [95] (3050U-C)*
36	WLK-2H Wolfhound [35] (Prototypes)	Dasher II 2 [40] (3085)	Ryoken II 3 [75] (3075)	Daishi [100] (3050U-C)*

CLAN DIAMOND SHARK 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	MCY-97 Mercury [20] (3050U-C)	Dasher II [40] (3085)	Rifleman C [60] (3085-PP)	Phoenix Hawk IIC 2 [80] (3085-PP)
3	Arbalest 2 [25] (3085)	CRB-27b Crab [50] (3075)	Predator 2 [60] (3060)	Warhammer IIC 3 [80] (3085-PP)
4	Jenner IIC 4 [35] (3055U)	Hellhound 2 [50] (3055U)	Thresher [60] (3058U-C)	Phoenix Hawk IIC [80] (3085-PP)
5	Solitaire 2 [25] (TR3067)	Shadow Hawk IIC 5 [45] (3085-PP)	Ryoken II [75] (3075)	AS7-K2 Atlas [100] (3085)
6	Piranha 4 [25] (3085-ONN)	Griffin IIC 5 [40] (3085-PP)	Ha Otoko 3 [60] (3085-ONN)	Mad Cat Mk II-Enhanced [90] (Prototypes)
7	Solitaire [25] (TR3067)	Dasher II 2 [40] (3085)	Rifleman IIC 3 [65] (3085-PP)	Mad Cat Mk II [90] (TR3067)
8	Crimson Hawk [25] (3075)	Shadow Hawk IIC 3 [45] (3085-PP)	Ha Otoko [60] (3060)	Supernova [90] (3058U-C)
9	Pack Hunter [30] (3060)	Griffin IIC 3 [40] (3085-PP)	Ha Otoko 2 [60] (3060)	Phoenix Hawk IIC 7 [80] (3085-PP)
10	Arbalest [25] (3085)	Sun Cobra [55] (3075)	Arcas [65] (TR3067)	Warhammer IIC 8 [80] (3085-PP)
11	Morrigan [35] (3085)	MS1-O Men Shen [55] (3060)*	Sphinx [75] (3085)	Phoenix Hawk IIC 6 [80] (3085-PP)
12	Ocelot 3 [35] (3075)	Black Hawk (Standard) [50] (DATP:L)	Ha Otoko 2 [60] (3060)	Warhammer IIC 5 [80] (3085-PP)
13	Pack Hunter 2 [30] (3060)	Shadow Hawk IIC 8 [45] (3085-PP)	Mad Cat [75] (3050U-C)*	Phoenix Hawk IIC 5 [80] (3085-PP)
14	Solitaire [25] (TR3067)	Griffin IIC 4 [40] (3085-PP)	Rifleman IIC 8 [65] (3085-PP)	Man O'War [80] (3050U-C)*
15	Hankyu [30] (3058U-C)*	Grendel [45] (3058U-C)*	Thor [70] (3050U-C)*	Phoenix Hawk IIC 4 [80] (3085-PP)
16	Hankyu [30] (3058U-C)*	Shadow Hawk IIC 4 [45] (3085-PP)	Vulture [60] (3050U-C)*	Gladiator [95] (3050U-C)*
17	Hellion [30] (TR3067)*	Grendel [45] (3058U-C)*	Cauldron-Born [65] (3058U-C)*	Masakari [85] (3050U-C)*
18	Puma [35] (3050U-C)*	Shadow Cat [45] (3058U-C)*	Vulture [60] (3050U-C)*	Warhammer IIC 4 [80] (3085-PP)
19	Koshi [25] (3050U-C)*	Grendel [45] (3058U-C)*	Cauldron-Born [65] (3058U-C)*	Daishi [100] (3050U-C)*
20	Hellion [30] (TR3067)*	Hunchback IIC 4 [50] (3085-ONN)	Nova Cat [70] (3060)*	Warhammer IIC 9 [80] (3085-PP)
21	Hankyu [30] (3058U-C)*	Hunchback IIC 4 [50] (3085-ONN)	Cauldron-Born [65] (3058U-C)*	Kingfisher [90] (3058U-C)*
22	Puma [35] (3050U-C)*	Ryoken [55] (3050U-C)*	Mad Cat [75] (3050U-C)*	Phoenix Hawk IIC 8 [80] (3085-PP)

CLAN HELL'S HORSES 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	Icestorm [25] (3060)	KTO-19b Kintaro [55] (3075)	Champion C [60] (3050U-C)	Warhammer IIC 4 [80] (3085-PP)
3	Vixen 5 [30] (3055U)	Wyvern IIC [45] (3060)	Ryoken II 3 [75] (3075)	Naga [80] (3055U)*
4	Piranha 2 [25] (3058U-C)	Hellhound [50] (3055U)	Thresher 2 [60] (3058U-C)	Mad Cat Mk II-Enhanced [90] (Prototypes)
5	MCY-97 Mercury [20] (3050U-C)	Corvis [40] (3060)	Bowman [70] (TR3067)	ANH-4A Annihilator [100] (3050U-C)
6	Piranha [25] (3058U-C)	Griffin IIC 3 [40] (3085-PP)	Ha Otoko 3 [60] (3085-ONN)	Thunder Stallion 2 [85] (3060)
7	Pack Hunter [30] (3060)	Shadow Hawk IIC 6 [45] (3085-PP)	Guillotine IIC [70] (3060)	Thunder Stallion [85] (3060)
8	Vixen 4 [30] (3055U)	Corvis 2 [40] (3060)	Thresher [60] (3058U-C)	Cygnus [95] (3075)
9	UrbanMech IIC [30] (3060)	Great Wyrm 2 [45] (3060)	Bowman 3 [70] (TR3067)	Behemoth 3 [100] (3055U)
10	Locust IIC 4 [25] (3085-PP)	Ursus 2 [50] (3060)	Loki [65] (3050U-C)*	Thunder Stallion 3 [85] (3060)
11	Incubus II [30] (Prototypes)	Black Hawk (Standard) [50] (DATP:L)	Bowman 2 [70] (TR3067)	Cygnus 3 [95] (3075)
12	Locust IIC 7 [25] (3085-PP)	Phantom [40] (3055U)*	Vulture [60] (3050U-C)*	Hellstar 2 [95] (3085)
13	Hellion [30] (TR3067)*	Fenris [45] (3050U-C)*	Thor [70] (3050U-C)*	Hellstar 3 [95] (3085)
14	Dasher [20] (3050U-C)*	Black Hawk [50] (3050U-C)*	Loki [65] (3050U-C)*	Cygnus 2 [95] (3075)
15	Parash [35] (3085)	Black Hawk (Standard) [50] (DATP:L)	Vulture [60] (3050U-C)*	Man O'War [80] (3050U-C)*
16	Uller [30] (3050U-C)*	Black Hawk [50] (3050U-C)*	Thor [70] (3050U-C)*	Gladiator [95] (3050U-C)*
17	Parash 2 [35] (3085)	Ryoken [55] (3050U-C)*	Vulture [60] (3050U-C)*	Man O'War [80] (3050U-C)*
18	Dasher [20] (3050U-C)*	Grendel [45] (3058U-C)*	Thor [70] (3050U-C)*	Hellstar [95] (3085)
19	Fire Falcon [25] (3058U-C)*	Dragonfly [40] (3050U-C)*	Cauldron-Born [65] (3058U-C)*	Turkina [95] (3058U-C)*
20	Hankyu [30] (3058U-C)*	Ryoken [55] (3050U-C)*	Balius [65] (3075)*	Savage Coyote [85] (TR3067)*
21	Koshi [25] (3050U-C)*	Grendel [45] (3058U-C)*	Balius [65] (3075)*	Blood Asp [90] (3060)*
22	Puma [35] (3050U-C)*	Black Lanner [55] (3058U-C)*	Balius [65] (3075)*	Scylla 2 [100] (TR3067)

CLAN JADE FALCON 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	Snow Fox 3 [20] (3060)	STN-3Lb Sentinel [40] (Klondike)	Matador 2 [60] (3060)	Naga [80] (3055U)*
3	Vixen [30] (3055U)	Hellhound [50] (3055U)	Rifleman IIC 8 [65] (3085-PP)	Atlas C [100] (3050U-I)
4	Locust IIC 2 [25] (3085-PP)	Hunchback IIC [50] (3058U-C)	Rifleman C [60] (3085-PP)	STK-5S Stalker [85] (3050U-I)
5	Baboon [20] (3055U)	Shadow Hawk C [55] (3085-PP)	Thunderbolt IIC [70] (Prototypes)	Kraken [100] (3055U)
6	Locust IIC 4 [25] (3085-PP)	Pinion 2 [45] (TR3067)	Rifleman IIC 5 [65] (3085-PP)	BLR-4S BattleMaster [85] (3085-PP)
7	Spirit [35] (TR3067)	Griffin IIC 8 [40] (3085-PP)	Thunderbolt C [65] (3085-PP)	BattleMaster C [85] (3085-PP)
8	Crimson Hawk [25] (3075)	Pinion 3 [45] (TR3067)	Warhammer C [70] (3085-PP)	Marauder IIC 5 [85] (3085-PP)
9	Spirit 2 [35] (TR3067)	Pinion [45] (TR3067)	Loki [65] (3050U-C)*	Onager [90] (3085)
10	Uller [30] (3050U-C)*	Griffin IIC 8 [40] (3085-PP)	Thor [70] (3050U-C)*	Jupiter 2 [100] (3075)
11	Koshi [25] (3050U-C)*	Battle Cobra [40] (3058U-C)*	Rifleman C 2 [60] (3085-PP)	Kraken 3 [100] (3055U)
12	Locust IIC 9 [25] (3085-PP)	Hunchback IIC [50] (3058U-C)	Shadow Cat II [60] (3085)	Marauder IIC 6 [85] (3085-PP)
13	Hellion [30] (TR3067)*	Shadow Cat [45] (3058U-C)*	Mad Cat [75] (3050U-C)*	Kraken 4 [100] (3055U)
14	Dasher [20] (3050U-C)*	Black Hawk [50] (3050U-C)*	Loki [65] (3050U-C)*	BattleMaster C [85] (3085-PP)
15	Uller [30] (3050U-C)*	Black Hawk [50] (3050U-C)*	Thor [70] (3050U-C)*	Turkina [95] (3058U-C)*
16	Fire Falcon [25] (3058U-C)*	Black Lanner [55] (3058U-C)*	Flamberge [70] (3085)*	Jupiter [100] (3075)
17	Uller [30] (3050U-C)*	Ryoken [55] (3050U-C)*	Thor [70] (3050U-C)*	Turkina [95] (3058U-C)*
18	Cougar [35] (3060)*	Black Hawk [50] (3050U-C)*	Night Gyr [75] (3058U-C)*	Gladiator [95] (3050U-C)*
19	Fire Falcon [25] (3058U-C)*	Black Lanner [55] (3058U-C)*	Vulture [60] (3050U-C)*	Jupiter 3 [100] (3075)
20	Puma [35] (3050U-C)*	Ryoken [55] (3050U-C)*	Shadow Cat II [60] (3085)	Man O'War [80] (3050U-C)*
21	Hankyu [30] (3058U-C)*	Fenris [45] (3050U-C)*	Flamberge [70] (3085)*	Masakari [85] (3050U-C)*
22	Uller [30] (3050U-C)*	Phantom [40] (3055U)*	Vulture [60] (3050U-C)*	Scylla 3 [100] (TR3067)

CLAN WOLF 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	PNT-9R Panther [35] (3039)	Hoplite C [55] (3050U-I)	EXC-B2b Excalibur [70] (3075)	Imp C [100] (3050U-I)
3	MON-66b Mongoose [25] (3075)	Shadow Hawk C [55] (3085-PP)	BL-6b-KNT Black Knight [75] (3050U-C)	Marauder IIC 6 [85] (3085-PP)
4	THE-Nb Thorn [20] (Klondike)	Wyvern IIC 2 [45] (3060)	Galahad [60] (3055U)	Supernova [90] (3058U-C)
5	Locust IIC 4 [25] (3085-PP)	CRB-27b Crab [50] (3075)	Archer C [70] (3085-PP)	Highlander IIC [90] (3060)
6	Icestorm [25] (3060)	Lobo 2 [40] (TR3067)	Guillotine IIC [70] (3060)	Naga [80] (3055U)*
7	Locust IIC 5 [25] (3085-PP)	Sun Cobra [55] (3075)	Galahad 2 [60] (3055U)	Night Wolf [90] (3085)
8	Locust IIC [25] (3085-PP)	Clint IIC [40] (3060)	Rifleman IIC 8 [65] (3085-PP)	Night Wolf [90] (3085)
9	Jenner IIC [35] (3055U)	Lobo [40] (TR3067)	Orion IIC [75] (3060)	Night Wolf [90] (3085)
10	Icestorm 2 [25] (3060)	Sun Cobra [55] (3075)	Tundra Wolf 2 [75] (3085)	Highlander IIC 3 [90] (3085-ONN)
11	Locust IIC 6 [25] (3085-PP)	Hunchback IIC [50] (3058U-C)	Loki [65] (3050U-C)*	Mad Cat Mk II-Enhanced [90] (Prototypes)
12	Puma [35] (3050U-C)*	Griffin IIC 8 [40] (3085-PP)	Thor [70] (3050U-C)*	Highlander IIC 2 [90] (3060)
13	Locust IIC 5 [25] (3085-PP)	Phantom [40] (3055U)*	Tundra Wolf [75] (3085)	Daishi [100] (3050U-C)*
14	Koshi [25] (3050U-C)*	Lobo [40] (TR3067)	Tundra Wolf 4 [75] (3085)	Mad Cat Mk II [90] (TR3067)
15	Locust IIC 6 [25] (3085-PP)	Sun Cobra [55] (3075)	Mad Cat [75] (3050U-C)*	Man O'War [80] (3050U-C)*
16	Uller [30] (3050U-C)*	Fenris [45] (3050U-C)*	Blood Reaper 2 [70] (3085)	Man O'War [80] (3050U-C)*
17	Puma [35] (3050U-C)*	Fenris [45] (3050U-C)*	Mad Cat [75] (3050U-C)*	Daishi [100] (3050U-C)*
18	Koshi [25] (3050U-C)*	Black Hawk [50] (3050U-C)*	Tundra Wolf 3 [75] (3085)	Daishi [100] (3050U-C)*
19	Puma [35] (3050U-C)*	Phantom [40] (3055U)*	Blood Reaper [70] (3085)	Turkina [95] (3058U-C)*
20	Uller [30] (3050U-C)*	Pouncer [40] (3055U)*	Linebacker [65] (3055U)*	Masakari [85] (3050U-C)*
21	Puma [35] (3050U-C)*	Sun Cobra [55] (3075)	Mad Cat [75] (3050U-C)*	Gladiator [95] (3050U-C)*
22	Cougar [35] (3060)*	Ryoken [55] (3050U-C)*	Orion IIC [75] (3060)	Savage Coyote [85] (TR3067)*

GHOST BEAR DOMINION 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	KBO-7A Kabuto [20] (3060)	PHX-3K Phoenix Hawk [45] (3085-PP)	ARC-2Rb Archer [70] (Klondike)	Annihilator C 2 [100] (3050U-I)
3	PNT-13K Panther [35] (3085)	Great Wyrm 2 [45] (3060)	Grizzly 2 [70] (3058U-C)	ZEU-6S Zeus [80] (3039)
4	LCT-1V Locust [20] (3085-PP)	Shadow Hawk IIC 2 [45] (3085-PP)	Ryoken II 2 [75] (3075)	AS7-K2 Atlas [100] (3085)
5	SDR-8R Spider [30] (3085)	Ursus 3 [50] (Prototypes)	BHKU-O Black Hawk [50] (3050U-C)*	CP-11-G Cyclops [90] (3050U-I)
6	Bear Cub 2 [25] (3075)	HBK-5N Hunchback [50] (3050U-I)	Arcas [65] (TR3067)	VKG-2F Viking [90] (3060)
7	Bear Cub [25] (3075)	BEO-14 Beowulf [45] (3060)	Ryoken II [75] (3075)	Marauder IIC 7 [85] (3085-PP)
8	Locust IIC 6 [25] (3085-PP)	Ursus [50] (3060)	Rifleman IIC 8 [65] (3085-PP)	Supernova [90] (3058U-C)
9	OTT-7Jb Ostscout [35] (3075)	Ursus II [50] (3085)	Kuma [60] (3085)	Warhammer IIC 8 [80] (3085-PP)
10	Bear Cub 3 [25] (3075)	Hunchback IIC [50] (3058U-C)	Karhu [65] (3085)*	Bruin [80] (3085)
11	Peregrine 3 [35] (3055U)	Beowulf IIC [45] (Prototypes)	Arcas 2 [65] (TR3067)	Mad Cat Mk II-Enhanced [90] (Prototypes)
12	Solitaire [25] (TR3067)	SHD-12C Shadow Hawk [55] (3085-PP)	Thor [70] (3050U-C)*	Marauder IIC 4 [85] (3085-PP)
13	Locust IIC 5 [25] (3085-PP)	Clint IIC [40] (3060)	Arcas [65] (TR3067)	Warhammer IIC 6 [80] (3085-PP)
14	Locust IIC 8 [25] (3085-PP)	Ursus II [50] (3085)	Vulture [60] (3050U-C)*	Kodiak 4 [100] (3058U-C)
15	Dasher [20] (3050U-C)*	Ursus [50] (3060)	Karhu [65] (3085)*	Gladiator [95] (3050U-C)*
16	Dasher [20] (3050U-C)*	Dragonfly [40] (3050U-C)*	Vulture [60] (3050U-C)*	Kingfisher [90] (3058U-C)*
17	Dasher [20] (3050U-C)*	Dragonfly [40] (3050U-C)*	Karhu [65] (3085)*	Gladiator [95] (3050U-C)*
18	Puma [35] (3050U-C)*	Ryoken [55] (3050U-C)*	Mad Cat [75] (3050U-C)*	Masakari [85] (3050U-C)*
19	Dasher [20] (3050U-C)*	Ryoken [55] (3050U-C)*	Nova Cat [70] (3060)*	Kodiak [100] (3058U-C)
20	Puma [35] (3050U-C)*	Black Hawk [50] (3050U-C)*	Vulture [60] (3050U-C)*	Gladiator [95] (3050U-C)*
21	Hankyu [30] (3058U-C)*	Dasher II 2 [40] (3085)	Karhu [65] (3085)*	Kodiak 2 [100] (3058U-C)
22	Ocelot [35] (3075)	Dragonfly [40] (3050U-C)*	Mad Cat [75] (3050U-C)*	Bruin 2 [80] (3085)

RAVEN ALLIANCE 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	MCY-97 Mercury [20] (3050U-C)	Goshawk 3 [55] (3055U)	Viper [75] (3055U)	Annihilator C [100] (3050U-I)
3	THE-Nb Thorn [20] (Klondike)	Shadow Hawk IIC 4 [45] (3085-PP)	MLN-1B Merlin [60] (3058U-I)	CGR-2A2 Charger [80] (3050U-I)
4	Piranha [25] (3058U-C)	Hunchback IIC 3 [50] (3058U-C)	GHR-5H Grasshopper [70] (3039)	Behemoth [100] (3055U)
5	Baboon 2 [20] (3055U)	SHD-2H Shadow Hawk [55] (3085-PP)	MLN-1C Merlin [60] (3058U-I)	Naga [80] (3055U)*
6	WSP-1A Wasp [20] (3085-PP)	Dasher II [40] (3085)	BMB-05A Bombardier [65] (3050U-C)	BNC-3E Banshee [95] (3039)
7	STG-3R Stinger [20] (3085-PP)	GRF-1N Griffin [55] (3085-PP)	MLN-1A Merlin [60] (3058U-I)	Warhammer IIC 6 [80] (3085-PP)
8	LCT-1V Locust [20] (3085-PP)	Clint IIC [40] (3060)	Galahad [60] (3055U)	Phoenix Hawk IIC 3 [80] (3085-PP)
9	WSP-3A Wasp [20] (3085-PP)	Shadow Hawk C [55] (3085-PP)	HRC-LS-9000 Hercules [70] (3055U)	Kodiak 3 [100] (3058U-C)
10	Stinger IIC 2 [20] (Prototypes)	Dark Crow 3 [55] (3085)	Rifleman IIC [65] (3085-PP)	Kraken [100] (3055U)
11	MON-66b Mongoose [25] (3075)	Shadow Hawk IIC 7 [45] (3085-PP)	BMB-12D Bombardier[65] (3050U-C)	Warhammer IIC 7 [80] (3085-PP)
12	Stinger IIC [20] (Prototypes)	Clint IIC 2 [40] (3060)	Thresher [60] (3058U-C)	Mad Cat Mk II-Enhanced [90] (Prototypes)
13	Baboon 3 [20] (3055U)	Phantom [40] (3055U)*	Crossbow [65] (3058U-C)*	Marauder IIC 4 [85] (3085-PP)
14	Dasher [20] (3050U-C)*	Shadow Cat [45] (3058U-C)*	Thor [70] (3050U-C)*	Warhammer IIC 6 [80] (3085-PP)
15	Uller [30] (3050U-C)*	Black Hawk [50] (3050U-C)*	Vulture [60] (3050U-C)*	Deimos [85] (3085)*
16	Uller [30] (3050U-C)*	Ryoken [55] (3050U-C)*	Linebacker [65] (3055U)*	Kingfisher [90] (3058U-C)*
17	Uller [30] (3050U-C)*	Dasher II 2 [40] (3085)	Cauldron-Born [65] (3058U-C)*	Deimos [85] (3085)*
18	Dasher [20] (3050U-C)*	Ryoken [55] (3050U-C)*	Cauldron-Born [65] (3058U-C)*	Daishi [100] (3050U-C)*
19	Koshi [25] (3050U-C)*	Dark Crow [55] (3085)	Mad Cat [75] (3050U-C)*	Kodiak 3 [100] (3058U-C)
20	Puma [35] (3050U-C)*	Dark Crow 2 [55] (3085)	Nova Cat [70] (3060)*	Warhammer IIC 4 [80] (3085-PP)
21	Baboon 3 [20] (3055U)	Goshawk II [45] (3085)	Vulture [60] (3050U-C)*	Deimos 2 [85] (3085)*
22	Piranha 3 [25] (3058U-C)	Goshawk 4 [55] (3055U)	Viper 4 [75] (3055U)	Masakari [85] (3050U-C)*

CLAN WOLF (IN-EXILE) 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	MLR-B2 Mjolnir [25] (3085)	HCT-5S Hatchetman [45] (3050U-I)	Guillotine IIC [70] (3060)	Supernova [90] (3058U-C)
3	WLF-2 Wolfhound [35] (3050U-I)	Griffin IIC 8 [40] (3085-PP)	FLC-8R Falconer [75] (3055U)	ZEU-9WD Zeus-X [80] (3050U-I)
4	Crimson Hawk [25] (3075)	Hunchback IIC [50] (3058U-C)	Gallowglas WD [70] (3055U)	Mad Cat Mk II [90] (TR3067)
5	Pack Hunter II 2 [30] (3085)	BSW-X2 Bushwacker [55] (3058U-I)	Guillotine IIC 2 [70] (3060)	Warhammer IIC 8 [80] (3085-PP)
6	WLF-3S Wolfhound [35] (3050U-I)	Ursus II [50] (3085)	MNL-3L Mangonel [70] (3085)	Naga [80] (3055U)*
7	Piranha [25] (3058U-C)	Arctic Wolf [40] (3060)	Ha Otoko [60] (3060)	ANH-2A Annihilator [100] (3050U-C)
8	WLF-5 Wolfhound [35] (3050U-I)	Arctic Wolf 2 [40] (3060)	MNL-3L Mangonel [70] (3085)	ANH-4A Annihilator [100] (3050U-C)
9	Pack Hunter [30] (3060)	FS9-O Firestarter [45] (3058U-I)	WR-DG-03FC War Dog [75] (3055U)	ANH-3A Annihilator [100] (3050U-C)
10	Pack Hunter II [30] (3085)	Black Hawk (Standard) [50] (DATP:L)	MNL-3W Mangonel [70] (3085)	Marauder IIC 5 [85] (3085-PP)
11	Pack Hunter II 3 [30] (3085)	Ursus II [50] (3085)	Tundra Wolf [75] (3085)	Mad Cat Mk II-Enhanced [90] (Prototypes)
12	Pack Hunter 4 [30] (3060)	Fenris [45] (3050U-C)*	Tundra Wolf 2 [75] (3085)	Warhammer IIC 4 [80] (3085-PP)
13	Pack Hunter 3 [30] (3060)	Pouncer [40] (3055U)*	Linebacker [65] (3055U)*	Hellstar [95] (3085)
14	Uller [30] (3050U-C)*	Phantom [40] (3055U)*	Vulture [60] (3050U-C)*	Man O'War [80] (3050U-C)*
15	Pack Hunter 2 [30] (3060)	Arctic Wolf (Omni) [40] (3060)*	Linebacker [65] (3055U)*	Cygnus [95] (3075)
16	Crimson Hawk 3 [25] (3075)	Fenris [45] (3050U-C)*	Mad Cat [75] (3050U-C)*	Hellstar 3 [95] (3085)
17	Puma [35] (3050U-C)*	Fenris [45] (3050U-C)*	Mad Cat [75] (3050U-C)*	Hellstar [95] (3085)
18	Puma [35] (3050U-C)*	Phantom [40] (3055U)*	Thor [70] (3050U-C)*	Hellstar 2 [95] (3085)
19	Arctic Fox [30] (3060)*	Black Hawk [50] (3050U-C)*	Loki [65] (3050U-C)*	Cygnus [95] (3075)
20	Arctic Fox [30] (3060)*	Pouncer [40] (3055U)*	Nova Cat [70] (3060)*	Daishi [100] (3050U-C)*
21	Incubus II [30] (Prototypes)	Ryoken [55] (3050U-C)*	Linebacker [65] (3055U)*	Daishi [100] (3050U-C)*
22	Cougar [35] (3060)*	Fenris [45] (3050U-C)*	Mad Cat [75] (3050U-C)*	Hellstar 3 [95] (3085)

CLAN NOVA CAT 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	JR7-D Jenner [35] (3039)	Hellhound 3 [50] (3055U)	Rifleman IIC 2 [65] (3085-PP)	HTM-27W Hatamoto-Ku [80] (3050U-I)
3	Jenner IIC 3 [35] (3055U)	Hellhound 5 [50] (3055U)	MTR-5K Maelstrom [75] (3058U-I)	Highlander IIC [90] (3060)
4	Arbalest 3 [25] (3085)	Arctic Wolf [40] (3060)	Ha Otoko [60] (3060)	Phoenix Hawk IIC [80] (3085-PP)
5	KBO-7A Kabuto [20] (3060)	WVR-8K Wolverine [55] (3085-PP)	BLK-6b-KNT Black Knight [75] (3050U-C)	VKG-2G Viking [90] (3060)
6	Arbalest [25] (3085)	Griffin IIC 7 [40] (3085-PP)	Ha Otoko [60] (3060)	Mad Cat Mk II [90] (TR3067)
7	Jenner IIC [35] (3055U)	Hellhound 2 [50] (3055U)	DRG-3F Dragon Fire [75] (3058U-I)	Supernova [90] (3058U-C)
8	Morrigan [35] (3085)	Shadow Hawk IIC 4 [45] (3085-PP)	Sphinx [75] (3085)	Mad Cat Mk II-Enhanced [90] (Prototypes)
9	Jenner IIC 2 [35] (3055U)	Clint IIC [40] (3060)	Ha Otoko 3 [60] (3085-ONN)	Phoenix Hawk IIC 2 [80] (3085-PP)
10	Arbalest 2 [25] (3085)	Dasher II [40] (3085)	Guillotine IIC [70] (3060)	Supernova 2 [90] (3058U-C)
11	Pack Hunter [30] (3060)	Shadow Hawk IIC 3 [45] (3085-PP)	Rifleman IIC [65] (3085-PP)	Marauder IIC 4 [85] (3085-PP)
12	Jenner IIC 4 [35] (3055U)	Hellhound 4 [50] (3055U)	Rifleman IIC 7 [65] (3085-PP)	Supernova [90] (3058U-C)
13	Ocelot 3 [35] (3075)	Griffin IIC 4 [40] (3085-PP)	Sphinx [75] (3085)	Deimos [85] (3085)*
14	Pack Hunter [30] (3060)	Griffin IIC 3 [40] (3085-PP)	Sphinx 2 [75] (3085)	Mad Cat Mk II [90] (TR3067)
15	Ocelot [35] (3075)	Shadow Cat [45] (3058U-C)*	Nova Cat [70] (3060)*	Supernova 3 [90] (3058U-C)
16	Hankyu [30] (3058U-C)*	Griffin IIC 6 [40] (3085-PP)	Sphinx [75] (3085)	Supernova 2 [90] (3058U-C)
17	Hankyu [30] (3058U-C)*	Nobori-nin [50] (3058U-C)*	Nova Cat [70] (3060)*	Supernova 4 [90] (3058U-C)
18	Ocelot 2 [35] (3075)	Shadow Hawk IIC 3 [45] (3085-PP)	Thor [70] (3050U-C)*	Warhammer IIC 8 [80] (3085-PP)
19	Hellion [30] (TR3067)*	Shadow Cat [45] (3058U-C)*	Cauldron-Born [65] (3058U-C)*	Masakari [85] (3050U-C)*
20	Arctic Fox [30] (3060)*	Shadow Cat [45] (3058U-C)*	Mad Cat [75] (3050U-C)*	Kingfisher [90] (3058U-C)*
21	Hankyu [30] (3058U-C)*	Nobori-nin [50] (3058U-C)*	Nova Cat [70] (3060)*	Gladiator [95] (3050U-C)*
22	Jenner IIC 4 [35] (3055U)	Nobori-nin [50] (3058U-C)*	Nova Cat [70] (3060)*	Turkina [95] (3058U-C)*

MAGISTRACY OF CANOPUS 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	SDR-5V Spider [30] (3039)	BJ-1 Blackjack [45] (3039)	CPLT-C3 Catapult [65] (3039)	CGR-1L Charger [80] (3039)
3	STG-3R Stinger [20] (3039)	VL-2T Vulcan [40] (3039)	QKD-4H Quickdraw [60] (3039)	BNC-3MC Banshee [95] (3039)
4	LCT-5V Locust [20] (3085-PP)	WTH-2 Whitworth [40] (3050U-I)	HEL-3D Helios [60] (3060)	LGB-13C Longbow [85] (3085-PP)
5	LCT-1V Locust [20] (3039)	WTH-1 Whitworth [40] (3039)	ON1-K Orion [75] (3039)	VTR-9B Victor [80] (3039)
6	LCT-1V Locust [20] (3039)	SHD-2H Shadow Hawk [55] (3039)	TDR-5S Thunderbolt [65] (3039)	STK-3H Stalker [85] (3039)
7	STG-3R Stinger [20] (3039)	SHD-2H Shadow Hawk [55] (3039)	QKD-4G Quickdraw [60] (3039)	LGB-0W Longbow [85] (3039)
8	WSP-1A Wasp [20] (3039)	GRF-1N Griffin [55] (3039)	CDR-3R Crusader [65] (3039)	CP-10-Q Cyclops [90] (3039)
9	WSP-1A Wasp [20] (3039)	HBK-4G Hunchback [50] (3039)	CTF-1X Cataphract [70] (3039)	LGB-7Q Longbow (3058U-I) [85]
10	WSP-3L Wasp [20] (3085)	SNK-1V Snake [45] (3055U)	TSG-9H Ti Ts'ang [60] (3060)	LGB-7V Longbow [85] (3058U-I)
11	FS9-H Firestarter [35] (3039)	SHD-7M Shadow Hawk [55] (3085-PP)	ARC-2R Archer [70] (3039)	STK-3F Stalker [85] (3039)
12	JVN-10N Javelin [30] (3039)	PXH-1 Phoenix Hawk [45] (3039)	WHM-6L Warhammer [70] (3039)	AWS-8Q Awesome [80] (3039)
13	STG-6L Stinger [20] (3085-PP)	ASN-23 Assassin [40] (3050U-I)	OSR-4L Ostroc [60] (3085-PP)	BNC-3Mr Banshee [95] (3085-ONN)
14	WSP-8T Wasp [20] (3085-PP)	HUR-W0-R4L Huron Warrior [50] (3055U)	MAD-5L Marauder [75] (3085-PP)	AWS-9Q Awesome [80] (3050U-I)
15	WSP-7MAF Wasp [20] (3085-PP)	VND-3R Vindicator [45] (3050U-I)	THR-1L Thunder [70] (3055U)	MR-V2 Cerberus [95] (3055U)
16	ABL-3L Anubis [30] (TR3067)	MS1-O Men-Shen [55] (3060)*	CTF-3L Cataphract [70] (3050U-I)	EMP-6A Emperor [90] (3058U-C)
17	STG-5T Stinger [20] (3085-PP)	EYK-45A Eyleuka [55] (3075)	KSC-5MC Koschei [65] (3075)	Y-H9G Yu Huang [90] (3060)
18	OTT-7J Ostscout [35] (3039)	SHD-2H Shadow Hawk [55] (3039)	MAD-3R Marauder [75] (3039)	AS7-D Atlas [100] (3039)
19	ABL-3T Anubis [30] (TR3067)	EYK-45B Eyleuka [55] (3075)	PEN-2H Penthesilea [75] (3085)	GOL-3L Goliath [80] (3085-PP)
20	MEB-9 Ebony [20] (3085)	MHL-6MC Marshal [55] (3060)	THR-C4 Thunder [70] (Prototypes)	PLG-3Z Pillager [100] (3058U-C)

TAURIAN CONCORDAT 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	SDR-5V Spider [30] (3039)	BJ-1 Blackjack [45] (3039)	QKD-4H Quickdraw [60] (3039)	VTR-9A1 Victor [80] (3039)
3	STG-3R Stinger [20] (3039)	VL-5T Vulcan [40] (3039)	GHR-5H Grasshopper [70] (3039)	BNC-3E Banshee [95] (3039)
4	STG-3R Stinger [20] (3039)	WTH-1 Whitworth [40] (3039)	QKD-4G Quickdraw [60] (3039)	LGB-0W Longbow [85] (3039)
5	LCT-5V Locust [20] (3085-PP)	WTH-2 Whitworth [40] (3050U-I)	BRM-5A Brahma [60] (3085)	LGB-13C Longbow [85] (3085-PP)
6	WSP-1A Wasp [20] (3039)	GRF-1N Griffin [55] (3039)	TDR-5S Thunderbolt [65] (3039)	STK-4N Stalker [85] (3039)
7	STG-5R Stinger [20] (3085-PP)	SNK-1V Snake [45] (3055U)	OSR-5C Ostroc [60] (3085-PP)	CP-11-H Cyclops [90] (3050U-I)
8	WSP-1A Wasp [20] (3039)	SHD-2H Shadow Hawk [55] (3039)	WHM-6R Warhammer [70] (3039)	CP-10-Q Cyclops [90] (3039)
9	LCT-1V Locust [20] (3039)	HBK-4G Hunchback [50] (3039)	ARC-2R Archer [70] (3039)	VTR-9B Victor [80] (3039)
10	COM-2D Commando [25] (3039)	PXH-1 Phoenix Hawk [45] (3039)	TDR-5S Thunderbolt [65] (3039)	STK-3H Stalker [85] (3039)
11	TR-A-1 Toro [35] (3075)	TBT-5N Trebuchet [50] (3039)	WHM-6R Warhammer [70] (3039)	STK-3F Stalker [85] (3039)
12	COM-2D Commando [25] (3039)	ENF-4R Enforcer [50] (3039)	ARC-2R Archer [70] (3039)	AWS-8Q Awesome [80] (3039)
13	ABL-3L Anubis [30] (TR3067)	ASN-23 Assassin [40] (3050U-I)	RFL-9T Rifleman [60] (3085-PP)	EMP-6A Emperor [90] (3058U-C)
14	STG-5T Stinger [20] (3085-PP)	MHL-X1 Marshal [55] (3060)	TDR-5Sb Thunderbolt [65] (Klondike)	Y-H9G Yu Huang [90] (3060)
15	WSP-7MAF Wasp [20] (3085-PP)	SHD-7M Shadow Hawk [55] (3085-PP)	ARC-6W Archer [70] (3085-PP)	AWS-9Q Awesome [80] (3050U-I)
16	FS9-H Firestarter [35] (3039)	CN9-A Centurion [50] (3039)	CTF-1X Cataphract [70] (3039)	LGB-7Q Longbow [85] (3058U-I)
17	COM-2Dr Commando [25] (3085-ONN)	GRF-4N Griffin [55] (3085-PP)	WHM-10T Warhammer [70] (3085-PP)	BNC-3Mr Banshee [95] (3085-ONN)
18	GRM-01A Garm [25] (3060)	PXH-4W Phoenix Hawk [45] (3085-PP)	MAD-2R Marauder [75] (3075)	AS7-Dr Atlas [100] (3085)
19	JVN-10F Javelin [30] (3039)	GRF-1N Griffin [55] (3039)	ON1-K Orion [75] (3039)	DVS-1D Devastator [100] (3058U-I)
20	VLK-QT2 Valkyrie [30] (3085-PP)	MHL-2L Marshal [55] (3060)	BRM-5B Brahma [60] (3085)	PLG-3Z Pillager [100] (3058U-C)

MARIAN HEGEMONY 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	ED-X4M Crosscut MOD [30] (Vehicle)	ICR-1X Icarus [40] (3075)	CPLT-C1 Catapult [65] (3039)	VTR-9A Victor [80] (3039)
3	STG-3R Stinger [20] (3039)	CN9-H Centurion [50] (XTRORetro)	GLT-4L Guillotine [70] (3039)	CP-10-Q Cyclops [90] (3039)
4	FS9-H Firestarter [35] (3039)	PXH-1 Phoenix Hawk [45] (3039)	TDR-5S Thunderbolt [65] (3039)	ZEU-6S Zeus [80] (3039)
5	WSP-1A Wasp [20] (3039)	HBK-4G Hunchback [50] (3039)	QKD-4G Quickdraw [60] (3039)	LGB-0W Longbow [85] (3039)
6	LCT-1V Locust [20] (3039)	TBT-5N Trebuchet [50] (3039)	ON1-K Orion [75] (3039)	STK-3F Stalker [85] (3039)
7	UM-R60 UrbanMech [30] (3039)	SHD-2H Shadow Hawk [55] (3039)	ARC-2R Archer [70] (3039)	VTR-9B Victor [80] (3039)
8	FLE-19 Flea [20] (3050U-I)	ASN-23 Assassin [40] (3050U-I)	MLN-1C Merlin [60] (3058U-I)	CGR-2A2 Charger [80] (3050U-I)
9	LCT-1V2 Locust [20] (3085-PP)	WTH-1H Whitworth [40] (3050U-I)	RFL-5M Rifleman [60] (3085-PP)	LGB-13C Longbow [85] (3085-PP)
10	STG-3P Stinger [20] (3085-PP)	WTH-2 Whitworth [40] (3050U-I)	QKD-5M Quickdraw [60] (3050U-I)	CP-11-H Cyclops [90] (3050U-I)
11	COM-2D Commando [25] (3039)	GRF-1N Griffin [55] (3039)	WHM-6R Warhammer [70] (3039)	LGB-7Q Longbow [85] (3058U-I)
12	JVN-10N Javelin [30] (3039)	GLD-1R Gladiator [55] (3075)	GHR-5H Grasshopper [70] (3039)	AWS-8Q Awesome [80] (3039)
13	COM-4H Commando [25] (3050U-I)	HBK-4H Hunchback [50] (3050)	JM6-H JagerMech [65] (3050U-I)	AWS-9M Awesome [80] (3050-I)
14	JA-KL-1532 Jackal [30] (3055U)	CN9-D Centurion [50] (3050U-I)	CPLT-H2 Catapult [65] (3050U-I)	GOL-6H Goliath [80] (3085-PP)
15	HMR-3M Hammer [30] (3055U)	CN9-Ar Centurion [50] (3085-ONN)	TDR-7M Thunderbolt [65] (3085-PP)	BLR-3M BattleMaster [85] (3085-PP)
16	FS9-C Firestarter [35] (3050-I)	SHD-5M Shadow Hawk [55] (3085-PP)	GLT-7-0 Gallant [70] (3085)	MR-V2 Cerberus [95] (3055U)
17	WLF-1 Wolfhound [35] (3039)	CN9-A Centurion [50] (3039)	MAD-3R Marauder [75] (3039)	AS7-D Atlas [100] (3039)
18	LTD-X2 Brigand [25] (3067)	PXH-4L Phoenix Hawk [45] (3085-PP)	TDR-9M Thunderbolt [65] (3085-PP)	MAD-4H Marauder II [100] (3085-PP)

CALDERON PROTECTORATE 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	STG-3G Stinger [20] (3039)	VL-5T Vulcan [40] (3039)	OTL-4D Ostsol [60] (3039)	BNC-3E Banshee [95] (3039)
3	WSP-1A Wasp [20] (3039)	BJ-1 Blackjack [45] (3039)	RFL-3N Rifleman [60] (3039)	BNC-3Q Banshee [95] (3039)
4	LCT-1V Locust [20] (3039)	CN9-A Centurion [50] (3039)	QKD-4G Quickdraw [60] (3039)	CP-10-Q Cyclops [90] (3039)
5	STG-3R Stinger [20] (3039)	GRF-1N Griffin [55] (3039)	CRD-3R Crusader [65] (3039)	VTR-9B Victor [80] (3039)
6	WSP-1A Wasp [20] (3039)	SHD-2H Shadow Hawk [55] (3039)	TDR-5S Thunderbolt [65] (3039)	STK-4N Stalker [85] (3039)
7	LCT-1V Locust [20] (3039)	HBK-4G Hunchback [50] (3039)	WHM-6R Warhammer [70] (3039)	STK-3F Stalker [85] (3039)
8	COM-2D Commando [25] (3039)	PXH-1 Phoenix Hawk [45] (3039)	ARC-2R Archer [70] (3039)	LGB-7Q Longbow [85] (3058U-I)
9	TR-A-1 Toro [35] (3075)	ENF-4R Enforcer [50] (3039)	TDR-5S Thunderbolt [65] (3039)	STK-3F Stalker [85] (3039)
10	*FS9-H Firestarter [35] (3039)*	*VND-1R Vindicator [45] (3039)*	*WHM-6R Warhammer [70] (3039)*	*LGB-0W Longbow [85] (3039)*
11	COM-2D Commando [25] (3039)	TBT-5N Trebuchet [50] (3039)	ARC-2R Archer [70] (3039)	AWS-8Q Awesome [80] (3039)
12	JVN-10N Javelin [30] (3039)	GRF-1N Griffin [55] (3039)	CTF-1X Cataphract [70] (3039)	BLR-1G BattleMaster [85] (3039)
13	*LCT-5V Locust [20] (3085-PP)*	*ASN-23 Assassin [40] (3050U-I)*	*HEL-3D Helios [60] (3060)*	*AWS-9Q Awesome [80] (3050U-I)*
14	TR-A-1 Toro [35] (3075)	DV-6M Dervish [55] (3039)	ON1-K Orion [75] (3039)	DVS-1D Devastator [100] (3058U-I)
15	COM-2Dr Commando [25] (3085-ONN)	WTH-2 Whitworth [40] (3050U-I)	CTF-3L Cataphract [70] (3050U-I)	Y-H9G Yu Huang [90] (3060)
16	VLK-QA Valkyrie [30] (3039)	KW1-LH2 Lineholder [55] (3058U-I)	MAD-3R Marauder [75] (3039)	AS7-D Atlas [100] (3039)
17	GRM-01A Garm [25] (3060)	MHL-X1 Marshal [55] (3060)	TSG-9H Ti Ts'ang [60] (3060)	EMP-6A Emperor [90] (3058)
18	D9-G9 Duan Gung [25] (3060)	MHL-2L Marshal [55] (3060)	THR-1L Thunder [70] (3055U)	PLG-3Z Pillager [100] (3058U-C)

FILTVELT COALITION 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	HNT-152 Hornet [20] (3039)	CLNT-2-3T Clint [40] (3039)	OTL-4F Ostsol [60] (3039)	VTR-9A1 Victor [80] (3039)
3	STG-3R Stinger [20] (3039)	VL-5T Vulcan [40] (3039)	QKD-4G Quickdraw [60] (3039)	ZEU-6T Zeus [80] (3039)
4	WSP-1A Wasp [20] (3039)	DV-1S Dervish [55] (JSBD)	JM6-A JagerMech [65] (3039)	BNC-3E Banshee [95] (3039)
5	LCT-1V Locust [20] (3039)	SHD-2H Shadow Hawk [55] (3039)	JM6-S JagerMech [65] (3039)	LGB-0W Longbow [85] (3039)
6	FS9-H Firestarter [35] (3039)	WTC-4M Watchman [40] (3055U)	CRD-3D Crusader [65] (3039)	VTR-9B Victor [80] (3039)
7	VLK-QF Valkyrie [30] (3039)	WVR-6R Wolverine [55] (3039)	RFL-3N Rifleman [60] (3039)	LGB-7Q Longbow [85] (3058U-I)
8	HNT-171 Hornet [20] (3050U-I)	STC-04 Sentry [40] (3060)	JM6-DD JagerMech [65] (3050U-I)	ZEU-9S Zeus [80] (3050U-I)
9	VLK-QA Valkyrie [30] (3039)	CN9-A Centurion [50] (3039)	WHM-6K Warhammer [70] (3039)	STK-3F Stalker [85] (3039)
10	LCT-3D Locust [20] (3085-PP)	PXH-3D Phoenix Hawk [45] (3085-PP)	RFL-5D Rifleman [60] (3085-PP)	VTR-9K Victor [80] (3050U-I)
11	TR-A-1 Toro [35] (3075)	ENF-4R Enforcer [50] (3039)	ARC-2R Archer [70] (3039)	BLR-1D BattleMaster [85] (3039)
12	JVN-10N Javelin [30] (3039)	GRF-1N Griffin [55] (3039)	TDR-5S Thunderbolt [65] (3039)	BNC-3S Banshee [95] (3039)
13	WSP-1S Wasp [20] (3085-PP)	WVR-7D Wolverine [55] (3085-PP)	CRD-4D Crusader [65] (3085-PP)	STK-5S Stalker [85] (3050U-I)
14	SDR-5D Spider [30] (3039)	SHD-2D Shadow Hawk [55] (3039)	MAD-3D Marauder [75] (3039)	DVS-1D Devastator [100] (3058U-I)
15	COM-5S Commando [25] (3050U-I)	ENF-5D Enforcer [50] (3050U-I)	AXM-1N Axman [65] (3050U-I)	LGB-7V Longbow [85] (3058U-I)
16	VLK-QD2 Valkyrie [30] (3085-PP)	DV-6Mr Dervish [55] (3085-ONN)	CES-3R Caesar [70] (3050U-I)	BNC-5S Banshee [95] (3050U-I)
17	OSR-3D Osiris [30] (3067)	ENF-6M Enforcer III [50] (3060)	MAD-5D Marauder [75] (3085-PP)	SGT-8R Sagittaire [95] (3067)
18	WLF-2 Wolfhound [35] (3050-I)	HCT-6D Hatchetman [45] (3050-I)	CTF-4X Cataphract [70] (3050-I)	AS7-S Atlas [100] (3050-I)

FRONC REACHES 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	STG-3G Stinger [20] (3039)	VL-5T Vulcan [40] (3039)	RFL-3N Rifleman [60] (3039)	VTR-9A1 Victor [80] (3039)
3	WSP-1A Wasp [20] (3039)	BJ-1 Blackjack [45] (3039)	TDR-5S Thunderbolt [65] (3039)	BNC-3E Banshee [95] (3039)
4	LCT-1V Locust [20] (3039)	CLNT-2-3T Clint [40] (3039)	QKD-4G Quickdraw [60] (3039)	VTR-9B Victor [80] (3039)
5	WSP-1A Wasp [20] (3039)	SHD-2H Shadow Hawk [55] (3039)	WHM-6R Warhammer [70] (3039)	LGB-7Q Longbow [85] (3058U-I)
6	LCT-1V Locust [20] (3039)	HBK-4G Hunchback [50] (3039)	ARC-2R Archer [70] (3039)	STK-3H Stalker [85] (3039)
7	STG-3R Stinger [20] (3039)	PXH-1 Phoenix Hawk [45] (3039)	CDR-3R Crusader [65] (3039)	LGB-0W Longbow [85] (3039)
8	STG-5R Stinger [20] (3085-PP)	ASN-23 Assassin [40] (3050U-I)	HEL-3D Helios [60] (3060)	LGB-13C Longbow [85] (3085-PP)
9	STG-5T Stinger [20] (3085-PP)	WTH-2 Whitworth [40] (3050U-I)	TSG-9H Ti Ts'ang [60] (3060)	CP-11-H Cyclops [90] (3050U-I)
10	*FS9-H Firestarter [35] (3039)*	*VND-1R Vindicator [45] (3039)*	*WHM-6R Warhammer [70] (3039)*	*AWS-8Q Awesome [80] (3039)*
11	COM-2D Commando [25] (3039)	GRF-1N Griffin [55] (3039)	ARC-2R Archer [70] (3039)	STK-3F Stalker [85] (3039)
12	VLK-QA Valkyrie [30] (3039)	ENF-4R Enforcer [50] (3039)	TDR-5S Thunderbolt [65] (3039)	BLR-1G BattleMaster [85] (3039)
13	*ABL-3R Anubis [30] (3067)*	*VND-3R Vindicator [45] (3050U-I)*	*OSR-4L Ostroc [60] (3085-PP)*	*AWS-9Q Awesome [80] (3050U-I)*
14	COM-2Dr Commando [25] (3085-ONN)	MHL-X1 Marshal [55] (3060)	THR-1L Thunder [70] (3055U)	Y-H9G Yu Huang [90] (3060)
15	SDR-5V Spider [30] (3039)	GRF-1N Griffin [55] (3039)	MAD-3R Marauder [75] (3039)	AS7-D Atlas [100] (3039)
16	JVN-10N Javelin [30] (3039)	CN9-A Centurion [50] (3039)	CTF-1X Cataphract [70] (3039)	DVS-1D Devastator [100] (3058U-I)
17	ABL-3T Anubis [30] (3067)	MHL-6MC Marshal [55] (3060)	CTF-3L Cataphract [70] (3050U-I)	EMP-6A Emperor [90] (3058)
18	GRM-01A Garm [25] (3060)	MHL-2L Marshal [55] (3060)	TSG-9J Ti Ts'ang [60] (3060)	PLG-3Z Pillager [100] (3058U-C)

PERIPHERY (GENERAL/LESSER STATES) 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	ED-X2M Crosscut MOD [30] (Vehicle)	BC XV-M Buster MOD [50] (Vehicle)	DRG-1C Dragon [60] (3039)	VTR-9A1 Victor [80] (3039)
3	UM-R60 UrbanMech [30] (3039)	ASN-21 Assassin [40] (3039)	JM6-S JagerMech [65] (3039)	CGR-1A1 Charger [80] (3039)
4	STG-3R Stinger [20] (3039)	BJ-1 Blackjack [45] (3039)	QKD-4G Quickdraw [60] (3039)	BNC-3E Banshee [95] (3039)
5	FS9-H Firestarter [35] (3039)	WTH-1 Whitworth [40] (3039)	GHR-5H Grasshopper [70] (3039)	LGB-0W Longbow [85] (3039)
6	COM-2D Commando [25] (3039)	HBK-4G Hunchback [50] (3039)	MLN-1A Merlin [60] (3058U-I)	VTR-9B Victor [80] (3039)
7	LCT-1V Locust [20] (3039)	GRF-1N Griffin [55] (3039)	CDR-3R Crusader [65] (3039)	CP-10-Q Cyclops [90] (3039)
8	JVN-10N Javelin [30] (3039)	PXH-1 Phoenix Hawk [45] (3039)	WHM-6R Warhammer [70] (3039)	ZEU-6S Zeus [80] (3039)
9	WSP-1A Wasp [20] (3039)	SHD-2H Shadow Hawk [55] (3039)	TDR-5S Thunderbolt [65] (3039)	STK-3F Stalker [85] (3039)
10	STG-3P Stinger [20] (3085-PP)	WTH-2 Whitworth [40] (3050)	ARC-2R Archer [70] (3039)	LGB-7Q Longbow [85] (3058U-I)
11	FLE-19 Flea [20] (3050U-I)	ENF-4R Enforcer [50] (3039)	MAD-3R Marauder [75] (3039)	AWS-8Q Awesome [80] (3039)
12	STG-5T Stinger [20] (3085-PP)	MHL-X1 Marshal [55] (3060)	CTF-1X Cataphract [70] (3039)	AS7-D Atlas [100] (3039)
13	ABL-3L Anubis [30] (3067)	DV-6Mr Dervish [55] (3085-ONN)	MLN-1C Merlin [60] (3058U-I)	LGB-13C Longbow [85] (3085-PP)
14	FS9-C Firestarter [35] (3050U-I)	CN9-Ar Centurion [50] (3085-ONN)	CPLT-H2 Catapult [65] (3050U-I)	MR-V2 Cerberus [95] (3055U)



MERCENARY 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	HNT-151 Hornet [20] (3039)	VL-2T Vulcan [40] (3039)	RFL-3N Rifleman [60] (3039)	CGR-SB Charger [80] (3039)
3	STG-3G Stinger [20] (3039)	HCT-3F Hatchetman [45] (3039)	QKD-4H Quickdraw [60] (3050U-I)	VTR-9B Victor [80] (3039)
4	LCT-1V Locust [20] (3039)	HBK-4P Hunchback [50] (3039)	CRS-X Crossbow [60] (3075)	BNC-3E Banshee [95] (3039)
5	WSP-1A Wasp [20] (3039)	GLD-1R Gladiator [55] (3075)	MLN-1B Merlin [60] (3058U-I)	LGB-0W Longbow [85] (3039)
6	COM-2Dr Commando [25] (3085-ONN)	WTH-2 Whitworth [40] (3050U-I)	AXM-1N Axman [65] (3050U-I)	BNC-3Mr Banshee [95] (3085-ONN)
7	VLK-QA Valkyrie [30] (3039)	CN9-A Centurion [50] (3039)	ARC-2R Archer [70] (3039)	STK-3F Stalker [85] (3039)
8	FS9-H Firestarter [35] (3039)	PXH-1 Phoenix Hawk [45] (3039)	ON1-K Orion [75] (3039)	LGB-7Q Longbow [85] (3058U-I)
9	PNT-9R Panther [35] (3039)	NH-1A Rook [55] (3085)	DRG-1G Grand Dragon [60] (3039)	BWP-X1 Ymir [90] (3075)
10	JR7-D Jenner [35] (3039)	TBT-5N Trebuchet [50] (3039)	OWR-2M Ostwar [65] (XTRPrim1)	ZEU-6T Zeus [80] (3039)
11	WSP-3M Wasp [20] (3085-PP)	CLNT-3-U Clint [40] (3050U-I)	JM6-DD JagerMech [65] (3050U-I)	VTR-9K Victor [80] (3050U-I)
12	TR-1-A Toro [35] (3075)	ENF-4R Enforcer [50] (3039)	BKX-1K Battleaxe [70] (3075)	AWS-8Q Awesome [80] (3039)
13	WSP-1S Wasp [20] (3085-PP)	PXH-3D Phoenix Hawk [45] (3085-PP)	OTL-9R Ostsol [60] (3085-PP)	AWS-9Q Awesome [80] (3050U-I)
14	FRB-1E Firebee [35] (3075)	KTO-18 Kintaro [55] (3039)	TDR-5S Thunderbolt [65] (3039)	BLR-1G BattleMaster [85] (3039)
15	LCT-3S Locust [20] (3085-PP)	STN-04 Sentry [40] (3060)	YMN-6Y Yeoman [60] (3060)	ZEU-9S Zeus [80] (3050U-I)
16	FLE-19 Flea [20] (3050U-I)	PXH-3S Phoenix Hawk [45] (3085-PP)	JM6-DG JagerMech [65] (3050U-I)	STK-5S Stalker [85] (3050U-I)
17	SDR-5V Spider [30] (3039)	WVR-6R Wolverine [55] (3039)	CDR-3R Crusader [65] (3039)	THG-10E Thug [80] (3039)
18	COM-5S Commando [25] (3050U-I)	CN9-D Centurion [50] (3050U-I)	CES-3R Caesar [70] (3050U-I)	BLR-3M BattleMaster [85] (3085-PP)
19	STG-5M Stinger [20] (3085-PP)	DV-6Mr Dervish [55] (3085-ONN)	HRC-LS-9001 Hercules [70] (3055U)	LGB-13C Longbow [85] (3085-PP)
20	EGL-2M Eagle [25] (3060)	HCT-5S Hatchetman [45] (3050U-I)	RFL-8D Rifleman [60] (3085-PP)	BNC-5S Banshee [95] (3050U-I)
21	OTT-7J Ostscout [35] (3085-ONN)	SHD-2K Shadow Hawk [55] (3039)	WHM-6R Warhammer [70] (3039)	HGN-733 Highlander [90] (3039)
22	DRT-6S Dart [25] (3055U)	NGS-5S Nightsky [50] (3055U)	ON1-M Orion [75] (3050U-I)	PPR-5S Salamander [80] (3055U)
23	PNT-10K Panther [35] (3050U-I)	SHD-5D Shadow Hawk [55] (3085-PP)	GHR-5J Grasshopper [70] (3050U-I)	STK-5M Stalker [85] (3050U-I)
24	WLF-1 Wolfhound [35] (3039)	GRF-1N Griffin [55] (3039)	GLT-4L Guillotine [70] (3039)	AS7-D Atlas [100] (3039)
25	VLK-QD Valkyrie [30] (3085-PP)	HBK-5N Hunchback [50] (3050U-I)	TMP-3M Tempest [65] (3055U)	ALB-3U Albatross [95] (3055U)
26	FLC-5P Falcon [30] (3050U-I)	DV-7D Dervish [55] (3050U-I)	BRM-5A Brahma [60] (3085)	EMP-6A Emperor [90] (3058U-C)
27	JVN-10F Javelin [30] (3039)	KW1-LH2 Lineholder [55] (3058U-I)	MAD-3R Marauder [75] (3039)	BNC-3S Banshee [95] (3039)
28	BH-K305 Battle Hawk [30] (3055U)	STH-1D Stealth [45] (3055U)	TNS-4S Thanatos [75] (TR3067)	AS7-S Atlas [100] (3050U-I)
29	V4-LNT-K7 Valiant [30] (3075)	APL-1M Apollo [55] (3055U)	BNDR-01Ar Bandersnatch [75] (3085-ONN)	HGN-732 Highlander [90] (3050U-C)
30	SCB-9A Scarabus [30] (3055U)	TR2 Wraith [55] (3055U)	WR-DG-02FC War Dog [75] (3055U)	PPR-5T Salamander [80] (3055U)
31	WLF-2 Wolfhound [35] (3050U-I)	CBR-02 Cobra [45] (3060)	GAL-2GLS Gallowglas [70] (3055U)	LGB-7V Longbow [85] (3058U-I)
32	HMR-3C Hammer [30] (3055U)	CLN-7W Chameleon [50] (3058U-I)	CTS-6Y Cestus [65] (3058U-C)	MR-V3 Cerberus [85] (3055U)
33	NTK-2Q Night Hawk [35] (3058U-C)	CMA-1S Chimera [40] (TR3067)	ARC-9M Archer [70] (3085-PP)	AS7-K Atlas [100] (3050U-I)
34	BZK-F3 Hollander [35] (3055U)	LNX-9C Lynx [55] (3058U-C)	KOS-5I Koschei [65] (3075)	GUN-1ERD Gunslinger [85] (3055U)
35	GRM-01B Garm [30] (3060)	STY-3D Starslayer [50] (3058U-C)	BHKU-O Black Hawk-Ku [60] (3058U-I)*	SRC-3C Sirocco [95] (3060)
36	FNHK-9K1A Falcon Hawk [35] (3058U-C)	SR1-O Strider [40] (3058U-I)*	EXC-B2 Excalibur [70] (3058U-C)	DVS-2 Devastator [100] (3058U-I)
37	AF1 Arctic Fox [30] (3060)*	GLD-5R Gladiator [55] (3075)	Rifleman IIC 2 [65] (3085-PP)	PLG-3Z Pillager [100] (3058U-C)
38	JVN-11A Javelin [30] (3050U-I)	CNS-5M Cronus [55] (TR3067)	GLT-7-0 Gallant [70] (3085)	SD1-O Sunder [90] (3058U-I)*
39	TLN-5W Talon [35] (3058U-C)	SKW-2F Shockwave [50] (3085)	MTR-5K Maelstrom [75] (3058U-C)	NSR-9J Nightstar [95] (3058U-C)
40	JA-KL-1532 Jackal [30] (3055U)	BJ2-O Blackjack [50] (3058U-I)*	DFN-3T Defiance [75] (3075)	Warhammer IIC 8 [80] (3085-PP)
41	WLF-2H Wolfhound [35] (Prototypes)	FS9-O Firestarter [45] (3058U-I)*	Vulture [60] (3050U-C)*	Masakari [85] (3050U-C)*
42	Uller [30] (3050U-C)*	Shadow Hawk IIC [45] (3085-PP)	Mad Cat [75] (3050U-C)*	Daishi [100] (3050U-I)*
43	WLF-5 Wolfhound [35] (3085)	Ryoken [55] (3050U-C)*	AV1-O Avatar [70] (3058U-I)*	XNT-5O Xanthos [100] (3075)
44	Puma [35] (3050U-C)*	Shadow Cat [45] (3058U-C)*	HEP-4H Helepolis [75] (3075)	BRZ-A3 Berserker [100] (3055U)

CAPELLAN CONFEDERATION VEHICLES

Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Pegasus (3058) [35] (3058U-I)	Prowler (Succession Wars) [55] (3085)	SRM Carrier [60] (3039)	Ontos (3053) [95] (3058U-I)
3	J. Edgar [25] (3039)	Regulator [45] (3058U-I)	Brutus [75] (3058U-I)	Demolisher [80] (3039)
4	Minion (TAG) [20] (TR3067)	Vedette (Liao) [50] (3039)	Bulldog [60] (3039)	Partisan [80] (3039)
5	Scorpion [25] (3039)	Condor (Liao) [50] (3039)	Pike [60] (3039)	Ontos [95] (3039)
6	Crow (Export) [15] (3075)	Vedette [50] (3039)	Manticore [60] (3039)	Schrek [80] (3039)
7	Scorpion [25] (3039)	Hetzer [40] (3039)	Po [60] (3058U-I)	Demolisher [80] (3039)
8	Sprint [10] (3058U-I)	Vedette (LB-X) [50] (3058U-I)	Zhukov [75] (3058U-I)	Heavy LRM Carrier [80] (3060)
9	Pegasus [35] (3039)	Vedette (Ultra) [50] (3058U-I)	Po (LB-X) [60] (3058U-I)	Behemoth [100] (3039)
10	Scorpion (Minesweeper) [25] (Prototypes)	Danai [45] (3075)	LRM Carrier [60] (3039)	Devastator [80] (3039)
11	Pegasus (3058) [35] (3058U-I)	Hetzer (LB-X) [40] (3058U-I)	Po HV [60] (Prototypes)	Schrek (Armor) [80] (3085-ONN)
12	Cavalry [25] (3058U-I)	Maxim [50] (3039)	Morningstar [60] (TR3067)	Partisan (Cell) [80] (3085-ONN)
13	Tamerlane 2 [20] (3075)	Regulator [45] (3058U-I)	Zhukov (Liao) [75] (3085-ONN)	Demolisher (Gauss) [80] (3058U-I)
14	Tufana [35] (3085)	Regulator (Arrow IV) [45] (3058U-I)	Manticore (HPPC) [60] (3085-ONN)	Demolisher (Arrow IV) [80] (3058U-I)
15	Tamerlane [20] (3075)	Vedette (Cell) [50] (3085-ONN)	Po II [60] (3085)	Demolisher (Gauss) [80] (3058U-I)
16	Tufana (iNarc) [35] (3085)	Regulator (RAC) [45] (3058U-i)	Po II (Arrow IV) [60] (3085)	Heavy MML Carrier [80] (3060)
17	Warrior H-9 [20] (3058U-I)	Regulator II [50] (3085)	Pike (RAC) [60] (3058U-I)	Challenger X [90] (3058U-I)
18	Yasha [30] (3085)	Myrmidon Type 2 [40] (3060)	Kinnol [70] (3085)	Partisan (LRM) [80] (3085-ONN)
19	Asshur [20] (3060)	Regulator II (Stealth) [50] (3085)	Pike (Clan) [60] (3058U-I)	Morrígú [80] (TR3067)
20	Yasha (Spectre) [30] (3085)	Regulator II [50] (3085)	Manticore (HPPC) [60] (3085-ONN)	DI Morgan [100] (3075)

DRACONIS COMBINE VEHICLES

Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Skulker (C3M) [20] (3085-ONN)	Turhan (C3) [50] (3075)	MRM Carrier [60] (3058U-I)	Behemoth (Kurita) [100] (3058U-I)
3	Pegasus [35] (3039)	Vedette [50] (3039)	Bulldog (AC/2) [60] (3039)	Devastator [80] (3039)
4	Scorpion (MRM) [25] (3058U-I)	Prowler (Succession Wars) [55] (3085)	Zhukov [75] (3058U-I)	Schrek [80] (3039)
5	Saladin [35] (3039)	Maxim [50] (3039)	SRM Carrier [60] (3039)	Ontos [95] (3039)
6	Saracen [35] (3039)	Condor [50] (3039)	Manticore [60] (3039)	Behemoth [100] (3039)
7	Scimitar [35] (3039)	Turhan [50] (3075)	Bulldog [60] (3039)	Schrek [80] (3039)
8	Saladin (LB-X) [35] (3058U-I)	Vedette (NETC) [50] (3058U-I)	MRM Carrier [60] (3058U-I)	Demolisher [80] (3039)
9	Saracen (MRM) [35] (3058U-I)	Maxim (BA Factory) [50] (3058u)	Tokugawa TKG-150 [60] (3058U-I)	Demolisher (MRM) [80] (3058U-I)
10	Crow [15] (3075)	Myrmidon [40] (3060)	Manticore (C3S) [60] (3058U-I)	Partisan (Cell) [80] (3085-ONN)
11	Pegasus (3058) [35] (3058U-I)	Maxim (I) [50] (3058U-I)	Tokugawa [60] (3058U-I)	Schrek (Armor) [80] (3085-ONN)
12	Saladin (Ultra) [35] (3058U-I)	Hiryo (MRM) [40] (3075)	Manticore (C3M) [60] (3058U-I)	Schrek (C3M) [80] (3085-ONN)
13	Scimitar (TAG) [35] (3058U-I)	Maxim (Fire Support) [50] (3058U-I)	Tokugawa (C3) [60] (3058U-I)	Behemoth (Kurita) [100] (3058U-I)
14	Crow (C3) [15] (3075)	Condor (Upgrade) [50] (3075)	LRM Carrier [60] (3039)	Demolisher (Gauss) [80] (3058U-I)
15	Yasha [30] (3085)	Hiryo [40] (3075)	Manticore (HPPC) [60] (3085-ONN)	Schiltron [80] (3060)*
16	Scimitar (C3) [35] (3085-ONN)	Fulcrum III [50] (3085-ONN)	Kinnol [70] (3085)	J.E.S. II [95] (3085)
17	Yasha (Interdictor) [30] (3085)	SM1 Tank Destroyer [50] (3075)	Tokugawa (MRM) [60] (3058U-I)	Demolisher II [100] (3060)
18	Pegasus (X-Pulse) [35] (Prototypes)	Hiryo (Bloodhound) [40] (Prototypes)	Tokugawa (Streak) [60] (3058U-I)	Schiltron [80] (3060)*
19	Balac (LRM) [25] (3085)	BE700 Joust Tank [40] (3085)	Ishtar [65] (3060)	Alacorn Mk. VI [95] (3058U-I)
20	Svantovit [35] (3060)	Maxim Mk. II [50] (3085)	Shoden [70] (TR3067)	DI Morgan [100] (3075)

FEDERATED SUNS VEHICLES

Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Darter (BAP) [13] (3075)	Musketeer [50] (TR3067)	Brutus (HPPC) [75] (3085-ONN)	Challenger XV [90] (Prototypes)
3	Ferret [5] (3039)	Vedette (Cell) [50] (3085-ONN)	Manticore [60] (3039)	Behemoth [100] (3039)
4	Ripper (LPPC) [10] (3050U-C)	Myrmidon [40] (3060)	Typhoon [70] (3058U-I)	Sturmfeur [85] (3039)
5	J. Edgar [25] (3039)	Condor [50] (3039)	LRM Carrier [60] (3039)	Partisan [80] (3039)
6	Striker [35] (3039)	Hetzer [40] (3039)	Rommel [65] (3039)	Demolisher [80] (3039)
7	Scorpion (LAC) [25] (3085-ONN)	Vedette [50] (3039)	Patton [65] (3039)	Behemoth [100] (3039)
8	Yellow Jacket [30] (3058U-I)	J.E.S. I [50] (3075)	Typhoon (LB-X) [70] (3058U-I)	Partisan (Quad RAC) [80] (3058U-I)
9	Striker (3053) [35] (3058U-I)	Goblin [45] (3039)	Pilum [70] (3058U-I)	Partisan [80] (3058U-I)
10	Yellow Jacket (RAC) [30] (3058U-I)	Fulcrum [50] (3058U-I)	Rommel (Gauss) [65] (3058U-I)	Fury [80] (3050U-C)
11	Striker (3061) [35] (3058U-I)	Goblin [45] (3058U-I)	Typhoon (RAC) [70] (3058U-I)	Challenger XV [90] (Prototypes)
12	Minion [20] (TR3067)	Myrmidon (Anti-Infantry) [40] (Prototypes)	LB-2X Carrier [60] (3058U-I)	Fury (C3S) [80] (3050U-C)
13	Cavalry [25] (3058U-I)	Ranger VV1 [45] (3085)	Patton (Ultra) [65] (3058U-I)	Challenger X [90] (3058U-I)
14	Pandion [20] (3085)	Condor (Laser) [50] (3058U-I)	Manticore (HPPC) [60] (3085-ONN)	J.E.S. II [95] (3085)
15	Fox [20] (3085)	Musketeer [50] (TR3067)	Manteuffel [70] (TR3067)*	Ajax [90] (TR3067)*
16	Pandion (C3) [20] (3085)	Ranger VV2 [45] (3085)	Kinnol [70] (3085)	Challenger XII [90] (3058U-I)
17	Skulker Mk. II (Prototypes)	J.E.S. I (3082) [50] (3085-ONN)	Morningstar [60] (TR3067)	Heavy NLRM Carrier [80] (Prototypes)
18	Cavalry Infiltrator [25] (Prototypes)	Fulcrum (Hybrid) [50] (Prototypes)	Manticore (HPPC) [60] (3085-ONN)	Challenger XI [90] (3058U-I)
19	Balac (LRM) [25] (3085)	Vedette (Cell) [50] (3085-ONN)	Axel IIC [65] (3058U-I)	Morrígú (Laser) [80] (TR3067)
20	Fox (VSP) [20] (3085)	Fulcrum (Hybrid) [50] (Prototypes)	Pilum (Arrow IV) [70] (3058U-I)	DI Morgan [100] (3075)

FORMER FREE WORLDS LEAGUE (GENERAL) VEHICLES

Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Saladin (LB-X) [35] (3058U-I)	Myrmidon [40] (3060)	LB-2X Carrier [60] (3058U-I)	Devastator [80] (3039)
3	J. Edgar [25] (3039)	Vedette (LB-X) [50] (3058U-I)	Brutus [75] (3058U-I)	Rhino [80] (3050U-C)
4	Pegasus [35] (3039)	Prowler (Succession Wars) [55] (3085)	SRM Carrier [60] (3039)	Behemoth [100] (3039)
5	Galleon GAL-100 [30] (3058U-I)	Condor [50] (3039)	Bulldog [60] (3039)	Partisan [80] (3039)
6	Harasser [25] (3039)	Hetzer [40] (3039)	Po [60] (3058U-I)	Schrek [80] (3039)
7	Galleon GAL-102 [30] (3058U-I)	Vedette [50] (3039)	Manticore [60] (3039)	Ontos [95] (3039)
8	Cavalry [25] (3058U-I)	Phalanx Support Tank [40] (Prototypes)	Zhukov [75] (3058U-I)	Demolisher [80] (3039)
9	Main Gauche [30] (TR3067)	Vedette (Ultra) [50] (3058U-I)	Po (Lt. Gauss) [60] (3058U-I)	Ontos (3053) [95] (3058U-I)
10	J. Edgar (TAG) [25] (3058U-I)	Hetzer (LB-X) [45] (3058U-I)	LRM Carrier [60] (3039)	Rhino [80] (3050U-C)
11	Pegasus (3058) [35] (3058U-I)	Vedette (Lt. Gauss) [50] (3058U-I)	Manticore (3055) [60] (3058U-I)	Ontos (Lt. Gauss) [95] (3058U-I)
12	Hawk Moth [25] (3060)	Maxim (Fire Support) [50] (3058U-I)	Po (LB-X) [60] (3058U-I)	Heavy LRM Carrier [80] (3060)
13	Main Gauche (XL) [30] (TR3067)	Vedette (Cell) [50] (3085-ONN)	Kinnol [70] (3085)	Partisan (Cell) [80] (3085-ONN)
14	Yasha [30] (3085)	Fulcrum [50] (3058U-I)	Thumper (TAV-1) [60] (3075)	Schrek (Armor) [80] (3085-ONN)
15	See Former FWL States Sub-table	See Former FWL States Sub-table	See Former FWL States Sub-table	See Former FWL States Sub-table
16	Main Gauche (C3) [30] (TR3067)	Stygian [40] (TR3067)	Zhukov (Liao) [75] (3085-ONN)	Ontos (MML) [95] (3085-ONN)
17	Hawk Moth (Thunderbolt) [25] (3060)	Condor (Upgrade) [50] (3075)	Moltke M1 [75] (3085)	Demolisher (Gauss) [80] (3058U-I)
18	Yasha (Spectre) [30] (3085)	Danai [45] (3075)	Manticore (HPPC) [60] (3085-ONN)	J.E.S. II [95] (3085)
19	Balac (LRM) [25] (3085)	Condor (Upgrade Laser) [50] (3075)	Thumper (Angel) [60] (Prototypes)	Morrígú [80] (TR3067)
20	Asshur [20] (3060)	Fulcrum II [50] (3058U-I)	Brutus (HPPC) [75] (3085-ONN)	DI Morgan [100] (3075)

FORMER FREE WORLDS LEAGUE STATES SUB-TABLE

Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
Duchy of Andurien				
15	Aeron [25] (3085)	Regulator [45] (3058U-I)	Moltke M3 [75] (3085)	Heavy MML Carrier [80] (3060)
Marik-Stewart Commonwealth				
15	Cavalry (TAG) [25] (3058U-I)	J.E.S. I (3082) [50] (3085-ONN)	LRM Carrier (3055) [60] (3058U-I)	Behemoth (Kurita) [100] (3058U-I)
Duchy of Oriente				
15	Aeron (BAP) [25] (3085)	Drillson (Streak) [50] (3058U-I)	Moltke M2 [75] (3085)	Demolisher (Arrow IV) [80] (3058U-I)
Principality of Regulus				
15	Tufana [35] (3085)	Regulator [45] (3058U-I)	Merkava Mk. IX [75] (3075)	Demolisher II [100] (3060)
Rim Commonality				
15	Plainsman [35] (3058U-I)	Gladius [40] (3060)	Moltke M2 [75] (3085)	Partisan (LRM) [80] (3085-ONN)
Duchy of Tamarind-Abbey				
15	Mantis [15] (3060)	Myrmidon [40] (3060)	Brutus (HPPC) [75] (3085-ONN)	Schiltron [80] (3060)*
Independent/Lesser Former League States				
15	Aeron (BAP) [25] (3085)	Condor (Laser) [50] (3058U-I)	Moltke M2 [75] (3085)	Partisan (LRM) [80] (3085-ONN)

LYRAN COMMONWEALTH VEHICLES

Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Saladin (Ultra) [35] (3058U-I)	Hetzer (LB-X) [40] (3058U-I)	Kinnol [70] (3085)	Alacorn Mk. VI [95] (3058U-C)
3	Sprint (Laser) [10] (3058U-I)	Maxim [50] (3039)	SRM Carrier [60] (3039)	Sturmfeur [85] (3039)
4	Packrat PKR-T5 [20] (3039)	Hetzer [40] (3039)	Brutus [75] (3058U-I)	Behemoth [100] (3039)
5	Scorpion (LAC) [25] (3085-ONN)	Vedette [50] (3039)	Manticore [60] (3039)	Partisan [80] (3039)
6	Warrior H-7 [21] (3039)	Drillson [50] (3039)	Patton [65] (3039)	Demolisher [80] (3039)
7	Hunter [35] (3039)	Condor [50] (3039)	Rommel [65] (3039)	Sturmfeur [85] (3039)
8	Savannah Master [5] (3039)	J.E.S. I [50] (3075)	Typhoon [70] (3058U-I)	Partisan (Cell) [80] (3085-ONN)
9	Warrior H-8 [20] (3058U-I)	Vedette (NETC) [50] (3058U-I)	Marsden II-A (LB-X) [60] (3075)	Sturmfeur (Heavy Gauss) [85] (3058U-I)
10	Hunter (ERLL) [35] (3058U-I)	Drillson (Streak) [50] (3058U-I)	LRM Carrier (3055) [60] (3058U-I)	Fortune [80] (TR3067)
11	Hunter (3054) [35] (3058U-I)	Myrmidon [40] (3060)	Manticore (3055) [60] (3058U-I)	Alacorn Mk. VII [95] (3058U-I)
12	Pegasus (3058) [35] (3058U-I)	Vedette (Cell) [50] (3085-ONN)	Patton (Ultra) [65] (3058U-I)	Demolisher II (MML) [100] (3085-ONN)
13	Hunter (LPL) [35] (3058U-I)	Fulcrum [50] (3058U-I)	Rommel (Gauss) [65] (3058U-I)	Demolisher II [100] (3060)
14	Saxon [35] (3075)	Glaive [45] (TR3067)	SRM Carrier (C3) [60] (3058U-I)	DI Morgan (LRM) [100] (3075)
15	Warrior H-9 [20] (3058U-I)	Condor (Upgrade) [50] (3075)	Manteuffel [70] (TR3067)*	DI Morgan [100] (3075)
16	Hunter (Assault) [35] (3058U-I)	Fulcrum III [50] (3085-ONN)	Marksman (LPPC) [65] (3050U-C)	Demolisher II (Thunderbolt) [100] (3060)
17	Yellow Jacket (PPC) [30] (3085-ONN)	Condor (Upgrade Laser) [50] (3075)	Brutus (HPPC) [75] (3085-ONN)	Fensalir [80] (3085)
18	Savannah Master (Interd.) [5] (3085-ONN)	Maxim Mk. II "Shiloh" [50] (3085)	Rommel Howitzer [65] (Prototypes)	Gürteltier [100] (3085)
19	Balac (LRM) [25] (3085)	Bandit Mk. II [50] (Prototypes)	Kinnol [70] (3085)	Fensalir (HAG) [80] (3085)
20	Badger (C) [30] (3058U-I)*	Maxim (Clan) [50] (3058U-I)	Manticore (HPPC) [60] (3085-ONN)	Heimdall [95] (TR3067)*

REPUBLIC OF THE SPHERE VEHICLES

Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Chevalier (MML) [35] (3060)	Maxim Mk. II "Shiloh" [50] (3085)	Demon [60] (3050U-C)	Puma PAT-008 [95] (3050U-C)
3	Lightning [35] (3050U-C)	Zephyr [40] (3050U-C)	Brutus (HPPC) [75] (3085-ONN)	Demolisher II [100] (3060)
4	Saxon [35] (3075)	Stygian [40] (TR3067)	Thumper TAV-1 [60] (3075)	Schrek (Armor) [80] (3085-ONN)
5	Nightshade (LAC) [25] (3050U-C)	Ranger VV1 [45] (3085)	LRM Carrier [60] (3039)	Devastator [80] (3039)
6	Galleon GAL-102 [30] (3058U-I)	Glaive [45] (TR3067)	Bulldog [60] (3039)	Trajan (ICE) [85] (3085)
7	Pegasus (MRM) [35] (3058U-I)	Giggins [40] (3085)	Zhukov (Liao) [75] (3085-ONN)	Rhino [80] (3050U-C)
8	Minion [20] (TR3067)	Demon [45] (3085)	Manticore (C3S) [60] (3058U-I)	Schiltron 80] (3060)*
9	Main Gauche (XL) [30] (TR3067)	Vedette (Cell) [50] (3085-ONN)	Kinnol [70] (3085)	Demolisher (Gauss) [80] (3058U-I)
10	Beagle (TAG) [15] (3050U-C)	Fulcrum [50] (3058U-I)	Rommel (Gauss) [65] (3058U-I)	Demolisher (Arrow IV) [80] (3058U-I)
11	Yellow Jacket [30] (3085)	Maxim Mk. II [50] (3085)	Manticore (HPPC) [60] (3085-ONN)	Puma PAT-005b [95] (3075)
12	Mantis (ECCM) [25] (3050U-C)	Regulator II [50] (3085)	Manteuffel [70] (TR3067)*	Ajax [90] (TR3067)*
13	Yasha [30] (3085)	Padilla Tube [55] (3085)	Tonbo [56] (3085)	DI Morgan [100] (3075)
14	Zorya [35] (3060)	Ares [40] (3060)	Manteuffel 70] (TR3067)*	Demolisher (Clan) [80] (3058U-I)
15	Hawk Moth (Thunderbolt) [25] (3060)	Regulator II (RAC) [50] (3085)	Burke (Royal) [75] (Klondike)	Gürteltier [100] (3085)
16	Badger (C) 30] (3058U-I)*	BE700 Joust [40] (3085)	Axel IIC [65] (3058U-I)	Morrígú [80] (TR3067)
17	Fox [20] (3085)	Bandit (C) 50] (3058U-I)*	Athena [75] (3060)	Mars [100] (3060)
18	Zorya (ATM) [35] (3060)	Chaparral [50] (3050U-C)	Padilla [75] (3058U-I)	Trajan [85] (3085)
19	Balac [25] (3085)	Eldingar [50] (3085)	Ishtar (Gauss) [65] (3060)	Huitzilopochtli [85] (3060)
20	Odin [20] (3060)	SM1 Tank Destroyer [50] (3075)	Bolla [60] (3085)*	Mars (HAG) [100] (3060)
21	Donar [21] (3060)	SM3 Tank Destroyer [50] (3075)	Athena (HAG) [75] (3060)	Mars (XL) [100] (3060)



CLAN DIAMOND SHARK VEHICLES

Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Centipede [20] (3058U-I)	Garuda [40] (Prototypes)	LRM Carrier [60] (3039)	Behemoth [100] (3039)
3	Chevalier [35] (3060)	Tyr [45] (TR3067)	Demon [60] (3050U-C)	Ontos [95] (3039)
4	Striker [35] (3039)	Maxim (Clan) [50] (3058U-I)	Burke [75] (3050U-C)	Morrígú [80] (TR3067)
5	Shamash (Flamer) [11] (3060)	Bandit (C) [50] (3058U-I)*	Shoden (Streak) [70] (3060)	Sturmfeur [85] (3039)
6	Donar [21] (3060)	SM1 Tank Destroyer [50] (3075)	Axel IIC [65] (3058U-I)	Heimdall [95] (TR3067)*
7	Balac [25] (3085)	Hachiman [50] (3060)	Pike (Clan) [60] (3058U-I)	Morrígú [80] (TR3067)
8	Shamash [11] (3060)	Regulator II [50] (3085)	Shoden [70] (TR3067)	Morrígú (Laser) [80] (TR3067)
9	Odin [20] (3060)	Hachiman (AAA) [50] (3060)	Ishtar [65] (3060)	Demolisher (Clan) [80] (3058U-I)
10	Balac (Spotter) [25] (3085)	Zephyr [40] (3050U-C)	Athena [75] (3060)	Huitzolopochtli [85] (3060)
11	Svantovit [35] (3060)	Joust BE700 [40] (3085)	Oro (HAG) [60] (3060)	Alacorn Mk. VI [95] (3058U-C)
12	Asshur [20] (3060)	Epona [50] (3060)*	Tokugawa [60] (3058U-I)	Mars (HAG) [100] (3060)

CLAN HELL'S HORSES VEHICLES

Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Zephyros (Turret) [25] (3085)	Chaparral [50] (3050U-C)	Marksman [65] (3050U-C)	Puma PAT-005 [95] (3050U-C)
3	Odin [20] (3060)	Zephyr [40] (3050U-C)	Demon [60] (3050U-C)	Fury (Royal) [80] (3050U-C)
4	Balac [25] (3085)	Thor (Clan) [55] (3050U-C)	Burke [75] (3050U-C)	Rhino [80] (3050U-C)
5	Svantovit [35] (3060)	Epona [50] (3060)*	Ishtar [65] (3060)	Aithon [100] (Prototypes)
6	Donar [21] (3060)	Enyo (ER Pulse) [55] (Prototypes)	Ishtar [65] (3060)	Carnivore (Second Line) [80] (3085)
7	Zephyros [25] (3085)	Bellona (Laser) [45] (3075)	Athena [75] (3060)	Mars [100] (3060)
8	Hephaestus Jump [35] (Prototypes)	Bellona [45] (3075)	Ishtar (Gauss) [65] (3060)	Demolisher (Clan) [80] (3058U-I)
9	Anhur (BA) [30] (3060)	Garuda [40] (Prototypes)	Oro [60] (3060)	Huitzolopochtli [85] (3060)
10	Hephae. Jump (AI) [35] (Prototypes)	Ku (IFV) "Turhan II" [50] (3060)	Athena [75] (3060)	Heimdall [95] (TR3067)*
11	Hephaestus [30] (TR3067)*	Epona [50] (3060)*	Ishtar (Gauss) [65] (3060)	Mars (ATM) [100] (3060)
12	Svantovit (ATM) [35] (3060)	Enyo [55] (TR3067)	Athena (HAG) [75] (3060)	Mars (XL) [100] (3060)
13	Donar (Support) [21] (3060)	Hachiman [50] (3060)	Athena (HAG) [75] (3060)	Mars [100] (3060)
14	Donar [21] (3060)	Ku (IFV) "Turhan II" [50] (3060)	Athena [75] (3060)	Morrígú [80] (TR3067)
15	Anhur (BA) [30] (3060)	Epona [50] (3060)*	Ishtar (Gauss) [65] (3060)	Mars (XL) [100] (3060)
16	Zephyros [25] (3085)	Enyo [55] (TR3067)	Oro [60] (3060)	Huitzolopochtli (AAA) [85] (3060)
17	Hephaestus [30] (TR3067)*	Garuda [40] (Prototypes)	Ishtar [65] (3060)	Mars (HAG) [100] (3060)

CLAN JADE FALCON VEHICLES

Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Balac (Spotter) [25] (3085)	Chalchiuhtotolin (Chemical) [50] (3085)	Oro [60] (3060)	Sturmfeur [85] (3039)
3	Centipede [20] (3058U-I)	Hachiman [50] (3060)	Ishtar [65] (3060)	Demolisher (Clan) [80] (3058U-I)
4	Donar [21] (3060)	Sokar [50] (Prototypes)	Burke [75] (3050U-C)	Huitzolopochtli [85] (3060)
5	Asshur (Proto AC) [20] (3060)	Condor [50] (3039)	Oro [60] (3060)	Carnivore (HAG) [80] (3085)
6	Indra [35] (3060)	Chalchiuhtotolin [50] (3085)	Ishtar [65] (3060)	Huitzolopochtli [85] (3060)
7	Indra (BA) [35] (3060)	Chalchiuhtotolin [50] (3085)	Athena [75] (3060)	Demolisher (Clan) [80] (3058U-I)
8	Asshur [20] (3060)	Sokar [50] (Prototypes)	Ishtar [65] (3060)	Huitzolopochtli [85] (3060)
9	Zorya (Ammo) [35] (3060)	Ares [40] (3060)	Oro [60] (3060)	Demolisher (Clan) [80] (3058U-I)
10	Donar (Recon) [21] (3060)	Hachiman [50] (3060)	Pike (Clan) [60] (3058U-I)	Carnivore [80] (3085)
11	J. Edgar [25] (3039)	Ku (IFV) "Turhan II" [50] (3060)	Ishtar (Gauss) [65] (3060)	Mars [100] (3060)
12	Indra (BA) [35] (3060)	Enyo [55] (TR3067)	Oro [60] (3060)	Sturmfeur [85] (3039)

CLAN WOLF VEHICLES

Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Shamash [11] (3060)	Hachiman [50] (3060)	Padilla [75] (3058U-C)	Alacorn Mk. VI [95] (3058U-C)
3	Donar (Recon) [21] (3060)	Maxim (Clan) [50] (3058U-I)	LRM Carrier [60] (3039)	Puma PAT-005 [95] (3050U-C)
4	Odin [20] (3060)	Chalchiuhtotolin [50] (3085)	Pike (Clan) [60] (3058U-I)	Demolisher (Clan) [80] (3058U-I)
5	Zorya (Ammo) [35] (3060)	Chalchiuhtotolin [50] (3085)	SRM Carrier [60] (3039)	Carnivore (Second Line) [80] (3085)
6	Svantovit [35] (3060)	Bandit (C) [50] (3058U-I)*	Pike (Clan) [60] (3058U-I)	Rhino [80] (3050U-C)
7	Zorya (ATM) [35] (3060)	Ares [40] (3060)	Oro [60] (3060)	Carnivore [80] (3085)
8	Badger (C) [30] (3058U-I)*	Bandit (C) [50] (3058U-I)*	Pike (Clan) [60] (3058U-I)	Carnivore (HAG) [80] (3085)
9	Zorya [35] (3060)	Ares (Plasma) [40] (3060)	Ishtar [65] (3060)	Huitzolopochtli [85] (3060)
10	Donar [21] (3060)	Ares [40] (3060)	Oro [60] (3060)	Carnivore [80] (3085)
11	Balac (LRM) [25] (3085)	Maxim (Clan) [50] (3058U-I)	Athena [75] (3060)	Carnivore (HAG) [80] (3085)
12	Asshur [20] (3060)	Epona [50] (3060)*	Athena [75] (3060)	Alacorn Mk. VI [95] (3058U-I)

GHOST BEAR DOMINION VEHICLES

Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	APC (Tracked) [10] (3039)	Bellona (Laser) [45] (3075)	Tokugawa [60] (3058U-I)	Behemoth [100] (3039)
3	Odin [20] (3060)	Hachiman (AAA) [50] (3060)	Shoden [70] (TR3067)	Morrígú (Laser) [80] (TR3067)
4	Skulker [20] (3039)	Ares (Plasma) [40] (3060)	Ishtar [65] (3060)	Mars [100] (3060)
5	Donar (Recon) [21] (3060)	Ares [40] (3060)	Oro [60] (3060)	Huitzolopochtli (AAA) [85] (3060)
6	Donar [21] (3060)	Eldingar [50] (3085)	Vidar [75] (Prototypes)	Mars [100] (3060)
7	Odin (Spotter) [20] (3060)	Tyr [45] (TR3067)	Axel IIC [65] (3058U-I)	Mars (HAG) [100] (3060)
8	Shamash (I) [11] (3085-ONN)	Hachiman [50] (3060)	Axel IIC (XL) [65] (3058U-I)	Huitzolopochtli (AAA) [85] (3060)
9	Balac (Spotter) [25] (3085)	SM1 Tank Destroyer [50] (3075)	Oro (HAG) [60] (3060)	Huitzolopochtli [85] (3060)
10	Zorya (Ammo) [35] (3060)	Tyr [45] (TR3067)	Axel IIC [65] (3058U-I)	Demolisher (Clan) [80] (3058U-I)
11	Anhur [30] (3060)	Eldingar (Streak) [50] (3085)	Athena [75] (3060)	Huitzolopochtli [85] (3060)
12	APC (Wheeled) [10] (3039)	Bellona [45] (3075)	LRM Carrier [60] (3039)	Morrígú [80] (TR3067) [80] (TR3067)

RAVEN ALLIANCE VEHICLES

Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	J. Edgar [25] (3039)	Condor [50] (3039)	Ishtar [65] (3060)	Schrek [80] (3039)
3	Indra [35] (3060)	Vedette [50] (3039)	Ishtar [65] (3060)	Mars (ATM) [100] (3060)
4	Balac (LRM) [25] (3085)	Vedette (AC2) [50] (3039)	Oro [60] (3060)	Mars [100] (3060)
5	Svantovit [35] (3060)	Ku [50] (3060)	Nuberu 2 "Numantia" [60] (Prototypes)	Huitzolopochtli [85] (3060)
6	Hunter [35] (3039)	Hachiman [50] (3060)	Po Heavy Tank [60] (3058U-I)	Schrek [80] (3039)
7	Donar [21] (3060)	Vedette [50] (3039)	Oro (HAG) [60] (3060)	Mars [100] (3060)
8	Zorya [35] (3060)	Hachiman (AAA) [50] (3060)	Nuberu [60] (Prototypes)	Huitzolopochtli [85] (3060)
9	Donar (Recon) [21] (3060)	Hachiman (AAA) [50] (3060)	Rommel [65] (3039)	Morrígú (Laser) [80] (TR3067)
10	Odin [20] (3060)	Ares [40] (3060)	Oro (HAG) [60] (3060)	Huitzolopochtli (AAA) [85] (3060)
11	Asshur [20] (3060)	Hachiman [50] (3060)	Oro [60] (3060)	Morrígú [80] (TR3067)
12	Pegasus [35] (3039)	Enyo [55] (TR3067)	Athena [75] (3060)	Heimdall [95] (TR3067)*

CLAN WOLF (IN-EXILE) VEHICLES

Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Kestrel (Clan) [25] (3058U-I)	Thor (Clan) [55] (3050U-C)	Rommel (Gauss) [65] (3058U-I)	Sturmfeur [85] (3039)
3	Svantovit [35] (3060)	Hachiman [50] (3060)	Manticore [60] (3039)	Demolisher (Clan) [80] (3058U-I)
4	Pegasus (3058U-C) (3058U-I)	Zephyr [40] (3050U-C)	SRM Carrier [60] (3039)	Fensalir (HAG) [80] (3085)
5	Odin [20] (3060)	Bandit (C) [50] (3058U-I)*	Ishtar [65] (3060)	Alacorn Mk VII [95] (3058U-C)
6	Striker [35] (3039)	Bandit Mk. II [50] (Prototypes)	Pilum [70] (3058U-I)	Heimdall [95] (TR3067)*
7	Warrior H-10 [21] (3058U-I)	Maxim (Clan) [50] (3058U-I)	Patton (Ultra) [65] (3058U-I)	Sturmfeur (Heavy Gauss) [80] (3058U-I)
8	Striker [35] (3039)	Chaparral [50] (3050U-C)	Pike (Clan) [60] (3058U-I)	Heimdall [95] (TR3067)*
9	Anhur (BA) [30] (3060)	Garuda [40] (Prototypes)	Shoden [70] (TR3067)	Carnivore (Second Line) [80] (3085)
10	Svantovit [35] (3060)	Epona [50] (3060)*	Oro [60] (3060)	Fensalir (HAG) [80] (3085)
11	Donar [21] (3060)	Hachiman [50] (3060)	Shoden [70] (TR3067)	Alacorn Mk. VI [95] (3058U-C)
12	Warrior S-9 [21] (Prototypes)	Enyo [55] (TR3067)	Axel IIC [65] (3058U-I)	Demolisher II (Thunderbolt) [100] (3060)

CLAN NOVA CAT VEHICLES

Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Crow [15] (3075)	Zephyr [40] (3050U-C)	Burke [75] (3050U-C)	Demolisher (Gauss) [80] (3058U-I)
3	Asshur (Proto AC) [20] (3060)	Bandit (C) [50] (3058U-I)*	Demon [60] (3050U-C)	Ontos [95] (3039)
4	Pegasus (3058U-C) (3058U-I)	Tyr [45] (TR3067)	Tokugawa [60] (3058U-I)	Sturmfeur [85] (3039)
5	Donar [21] (3060)	SM3 Tank Destroyer [50] (3075)	Ishtar [65] (3060)	Rhino [80] (3050U-C)
6	Striker [35] (3039)	SM1 Tank Destroyer [50] (3075)	Shoden (Streak) [70] (3060)	Ontos (3053) [95] (3058U-I)
7	Odin [20] (3060)	Joust BE700 [40] (3085)	Shoden [70] (TR3067)	Heimdall [95] (TR3067)*
8	Chevalier [35] (3060)	SM1A Tank Destroyer [50] (3075)	Ishtar [65] (3060)	Behemoth (Kurita) [100] (3058U-I)
9	Svantovit [35] (3060)	Hachiman [50] (3060)	Shoden [70] (TR3067)	Alacorn Mk. VI [95] (3058U-C)
10	Balac [25] (3085)	Maxim (Clan) [50] (3058U-I)	Shoden [70] (TR3067)	Schrek [80] (3039)
11	Asshur [20] (3060)	Eldingar [50] (3085)	Tokugawa (Streak) [60] (3058U-I)	Morrígú [80] (TR3067)
12	Lightning [35] (3050U-C)	SM1 Tank Destroyer [50] (3075)	Athena [75] (3060)	Demolisher (Clan) [80] (3058U-I)

MAGISTRACY OF CANOPUS VEHICLES

Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Tamerlane (RL) [20] (3075)	Vedette (Lt. Gauss) [50] (3058U-I)	Brutus [75] (3058U-I)	Partisan (Cell) [80] (3085-ONN)
3	Scorpion (LRM) [25] (3039)	Drillson [50] (3039)	Bulldog (AC/2) [60] (3039)	Ontos [95] (3039)
4	Sprint (Laser) [10] (3058U-I)	Condor (Liao) [50] (3039)	SRM Carrier [60] (3039)	Schrek [80] (3039)
5	Galleon GAL-100 [30] (3058U-I)	Hetzer [40] (3039)	Zhukov [75] (3058U-I)	Ontos [95] (3039)
6	J. Edgar [25] (3039)	Vedette [50] (3039)	Pike [60] (3039)	Partisan [80] (3039)
7	Scorpion [25] (3039)	Condor [50] (3039)	Bulldog [60] (3039)	Demolisher [80] (3039)
8	Pegasus [35] (3039)	Maxim [50] (3039)	Po [60] (3058U-I)	Behemoth [100] (3039)
9	Tamerlane 2 [20] (3075)	Vedette (LB-X) [50] (3058U-I)	Manticore [60] (3039)	Heavy LRM Carrier [80] (3060)
10	Pegasus (3058) [35] (3058U-I)	Light SRM Carrier [40] (3060)	Po (LB-X) [60] (3058U-I)	Ontos (3053) [95] (3058U-I)
11	Tamerlane [20] (3075)	Regulator [45] (3058U-I)	Pike [60] (RAC) (3058U-I)	Devastator [80] (3039)
12	Galleon GAL-102 [30] (3058U-I)	Danai [45] (3075)	Zhukov (Liao) [75] (3085-ONN)	Demolisher (Gauss) [80] (3058U-I)
13	Main Gauche [30] (TR3067)	Vedette (Cell) [50] (3085-ONN)	Po (Lt. Gauss) [60] (3058U-I)	Heavy MML Carrier [80] (3060)
14	Tamerlane [20] (3075)	Hetzer (LB-X) [40] (3058U-I)	Manticore (HPPC) [60] (3085-ONN)	Ontos (Lt. Gauss) [95] (3058U-I)
15	Aeron [25] (3085)	Regulator [45] (3058U-I)	Kinnol [70] (3085)	Demolisher (Arrow IV) [80] (3058U-I)
16	Warrior S-9 [21] (Prototypes)	Regulator (Arrow IV) [45] (3058U-I)	Po II [60] (3085)	Ontos (MML) [95] (3085-ONN)

TAURIAN CONCORDAT VEHICLES

Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Harasser [25] (3039)	Condor [50] (3039)	AC/2 Carrier [60] (3039)	Behemoth (Kurita) [100] (3058U-I)
3	Plainsman [35] (3058U-I)	Vedette (LB-X) [50] (3058U-I)	Rommel [65] (3039)	Rhino [80] (3050U-C)
4	J. Edgar [25] (3039)	Drillson [50] (3039)	Manticore [60] (3039)	Sturmfeur [85] (3039)
5	Hunter [35] (3039)	Gladius [40] (3060)	SRM Carrier [60] (3039)	Demolisher [80] (3039)
6	Maultier [15] (3058U-C)	Prowler [55] (3085)	Pike [60] (3039)	Ontos [95] (3039)
7	Scorpion [25] (3039)	Vedette [50] (3039)	Bulldog [60] (3039)	Partisan [80] (3039)
8	Plainsman [35] (3058U-I)	Hetzer [40] (3039)	Po [60] (3058U-I)	Behemoth [100] (3039)
9	Pegasus [35] (3039)	Light SRM Carrier [40] (3060)	Zhukov [75] (3058U-I)	Heavy LRM Carrier [80] (3060)
10	Plainsman (Streak) [35] (3058U-I)	Condor (Laser) [50] (3058U-I)	Po (LB-X) [60] (3058U-I)	Devastator [80] (3039)
11	Gabriel (TDF) [5] (3050U-C)	Vedette (Ultra) [50] (3058U-I)	Brutus [75] (3058U-I)	Rhino [80] (3050U-C)
12	Cyrano [30] (3050U-C)	Fulcrum [50] (3058U-I)	Demon [60] (3050U-C)	Partisan (Cell) [80] (3085-ONN)
13	Maultier (BA) [15] (3058U-C)	Vedette (Cell) [50] (3085-ONN)	LRM Carrier [60] (3039)	Demolisher (Gauss) [80] (3058U-I)
14	Cyrano (Plasma) [30] (3050U-C)	Hetzer (LB-X) [40] (3058U-I)	Zhukov (Liao) [75] (3085-ONN)	Puma PAT-008 [95] (3050U-C)
15	Nightshade (LAC) [25] (3050U-C)	Fulcrum III [50] (3085-ONN)	Kinnol [70] (3085)	Heavy MML Carrier [80] (3060)
16	Gabriel [5] (3050U-C)	Zephyr [40] (3050U-C)	Rommel (Gauss) [65] (3058U-I)	Challenger X [90] (3058U-I)

PERIPHERY (OTHER) VEHICLES

Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Savannah Master [5] (3039)	Prowler (Succession Wars) [55] (3085)	AC/2 Carrier [60] (3039)	Schrek (Armor) [80] (3085-ONN)
3	Galleon GAL-100 [30] (3058U-I)	Maxim [50] (3039)	Bulldog (AC/2) [60] (3039)	Sturmfeur [85] (3039)
4	Pegasus [35] (3039)	Drillson [50] (3039)	Manticore [60] (3039)	Schrek [80] (3039)
5	Scorpion (LRM) [25] (3039)	Condor [50] (3039)	Pike [60] (3039)	Ontos [95] (3039)
6	Harasser [25] (3039)	Prowler [55] (3085)	SRM Carrier [60] (3039)	Demolisher [80] (3039)
7	Scorpion [25] (3039)	Vedette [50] (3039)	Bulldog [60] (3039)	Partisan [80] (3039)
8	Hunter [35] (3039)	Hetzer [40] (3039)	Po [60] (3058U-I)	Behemoth [100] (3039)
9	J. Edgar [25] (3039)	Gladius [40] (3060)	Zhukov [75] (3058U-I)	Demolisher [80] (3039)
10	Plainsman [35] (3058U-I)	Light SRM Carrier [40] (3060)	LRM Carrier [60] (3039)	Devastator [80] (3039)
11	Scorpion (LAC) [25] (3085-ONN)	Gladius Mk. II [40] (3060)	Brutus [75] (3058U-I)	Heavy LRM Carrier [80] (3060)
12	Cavalry [25] (3058U-I)	Fulcrum [50] (3058U-I)	Po (LB-X) [60] (3058U-I)	Rhino [80] (3050U-C)
13	Maultier (Fusion) [15] (3058U-C)	Vedette (Ultra) [50] (3058U-I)	Manticore (3055) [60] (3058U-I)	Demolisher (MRM) [80] (3058U-I)
14	Plainsman (Streak) [35] (3058U-I)	Drillson (Streak) [50] (3058U-I)	Zhukov (Liao) [75] (3085-ONN)	Partisan (Cell) [80] (3085-ONN)
15	Tamerlane 2 [20] (3075)	Fulcrum III [50] (3085-ONN)	Thumper (TAV-1) (60) (3075)	Ontos (3053) [95] (3058U-I)

MERCENARY VEHICLES

Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Lightning [35] (3050U-C)	Myrmidon [40] (3039)	LB-2X Carrier [60] (3058U-I)	Heavy LRM Carrier [80] (3060)
3	Warrior H-7 [21] (3039)	Zephyr [40] (3050U-C)	Brutus [75] (3058U-I)	Sturmfeur [85] (3039)
4	Striker [35] (3039)	Vedette [50] (3039)	Patton [65] (3039)	Rhino [80] (3050-C)
5	Galleon GAL-100 [30] (3058U-I)	Maxim [50] (3039)	Rommel [65] (3039)	Schrek [80] (3039)
6	Savannah Master [5] (3039)	Hetzer [40] (3039)	Po [60] (3058U-I)	Ontos [95] (3039)
7	Scorpion [25] (3039)	Vedette [50] (3039)	Bulldog [60] (3039)	Demolisher [80] (3039)
8	Pegasus [35] (3039)	Condor [50] (3039)	SRM Carrier [60] (3039)	Partisan [80] (3039)
9	J. Edgar [25] (3039)	Drillson [50] (3039)	Zhukov [75] (3058U-I)	Behemoth [100] (3039)
10	Crow (Export) [15] (3075)	Myrmidon [40] (3060)	LRM Carrier [60] (3039)	Devastator [80] (3039)
11	Pegasus [35] (3058U-C)	Vedette (NETC) [50] (3058U-I)	Po (LB-X) [60] (3058U-I)	Schrek (Armor) [80] (3085-ONN)
12	Warrior H-8 [20] (3058U-I)	Fulcrum [50] (3058U-I)	Pilum [70] (3058U-I)	Behemoth (Kurita) [100] (3058U-I)
13	Hunter (3054) [35] (3058U-I)	J.E.S. I [50] (3075)	Manticore (3055) (3058U-I)	Ontos (3053) [95] (3058U-I)
14	Blizzard [25] (3058U-I)	Hetzer (LB-X) [40] (3058U-I)	Kinnol [70] (3085)	Demolisher (Gauss) [80] (3058U-I)
15	Cavalry [25] (3058U-I)	Condor (Upgrade) [50] (3075)	Typhoon (LB-X) (3058U-I)	Partisan (Cell) (3085-ONN)
16	Lightning (ERML) [35] (3050U-C)	Vedette (Cell) [50] (3085-ONN)	Pike (RAC) [60] (3058U-I)	Puma PAT-005b [95] (3075)
17	Mantis [15] (3060)	Drillson (Streak) [50] (3058U-I)	Zhukov (Liao) [75] (3085-ONN)	Fury [80] (3050-C)
18	Minion [20] (TR3067)	Condor (Upgrade Laser) [50] (3075)	Brutus (HPPC) [75] (3085-ONN)	Demolisher II [100] (3060)
19	Yasha [30] (3085)	Fulcrum III [50] (3085-ONN)	Moltke M1 [75] (3085)	Schiltron [80] (3060)*
20	Warrior S-9 [21] (Prototypes)	Bandit Mk. II [50] (Prototypes)	Manticore (HPPC) [60] (3085-ONN)	DI Morgan [100] (3075)

INNER SPHERE BATTLE ARMOR

Roll	Capellan Confederation	Draconis Combine	Federated Suns
2	Longinus (3058U-C)*	Raiden (Original) (3058U-C)	Tunnel Rat IV (Vehicle)*
3	Inner Sphere Standard (3058U-C)*	Inner Sphere Standard (3058U-C)*	Inner Sphere Standard (3058U-C)*
4	Fa Shih (3058U-C)*	Kage (Space) (3085-ONN)	Infiltrator Mk. I (3058U-C)
5	Inner Sphere Standard (3058U-C)*	Inner Sphere Standard (3058U-C)*	Gray Death Scout (3058U-C)
6	Fa Shih (3058U-C)*	Kage (3058U-C)*	Sloth (Interdictor) (3085-ONN)
7	Inner Sphere Standard (3058U-C)*	Raiden (3058U-C)*	Cavalier (3058U-C)*
8	Theseus (3075)*	Kage (Vibro-Claw) (3058U-C)	Cavalier (3058U-C)*
9	Fa Shih (3058U-C)*	Void (Minelayer) (Prototypes)	Cavalier (3058U-C)*
10	Fa Shih (Support) (3085-ONN)*	Kage (3058U-C)*	Infiltrator Mk. II (Magnetic) (3085-ONN)
11	Ying Long (3075)*	Void (3075)	Infiltrator Mk. II (3058U-C)
12	Fa Shih (Support) (3085-ONN)*	Raiden (Anti-Infantry) (3085-ONN)	Grenadier (3075)*
13	Ying Long (3075)*	Kanazuchi (3058U-C)	Hauberk (3075)
14	Achileus (3058U-C)*	Void (3075)	Grenadier (Hunter-Killer) (3075)*
15	Ying Long (3075)*	Kanazuchi (Upgrade) (3058U-C)	Hauberk II (3075)
16	Phalanx A (3075)	Void (DCA) (3075)	Infiltrator Mk. II (Sensor) (3075)
17	Ravager (3085)	Clan Medium "Rabid" (3075)	Grenadier (3075)*
18	Theseus "Killshot" (3085-ONN)	Kage (DEST) (3058U-C)*	Clan Medium "Rabid" (3075)

Roll	Former FWL (All)	Lyran Commonwealth	Mercenary
2	Ravager (3085)	Infiltrator Mk. I (3058U-C)	Infiltrator Mk. I (3058U-C)
3	Gorilla "Falcata" (Vehicle)	Smoothdavid II (Vehicle)	Tunnel Rat IV (Vehicle)*
4	Tornado G12 (3075)	Inner Sphere Standard (3058U-C)*	Raiden (3058U-C)*
5	Nighthawk Mk. XXI (3075)	Gray Death Scout (3058U-C)	Inner Sphere Standard (3058U-C)*
6	Tornado G13 (3075)*	Sloth (3058U-C)	Sloth (3058U-C)
7	Inner Sphere Standard (3058U-C)*	Gray Death Standard (3058U-C)*	Gray Death Scout (3058U-C)
8	Longinus (Magnetic) (3085-ONN)	Cavalier (3058U-C)*	Nighthawk Mk. XXI (3075)
9	Longinus (3058U-C)*	Rottweiler (Close Combat) (3075)	Tornado G13 (3075)*
10	Achileus (3058U-C)*	Sloth (Interdictor) (3085-ONN)	Gray Death Standard (3058U-C)*
11	Phalanx A (3075)	Fenrir (3058U-C)*	Gladiator-S (Prototypes)
12	Longinus (3058U-C)*	Rottweiler (3075)	Inner Sphere Standard (3058U-C)*
13	Kopis (3085)	Fenrir (3058U-C)*	Longinus (Magnetic) (3085-ONN)
14	Achileus (3058U-C)*	Gray Death Heavy (3085-ONN)	Gray Death Standard (3058U-C)*
15	Phalanx A (3075)	Rottweiler (Firedrake) (3085-ONN)	Gray Death Heavy (3085-ONN)
16	Kopis (Anti-Infantry) (3085)	Gray Death Strike (Prototypes)	Ravager (3085)
17	Kopis (3085)	Grenadier (3075)*	Raiden (Anti-Infantry) (3085-ONN)
18	Achileus (3058U-C)*	Rottweiler (Upgrade) (3075)	Ravager (3085)

Roll	Republic of the Sphere
2	Tornado G12 (3075)
3	Cavalier (3058U-C)*
4	Nighthawk Mk. XXI (3075)
5	Kobold (3075)*
6	Tornado G13 (3075)*
7	Inner Sphere Standard (3058U-C)*
8	Achileus (3058U-C)*
9	Longinus (3058U-C)*
10	Phalanx A (3075)
11	Purifier Adaptive (3085-ONN)*
12	Achileus (3058U-C)*
13	Purifier Adaptive (3085-ONN)*
14	Phalanx A (3075)
15	Angerona (3085)
16	Purifier Adaptive (3085-ONN)*
17	Angerona (3085)
18	Infiltrator Mk. II (3058U-C)
19	Kopis (3085)
20	Grenadier (3075)*
21	Clan Medium "Rabid"(3075)
22	Hauberk (3075)
23	Angerona (Recon) (3085)
24	Gnome (3058U-C)

CLAN BATTLE ARMOR

Roll	Clan Diamond Shark	Clan Hell's Horses	Clan Jade Falcon	Clan Wolf
2	Resgate (Interdictor) (3085-ONN)	Salamander (3058U-C)	Resgate (Support) (Vehicle)	Undine (3058U-C)
3	Undine (3058U-C)	Elemental (3058U-C)*	Resgate (Spotter) (Vehicle)	Elemental (3058U-C)*
4	Elemental (3058U-C)*	Elemental (3058U-C)*	Gnome (3058U-C)	Clan Medium "Rabid" (3075)
5	Elemental (3058U-C)*	Elemental II (Prototypes)	Afreet (3075)	Clan Medium "Volk" (3075)
6	Clan Medium "Rabid" (3075)	Elemental II (Prototypes)	Salamander (3058U-C)	Salamander (3058U-C)
7	Clan Medium "Rabid" (3075)	Gnome (3058U-C)	Elemental (3058U-C)*	Clan Medium "Rache" (3085-ONN)
8	Clan Medium "Rabid" (3075)	Elemental (3058U-C)*	Salamander (3058U-C)	Undine (Upgrade) (3058U-C)
9	Elemental (3058U-C)*	Afreet (Hell's Horses) (3075)	Salamander (Anti-Infantry) (3058U-C)	Elemental (3058U-C)*
10	Elemental (Space) (3085-ONN)*	Gnome (LRM) (3085-ONN)	Elemental (Fire) (3085-ONN)*	Elemental (3058U-C)*
11	Elemental (3058U-C)*	Gnome (Upgrade) (3058U-C)	Elemental (Fire) (3085-ONN)*	Salamander (Laser) (3058U-C)
12	Elemental (3058U-C)*	Rock Golem (3075)	Ironhold (3085)	Gnome (3058U-C)
13	Elemental (3058U-C)*	Gnome (3058U-C)	Afreet (Jade Falcon) (3075)	Elemental (3058U-C)*
14	Salamander (3058U-C)	Golem (Fast Assault) (3075)	Ironhold (Fire) (3085)	Elemental (3058U-C)*
15	Gnome (3058U-C)	Elemental (Fire) (3085-ONN)*	Elemental (Fire) (3085-ONN)*	Elemental (Headhunter) (3058U-C)
16	Gnome (3058U-C)	Golem (3075)	Afreet (Interdictor) (3085-ONN)	Elemental (Fire) (3085-ONN)*
17	Golem (3075)	Afreet (3075)	Ironhold (Fire) (3085)	Warg (3085)
Roll	**Ghost Bear Dominion**	**Raven Alliance**	**Clan Wolf (in-Exile)**	**Clan Nova Cat**
2	Clan Medium "Bär" (3075)	Aerie PA(L) (3075)	Elemental (3058U-C)*	Void (Nova Cat) (3075)
3	Kobold (3075)*	Aerie PA(L) (3075)	Nighthawk Mk. XXI (3075)	Void (Nova Cat) (3075)
4	Kobold (3075)*	Salamander (Laser) (3058U-C)	Clan Medium "Rabid" (3075)	Void (Nova Cat) (3075)
5	Rogue Bear (Hybrid) (Prototypes)	Elemental (3058U-C)*	Elemental (3058U-C)*	Void (Nova Cat) (3075)
6	Rogue Bear (3075)	Elemental (3058U-C)*	Clan Medium "Rabid" (3075)	Void (Nova Cat) (3075)
7	Rogue Bear (3075)	Elemental (Space) (3085-ONN)*	Elemental (3058U-C)*	Clan Medium "Rabid" (3075)
8	Elemental (3058U-C)*	Elemental (Space) (3085-ONN)*	Elemental (3058U-C)*	Clan Medium "Rabid" (3075)
9	Elemental (3058U-C)*	Elemental (3058U-C)*	Elemental (3058U-C)*	Clan Medium "Rabid" (3075)
10	Elemental (3058U-C)*	Elemental (3058U-C)*	Elemental (Headhunter) (3058U-C)	Clan Medium "Rabid" (3075)
11	Elemental (3058U-C)*	Sylph (3058U-C)	Elemental (3058U-C)*	Clan Medium "Rabid" (3075)
12	Golem (3075)	Elemental (3058U-C)*	Elemental (3058U-C)*	Elemental (3058U-C)*
13	Golem (3075)	Enhanced Sylph (Prototypes)	Elemental (3058U-C)*	Elemental (3058U-C)*
14	Golem (Support) (3085-ONN)	Salamander (Laser) (3058U-C)	Elemental (3058U-C)*	Elemental (3058U-C)*
15	Elemental (Headhunter) (3058U-C)	Afreet (3075)	Elemental (3058U-C)*	Thunderbird (3085)*
16	Gnome (Upgrade) (3058U-C)	Afreet (3075)	Gnome (3058U-C)	Thunderbird (3085)*
17	Golem (Support) (3085-ONN)	Golem (3075)	Gnome (Upgrade) (3058U-C)	Gnome (3058U-C)

PERIPHERY BATTLE ARMOR

Roll	Magistracy of Canopus	Taurian Concordat	Marian Hegemony
2	Tornado G12 (3075)	Infiltrator Mk. I (3058U-C)	Tornado G13 (3075)*
3	Inner Sphere Standard (3058U-C)*	Tunnel Rat IV (Vehicle)*	Gladiator (Vehicle)*
4	Fa Shih (Support) (3085-ONN)*	Purifier Adaptive (3085-ONN)*	Longinus (3058U-C)*
5	Inner Sphere Standard (3058U-C)*	Gray Death Scout (3058U-C)	Ravager (3085)
6	Fa Shih (3058U-C)*	Inner Sphere Standard (3058U-C)*	Inner Sphere Standard (3058U-C)*
7	Theseus (3075)*	Asterion (3075)*	Ravager (3085)
8	Theseus (Support) (3085-ONN)	Asterion (Upgrade) (3075)*	Inner Sphere Standard (3058U-C)*
9	Theseus (3075)*	Asterion (3075)*	Ravager (3085)
10	Theseus (RL) (3075)*	Asterion (Upgrade) (3075)*	Asterion (3075)*
11	Longinus (3058U-C)*	Ravager (3085)	Nighthawk Mk. XXII (3075)
12	Achileus (3058U-C)*	Asterion (3075)*	Purifier Adaptive (3085-ONN)*
13	Ying Long (3075)*	Infiltrator Mk. II (3058U-C)	N/A
14	Purifier Adaptive (3085-ONN)*	Grenadier (3075)*	N/A

CLAN PROTOMECHS

Roll	Clan Hell's Horses	Raven Alliance	Clan Nova Cat
2	Harpy [2] (3060)	Roc [7] (3060)	Roc [7] (3060)
3	Harpy 2 [2] (3060)	Cecerops 2 [3] (3075)	Gorgon [8] (3060)
4	Roc [7] (3060)	Cecerops [3] (3075)	Satyr-XP [4] (Prototypes)
5	Harpy 4 [2] (3060)	Satyr 4 [4] (3060)	Satyr-XP [4] (Prototypes)
6	Orc [4] (3075)	Gorgon 3 [8] (3060)	Satyr-XP [4] (Prototypes)
7	Hydra 2 [6] (3060)	Roc 2 [7] (3060)	Satyr-XP [4] (Prototypes)
8	Orc 4 [4] (3075)	Chrysaor [6] (3075)	Satyr-XP [4] (Prototypes)
9	Centaur [5] (3060)	Satyr 4 [4] (3060)	Satyr-XP [4] (Prototypes)
10	Orc 2 [4] (3075)	Chrysaor 2 [6] (3075)	Satyr [4] (3060)
11	Orc 3 [4] (3075)	Cecerops 2 [3] (3075)	Roc [7] (3060)
12	Minotaur 2 [9] (3060)	Roc [7] (3060)	Gorgon [8] (3060)
13	Procyon [5] (3075)	Cecerops [3] (3075)	Roc 2 [7] (3060)
14	Orc [4] (3075)	Gorgon [8] (3060)	Chrysaor [6] (3075)
15	Hydra [6] (3060)	Roc [7] (3060)	Satyr-XP [4] (Prototypes)
16	Minotaur [9] (3060)	Chrysaor [6] (3075)	Gorgon [8] (3060)
17	Hydra 2 [6] (3060)	Roc 2 [7] (3060)	Roc [7] (3060)
18	Minotaur P2 [9] (Prototypes)	Gorgon 3 [8] (3060)	Satyr [4] (3060)
19	Procyon (Quad) [6] (Prototypes)	Satyr [4] (3060)	Centaur [5] (3060)
20	Svartalfa [14] (Prototypes)	Chrysaor 2 [6] (3075)	Satyr 2 [4] (3060)
21	Hobgoblin [10] (WOR)	Satyr [4] (3060)	Chrysaor 2 [6] (3075)
22	Svartalfa 2 [14] (Prototypes)	Roc 4 [7] (3060)	Roc 4 [7] (3060)

CAPELLAN CONFEDERATION AEROSPACE

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	TR-7p Thrush [25] (3039)	LTN-G16L Lightning [50] (3075)	TR-16 Transgressor [75] (3039)	Gazelle (2531) (TR3057)
3	F-10 Cheetah [25] (3039)	LTN-G15 Lightning [50] (3075)	TR-14 Transgressor [75] (3039)	Excalibur (2786) (TR3057)
4	TR-7 Thrush [25] (3039)	F-90 Stingray [60] (3039)	F-100 Riever [100] (3039)	Overlord (3056) (TR3057)
5	SB-27 Sabre [25] (3075)	LTN-G15 Lightning [50] (3075)	F-100 Riever [100] (3039)	Union (3055) (TR3057)
6	F-10 Cheetah [25] (3039)	TR-10 Transit [50] (3039)	TR-13 Transgressor [75] (3039)	Seeker (3054) (TR3057)
7	TR-7 Thrush [25] (3039)	TR-12 Transit [50] (3039)	TR-13 Transgressor [75] (3039)	Leopard (PPC) (TR3057)
8	TR-7 Thrush [25] (3039)	CMT-4U Troika [65] (TR3067)	TR-13A Transgressor [75] (3039)	Triumph (2593) (TR3057)
9	TR-7p Thrush [25] (3039)	TR-12 Transit [50] (3039)	TR-13A Transgressor [75] (3039)	Lung Wang (TR3057)
10	F-11 Cheetah [25] (3039)	F-92 Stingray [60] (3039)	F-700a Riever [100] (3039)	Leopard CV (3054) (TR3057)
11	TR-7p Thrush [25] (3039)	TR-12 Transit [50] (3039)	TR-16 Transgressor [75] (3039)	Lung Wang (TR3057)
12	TR-7 Thrush [25] (3039)	LTN-G16L Lightning [50] (3075)	F-700 Riever [100] (3039)	Vengeance (3056) (TR3057)
13	TR-8 Thrush [25] (3039)	TR-12 Transit [50] (3039)	TR-13A Transgressor [75] (3039)	Kuan Ti (TR3057)
14	F-11 Cheetah [25] (3039)	CMT-3T Troika [65] (TR3067)	TR-15 Transgressor [75] (3039)	Avenger (2816) (TR3057)
15	TR-8 Thrush [25] (3039)	DFC-0 Defiance [55] (TR3067)*	TR-15 Transgressor [75] (3039)	Achilles (3055) (TR3057)
16	F-13 Cheetah [25] (3039)	F-95 Stingray [60] (3039)	MNG-8L Měngqín [95] (3085)	Kuan Ti (TR3057)
17	SB-27b Sabre [25] (Klondike)	TR-13G Transit [50] (Prototypes)	F-700b Riever [100] (3039)	Lung Wang P2 (Prototypes)
18	TR-8 Thrush [25] (3039)	DFC-0 Defiance [55] (TR3067)*	TR-15 Transgressor [75] (3039)	Overlord A3 (TR3067)
19	SB-27b Sabre [25] (Klondike)	Ammon [65] (TR3067)	F-77A Deathstalker [80] (3075)	Lung Wang P2 (Prototypes)
20	TR-8 Thrush [25] (3039)	Turk [50] (3055U)*	MNG-8L Měngqín [95] (3085)	Vengeance DC (Prototypes)

DRACONIS COMBINE AEROSPACE

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	SL-21 Sholagar [35] (3039)	SL-17 Shilone [65] (3039)	SL-15 Slayer [80] (3039)	Excalibur (2786) (TR3057)
3	SL-21 Sholagar [35] (3039)	LCF-R16K Lucifer II [65] (3039)	SL-15A Slayer [80] (3039)	Triumph (3057) (TR3057)
4	SL-21L Sholagar [35] (3039)	F-90 Stingray [60] (3039)	F-100b Riever [100] (3039)	Overlord (3056) (TR3057)
5	SB-27 Sabre [25] (3075)	SL-17 Shilone [65] (3039)	SL-15 Slayer [80] (3039)	Union (3055) (TR3057)
6	SL-21 Sholagar [35] (3039)	SL-17 Shilone [65] (3039)	TRB-D36 Thunderbird [100] (3075)	Condor (2801) (TR3057)
7	S-3 Sai [40] (3039)	SL-17R Shilone [65] (3039)	SL-15 Slayer [80] (3039)	Leopard (2537) (TR3057)
8	F-11 Cheetah [25] (3039)	F-92 Stingray [60] (3039)	SL-15R Slayer [80] (3039)	Nagumo (TR3057)
9	S-4X Sai [40] (3039)	SL-17R Shilone [65] (3039)	SL-15R Slayer [80] (3039)	Intruder (2655) (TR3057)
10	S-4 Sai [40] (3039)	LCF-R16KR Lucifer II [65] (3039)	TRB-D36 Thunderbird [100] (3075)	Okinawa (TR3057)
11	SL-22 Sholagar [35] (3039)	SL-17R Shilone [65] (3039)	SL-15R Slayer [80] (3039)	Vengeance (2782) (TR3057)
12	F-11 Cheetah [25] (3039)	ON-1 Oni [55] (TR3067)	F-700 Riever [100] (3039)	Intruder (3056) (TR3057)
13	S-8 Sai [40] (3039)	SL-17R Shilone [65] (3039)	SL-15K Slayer [80] (3039)	Rose (TR3057)
14	SB-29 Sabre [25] (3075)	F-92 Stingray [60] (3039)	SL-15K Slayer [80] (3039)	Nagumo (TR3057)
15	SL-22 Sholagar [35] (3039)	SL-18 Shilone [65] (3039)	HSCL-1-O Huscarl [75] (TR3067)*	Achilles (3055) (TR3057)
16	S-7 Sai [40] (3039)	MIK-0 Tatsu* [70] (TR3067)	SL-15K Slayer [80] (3039)	Nekohono'o (TR3067)
17	F-13 Cheetah [25] (3039)	SL-18 Shilone [65] (3039)	F-700a Riever [100] (3039)	Nekohono'o (SCL) (3085-ONN)
18	S-4C Sai [40] (3039)	MIK-0 Tatsu [70] (TR3067)*	SL-15K Slayer [80] (3039)	Nekohono'o (HQ) (XTRKurita)
19	Bashkir [20] (3055U)*	F-95 Stingray [60] (3039)	SU-14 Suzaku [75] (Prototypes)	Taihou (3085)
20	SB-31D Sabre [25] (Prototypes)	Ammon [65] (TR3067)	SU-14 Suzaku [75] (Prototypes)	Taihou (3085)

FEDERATED SUNS AEROSPACE

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	SB-27 Sabre [25] (3075)	HCT-213S Hellcat [60] (3075)	STU-K10 Stuka [100] (3039)	Colossus (3075)
3	CNT-1D Centurion [30] (3075)	HCT-213 Hellcat [60] (3075)	EGL-R6 Eagle [75] (3075)	Overlord (3056) (TR3057)
4	SYD-Z1 Seydlitz [20] (3039)	CSR-V12 Corsair [50] (3039)	CHP-W10 Chippewa [90] (3039)	Aurora (3075)
5	SPR-H5 Sparrowhawk [30] (3039)	LTN-G15 Lightning [50] (3075)	TRB-D36 Thunderbird [100] (3075)	Union (3055) (TR3057)
6	SPR-H5 Sparrowhawk [30] (3039)	CSR-V12 Corsair [50] (3039)	STU-K5 Stuka [100] (3039)	Seeker (3054) (TR3057)
7	SB-27 Sabre [25] (3075)	CSR-V14 Corsair [50] (3039)	STU-K5 Stuka [100] (3039)	Leopard (3056) (TR3057)
8	SPR-6D Sparrowhawk [30] (3039)	LTN-G15 Lightning [50] (3075)	STU-D6 Stuka [100] (3039)	Aurora (3075)
9	F-11 Cheetah [25] (3039)	F-92 Stingray [60] (3039)	STU-D6 Stuka [100] (3039)	Gazelle (3055) (TR3057)
10	SYD-Z4 Seydlitz [20] (3039)	LTN-G16D Lightning [50] (3075)	CHP-W7 Chippewa [90] (3039)	Leopard CV (3054) (TR3057)
11	SPR-6D Sparrowhawk [30] (3039)	CSR-V14 Corsair [50] (3039)	STU-D6 Stuka [100] (3039)	Conquistador (TR3067)
12	SPR-6D Sparrowhawk [30] (3039)	F-94 Stingray [60] (3039)	TRB-D46 Thunderbird [100] (3075)	Vengeance (3056) (TR3057)
13	SPR-7D Sparrowhawk [30] (3039)	CSR-V18 Corsair [50] (3039)	STU-D6 Stuka [100] (3039)	Arondight (SCC) (3085)
14	SYD-Z2A Seydlitz [20] (3039)	LX-2 Lancer [50] (TR3067)	VLC-8N Vulcan [80] (3075)	Claymore (TR3057)
15	SPR-7D Sparrowhawk [30] (3039)	CSR-V18 Corsair [50] (3039)	STU-D7 Stuka [100] (3039)	Avenger (3048) (TR3057)
16	DARO-1 Dagger [45] (TR3067)*	CSR-V18 Corsair [50] (3039)	CHP-W7 Chippewa [90] (3039)	Arondight (3085)
17	F-13 Cheetah [25] (3039)	LTN-G16D Lightning [50] (3075)	STU-D7 Stuka [100] (3039)	Arondight (Refit) (3085)
18	SPR-7D Sparrowhawk [30] (3039)	LTN-G16D Lightning [50] (3075)	HSCL-1-O Huscarl [75] (TR3067)*	Avenger (3048) (TR3057)
19	SB-29 Sabre [25] (3075)	F-95 Stingray [60] (3039)	STU-D7 Stuka [100] (3039)	Excalibur PWS (3075)
20	Bashkir [20] (3055U)*	CSR-12D Corsair [50] (Prototypes)	TRB-D36b Thunderbird [100] (Klondike)	Overlord A3 (TR3067)

FORMER FREE WORLDS LEAGUE (GENERAL) AEROSPACE

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	SB-27 Sabre [25] (3075)	GTHA-500 Gotha [60] (3050U-C)	F-100a Riever [100] (3039)	Overlord (3056) (TR3057)
3	SYD-Z1 Seydlitz [20] (3039)	LTN-G15 Lightning [50] (3075)	EGL-R6 Eagle [75] (3075)	Overlord (2762) (TR3057)
4	F-10 Cheetah [25] (3039)	F-90 Stingray [60] (3039)	F-100a Riever [100] (3039)	Condor (3054) (TR3057)
5	SB-27 Sabre [25] (3075)	GTHA-500 Gotha [60] (3050U-C)	CHP-W5 Chippewa [90] (3039)	Union (3055) (TR3057)
6	F-12-S Cheetah [25] (3039)	F-90 Stingray [60] (3039)	F-100 Riever [100] (3039)	Gazelle (2531) (TR3057)
7	F-10 Cheetah [25] (3039)	F-92 Stingray [60] (3039)	F-100 Riever [100] (3039)	Leopard (3056) (TR3057)
8	F-11 Cheetah [25] (3039)	F-92 Stingray [60] (3039)	F-700 Riever [100] (3039)	Hannibal (TR3057)
9	F-11 Cheetah [25] (3039)	F-92 Stingray [60] (3039)	F-700a Riever [100] (3039)	Fury (3056) (TR3057)
10	F-14-S Cheetah [25] (3039)	F-94 Stingray [60] (3039)	TR-13A Transgressor [75] (3039)	Leopard CV (3054) (TR3057)
11	F-13 Cheetah [25] (3039)	F-92 Stingray [60] (3039)	F-700a Riever [100] (3039)	Vengeance (3056) (TR3057)
12	TR-7p Thrush [25] (3039)	LX-2A Lancer [50] (TR3067)	TRB-D46 Thunderbird [100] (3075)	Hamilcar (TR3057)
13	F-13 Cheetah [25] (3039)	LX-2 Lancer [50] (TR3067)	F-700a Riever [100] (3039)	Kuan Ti (TR3057)
14	SB-27b Sabre [25] (Klondike)	LTN-G16L Lightning [50] (3075)	F-700b Riever [100] (3039)	Achilles (3055) (TR3057)
15	F-13 Cheetah [25] (3039)	F-95 Stingray [60] (3039)	F-700b Riever [100] (3039)	Merlin (TR3067)
16	TR-8 Thrush [25] (3039)	GTHA-600 Gotha [60] (3050U-C)	F-77A Deathstalker [80] (3075)	Leopard PWS (3075)
17	PGD-Y3 Poignard [35] (3085)	LX-2 Lancer [50] (TR3067)	TR-16 Transgressor [75] (3039)	Union PWS (3075)
18	SB-27b Sabre [25] (Klondike)	F-95 Stingray [60] (3039)	SHV-O Shiva* [85] (TR3067)	Merlin (TR3067)
19	PGD-L3 Poignard [35] (3085)	LTN-G16L Lightning [50] (3075)	EGL-R6b Eagle [75] (Klondike)	Vengeance (3056) (TR3057)
20	PGD-R3 Poignard [35] (3085)	DFC-O Defiance* [55] (TR3067)	EGL-R6b Eagle [75] (Klondike)	Mule PWS (3075)

LYRAN COMMONWEALTH AEROSPACE

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	SB-27 Sabre [25] (3075)	HCT-213 Hellcat [60] (3075)	STU-K5 Stuka [100] (3039)	Excalibur (3056) (TR3057)
3	SYD-Z3 Seydlitz [20] (3039)	F-90S Stingray [60] (3039)	EGL-R9 Eagle [75] (3075)	Fortress (3058) (TR3057)
4	SYD-Z1 Seydlitz [20] (3039)	LCF-R15 Lucifer [65] (3039)	EGL-R6 Eagle [75] (3075)	Overlord (3056) (TR3057)
5	CNT-1D Centurion [30] (3075)	LTN-G15 Lightning [50] (3075)	CHP-W5 Chippewa [90] (3039)	Union (3055) (TR3057)
6	SYD-Z2 Seydlitz [20] (3039)	LCF-R15 Lucifer [65] (3039)	TRB-D36 Thunderbird [100] (3075)	Hercules (TR3057)
7	SYD-Z1 Seydlitz [20] (3039)	LCF-R16 Lucifer [65] (3039)	CHP-W5 Chippewa [90] (3039)	Leopard (2537) (TR3057)
8	CNT-3S Centurion [30] (3075)	F-92 Stingray [60] (3039)	CHP-W7 Chippewa [90] (3039)	Aurora (3075)
9	SYD-Z4 Seydlitz [20] (3039)	LCF-R16 Lucifer [65] (3039)	TRB-D46 Thunderbird [100] (3075)	Seeker (2815) (TR3057)
10	SYD-Z2A Seydlitz [20] (3039)	F-92 Stingray [60] (3039)	F-700a Riever [100] (3039)	Leopard CV (3054) (TR3057)
11	SYD-Z2A Seydlitz [20] (3039)	LCF-R16 Lucifer [65] (3039)	CHP-W7 Chippewa [90] (3039)	Intruder (2655) (TR3057)
12	SYD-Z4 Seydlitz [20] (3039)	LTN-G16S Lightning [50] (3075)	EGL-R11 Eagle [75] (3075)	Excalibur (3056) (TR3057)
13	SYD-Z2B Seydlitz [20] (3039)	LCF-R16 Lucifer [65] (3039)	CHP-W7 Chippewa [90] (3039)	Claymore (TR3057)
14	TR-8 Thrush [25] (3039)	CSR-V14 Corsair [50] (3039)	EST-R3 Eisensturm [95] (TR3067)	Claymore (TR3057)
15	SB-29 Sabre [25] (3075)	SL-27 Samurai [50] (3039)	EST-O Eisensturm [95] (TR3067)*	Avenger (3048) (TR3057)
16	SPR-6D Sparrowhawk [30] (3039)	CSR-V14 Corsair [50] (3039)	EGL-R11 Eagle [75] (3075)	Union X (TR3067)
17	F-13 Cheetah [25] (3039)	LX-2 Lancer [50] (TR3067)	TRB-D56 Thunderbird [100] (3075)	Overlord A3 (TR3067)
18	SYD-Z2B Seydlitz [20] (3039)	F-95 Stingray [60] (3039)	RPR-300 Rapier [85] (3050U-C)	Union X (TR3067)
19	Bashkir [20] (3055U)*	LTN-G16S Lightning [50] (3075)	TFN-5H Typhoon [90] (3075)	Overlord A3 (TR3067)
20	F-13 Cheetah [25] (3039)	Ammon [65] (TR3067)	EST-O Eisensturm [95] (TR3067)*	Excalibur PWS (3075)

REPUBLIC OF THE SPHERE AEROSPACE

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	SB-27 Sabre [25] (3075)	SL-17 Shilone [65] (3039)	TRB-D46 Thunderbird [100] (3075)	Fortress (3058) (TR3057)
3	TR-7 Thrush [25] (3039)	LTN-G15 Lightning [50] (3075)	EGL-R6 Eagle [75] (3075)	Excalibur (3056) (TR3057)
4	F-10 Cheetah [25] (3039)	F-90 Stingray [60] (3039)	F-100 Riever [100] (3039)	Triumph (3057) (TR3057)
5	SYD-Z4 Seydlitz [20] (3039)	CSR-V14 Corsair [50] (3039)	CHP-W7 Chippewa [90] (3039)	Overlord (3056) (TR3057)
6	SPR-6D Sparrowhawk [30] (3039)	F-92 Stingray [60] (3039)	F-700a Riever [100] (3039)	Gazelle (3055) (TR3057)
7	SYD-Z2B Seydlitz [20] (3039)	LCF-R16 Lucifer [65] (3039)	STU-D6 Stuka [100] (3039)	Aurora (3075)
8	PGD-Y3 Poignard [35] (3085)	SL-27 Samurai [50] (3039)	SL-15K Slayer [80] (3039)	Leopard (3056) (TR3057)
9	PGD-L3 Poignard [35] (3085)	LX-2 Lancer [50] (TR3067)	HSCL-1-O Huscarl [75] (TR3067)*	Hercules (TR3057)
10	THK-63CS Tomahawk [45] (3050U-C)	SL-17R Shilone [65] (3039)	F-700b Riever [100] (3039)	Union-C (TR3057)
11	F-13 Cheetah [25] (3039)	F-95 Stingray [60] (3039)	EST-O Eisensturm [95] (TR3067)*	Carrier (TR3057)
12	SB-29 Sabre [25] (3075)	GTHA-600 Gotha [60] (3050U-C)	STU-D7 Stuka [100] (3039)	Okinawa (TR3057)
13	SGT-2R Sagittarii [45] (3085)	Tyre [55] (TR3067)	Xerxes [85] (TR3067)	Vengeance (3056) (TR3057)
14	PGD-R3 Poignard [35] (3085)	CSR-V18 Corsair [50] (3039)	TFN-5H Typhoon [90] (3075)	Dragau II (3085)
15	RF-1 Umbra [30] (Prototypes)	Ammon [65] (TR3067)	Hydaspes [95] (TR3067)	Claymore (TR3057)
16	SGT-3R Sagittarii [45] (3085)	MIK-O Tatsu [70] (TR3067)*	EGL-R11 Eagle [75] (3075)	Interdictor (3085)
17	Issus [40] (TR3067)	Ammon [65] (TR3067)	Hydaspes [95] (TR3067)	Union X (TR3067)
18	RF-1 Umbra [30] (Prototypes)	SL-27 Samurai [50] (3039)	HSCL-1-O Huscarl [75] (TR3067)*	Interdictor (SCC) (3085)
19	SB-31D Sabre [25] (Prototypes)	Jagatai [70] (3055U)*	Jengiz [80] (3055U)*	Overlord A3 (TR3067)
20	RF-1 Umbra [30] (Prototypes)	Visigoth [60] (3055U)*	Scytha [90] (3055U)*	Interdictor (Anti-Ship) (3085)
21	Avar [35] (3055U)*	Turk [50] (3055U)*	Kirghiz [100] (3055U)*	Tiamat (3085)

CLAN DIAMOND SHARK AEROSPACE

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	RGU-133Eb Rogue [40] (3075)	LTN-G15b Lightning [50] (Klondike)	Xerxes [85] (TR3067)	Aqueduct (HB:MPS)
3	Swift C [25] (3050U-C)	CSR-V12b Corsair [50] (Klondike)	F-700b Riever [100] (3039)	Mule (TR3057)
4	ZRO-116b Zero [35] (Klondike)	HCT-213C Hellcat II [50] (3075)	RPR-100b Rapier [85] (3075)	Danais (Jihad Secrets)
5	PGD-Y3 Poignard [35] (3085)	GTHA-500b Gotha [60] (3075)	HMR-HDb Hammerhead [75] (3075)	Sassanid (TR3057)
6	S-4C Sai [40] (3039)	LTN-G16S Lightning [50] (3039)	AHB-443b Ahab [90] (3075)	Union-C (TR3057)
7	Chaeronea [25] (TR3067)	Tyre [55] (TR3067)	Hydaspes [95] (TR3067)	Union-C (TR3057)
8	S-4C Sai [40] (3039)	Ammon [65] (TR3067)	Xerxes [85] (TR3067)	Overlord-C (TR3057)
9	Chaeronea [25] (TR3067)	CMT-3T Troika [65] (TR3067)	Hydaspes 3 [95] (Prototypes)	Broadsword (TR3057)
10	CRX-O Corax [30] (TR3067)*	Ammon [65] (TR3067)	HSCL-1 Huscarl [75] (TR3067)*	Broadsword (TR3057)
11	DARO-1 Dagger [45] (TR3067)	MIK-O Tatsu [70] (TR3067)*	EST-O Eisensturm [95] (TR3067)*	Elephant Mk96 (3075)
12	Vandal [30] (3055U)*	Ammon [65] (TR3067)	Hydaspes [95] (TR3067)	Titan (Clan) (TR3057)
13	Avar [35] (3055U)*	Turk [50] (3055U)*	Kirghiz [100] (3055U)*	Carrier (TR3057)
14	Avar [35] (3055U)*	Ammon [65] (TR3067)	Hydaspes 3 [95] (Prototypes)	Union-C (TR3057)
15	Sulla [45] (3055U)*	Jagatai [70] (3055U)*	Jengiz [80] (3055U)*	Broadsword (TR3057)
16	Bashkir [20] (3055U)*	Visigoth [60] (3055U)*	Scytha [90] (3055U)*	Achilles (2582) (TR3057)
17	Vandal [30] (3055U)*	Turk [50] (3055U)*	Scytha [90] (3055U)*	Carrier (TR3057)
18	Batu [40] (3055U)*	Visigoth [60] (3055U)*	Jengiz [80] (3055U)*	Noruff (TR3057)
19	Avar [35] (3055U)*	Turk [50] (3055U)*	Kirghiz [100] (3055U)*	Isegrim (3085)
20	Bashkir [20] (3055U)*	Jagatai [70] (3055U)*	Ostrogoth [75] (3085)*	Claymore V3 (Prototypes)
21	Sulla [45] (3055U)*	Ammon-XR [65] (XTRClans)	Scytha [90] (3055U)*	Vanir (3085)
22	Batu [40] (3055U)*	Jagatai [70] (3055U)*	Ostrogoth [75] (3085)*	Pentagon (3075)

CLAN HELL'S HORSES AEROSPACE

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	SB-27b Sabre [25] (Klondike)	Tyre [55] (TR3067)	THB-D36b Thunderbird [100] (Klondike)	Lion (Clan) (TR3057)
3	SPD-503 Spad [30] (3075)	CSR-V12b Corsair [50] (Klondike)	CHP-W5b Chippewa [90] (Klondike)	Gazelle (2531) (TR3057)
4	Swift C [25] (3050U-C)	Tyre 3 [55] (Prototypes)	EGL-R6b Eagle [75] (Klondike)	Triumph (2593) (TR3057)
5	RGU-133Eb Rogue [40] (3075)	GTHA-500b Gotha [60] (3075)	AHB-443b Ahab [90] (3075)	Union-C (TR3057)
6	ZRO-116b Zero [35] (Klondike)	IRN-SD1b Ironsides [65] (3075)	RPR-100b Rapier [85] (3075)	Overlord-C (TR3057)
7	Chaeronea [25] (TR3067)	HCT-213C Hellcat II [50] (3075)	HMR-HDb Hammerhead [75] (3075)	Sassanid (TR3057)
8	Issus [40] (TR3067)	Ammon [65] (TR3067)	Hydaspes [95] (TR3067)	Outpost (TR3067)
9	Chaeronea [25] (TR3067)	Ammon [65] (TR3067)	Xerxes [85] (TR3067)	Union-C (TR3057)
10	Vandal [30] (3055U)*	Tyre [55] (TR3067)	Xerxes 2 [85] (TR3067)	Outpost (TR3067)
11	Issus 3 [40] (TR3067)	Ammon [65] (TR3067)	Xerxes [85] (TR3067)	Broadsword (TR3057)
12	Vandal [30] (3055U)*	Tyre 3 [55] (Prototypes)	Hydaspes [95] (TR3067)	Titan (Clan) (TR3057)
13	Avar [35] (3055U)*	Jagatai [70] (3055U)*	Xerxes 2 [85] (TR3067)	Achilles (2582) (TR3057)
14	Batu [40] (3055U)*	Visigoth [60] (3055U)*	Kirghiz [100] (3055U)*	Union-C (TR3057)
15	Sulla [45] (3055U)*	Turk [50] (3055U)*	Jengiz [80] (3055U)*	Sassanid (TR3057)
16	Bashkir [20] (3055U)*	Turk [50] (3055U)*	Scytha [90] (3055U)*	Broadsword (TR3057)
17	Vandal [30] (3055U)*	Ammon [65] (TR3067)	Xerxes [85] (TR3067)	Carrier (TR3057)
18	Avar [35] (3055U)*	Jagatai [70] (3055U)*	Hydaspes 3 [95] (Prototypes)	Outpost Defender (Prototypes)
19	Vandal [30] (3055U)*	Visigoth [60] (3055U)*	Sabutai [75] (3055U)*	Noruff (TR3057)
20	Avar [35] (3055U)*	Tyre [55] (TR3067)	Ostrogoth [75] (3085)*	Fortress (2613) (TR3057)
21	Batu [40] (3055U)*	Visigoth [60] (3055U)*	Xerxes 3 [85] (TR3067)	Noruff (TR3057)
22	Sulla [45] (3055U)*	Jagatai [70] (3055U)*	Scytha [90] (3055U)*	Aesir (3085)

CLAN JADE FALCON AEROSPACE

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	ZRO-116b Zero [35] (Klondike)	Ammon [65] (TR3067)	STU-K5b Stuka [100] (Klondike)	Confederate (Clan) (TR3057)
3	SYD-Z1 Seydlitz [20] (3039)	F-92 Stingray [60] (3039)	Hydaspes [95] (TR3067)	Lion (Clan) (TR3057)
4	Tomahawk C [45] (3050U-C)	Tyre 2 [55] (TR3067)	HMR-HDb Hammerhead [75] (3075)	Overlord-C (TR3057)
5	RGU-133Eb Rogue [40] (3075)	IRN-SD1b Ironsides [65] (3075)	Xerxes [85] (TR3067)	Sassanid (3057) (TR3057)
6	SPD-503 Spad [30] (3075)	Tyre [55] (TR3067)	RPR-100b Rapier [85] (3075)	Union-C (TR3057)
7	TRN-3Tb Trident [20] (3075)	GTHA-500b Gotha [60] (3075)	AHB-443b Ahab [90] (3075)	Union-C (TR3057)
8	Swift C [25] (3050U-C)	HCT-213C Hellcat II [50] (3075)	Xerxes [85] (TR3067)	Overlord-C (TR3057)
9	SYD-Z4 Seydlitz [20] (3039) [20] (3039)	LCF-R16 Lucifer [65] (3039)	CHP-W7 Chippewa	Danais (Jihad Secrets)
10	Vandal [30] (3055U)*	Persepolis [70] (Prototypes)	Scytha [90] (3055U)*	Miraborg (TR3057)
11	Chaeronea [25] (TR3067)	Ammon [65] (TR3067)	EST-R3 Eisensturm [95] (TR3067)	Broadsword (TR3057)
12	Avar [35] (3055U)*	Persepolis [70] (Prototypes)	Hydaspes [95] (TR3067)	Achilles (2582) (TR3057)
13	Vandal [30] (3055U)*	Tyre 2 [55] (TR3067)	Sabutai [75] (3055U)*	Carrier (TR3057)
14	Chaeronea [25] (TR3067)	Jagatai [70] (3055U)*	Kirghiz [100] (3055U)*	Miraborg (TR3057)
15	Vandal [30] (3055U)*	Visigoth [60] (3055U)*	Scytha [90] (3055U)*	Union-C (TR3057)
16	Sulla [45] (3055U)*	Visigoth [60] (3055U)*	Jengiz [80] (3055U)*	Sassanid (TR3057)
17	Bashkir [20] (3055U)*	Tyre [55] (TR3067)	Scytha [90] (3055U)*	Carrier (TR3057)
18	Avar [35] (3055U)*	Jagatai [70] (3055U)*	Hydaspes 3 [95] (Prototypes)	Overlord-C (TR3057)
19	Batu [40] (3055U)*	Visigoth [60] (3055U)*	Sabutai [75] (3055U)*	Claymore (TR3057)
20	Sulla [45] (3055U)*	Tyre [55] (TR3067)	Kirghiz [100] (3055U)*	Titan (Clan) (TR3057)
21	Batu [40] (3055U)*	Visigoth [60] (3055U)*	Scytha [90] (3055U)*	Carrier (TR3057)
22	Batu [40] (3055U)*	Visigoth [60] (3055U)*	Scytha [90] (3055U)*	Noruff (TR3057)

CLAN WOLF AEROSPACE

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	Swift C [25] (3050U-C)	CSR-V12b Corsair [50] (Klondike)	Chippewa IIC [90] (Golden Era)	Outpost (TR3067)
3	SPD-503 Spad [30] (3075)	GTHA-500b Gotha [60] (3075)	HMR-HDb Hammerhead [75] (3075)	Overlord-C (TR3057)
4	TRN-3Tb Trident [20] (3075)	LTG-G15b Lightning [50] (Klondike)	AHB-443b Ahab [90] (3075)	Lion (Clan) (TR3057)
5	RGU-133Eb Rogue [40] (3075)	Ammon [65] (TR3067)	Hydaspes [95] (TR3067)	Overlord-C (TR3057)
6	ZRO-116b Zero [35] (Klondike)	HCT-213C Hellcat II [50] (3075)	Xerxes [85] (TR3067)	Broadsword (TR3057)
7	ZRO-116b Zero [35] (Klondike)	IRN-SD1b Ironsides [65] (3075)	HMR-HDb Hammerhead [75] (3075)	Union-C (TR3057)
8	RGU-133Eb Rogue [40] (3075)	Tyre [55] (TR3067)	AHB-443b Ahab [90] (3075)	Union-C (TR3057)
9	Chaeronea [25] (TR3067)	GTHA-500b Gotha [60] (3075)	RPR-200 Rapier [85] (3050U-C)	Overlord-C (TR3057)
10	Swift C [25] (3050U-C)	Ammon [65] (TR3067)	Hydaspes [95] (TR3067)	Lion (Clan) (TR3057)
11	S-4C Sai [40] (3039)	Tyre [55] (TR3067)	Xerxes [85] (TR3067)	Broadsword (TR3057)
12	Chaeronea 4 [25] (TR3067)	Ammon [65] (TR3067)	Sabutai [75] (3055U)*	Titan (Clan) (TR3057)
13	Avar [35] (3055U)*	Jagatai [70] (3055U)*	Hydaspes [95] (TR3067)	Achilles (2582) (TR3057)
14	Batu [40] (3055U)*	Jagatai [70] (3055U)*	Jengiz [80] (3055U)*	Union-C (TR3057)
15	Sulla [45] (3055U)*	Turk [50] (3055U)*	Jengiz [80] (3055U)*	Broadsword (TR3057)
16	Batu [40] (3055U)*	Visigoth [60] (3055U)*	Kirghiz [100] (3055U)*	Broadsword (TR3057)
17	Sulla [45] (3055U)*	Ammon [65] (TR3067)	Hydaspes 3 [95] (Prototypes)	Union-C (TR3057)
18	Vandal [30] (3055U)*	Visigoth [60] (3055U)*	Scytha [90] (3055U)*	Isegrim (3085)
19	Avar [35] (3055U)*	Jagatai [70] (3055U)*	Xerxes [85] (TR3067)	Titan (Clan) (TR3057)
20	Vandal [30] (3055U)*	Ammon [65] (TR3067)	Ostrogoth [75] (3085)*	Carrier (TR3057)
21	Batu [40] (3055U)*	Jagatai [70] (3055U)*	Scytha [90] (3055U)*	Noruff (TR3057)
22	Batu [40] (3055U)*	Visigoth [60] (3055U)*	Kirghiz [100] (3055U)*	Mercer (TR3067)

GHOST BEAR DOMINION AEROSPACE

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	CRX-O Corax [30] (TR3067)*	HCT-213C Hellcat II [50] (3075)	SL-15K Slayer [80] (3039)	Aqueduct (HB:MPS)
3	ZRO-116b Zero [35] (Klondike)	Tyre [55] (TR3067)	TRB-D46 Thunderbird [100] (3075)	Lion (Clan) (TR3057)
4	RGU-133Eb Rogue [40] (3075)	Ammon [65] (TR3067)	HMR-HDb Hammerhead [75] (3075)	Mule (TR3057)
5	SB-27 Sabre [25] (3075)	Tyre [55] (TR3067)	AHB-443b Ahab [90] (3075)	Triumph (3057) (TR3057)
6	SL-21L Sholagar [35] (3039)	SL-17R Shilone [65] (3039)	SL-15K Slayer [80] (3039)	Confederate (Clan) (TR3057)
7	SL-21L Sholagar [35] (3039)	SL-17R Shilone [65] (3039)	HSCL-1 Huscarl [75] (TR3067)*	Union-C (TR3057)
8	Chaeronea [25] (TR3067)	Ammon 2 [65] (TR3067)	Hydaspes [95] (TR3067)	Broadsword (TR3057)
9	Issus [40] (TR3067)	Tyre 3 [55] (Prototypes)	Xerxes [85] (TR3067)	Overlord-C (TR3057)
10	Sulla [45] (3055U)*	Ammon [65] (TR3067)	Jengiz [80] (3055U)*	Sassanid (TR3057)
11	CRX-O Corax [30] (TR3067)*	Tyre 3 [55] (Prototypes)	HSCL-1 Huscarl [75] (TR3067)*	Miraborg (TR3057)
12	Issus [40] (TR3067)	Ammon 2 [65] (TR3067)	Kirghiz [100] (3055U)*	Sassanid (TR3057)
13	Avar [35] (3055U)*	Turk [50] (3055U)*	Jengiz [80] (3055U)*	Achilles (3055) (TR3067)
14	Bashkir [20] (3055U)*	Ammon [65] (TR3067)	Jengiz [80] (3055U)*	Union-C (TR3057)
15	Sulla [45] (3055U)*	Jagatai [70] (3055U)*	Sabutai [75] (3055U)*	Noruff (TR3057)
16	Batu [40] (3055U)*	Visigoth [60] (3055U)*	Kirghiz [100] (3055U)*	Sassanid (TR3057)
17	Sulla [45] (3055U)*	Jagatai [70] (3055U)*	Ostrogoth [75] (3085)*	Vanir (3085)
18	Vandal [30] (3055U)*	Visigoth [60] (3055U)*	Scytha [90] (3055U)*	Miraborg (TR3057)
19	Bashkir [20] (3055U)*	Visigoth [60] (3055U)*	Hydaspes 3 [95] (Prototypes)	Aesir (3085)
20	Avar [35] (3055U)*	Turk [50] (3055U)*	Jengiz [80] (3055U)*	Titan (Clan) (TR3057)
21	Batu [40] (3055U)*	Jagatai [70] (3055U)*	Scytha [90] (3055U)*	Vengeance (3056) (TR3057)
22	Sulla [45] (3055U)*	Jagatai [70] (3055U)*	Ostrogoth [75] (3085)*	Aesir (3085)

RAVEN ALLIANCE AEROSPACE

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	Issus 2 [40] (TR3067)	SL-17R Shilone [65] (3039)	Hydaspes 3 [95] (Prototypes)	Union (3055) (TR3057)
3	Chaeronea 2 [25] (TR3067)	HCT-313 Hellcat [60] (3039)	STU-K5 Stuka [100] (3039)	Triumph (3057) (TR3057)
4	Tomahawk C [45] (3050U-C)	LTN-160 Lightning [50] (3075)	SL-15R Slayer [80] (3039)	Gazelle (3055) (TR3057)
5	CRX-O Corax [30] (TR3067)*	LTN-160 Lightning [50] (3075)	SL-15R Slayer [80] (3039)	Leopard (3056) (TR3057)
6	CRX-O Corax [30] (TR3067)*	HCT-313 Hellcat [60] (3039)	RPR-200 Rapier [85] (3050U-C)	Overlord-C (TR3057)
7	SYD-Z4 Seydlitz [20] (3039) [20] (3039)	Tyre [55] (TR3067)	Hydaspes 2 [95] (TR3067)	Union-C (TR3057)
8	Chaeronea [25] (TR3067)	Ammon [65] (TR3067)	Hydaspes [95] (TR3067)	Broadsword (TR3057)
9	Issus [40] (TR3067)	Tyre 2 [55] (TR3067)	Xerxes [85] (TR3067)	Sassanid (TR3057)
10	Chaeronea 3 [25] (TR3067)	Tyre 3 [55] (Prototypes)	HSCL-1 Huscarl [75] (TR3067)*	Leopard CV (3054) (TR3057)
11	Corax C [35] (Prototypes)	Ammon [65] (TR3067)	Sabutai [75] (3055U)*	Miraborg (TR3057)
12	CRX-O Corax [30] (TR3067)*	Ammon [65] (TR3067)	Hydaspes 3 [95] (Prototypes)	Elephant Mk96 (3075)
13	Issus [40] (TR3067)	Wusun [50] (3085)*	Jengiz [80] (3055U)*	Arcadia (TR3067)
14	Chaeronea [25] (TR3067)	Tyre [55] (TR3067)	Sabutai [75] (3055U)*	Titan Monitor (Prototypes)
15	Bashkir [20] (3055U)*	Turk [50] (3055U)*	Hydaspes [95] (TR3067)	Carrier (TR3057)
16	Sulla [45] (3055U)*	Jagatai [70] (3055U)*	Sabutai [75] (3055U)*	Broadsword (TR3057)
17	Bashkir [20] (3055U)*	Visigoth [60] (3055U)*	Kirghiz [100] (3055U)*	Achilles (3055) (TR3067)
18	Batu [40] (3055U)*	Turk [50] (3055U)*	Ostrogoth [75] (3085)*	Miraborg (TR3057)
19	Vandal [30] (3055U)*	Visigoth [60] (3055U)*	Kirghiz [100] (3055U)*	Vengeance (3056) (TR3057)
20	Avar [35] (3055U)*	Jagatai [70] (3055U)*	Jengiz [80] (3055U)*	Titan (Clan) (TR3057)
21	Sulla [45] (3055U)*	Wusun [50] (3085)*	Ostrogoth [75] (3085)*	Pentagon (3075)
22	Batu [40] (3055U)*	Wusun [50] (3085)*	Sabutai [75] (3055U)*	Vanir (3085)

CLAN WOLF (IN-EXILE) AEROSPACE

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	Avar [35] (3055U)*	LTN-G16S Lightning [50] (3039)	RPR-200 Rapier [85] (3050U-C)	Outpost (TR3067)
3	S-4C Sai [40] (3039)	LCF-R16 Lucifer [65] (3039)	AHB-443b Ahab [90] (3075)	Lion (Wolf's Dragoons) (TR3057)
4	Swift C [25] (3050U-C)	LTN-G16S Lightning [50] (3039)	CHP-W8 Chippewa [90] (3039)	Outpost (TR3067)
5	RGU-133Eb Rogue [40] (3075)	HCT-213C Hellcat II [50] (3075)	TRB-D56 Thunderbird [100] (3075)	Overlord-C (TR3057)
6	SYD-Z4 Seydlitz [20] (3039)	IRN-SD1b Ironsides [65] (3075)	HMR-HDb Hammerhead [75] (3075)	Broadsword (TR3057)
7	Chaeronea [25] (TR3067)	Ammon [65] (TR3067)	Hydaspes [95] (TR3067)	Union-C (TR3057)
8	SYD-Z3A Seydlitz [25] (3039)	LCF-R16 Lucifer [65] (3039)	Xerxes [85] (TR3067)	Union-C (TR3057)
9	ZRO-116b Zero [35] (Klondike)	GTHA-500b Gotha [60] (3075)	CHP-W8 Chippewa [90] (3039)	Overlord-C (TR3057)
10	S-4C Sai [40] (3039)	Tyre [55] (TR3067)	EST-R3 Eisensturm [95] (TR3067)	Broadsword (TR3057)
11	Avar [35] (3055U)*	Ammon [65] (TR3067)	Xerxes [85] (TR3067)	Lion (Clan) (TR3057)
12	Vandal [30] (3055U)*	MR-1S Morgenstern [70] (3085)*	EST-O Eisensturm [95] (TR3067)*	Titan (Clan) (TR3057)
13	Avar [35] (3055U)*	Jagatai [70] (3055U)*	Sabutai [75] (3055U)*	Avenger (3057) (TR3057)
14	Vandal [30] (3055U)*	Ammon [65] (TR3067)	Scytha [90] (3055U)*	Broadsword (TR3057)
15	Sulla [45] (3055U)*	Turk [50] (3055U)*	Jengiz [80] (3055U)*	Leopard CV (3054) (TR3057)
16	Batu [40] (3055U)*	Visigoth [60] (3055U)*	Kirghiz [100] (3055U)*	Isegrim (3085)
17	Avar [35] (3055U)*	Jagatai [70] (3055U)*	Hydaspes [95] (TR3067)	Claymore (TR3057)
18	Bashkir [20] (3055U)*	Ammon [65] (TR3067)	Hydaspes 3 [95] (Prototypes)	Achilles (3055) (TR3067)
19	Sulla [45] (3055U)*	Jagatai [70] (3055U)*	Scytha [90] (3055U)*	Titan (Clan) (TR3057)
20	Avar [35] (3055U)*	Jagatai [70] (3055U)*	Jengiz [80] (3055U)*	Claymore V3 (Prototypes)
21	Batu [40] (3055U)*	Jagatai [70] (3055U)*	Scytha [90] (3055U)*	Isegrim (3085)
22	Avar [35] (3055U)*	Jagatai [70] (3055U)*	Kirghiz [100] (3055U)*	Isegrim (3085)

CLAN NOVA CAT AEROSPACE

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	SB-27 Sabre [25] (3075)	SL-18 Shilone [65] (3039)	F-700b Riever [100] (3039)	Rose (TR3057)
3	S-4C Sai [40] (3039)	IRN-SD1b Ironsides [65] (3075)	RPR-200 Rapier [85] (3050U-C)	Triumph (3057) (TR3057)
4	Swift C [25] (3050U-C)	LCF-R16KR Lucifer II [65] (3039)	Xerxes [85] (TR3067)	Confederate (Clan) (TR3057)
5	SL-22 Sholagar [25] (3039)	HCT-213C Hellcat II [50] (3075)	Hydaspes [95] (TR3067)	Overlord-C (TR3057)
6	ZRO-116b Zero [35] (Klondike)	ON-1 Oni [55] (TR3067)	SL-15K Slayer [80] (3039)	Union-C (TR3057)
7	S-4C Sai [40] (3039)	Ammon [65] (TR3067)	Xerxes [85] (TR3067)	Union-C (TR3057)
8	RGU-133Eb Rogue [40] (3075)	SL-18 Shilone [65] (3039)	SL-15K Slayer [80] (3039)	Broadsword (TR3057)
9	SB-27 Sabre [25] (3075)	GTHA-500b Gotha [60] (3075)	AHB-443b Ahab [90] (3075)	Gazelle (3055) (TR3057)
10	SL-22 Sholagar [25] (3039)	Visigoth [60] (3055U)*	Sabutai [75] (3055U)*	Overlord-C (TR3057)
11	S-4C Sai [40] (3039)	Ammon [65] (TR3067)	Hydaspes [95] (TR3067)	Union-C (TR3057)
12	Avar [35] (3055U)*	MIK-O Tatsu [70] (TR3067)*	Hydaspes [95] (TR3067)	Broadsword (TR3057)
13	Vandal [30] (3055U)*	Visigoth [60] (3055U)*	Kirghiz [100] (3055U)*	Union-C (TR3057)
14	Bashkir [20] (3055U)*	Turk [50] (3055U)*	Jengiz [80] (3055U)*	Overlord-C (TR3057)
15	Batu [40] (3055U)*	Visigoth [60] (3055U)*	Scytha [90] (3055U)*	Union-C (TR3057)
16	Sulla [45] (3055U)*	Ammon [65] (TR3067)	Kirghiz [100] (3055U)*	Achilles (3055) (TR3067)
17	S-4C Sai [40] (3039)	Ammon [65] (TR3067)	Hydaspes 3 [95] (Prototypes)	Nekohono'o (TR3067)
18	Avar [35] (3055U)*	Tyre [55] (TR3067)	Scytha [90] (3055U)*	Nekohono'o (TR3067)
19	Sulla [45] (3055U)*	Jagatai [70] (3055U)*	Ostrogoth [75] (3085)*	Noruff (TR3057)
20	Bashkir [20] (3055U)*	Jagatai [70] (3055U)*	Hydaspes 3 [95] (Prototypes)	Vanir (3085)
21	Batu [40] (3055U)*	Jagatai [70] (3055U)*	SU-14 Suzaku [75] (Prototypes)	Vengeance (3056) (TR3057)
22	SB-31D Sabre [25] (Prototypes)	Jagatai [70] (3055U)*	Ostrogoth [75] (3085)*	Aesir (3085)

MAGISTRACY OF CANOPUS AEROSPACE

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	CNT-1D Centurion [30] (3075)	SL-17 Shilone [65] (3039)	EGL-R6 Eagle [75] (3075)	Dictator (3075)
3	F-10 Cheetah [25] (3039)	F-90 Stingray [60] (3039)	F-100 Riever [100] (3039)	Condor (3054) (TR3057)
4	TR-7 Thrush [25] (3039)	HCT-213 Hellcat [60] (3075)	TRB-D36 Thunderbird [100] (3075)	Overlord (3056) (TR3057)
5	SB-27 Sabre [25] (3075)	SL-17 Shilone [65] (3039)	TR-14 Transgressor [75] (3039)	Union (2708) (TR3057)
6	TR-7 Thrush [25] (3039)	F-90 Stingray [60] (3039)	TR-13 Transgressor [75] (3039)	Seeker (3054) (TR3057)
7	SB-27 Sabre [25] (3075)	LTN-G15 Lightning [50] (3075)	TR-13 Transgressor [75] (3039)	Leopard (PPC) (TR3057)
8	SB-27 Sabre [25] (3075)	TR-10 Transit [50] (3039)	TRB-D36 Thunderbird [100] (3075)	Triumph (2593) (TR3057)
9	TR-7p Thrush [25] (3039)	CMT-3T Troika [65] (TR3067)	TR-13A Transgressor [75] (3039)	Intruder (2655) (TR3057)
10	TR-8 Thrush [25] (3039)	CMT-4U Troika [65] (TR3067)	F-700 Riever [100] (3039)	Lung Wang (TR3057)
11	F-11 Cheetah [25] (3039)	LTN-G16L Lightning [50] (3075)	TR-16 Transgressor [75] (3039)	Leopard CV (2581) (TR3057)
12	SB-27b Sabre [25] (Klondike)	CMT-3T Troika [65] (TR3067)	F-700a Riever [100] (3039)	Achilles (3055) (TR3057)
13	SB-27b Sabre [25] (Klondike)	TR-12 Transit [50] (3039)	TR-15 Transgressor [75] (3039)	Avenger (2816) (TR3057)
14	TR-8 Cheetah [25] (3039)	F-92 Stingray [60] (3039)	MNG-8L Měngqín [95] (3085)	Kuan Ti (TR3057)
15	SB-27b Sabre [25] (Klondike)	TR-12 Transit [50] (3039)	MNG-8L Měngqín [95] (3085)	Vengeance-DC PWS (Prototypes)
16	F-13 Cheetah [25] (3039)	DFC-0 Defiance [55] (TR3067)*	F-77A Deathstalker [80] (3075)	Overlord A3 (TR3067)

TAURIAN CONCORDAT AEROSPACE

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	CNT-1D Centurion [30] (3075)	F-90 Stingray [60] (3039)	TRB-D36 Thunderbird [100] (3075)	Fortress (2613) (TR3057)
3	SB-27 Sabre [25] (3075)	HCT-213 Hellcat [60] (3075)	EGL-R6 Eagle [75] (3075)	Seeker (2815) (TR3057)
4	TR-7 Thrush [25] (3039)	SL-17 Shilone [65] (3039)	TR-13 Transgressor [75] (3039)	Overlord (2762) (TR3057)
5	SYD-Z1 Seydlitz [20] (3039)	TR-10 Transit [50] (3039)	CHP-W5 Chippewa [90] (3039)	Triumph (2593) (TR3057)
6	SYD-Z2 Seydlitz [20] (3039)	LCF-R15 Lucifer [65] (3039)	CHP-W5 Chippewa [90] (3039)	Gazelle (2531) (TR3057)
7	SB-27 Sabre [25] (3075)	LTN-G15 Lightning [50] (3075)	SL-15 Slayer [80] (3039)	Leopard (2537) (TR3057)
8	TR-7 Thrush [25] (3039)	SL-17 Shilone [65] (3039)	TRB-D36 Thunderbird [100] (3075)	Union (2708) (TR3057)
9	TR-7p Thrush [25] (3039)	LTN-G16T Lightning [50] (3075)	CHP-W7T Chippewa [90] (3039)	Intruder (2655) (TR3057)
10	SYD-Z2A Seydlitz [20] (3039)	CMT-4U Troika [65] (TR3067)	SL-15R Slayer [80] (3039)	Overlord (3056) (TR3057)
11	SPR-6D Sparrowhawk [30] (3039)	CMT-3T Troika [65] (TR3067)	TR-13A Transgressor [75] (3039)	Trojan (Jihad Secrets)
12	SYD-Z4 Seydlitz [20] (3039)	SL-17R Shilone [65] (3039)	HMR-HF Hammerhead [75] (3050U-C)	Avenger (2816) (TR3057)
13	TR-8 Thrush [25] (3039)	GTHA-600 Gotha [60] (3050U-C)	TRB-D46 Thunderbird [100] (3075)	Union PWS (3075)
14	SB-27b Sabre [25] (Klondike)	F-92 Stingray [60] (3039)	TR-16 Transgressor [75] (3039)	Achilles (3055) (TR3057)
15	SYD-Z2B Seydlitz [20] (3039)	CSR-V14 Corsair [50] (3039)	TRB-D46 Thunderbird [100] (3075)	Kuan Ti (TR3057)
16	F-13 Cheetah [25] (3039)	DFC-0 Defiance [55] (TR3067)*	TRB-D50 Thunderbird [100] (3075)	Mule PWS (3075)

PERIPHERY (GENERAL/OTHER) AEROSPACE

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	S-2 Star Dagger [30] (XTRRetro)	BAM-1A1 Malaika [50] (XTRRetro)	EGL-R6 Eagle [75] (3075)	Union (3055) (TR3057)
3	S-2 Star Dagger [30] (XTRRetro)	F-90 Stingray [60] (3039)	F-100 Riever [100] (3039)	Aurora (3075)
4	SYD-Z3 Seydlitz [20] (3039)	LTN-G15 Lightning [50] (3075)	SL-15 Slayer [80] (3039)	Overlord (3056) (TR3057)
5	SYD-Z2 Seydlitz [20] (3039)	SL-17 Shilone [65] (3039)	CHP-W5 Chippewa [90] (3039)	Union (2708) (TR3057)
6	SYD-Z1 Seydlitz [20] (3039)	HCT-213 Hellcat [60] (3075)	SL-15 Slayer [80] (3039)	Gazelle (2531) (TR3057)
7	SB-27 Sabre [25] (3075)	SL-17 Shilone [65] (3039)	EGL-R6 Eagle [75] (3075)	Leopard (2537) (TR3057)
8	SYD-Z2 Seydlitz [20] (3039)	LCF-R15 Lucifer [65] (3039)	SL-15 Slayer [80] (3039)	Triumph (2593) (TR3057)
9	TR-7 Thrush [25] (3039)	LTN-G15 Lightning [50] (3075)	TRB-D36 Thunderbird [100] (3075)	Condor (3054) (TR3057)
10	TR-7p Thrush [25] (3039)	SL-17R Shilone [65] (3039)	SL-15R Slayer [80] (3039)	Leopard CV (2581) (TR3057)
11	SYD-Z4 Seydlitz [20] (3039)	F-92 Stingray [60] (3039)	CHP-W7 Chippewa [90] (3039)	Avenger (3048) (TR3057)
12	F-11 Cheetah [25] (3039)	LTN-G16T Lightning [50] (3075)	F-700a Riever [100] (3039)	Vengeance (3056) (TR3057)
13	SB-27b Sabre [25] (Klondike)	LX-2 Lancer [50] (TR3067)	CHP-W7 Chippewa [90] (3039)	Union-X (TR3067)
14	F-13 Cheetah [25] (3039)	HCT-313 Hellcat [60] (3075)	CHP-W7T Chippewa [90] (3039)	Achilles (3055) (TR3057)
15	CRX-O Corax [30] (TR3067)*	CMT-3T Troika [65] (TR3067)	TRB-D46 Thunderbird [100] (3075)	Mule PWS (3075)
16	N/A	N/A	N/A	Overlord A3 (TR3067)

MERCENARY AEROSPACE

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	SL-21 Sholagar [35] (3039)	HCT-213 Hellcat [60] (3075)	STU-K5 Stuka [100] (3039)	Union (3055) (TR3057)
3	CNT-1D Centurion [30] (3075)	LTN-G15 Lightning [50] (3075)	CHP-W5 Chippewa [90] (3039)	Aurora (3075)
4	SPR-H5 Sparrowhawk [30] (3039)	LTN-G15 Lightning [50] (3075)	F-100 Riever [100] (3039)	Overlord (3056) (TR3057)
5	SB-27 Sabre [25] (3075)	LCF-R15 Lucifer [65] (3039)	EGL-R6 Eagle [75] (3075)	Union (2708) (TR3057)
6	TR-7 Thrush [25] (3039)	SL-17 Shilone [65] (3039)	CHP-W5 Chippewa [90] (3039)	Gazelle (2531) (TR3057)
7	SYD-Z1 Seydlitz [20] (3039)	F-90 Stingray [60] (3039)	SL-15 Slayer [80] (3039)	Leopard (2537) (TR3057)
8	F-10 Cheetah [25] (3039)	CSR-V12 Corsair [50] (3039)	TRB-D36 Thunderbird [100] (3075)	Triumph (2593) (TR3057)
9	TR-7p Thrush [25] (3039)	F-92 Stingray [60] (3039)	SL-15R Slayer [80] (3039)	Condor (3054) (TR3057)
10	F-12-S Cheetah [25] (3039)	LCR-R16KR Lucifer II [65] (3039)	F-700 Riever [100] (3039)	Leopard CV (2581) (TR3057)
11	F-11 Cheetah [25] (3039)	SL-17R Shilone [65] (3039)	CHP-W7 Chippewa [90] (3039)	Fortress (3055) (TR3057)
12	SYD-Z4 Seydlitz [20] (3039)	F-92 Stingray [60] (3039)	TRB-D46 Thunderbird [100] (3075)	Vengeance (3056) (TR3057)
13	F-11 Cheetah [25] (3039)	CSR-V14 Corsair [50] (3039)	CHP-W7 Chippewa [90] (3039)	Union-X (TR3067)
14	SPR-6D Sparrowhawk [30] (3039)	LT-G16L Lightning [50] (3075)	F-700a Riever [100] (3039)	Intruder (3056) (TR3057)
15	SYD-Z2A Seydlitz [20] (3039)	LX-2 Lancer [50] (TR3067)	STU-D6 Stuka [100] (3039)	Achilles (3055) (TR3057)
16	SB-29 Sabre [25] (3075)	LTN-G16S Lightning [50] (3075)	EGL-R11 Eagle [75] (3075)	Avenger (3048) (TR3057)
17	SPR-7D Sparrowhawk [30] (3039)	LX-2A Lancer [50] (TR3067)	F-700b Riever [100] (3039)	Kuan Ti (TR3057)
18	F-13 Cheetah [25] (3039)	CSR-V18 Corsair [50] (3039)	VLC-8N Vulcan [80] (3075)	Mule PWS (3075)
19	SB-27b Sabre [25] (Klondike)	LT-G16D Lightning [50] (3075)	HSCL-1-O Huscarl [75] (TR3067)*	Overlord A3 (TR3067)
20	PGD-Y3 Poignard [35] (3085)	F-95 Stingray [60] (3039)	EST-O Eisensturm [95] (TR3067)*	Excalibur PWS (3075)

ROLE-PLAYING RULES

The following rules for the post-Jihad period cover role-playing campaigns using the core rules primarily found in *A Time of War*.

PLAYING IN THE POST-JIHAD PERIOD

The aftermath of the Jihad was a period of reconstruction and reevaluation by the peoples of the Inner Sphere. The Word of Blake's widespread use of terror and total warfare against civilians and military alike were horrors that even the denizens of the Successor States had come to see as more of a relic of history than a real danger. Even the dramatic upheavals of the Fourth Succession War, Clan Invasion and the FedCom Civil War paled in comparison to the devastation that left billions upon billions dead, and did not restrict itself only to the state border regions. Even among the worlds left unscathed, the effects of the war were felt in disrupted trade and communications, creating political and economic crises across the Inner Sphere.

At the upper tiers of power, the leaders of the Inner Sphere, whether the lords of Great Houses, or Khans of the Clans, found their positions more precarious than ever. The Word of Blake's minions were thorough in demonstrating the evils of the ruling classes and the warlords who did their bidding. Citizens in nearly every realm recognized the fallibility of its leadership, the weaknesses of governments and armies. While the Jihad's shell-shocked survivors continued to pick up the pieces, resentment and distrust of the returning status quo remained a spark away from open rebellion—and the ruling classes knew it.

Eager to avoid another plunge into chaos, the various realms focused more on rebuilding infrastructure and keeping conflicts to a minimum. The only major exceptions to this came from the conflicts that erupted around the borders of the Republic of the Sphere and its neighbors in the Capellan Confederation and the former Free Worlds League, and the raiding campaigns along the borders of the Draconis Combine and Federated Suns, where tensions and nationalistic pride continued to run high.

The following guidelines are intended to aid players and game masters in getting the right "mood" for any campaigns set in the early years of the post-Jihad Inner Sphere.

Broken Trusts

Underlining the post-Jihad period was a current of paranoia that pervaded the peoples of the Inner Sphere, and extended to all levels of society. A general distrust in the hereditary governments, combined with a lack of faith in the militaries to prevent war from reaching the homelands, led many to wonder where the next wars would erupt, and how much would they need to prepare should the answers be too close for comfort. At the same time, the high-tech zealotry of the Word of Blake, derived from the quasi-mysticism of ComStar, prompted equivalent fears in the powers of advanced technology weapons, and the Sphere-spanning influences that might wield them.

Anti-Nobility Fever: In the minds of many Jihad survivors, much of the blame for all that went wrong can be blamed on the hereditary leadership who spent centuries making it all possible. The Word of Blake's propagandists, armed with centuries of hidden secrets, exposed the lies and deceits that generations of House Lords engaged in. Unable to deny any longer that the House Lords' destruction of the first Star League had only created a vicious cycle of war, giving birth to the Clans, and ultimately leading to the Jihad after the disbanding of a second Star League, the Inner Sphere's general populace abandoned its general apathy and replaced it with wary cynicism.

The rise of the Republic of the Sphere, which claims to elevate the common man and force its titled nobility to serve its people, has gradually become a beacon for how the rest of the Sphere should be run, and thus the postwar nobility faces greater and greater challenges to its authority, which will create a decline in recruitment for government services (including military enlistment) and periodic work stoppages every time the local nobility comes off as too demanding or unsympathetic.

Eye on ComStar: Naturally, the fact that the Word of Blake evolved from ComStar, which continues to dominate the communications networks of the Inner Sphere, has created a wide-ranging anti-ComStar sentiment that runs the gamut from general disdain to open paranoia. For this reason, ComStar HPG centers throughout the Inner Sphere have suppressed their classical monastic trappings entirely, replacing robes with business suits and strongly discouraging the practice of praising Jerome Blake (or even using the classic utterance of "Blake's Blood" in times of dismay or alarm). Even though the Order remains dedicated to serving the Inner Sphere, its personnel can expect to be shunned or even attacked for the legacy they represent.

Members of the Order are now expected to reside only in ComStar compounds, where they accept the presence of government observers from the local authority. Even in these secluded enclaves, ComStar personnel must abide the presence of security forces either assigned from or contracted by the local authorities. These military and paramilitary troops may often claim their presence is "for the Order's own protection", but it is an open secret that no one is willing to trust ComStar with its own army ever again.

Cybernetic Scapegoats: Thanks to the inhuman brutality of the Word of Blake's Manei Domini, anti-bionic sentiment—once a quirk of the Free Worlds League's otherwise tolerant peoples—has now become a universal norm. The Word's elite agents, reveling in the powers of their artificial enhancements, prided themselves on their often-horrific appearance and wielded it as a powerful weapon of psychological war on civilians and military alike. With the Manei Domini's disappearance at the end of the Jihad, that legacy of terror unfortunately transferred to anyone who possesses visible or known cybernetics and prosthetic implants.

This anti-bionics sentiment, once seen mostly in the Free Worlds League, can now be found Sphere-wide. Wounded veterans and other victims of injuries severe enough to require artificial replacements can expect scorn, fear, or even open hatred from anyone who sees or becomes aware of such prosthetics. Similarly, many victims of grievous injuries—aware of this new wave of cyber-bigotry, or recalling reports from the Jihad of the Word's terror minions—have begun to shun cybernetic technologies, even at the cost of a lower quality of life.

Exceptions: The above descriptions only cover the broad generalities of post-Jihad attitudes. Like all personal and cultural fears, one may easily find communities and groups where the hostility toward noble leadership, ComStar's acolytes, and bionics-users is low or even non-existent.

Much of this stems from the cultural tendencies of the respective regions. Most Lyrans, for example, have been so cynical and jaded by their own wealth and the follies of their nobility that they see nothing terribly askew about the nobility's complicity in centuries of war, and many actually find the more secular form of ComStar much easier to deal with. In the Federated Suns, where the military service is so ubiquitous that they tend to be seen as common men (even when they have noble titles), war vets whose scars now include a dependence on prosthetic limbs can still expect to be treated with dignity as long as their prosthetics are either reasonably hard to spot and continue to act "normal".

Among the Clans, in fact, virtually *none* of these biases apply. The Clans' disgust for nobility has been present ever since their society formed, and the fact that the House Lords once again destroyed the Star League is only seen as "typical" in their eyes. Meanwhile, the difference between ComStar and Word of Blake is perfectly clear to the Clans, who know all too well the dramatic effect of internal divisions such as those that divided them among Crusader and Warden camps, prompted the fracturing of the Wolf Clan and even playing a role in the inevitable break between the Inner Sphere Clans and the distant Homeworlds. As to cybernetics, most Clans see such technology as a necessary evil, a tool to keep warriors functional when cloned replacements are otherwise

MAJOR HIGHLIGHTS OF THE POST-JIHAD PERIOD (3085-3100)

3085

Sun-Tzu Liao signs Treaty of Tikonov, ending hostilities with and formally recognizing the Republic of the Sphere.

3086

Regulan Fiefs founded (unifying Principality of Regulus and the Regulan Free States).

Sandoval-funded mercenaries begin raiding worlds along the Draconis Combine border.

3087

Rim Territories founded.

Sandoval-backed raids into Raven Alliance create a diplomatic incident that ultimately weakens New Avalon's influence on the March Lords.

Military enforcement provisions of the Republic's Resettlement Act renewed over some Senatorial objections.

Lothian League formally breaks with the Marian Hegemony.

3088

Although already an active military force, the Knights of the Republic of the Sphere are formally activated at this time.

Diamond Shark orbital yards at Tukayyid operational.

3089

Hidden War begins between the Republic and dissatisfied Combine "samurai".

3090

Trials and raids amongst themselves and against the Lyran Commonwealth increase as the Falcons and Wolves seek conflict to strengthen their newest generation.

3091

The Diamond Shark touman undergoes a major reorganization that attaches virtually all forces to the Clan's merchant fleets.

3092

Marian Hegemony seizes three former Free Worlds League worlds.

Military enforcement provisions of the Republic's Resettlement Act are renewed again over strong objections from the Senate and the public. Riots erupt on several Republic worlds.

3093

"Hachidori Incident" ends major reactionary unrest in Draconis Combine.

3094

Formal creation of Diamond Shark Khanates, consolidating all of the Clan's core assets around large roving merchant-colony fleets.

3095

Exarch Devlin Stone negotiates an end of low-intensity hostilities with remnants of the former Free Worlds League.

Devlin Stone bows to political pressure and declares moratorium on military enforcement of Resettlement Act.

Power struggle on Robinson briefly erupts into open civil war. Jerome Sandoval becomes Draconis March Lord and Duke of Robinson.

3096

Brief invasions by the Draconis Combine and Raven Alliance take several worlds from the Federated Suns.

Clan Hell's Horses withdraws troops from their Periphery holdings to strengthen core defenses.

3097

Great Reavings begin among the Inner Sphere Clans.

3098

Second Combine-Dominion War begins.

3099

Opportunistic uprisings by resurgent Motstånd movement begin across Ghost Bear Dominion.

3100

Border conflicts erupt between Draconis Combine and Raven Alliance.

Clan Diamond Shark changes its name back to Clan Sea Fox.

Archon Adam Steiner declares war on the Brotherhood of Cincinnatus.

impossible or excessive. Key there, of course, is that the technology must only be used to replace lost functionality in a warrior, rather than enhance them; with the exception of enhanced imaging technology, the Clans view any other "elective" body upgrades as tantamount to cheating.

An Age of (Relative) Peace

The horrors of the Jihad, and the scope of worlds it affected, though relatively small when compared to the early Succession Wars, nevertheless reminded much of the Inner Sphere just how bad war could get. Even the rulers of the great interstellar states of the Inner Sphere had to acknowledge the devastating impact of unrestricted war, and the need to rebuild crippled infrastructure prompted what would eventually become a lull in the escalating arms race that began at the end of the Fourth Succession War.

The result of this was an age of relative peace for the Inner Sphere, during which even border raids fell below their usual pre-Jihad rates. Several conflicts would erupt during this period, but until the upheavals of the 3130s, none would reach the Sphere-spanning scale that filled the bulk of the thirty-first century. Indeed, most of the major armed conflicts after 3085 would involve single-border regions, such as the Second Combine-Dominion War between the Draconis Combine and the Ghost Bear Dominion.

The Major Highlights of the Post-Jihad Period timeline presented here outlines the significant events that filled the rest of the thirty-first century after the events described in this book. They are presented in a simple, bare-bones fashion to enable gamemasters and players eager to expand their campaigns in this setting free range in their game play options. More details on the post-Jihad period, up to and into the thirty-first century, will be covered in subsequent publications, beginning with the *Era Digest: Dark Age* PDF-exclusive (to be published electronically in mid-2012).

Off the Maps

A number of mysteries arise in the wake of the Jihad, such as the whereabouts of the Word of Blake's surviving forces, the fates of many important personalities who vanished during and after the war, and the happenings in the Deep Periphery and the even more distant Clan homeworlds. For now, these subjects are left open to player determination, their answers unknown to all of the major players in the post-Jihad Inner Sphere for generations yet to come. Future products may one day revisit these "off-map" regions of the BattleTech universe, but for now they remain beyond the scope of this product.

CREATING CHARACTERS IN POST-JIHAD PERIOD

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 post-Jihad era, and may be used for any characters created from roughly 3081 through 3100.

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 for such Affiliations 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.

FALLEN FACTIONS

Several factions ceased to exist during the years of the Jihad. Players creating or using characters based on these factions should note the dates and adjust either character creation or advancement accordingly.

The Word of Blake, after years of fighting the collective might of the Inner Sphere, was essentially destroyed when allied forces dismantled their Protectorate in 3078, and chased down its remaining leadership by 3081.

The Free Worlds League, hammered by multiple crises, effectively disbanded in 3079, leaving its member-states and non-affiliated worlds to fend for themselves.

In the wake of the Wars of Reaving, the Clan Homeworlds severed all contact with their Inner Sphere brethren, leaving the Diamond Sharks, Hell's Horses, Jade Falcons, and Wolves to hold the Clan Occupation Zones. The Ghost Bears, meanwhile, continued their integration of the Free Rasalhague Republic into their Ghost Bear Dominion, while the Snow Raven Clan effectively absorbed the Outworlds Alliance to create the Raven Alliance. The abjured Nova Cat and Wolf (in-Exile) Clans, meanwhile, maintained their presence in the Inner Sphere.

In the Periphery, the Circinus Federation—as the Word of Blake's last major haven—was destroyed by Regulan forces.

RISING FACTIONS

The following factions came into existence during and after the Jihad.

The Republic of the Sphere formed in 3081, uniting the remains of the Blake Protectorate with a number of adjacent territories.

After the dissolution of the Free Worlds League, many of the major sub-states grew or merged with neighboring powers, creating a mix of minor powers, eventually including the Duchy of Andurien, the Marik-Stewart Commonwealth, the Oriente Protectorate, the Regulan Fiefs, the Rim Commonality, and the Duchy of Tamarind-Abbey.

The Filtvelt Coalition broke away from the Federated Suns in 3072, and secured its independence as a new Periphery state.

HYBRID FACTIONS

The following Clan-Inner Sphere factions represent an evolution of existing factions that neither rose nor fell during the Jihad, but instead became a fusion of cultures.

Beginning in 3072, the remaining worlds of the Free Rasalhague Republic were absorbed into the Ghost Bear Dominion during the Jihad, effectively integrating the two factions by the end of the war.

Beginning in 3075, the Outworlds Alliance government effectively accepted Clan Snow Raven control over the realm's military affairs, merging the two factions as the Raven Alliance by the end of the Jihad.

AFFILIATIONS - POST-JIHAD

AFFILIATION: CAPELLAN CONFEDERATION

Module Cost: 150 XP

The Capellan Confederation managed to survive the worst of the Jihad through a combination of stubbornness and blind luck, given its lack of support from virtually all of the other Inner Sphere powers. Distrustful of their neighbors—especially the Federated Suns and the upstart Republic of the Sphere—the Confederation's people count only the Magistracy of Canopus as a truly allied state, given the marriage between Chancellor Sun-Tzu Liao and the Canopian Magestrix Naomi Centrella. As this was largely the status quo since before the Jihad erupted, little has effectively changed for House Liao's realm beyond having another "tyranny" to rail against for claiming Capellan worlds.

When creating characters from the Capellan Confederation in the post-Jihad period, follow all of the rules presented in *A Time of War*, but note the following minor changes based on sub-affiliation:

Capellan Sub-Affiliations

Capellan Commonality: [Attributes] EDG (+50 XP); [Traits] Wealth (+15 XP); [Skills] Negotiation (+10 XP)

Sarna (Liao) Commonality: [Attributes] INT (+50 XP), WIL (+25 XP); [Traits] Citizenship (+15 XP), Compulsion/Hatred of Republic of the Sphere (–50 XP), Language/Choose any FedSuns, Lyran, or Free Worlds (+15 XP), Martial Arts (+20 XP); After 3085, the Liao Commonality of the Capellan Confederation became known as the Sarna Commonality.

Sian Commonality: For characters created after 3085, replace Compulsion/Hatred of Federated Suns (–135 XP) with Compulsion/Hatred of Federated Suns (–75 XP) *and* Compulsion/Hatred of Republic of the Sphere (–60 XP)

St. Ives Commonality: [Attributes] WIL (+50 XP), EDG (+50 XP); [Traits] Citizenship (+25 XP), Compulsion/Hatred of Federated Suns (–50 XP), Reputation (–50 XP), Wealth (+10 XP); [Skills] Language/Any FedSuns (+10 XP), Arts/Any (+5 XP), Martial Arts (+15 XP), Negotiation (+10 XP)

Victoria Commonality: Create Victoria Commonality characters as per *A Time of War* rules.

AFFILIATION: DRACONIS COMBINE

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.

When creating characters from the Draconis Combine in the post-Jihad period, follow all of the rules presented in *A Time of War*, but note the following minor changes based on sub-affiliation:

Draconis Combine Sub-Affiliations

Azami: [Attributes] WIL (+100 XP); [Traits] Compulsion/Distrust Draconis Combine (–50 XP), Equipped (–50 XP), Thick-Skinned (+100 XP), Wealth (–50 XP); [Skills] Language/Arabic (+15 XP), Language/Japanese (–10 XP), Martial Arts (+15 XP), Melee Weapons (+15 XP), Riding (+5 XP), Survival/Any (+10 XP)

Benjamin District: Create Benjamin District characters as per *A Time of War* rules.

Dieron District: After 3081, Draconis Combine characters can no longer be made that hail from the Dieron Military District.

New Samarkand District: After 3070, the Draconis Combine's Galedon Military District became known as the New Samarkand Military District.

Pesht District: Create Pesht District characters as per *A Time of War* rules.

AFFILIATION: FEDERATED SUNS

Module Cost: 150 XP

Though its people claim greater personal freedoms, House Davion's Federated Suns suffered several key failures in leadership during the Jihad, including the Capellan and Draconis Marches' unauthorized invasions of the Capellan Confederation and Draconis Combine (respectively), as well as a wave of secessionist rebellions in the Periphery border zones. Though the realm largely rallied to beat back the combined threats of the Word of Blake, Capellan Confederation, and Taurian Concordat, an extensive reorganization was necessary to reassert the dominance of House Davion.

When creating characters from the Federated Suns in the post-Jihad period, follow all of the rules presented in *A Time of War*, but note the following minor changes based on sub-affiliation:

Federated Suns Sub-Affiliations

Capellan March: [Attributes] WIL (+75 XP), EDG (+25 XP); [Traits] Connections (+50 XP), Compulsion/Distrust of House Davion (–50 XP), Compulsion/Hatred of Capellan Confederation (–100 XP), Compulsion/Hatred of Taurian Concordat (–50 XP), Equipped (+50 XP); [Skills] Protocol/FedSuns (+15 XP), Interest/FedSuns History (+15 XP), Language/Any (+10 XP)

Crucis March: Create Crucis March characters as per *A Time of War* rules.

Draconis March: [Attributes] INT (+10 XP), EDG (+25 XP); [Traits] Connections (+50 XP), Compulsion/Hatred of Draconis Combine (–50 XP), Compulsion/Distrust of House Davion (–25 XP); [Skills] Arts/Any (+10 XP), Negotiation (+10 XP), Protocol/FedSuns (+10 XP)

Periphery March (Outback): After 3079, characters created for the Federated Suns' Outback are considered to be part of the Periphery March instead. [***Note:*** *Characters from the Filtvelt area must now select the Filtvelt Coalition Sub-Affiliation of the Periphery Affiliation.*]

AFFILIATION: FORMER FREE WORLDS LEAGUE

Module Cost: 150 XP

The Word of Blake's machinations—which included revealing the sitting Captain-General as a double, once loyal to ComStar—brought the Free Worlds League to its knees. By the end of the Jihad, the League's shattered leadership focused on its strongest sub-states, and the realm formally dissolved in 3079. Eight centuries of (relative) unity cannot be erased overnight, so many in this region still consider themselves part of the Free Worlds' legacy, albeit one that now lies i n ruins.

AFFILIATIONS - POST-JIHAD

When creating Former Free Worlds League characters for the post-Jihad era, the following data replaces the Free Worlds League Stage 0 Module found in *A Time of War*:

Primary Language: English (All)

Secondary Languages: See sub-affiliation

Fixed XPs: [Traits] Compulsion/Distrust of Bionics (–100 XP); [Skills] Language/Any (+15 XP), Interest/Any (+15 XP), Choose one of the following: Arts/Any (+15 XP), Martial Arts (+15 XP), Negotiation (+15 XP), or Small Arms (+15 XP)

Former Free Worlds League Sub-Affiliations

Marik-Stewart Commonwealth: [Secondary Languages] Slovak, Romanian; [Traits] Wealth (+100 XP), Equipped (+100 XP), Reputation (–100 XP); [Skills] Appraisal (+5 XP), Negotiation (+10 XP), Protocol/Marik-Stewart Commonwealth (+10 XP); [***Note:*** *The Marik-Stewart Commonwealth officially forms in 3082, combining the former Marik Commonwealth with the nearby Stewart Commonwealth, the Duchy of Graham-Marik, and the Silver Hawks Coalition. Prior to this, create characters from this affiliation as per* A Time of War *rules for the Marik Commonwealth sub-affiliation.*]

Regulan Fiefs: [Secondary Languages]: Hindi, Urdu, Mongolian; [Attributes] WIL (+100 XP); [Traits] Gregarious (+75 XP), Reputation (–100 XP); [Skills] Interest/Regulan History (+10 XP), Negotiation (+20 XP), Perception (+15 XP), Protocol/Regulan (+5 XP); [***Note:*** *The Regulan Fiefs officially forms in 3086, combining the former Principality of Regulus with the nearby Regulan Free States and Principality of Gibson. Prior to this, create characters from this affiliation as per* A Time of War *rules for the Principality of Regulus sub-affiliation.*]

Oriente Protectorate: [Secondary Languages] Greek; [Attributes] EDG (+100 XP); [Skills] Appraisal (+5 XP), Negotiation (+15 XP), Technician/Any (+5 XP); [***Note:*** *The Oriente Protectorate officially forms in 3086, combining the former Duchy of Oriente with the nearby Protectorate and the Duchy of Orloff. Prior to this, create characters from this affiliation as per* A Time of War *rules for the Duchy of Oriente sub-affiliation.*]

Duchy of Andurien: [Secondary Languages] Italian, Mandarin Chinese; [Attributes] WIL (+50 XP); [Traits] Combat Sense (+100 XP), Compulsion/Xenophobia (–50 XP), Reputation (–50 XP), Wealth (+30 XP); [Skills] Interest/Andurien History (+10 XP), Negotiation (+15 XP), Perception (+10 XP), Protocol/Andurien (+10 XP); [***Note:*** *The Duchy of Andurien officially claims its independence from the Free Worlds League in 3079, and will eventually absorb most of the nearby Mosiro Archipelago. Prior to this, create characters from this affiliation as per* A Time of War *rules for the Duchy of Andurien sub-affiliation.*]

Tamarind-Abbey District: [Secondary Languages] German, Hindi, Spanish; [Attributes] BOD (+50 XP), WIL (+75 XP), CHA (+50 XP); [Traits] Compulsion/Distrust House Steiner (–100 XP); [Skills] Appraisal (+10 XP), Language/Any Tamarind Secondary (+20 XP), Negotiation (+10 XP), Streetwise/Tamarind (+10 XP); [***Note:*** *The Tamarind-Abbey District officially forms in 3078, combining the former Duchy of Tamarind with the nearby Abbey District. Prior to this, create characters from this affiliation as per* A Time of War *rules for the Other FWL Worlds sub-affiliation.*]

Rim Commonality: [Secondary Languages] Arabic, Bulgarian, Greek, Urdu; [Attributes] INT (+25 XP); [Traits] Toughness (+75 XP), Wealth (–50 XP); [Skills] Language/Any (+20 XP), Negotiation (+10 XP), Streetwise/Former FWL (+10 XP), Survival/Any (+10 XP); +25 XP to any one Attribute, Trait, or Language Skill; [***Note:*** *The Rim Commonality effectively seceded from the League in 3075, becoming the first League member state to do so, and will eventually absorb several surrounding systems, including the independent Periphery world of Astrokaszy. Prior to this, create characters from this affiliation as per* A Time of War *rules for the Other FWL Worlds sub-affiliation (or, if appropriate, the Astrokaszy sub-affiliation of the Independent affiliation.*]

Unaligned Former League Worlds: Create Unaligned Former League Worlds characters as per the *A Time of War* rules for the Other FWL Worlds sub-affiliation. [***Note:*** *Left to their own devices after the League official dissolution in 3079, any League world not absorbed by neighboring realms and sub-states fall into this category.*]

Flexible XPs: None

Notes: Any Former League characters that receive an Implant/Prosthetic Trait automatically suffer –200 XPs in the Reputation Trait as well. Former League characters that take the Nobility Stage 1 Life Module automatically suffer –150 XPs in the Reputation Trait as well. Former League characters from the Unaligned Former League Worlds Sub-Affiliation must have at least +300 XPs in either the EDG Attribute or the Connections Trait to be eligible for Military Academy schooling in Stage 3.

AFFILIATION: LYRAN COMMONWEALTH

Module Cost: 150 XP

The Lyran Alliance became the Lyran Commonwealth once again in 3084, as a sign of its rebirth in the wake of the Jihad. Arguably the strongest mercantile realms in the Inner Sphere—though diminished by the sheer destruction of the Jihad and the departure of most of the core Skye Province to the Republic of the Sphere—the Lyran state is still in recovery. Skye's departure is particularly historic, as it represents the removal of one of the longest and most aggressive internal opponents to House Steiner's rule.

When creating characters from the Federated Suns in the post-Jihad period, follow all of the rules presented in *A Time of War*, but note the following minor changes based on sub-affiliation:

Lyran Commonwealth Sub-Affiliations

Buena (Alarion) Province: [Attributes] WIL (+25 XP), CHA (–50 XP); [Traits] Compulsion/Distrust Governments (–20 XP), Wealth (+50 XP); [Skills] Administration (+10 XP), Interest/Any (+15 XP), Language/Any (+10 XP), Negotiation (+10 XP), +10 XP to any one other Skill; Due to the extermination of the planet Alarion during the Jihad, after 3079, the Alarion Province became known as the Buena Province.

Bolan Province: For characters created after 3078, replace Compulsion/Hatred of House Marik (–50 XP) with Compulsion/Hatred of Former Free Worlds League (–50 XP)

Coventry Province: Create Coventry Province characters as per *A Time of War* rules.

Donegal Province: Create Donegal Province characters as per *A Time of War* rules.

AFFILIATIONS - POST-JIHAD

Skye Province: After 3080, characters created for the Lyran Commonwealth's Skye Province must either select the Bolan or Donegal Provinces instead, or use the Republic of the Sphere Affiliation.

AFFILIATION: THE INNER SPHERE CLANS

Module Cost: 75 XP

While the Inner Sphere was engulfed in the Jihad, the Clans suffered further upheaval in the form of the Wars of Reaving. In the wake of those conflicts, the Clans that still held Inner Sphere territories—including the newly arrived Hell's Horses and Snow Raven Clans—found their ties to the distant homeworlds severed. As the Homeworld Clans drew inward, the Inner Sphere Clans (Diamond Shark, Ghost Bear, Hell's Horses, Jade Falcon, Nova Cat, Snow Raven, Wolf, and Wolf in-Exile) focused on consolidating their "Spheroid" territories and adjusting to a new order.

When creating Clan characters in the post-Jihad period, follow all of the rules presented in *A Time of War*, but with the following changes by Clan sub-affiliation. (As combined Inner Sphere and Clan realms, the Ghost Bear Dominion and the Raven Alliance are given as separate Affiliations, each with its own Sub-Affiliations for both Clan members, as well as non-Clan natives and "expatriates"—Spheroid natives who have rejected the Clan way.)

Inner Sphere Clan Sub-Affiliations

Diamond Shark: Create Diamond Shark characters as per *A Time of War* rules.

Ghost Bear: For all Ghost Bear Clan characters created after 3080, use the Ghost Bear Clansman sub-affiliation of the Ghost Bear Dominion/Post-Jihad affiliation.

Hell's Horses: For Hell's Horses characters created after 3080, replace Compulsion/Hate Ghost Bears (–25 XP) with Compulsion/Hate Clan Wolf (–25 XP)

Jade Falcon: For Jade Falcon characters created after 3080, replace Compulsion/Hate Steel Vipers (–50 XP) with Compulsion/Hate Homeworld Clans (–25 XP)

Nova Cat: [Attributes] EDG (+125 XP); [Traits] Enemy/The Clans (–150 XP), Equipped (+75 XP), Reputation (–150 XP), Sixth Sense (+100 XP); [Skills] Interest/Nova Cat Vision Quest (+10 XP), Language/Japanese (+15 XP), Protocol/Draconis Combine (+15 XP), Protocol/Nova Cat (+10 XP)

Snow Raven: For all Snow Raven Clan characters created after 3080, use the Snow Raven Clansman sub-affiliation of the Snow Raven Dominion/Post-Jihad affiliation.

Wolf: Create Wolf Clan characters as per *A Time of War* rules. [**Note:** *For Clan Wolf (in-Exile) characters created after 3080, use the Wolf (in-Exile) sub-affiliation instead.*]

Wolf (in-Exile): [Secondary Languages] German, Swedish; [Attributes] INT (+25 XP), WIL (+25 XP), EDG (–75 XP); [Traits] Equipped (+100 XP), Enemy/The Clans (–100 XP), Reputation (+25 XP); [Skills] Language/Any Secondary (+10 XP), Negotiation (+10 XP), Perception (+15 XP), Protocol/Lyran (+10 XP), Protocol/Wolf (+5 XP)

AFFILIATION: GHOST BEAR DOMINION

Module Cost: 100 XP

The absorption of the remaining worlds of the Free Rasalhague Republic paved the way for the Ghost Bear Dominion to fully integrate its Clan-led society with its native populace. Though culture clashes continue, the Bears have proven their willingness to work with—rather than brutally oppress—their indigenous Spheroids, and this patience and respect has gradually won over the Rasalhagian people.

When creating Ghost Bear Dominion characters in the post-Jihad period, choosing the sub-affiliation is particularly important. If the Ghost Bear Clansman sub-affiliation is chosen (covering any Ghost Bear Clan member, whether warrior or civilian caste), the player must follow the rules for creating a character from the Ghost Bear sub-affiliation of the Invading Clan Affiliation as presented in *A Time of War*, including the selection of castes and phenotypes. Non-Clan members of the Dominion must choose either the Rasalhague Native or Rasalhague Expatriate sub-affiliations.

Primary Languages: English, Swedish

Secondary Languages: German, Japanese, Swedenese

Fixed XPs: None

Ghost Bear Dominion Sub-Affiliations

Ghost Bear Clansman: [Attributes] STR (+25 XP), BOD (+25 XP), WIL (+5 XP); [Traits] Compulsion/Arrogance (–50 XP), Compulsion/Distrust Inner Sphere (–50 XP), Compulsion/Hate Clan Wolverine (–100 XP) Exceptional Attribute/Strength (+50 XP), Patient (+50 XP), Slow Learner (–50 XP); [Skills] Art/Any (+10 XP), Interest/Clan Remembrance (+25 XP), Protocol/Ghost Bear Clan (+15 XP), Protocol/Dominion (+10 XP), Streetwise/Rasalhague (+10 XP)

Rasalhague Native: [Attributes] EDG (–50 XP); [Traits] Equipped (+100 XP), Reputation (–25 XP); [Skills] Career/Any (+10 XP), Interest/Any (+10 XP), Interest/Clan Remembrance (+10 XP), Martial Arts (+15 XP), Melee Weapons (+10 XP), Negotiation (+10 XP), Protocol/Ghost Bear Clan (+10 XP), Protocol/Dominion (+10 XP), Streetwise/Dominion (+15 XP)

Rasalhague Expatriate: [Attributes] WIL (+200 XP), EDG (+75 XP); [Traits] Compulsion/Hatred of Clans (–150 XP), Reputation (–100 XP), Connections (+100 XP), Wealth (–100 XP); [Skills] Interest/Any (+10 XP), Language/German or Japanese (+15 XP), Negotiation (+15 XP), Martial Arts (+10 XP), Streetwise/Lyran or Combine (+10 XP), Small Arms (+15 XP)

Flexible XPs: None

Notes: Ghost Bear Clansmen may not take the Property or Extra Income Traits, nor may they take the Title Trait (reflecting a Bloodname in Clan society) without taking the Trueborn Trait. Furthermore, Ghost Bear Clansmen who wish to be aerospace fighter pilots may not possess the Aerospace Phenotype and must instead use the MechWarrior Phenotype (replacing the MechWarrior Field Aptitude with a Field Aptitude in only one Fighter Pilot Field Skill). Remember that, without the Aerospace Phenotype, Ghost Bear characters may not receive any ProtoMech Life Modules or training.

Rasalhague Natives created after 3080 may not take any military training except for the Clan Sibko Stage 2 Module. Rasalhague Natives born into the Ghost Bear Dominion may only take Life Modules that are available to Clan freeborns. Rasalhague Natives may not receive the Title Trait, nor may they have more than +500 XPs in any of the following Traits: Extra Income, Wealth, or Property.

AFFILIATIONS - POST-JIHAD

Rasalhague-born characters (Native or Expatriate) will automatically receive –100 XP in the Reputation Trait if they become a member of a mercenary force or join ComStar.

AFFILIATION: RAVEN ALLIANCE

Module Cost: 100 XP

Where the Ghost Bears took the long and cautious road toward integration with the native Rasalhagians, Clan Snow Raven, in a haste born of the Homeworld crises and poor planning, imposed their own brand of unity on the Outworlds Alliance. Yet, despite the Ravens' overwhelming advantages in technology and military prowess, the Alliance population and the number of worlds they control vastly outnumbers the Clans. As a result, while the Ravens claim ultimate martial authority over their new hybrid realm, these would-be masters know

When creating Raven Alliance characters in the post-Jihad period, choosing the sub-affiliation is particularly important. If the Snow Raven Clansman sub-affiliation is chosen (covering any Snow Raven Clan member, whether warrior or civilian caste), the player must follow the rules for creating a character from the Snow Raven sub-affiliation of the Invading Clan Affiliation as presented in *A Time of War*, including the selection of castes and phenotypes. Non-Clan members of the Alliance must choose either the Alliance Native or Alliance Expatriate sub-affiliations.

Primary Languages: English
Secondary Languages: French, Japanese
Fixed XPs: None

Raven Alliance Sub-Affiliations

Snow Raven Clansman: [Attributes] INT (+25 XP); [Traits] Compulsion/Arrogance (–100 XP), Compulsion/Distrust Inner Sphere (–50 XP), Compulsion/Hate Draconis Combine (–50 XP), Connections (+50 XP); [Skills] Interest/Clan Remembrance (+25 XP), Negotiation (+15 XP), Protocol/Alliance (+15), Protocol/Snow Raven Clan (+30 XP), Zero-G Operations (+15 XP)

Outworlds Native: [Attributes] WIL (–50 XP); [Traits] G-Tolerance (+100 XP), Reputation (–50 XP); [Skills] Interest/Clan Remembrance (+5 XP), Negotiation (+5 XP), Protocol/Alliance (+15 XP), Streetwise/Alliance (+20 XP), Survival/Any (+10 XP), (+15 XP to one of the following: Martial Arts, MedTech, or Small Arms); +15 XP each to any two Attributes, Traits, Skills (or combinations thereof)

Outworlds Expatriate: [Attributes] WIL (+100 XP), EDG (+75 XP); [Traits] Equipped (–105 XP), G-Tolerance (+100 XP), Wealth (–150 XP); [Skills] Streetwise/Alliance (+10 XP), Survival/Any (+10 XP), (+15 XP to one of the following: Martial Arts, MedTech, or Small Arms); +15 XP each to any three Attributes, Traits, Skills (or combinations thereof)

Flexible XPs: None

Notes: Snow Raven Clansmen may not take the Property or Extra Income Traits, nor may they take the Title Trait (reflecting a Bloodname in Clan society) without taking the Trueborn Trait. Furthermore, Snow Raven Clansmen who possess the Aerospace Phenotype may choose the Aerospace-Naval sub-caste instead of the standard Aerospace or ProtoMech sub-caste.

Outworlds Natives created after 3080 may not take any military training except for the Clan Sibko Stage 2 Module. Outworlds Natives born into the Outworlds Alliance may only take Life Modules that are available to Clan freeborns. Outworlds Natives may not receive the Title Trait, nor may they have more than +300 XPs in any of the following Traits: Extra Income, Wealth, or Property.

ADDITIONAL CLAN CHARACTER NOTES

Note: Outside of Clans Hell's Horses, Nova Cat, and Snow Raven, no Clan character may choose any ProtoMech Training Skills or Fields, nor may they take the ProtoMech Training Life Modules, after 3080. After the Wars of Reaving, all Clan-born characters that select the Scientist Caste (including those of the Ghost Bear Dominion and the Raven Alliance) must use the following Post-Jihad modifiers in place of those shown in *A Time of War*.

Scientist Caste/Post-Jihad: [Attributes] INT (+100 XP), WIL (–50 XP); [Traits] Equipped (+50 XP), Patient (+100 XP), Reputation (–100 XP); [Skills] Interest/Any (+10 XP), Science/Any (+15 XP)

AFFILIATION: MAJOR PERIPHERY

Module Cost: 100 XP

Overall, the Periphery realms did not suffer the same level of sheer devastation as the larger Inner Sphere powers, but the events of the Jihad nevertheless radically altered the balance of power in these outer territories. Marriage with a Great House dynasty all but placed the Magistracy of Canopus on the same stage as the Successor States, while the satellite powers of the Fronc Reaches and the Calderon Protectorate came into their own identities. The Taurian Concordat barely emerged from its crippling war with the Federated Suns, while the Marian Hegemony shakingly held onto its own stability after years of internal strife. The destruction of the Circinus Federation and the rise of the breakaway Filtvelt Coalition further altered the Periphery map, while the Outworlds Alliance became a Clan protectorate henceforth known as the Raven Alliance.

When creating characters from any of these Major Periphery affiliations, use the standard rules and data presented in *A Time of War* (including all Fixed XPs), with the modifications described as below based on the sub-affiliation of choice.

Major Periphery Sub-Affiliations

Circinus Federation: After 3081, Periphery characters can no longer be made that hail from the Circinus Federation.

Magistracy of Canopus: [Secondary Languages] Greek, Mandarin Chinese, Romanian, Spanish, Urdu; [Attributes] CHA (+50 XP), WIL (+50 XP); [Traits] Gregarious (+50 XP), Illiterate (–25 XP), Reputation (–100 XP), Wealth (+50 XP); [Skills] Streetwise/Magistracy (+10 XP), (+10 XP each to two of the following: Acting, MedTech, Negotiation, or Protocol/Capellan)

Marian Hegemony: [Primary Languages] Latin, English; [Secondary Languages] French, German, Greek, Spanish, Swedish; [Attributes] INT (+50 XP), WIL (+75 XP); [Traits] Compulsion/Paranoid (–50 XP), Connections (+30 XP), Reputation (–150 XP), Toughness (+100 XP); [Skills] Interest/Marian History (+15 XP), Language/Latin (+15 XP), Protocol/Marian (+10 XP), Strategy (+5 XP), Streetwise/Marian (+5 XP)

Outworlds Alliance: For all Outworlds Alliance characters created after 3080, use the Outworlds Native or Outworlds Expatriate sub-affiliations of the Raven Alliance/Post-Jihad affiliation.

AFFILIATIONS - POST-JIHAD

Taurian Concordat: [Secondary Languages] French, Spanish; [Attributes] BOD (+30 XP), WIL (+200 XP), EDG (+25 XP); [Traits] Compulsion/Hate FedSuns (–100 XP), Compulsion/Paranoid (–25 XP), Reputation (–100 XP); [Skills] Martial Arts (+15 XP), Negotiation (+15 XP), Small Arms (+20 XP), Streetwise/Taurian (+15 XP), Survival/Any (+10 XP)

Calderon Protectorate: [Secondary Languages] French, Spanish; [Attributes] INT (+25 XP), WIL (+100 XP); [Traits] Compulsion/Distrust FedSuns (–50 XP), Compulsion/Stubborn (–50 XP), Reputation (+35 XP); [Skills] Martial Arts (+10 XP), Negotiation (+15 XP), Small Arms (+10 XP), Streetwise/Calderon (+5 XP), Survival/Any (+5 XP)

Filtvelt Coalition: [Secondary Languages] AmerIndian (Creek), French, Hindi; [Attributes] STR (+50 XP), BOD (+100 XP), INT (–50 XP), WIL (+100 XP); [Traits] Illiterate (–50 XP), Reputation (–100 XP), Toughness (+50 XP), Wealth (–50 XP); [Skills] Interest/Any (+10 XP), Martial Arts (+10 XP), Small Arms (+10 XP), Streetwise/FedSuns (+5 XP), Survival/Any (+20 XP)

Fronc Reaches: [Secondary Languages] Mandarin Chinese, French, Greek, Romanian, Russian, Spanish, Urdu; [Attributes] BOD (+75 XP), WIL (+100 XP), CHA (+50 XP); [Traits] Illiterate (–100 XP), Thick-Skinned (+20 XP), Wealth (–100 XP); [Skills] Career/Any (+5 XP), Martial Arts (+10 XP), Small Arms (+10 XP), Survival/Any (+15 XP), (+10 XP each to two of the following: Melee Weapons, Negotiation, Perception, Streetwise/Capellan, Streetwise/Magistracy, Streetwise/Taurian)

Notes: After 3080, the Magistracy of Canopus sub-affiliation no longer includes the Fronc Reaches; after 3080, the Taurian Concordat sub-affiliation no longer includes the Calderon Protectorate.

AFFILIATION: MINOR PERIPHERY

Module Cost: 100 XP

Only a few of the minor Periphery realms suffered any damage from the Jihad. Indeed, apart from the eventual secession of the Lothian League from the Marian Hegemony (in 3087), and the political crises that gripped the Niops Association, most of the minor Periphery states found their lives completely unchanged by the upheavals of the last few decades.

When creating characters from any of these Minor Periphery affiliations, use the standard rules and data presented in *A Time of War* (including all Fixed XPs), with the modifications described as below based on the sub-affiliation of choice.

Minor Periphery Sub-Affiliations

Fiefdom of Randis: Create Fiefdom of Randis characters as per *A Time of War* rules.

Franklin Fiefs: Create Franklin Fiefs characters as per *A Time of War* rules.

Lothian League: [Secondary Languages] German, Latin, Swedish; [Attributes] INT (+50 XP), WIL (+100 XP), EDG (+15 XP); [Traits] Compulsion/Paranoid (–50 XP), Introvert (–50 XP) Thick-Skinned (+100 XP), Wealth (–100 XP); [Skills] Career/Any (+5 XP), Interest/Lothian History (+10 XP), Interest/Marian History (+5 XP), Melee Weapons (+5 XP), Negotiation (+15 XP), Protocol/Marian (+10 XP), Small Arms (+10 XP), Streetwise/Lothian (+5 XP), Survival/Arctic (+15 XP)

Mica Majority: Create Mica Majority characters as per *A Time of War* rules.

Niops Association: Create Niops Association characters as per *A Time of War* rules.

Rim Collection: Create Rim Collection characters as per *A Time of War* rules.

AFFILIATION: INDEPENDENTS

Module Cost: 30 XP

The numerous bannerless independents of the Inner Sphere survived the Jihad largely intact, overlooked by the greater war and determined to stay out of the lines of fire. Only the lawless world of Antallos—which was invaded and briefly occupied by the Snow Raven Clan during the Jihad—and the equally fractured world of Astrokaszy—which was absorbed by the Rim Commonality in the late 3080s—saw significant changes.

When creating characters from any of these Independent affiliations, use the standard rules and data presented in *A Time of War* (including all Fixed XPs), with the modifications described as below based on the sub-affiliation of choice.

Independent Sub-Affiliations

Antallos: After 3080, characters hailing from Antallos must use the use Generic or Pirate sub-affiliations instead.

Astrokaszy: After 3090, characters hailing from Astrokaszy must be created instead as characters from the Rim Commonality sub-affiliation of the Former Free Worlds League affiliation.

Generic: Create Generic Independent characters as per *A Time of War* rules.

Mercenary: Create Mercenary characters as per *A Time of War* rules.

Pirate: Create Pirate characters as per *A Time of War* rules.

Rim Territories: Create characters from this new Periphery state as per the Generic or Pirate Independent sub-affiliations (controlling player's choice).

Spacer: Create Spacer characters as per *A Time of War* rules.

Tortuga: Create Tortuga characters as per *A Time of War* rules.

AFFILIATION: TERRAN

Module Cost: 240 XP

Although the people of Terra endured centuries of ComStar stewardship and cooperated with the reign of the Word of Blake throughout the Jihad, most denizens of the Inner Sphere (including the Clans) still regard the people of humanity's homeworld with a certain amount of awe. Spared most of the savagery of the Succession Wars, the Terran system remained the last shining beacon of the first Star League's greatness. Blessed with an abundance of knowledge, art, and culture, the people of Terra even see themselves in much the same light, but this largely results from centuries of separation from the chaos of the Inner Sphere beyond them. Now that the shroud of ComStar and Word of Blake mysticism has finally cleared around Terra and her sister worlds, the Terran people have found themselves thrust onto the interstellar stage once more—as the capital of a newborn Republic.

When creating characters from the Terran affiliations, use the standard rules and data presented in *A Time of War* (including all Fixed XPs), with the modifications described as below based on the sub-

AFFILIATIONS - POST-JIHAD

affiliations of choice. Note that Terran characters created after 3081 are automatically considered to be part of the Republic of the Sphere, and must take that Affiliation as well.

Fixed XPs: For all Terran characters created after 3078, replace Compulsion/Distrust of Non-Terrans (–75 XP) with Compulsion/Terran Arrogance (–75 XP)

Terran Sub-Affiliations

Belter: Create Belter characters as per *A Time of War* rules.

Lunar Citizen: Create Lunar Citizen characters as per *A Time of War* rules.

Martian Citizen: Create Martian Citizen characters as per *A Time of War* rules.

Outer System Citizen: Create Outer System Citizen characters as per *A Time of War* rules.

Terran Citizen: For Terran Citizen characters created after 3078, replace Compulsion/Distrust of Non-Terrans (–75 XP) with Compulsion/Terran Arrogance (–75 XP)

Venusian Citizen: After 3075, Terran characters can no longer be created using the Venusian Citizen sub-affiliation.

AFFILIATION: COMSTAR

Module Cost: 50 XP + XP cost of character's "birth" Affiliation

As the secretive organization whose schism in 3052 gave birth to the fanatical Word of Blake, ComStar's image as the helpful guardians of interstellar communications was badly tarnished by the events of the Jihad. The various major Inner Sphere powers recognized the Order's efforts to combat the Word's reign of terror, and its willingness to repair the HPG network the Jihad has left in tatters. Unfortunately, the revelations that "Old ComStar" spent centuries fueling the Inner Sphere's relentless wars and technological decline, coupled with the ease that Blakists infiltrators disrupted the operations of their modern, "reformed" brethren, has produced to a massive economic and political backlash against post-Jihad ComStar.

When creating characters from ComStar after the Jihad, the following data replaces the material presented in *A Time of War*. Remember that players selecting a ComStar Affiliation must also determine and purchase a "birth" Affiliation as well.

Primary Language: English

Secondary Languages: Any from nearest state

Fixed XPs: [Attributes] INT (+25 XP), WIL (+50 XP); [Traits] Connections (+50 XP), Enemy (–150 XP), Equipped (+120 XP), Rank (+100 XP), Reputation (–250 XP); [Skills] Communications/Conventional (+10 XP), Interest/Writings of Jerome Blake (+15 XP), Protocol/ComStar (+15 XP), Protocol/Nearest state (+15 XP), Language/Any (+15 XP), Negotiation (+15 XP), Technician/Any (+10 XP)

Sub-Affiliations: After 3081, ComStar has no sub-affiliations.

Flexible XPs: None

Notes: Characters with a ComStar affiliation may not posses the Extra Income or Property Traits. When choosing this affiliation, the character must also select a second "birth" affiliation (few people are born to either order). ComStar characters created after the Jihad may not select any Military Academy or Military Tour of Duty Life Modules after joining the Order.

AFFILIATION: REPUBLIC OF THE SPHERE/ FIRST GENERATION

Module Cost: 100 XP + XP cost of character's "birth" Affiliation

Rising from the ruins of the Word of Blake's Protectorate, and thus incorporating worlds once claimed by every Great House in the Inner Sphere, the Republic of the Sphere in the post-Jihad existed as more of a conglomeration of societies under a new political order than a coherent society in its own right. As a result, the Republic's "first generation" peoples identified strongly with their parent states for the remainder of the thirty-first century. Though Exarch Devlin Stone's controversial relocation directives aimed at addressing these cultural divisions, if would take the trials of decades to come before those who lived under the Republic's banner truly embraced their new identity.

When creating characters from the Republic of the Sphere's first generation after the Jihad (3081 through 3100), the following data applies. Note that, as with players selecting a ComStar Affiliation, those who select a Republic of the Sphere Affiliation in the 3081-3100 period must also determine and purchase a "birth" Affiliation for their characters as well.

Primary Language: English

Secondary Languages: Any

Fixed XPs: [Attributes] INT (+25 XP), WIL (+25 XP), EDG (+25 XP); [Traits] Equipped (+100 XP), Introvert (–100 XP); [Skills] Interest/Any (+10 XP), Protocol/Republic (+10 XP), Language/Any (+5 XP)

Sub-Affiliations: The first generation Republic of the Sphere has no sub-affiliations.

Flexible XPs: None

Notes: Characters with a Republic of the Sphere affiliation may not elect to own a vehicle under the Vehicle Trait rules in *A Time of War*, nor may any characters in the Republic possess the Property Trait without also possessing the Citizenship Trait. When choosing this Affiliation, the character must also select a second "birth" affiliation to reflect their realms or Clans of origin. (Republic of the Sphere characters created after 3100 are beyond the scope of these rules.)

AFFILIATION: THE HOMEWORLD CLANS

Module Cost: Not Applicable

The separation of the Homeworld Clans from those in the Inner Sphere, and the resulting isolationism they enact at that time, have rendered the Homeworld Clans a non-player in the post-Jihad period, and beyond the focus of this book. Characters from any of the remaining Homeworld Clans may not be created for use in the Inner Sphere after 3085.

AFFILIATION: DEEP PERIPHERY

Module Cost: Not Applicable

The Deep Periphery states, caught in the crossfire of the Clan Wars of Reaving, also fell out of contact with the Inner Sphere, leaving their collective fates unknown for decades to come. Like the Homeworld Clans, rules covering the post-Jihad Deep Periphery lie beyond the scope of this book, and so characters from any of the Deep Periphery realms may not be created for use in the Inner Sphere after 3085.

Life Modules

All of the Life Modules described in *A Time of War* may be used for character creation in the Post-Jihad era.

Final Adjustments

When completing character creation for games set in the post-Jihad period, be mindful of the setting and the developments surrounding it, as some details in the *A Time of War* base rules can still potentially create inconsistencies. Among the key differences:

In the years after the Jihad, paranoia about a possible Word of Blake resurgence ran high, and anyone possessing or using symbolic reminders of the Word's taint (from common WoBM militia insignias to the use of "iconic" Blakist technology like the Celestial OmniMechs) could expect a harsh backlash. To reflect this, most characters (including both player characters and NPCs) in this period should behave as if they possess a –1 or –2 TP Compulsion/Hate Word of Blake Trait. At the gamemaster's discretion, this Trait may be assigned to any character's record sheet on a 2D6 roll of 6+ (at no impact in the character's actual XPs).

Characters who change their Affiliation to the Republic of the Sphere are discouraged from owning any heavy military equipment. As part of a program designed to disarm private owners of heavy military hardware (including combat vehicles and BattleMechs), the Republic offers citizenship and land grants to such individuals. Thus, any characters that make use of the Changing Affiliations rules (see p. 53, *AToW*), may exchange any Vehicle Trait they possess for an equivalent XP value in both the Citizenship Trait and the Property Trait. If such an exchange is not made, any Vehicle Trait the character possesses may be considered as assigned vehicle, rather than one the character personally owns.

ECONOMIC ADJUSTMENTS FOR THE POST-JIHAD ERA

The once-mighty C-bill suffered greatly in the aftermath of the Jihad, as the Inner Sphere's trust in the Order hit a new low and the Free Worlds League—arguably the mightiest economic power of the times—utterly collapsed. Exacerbating this was an economic agreement between the remnants of ComStar and the Republic, which effectively fixed ComStar's business rates, stagnating the C-bill's value while the Inner Sphere continued to struggle through the hardships of postwar reconstruction. As a result of these factors, virtually every functional state currency surged ahead of the C-bill for the decades after the Jihad.

When purchasing equipment for a new character or later on in a campaign, it is important to modify the price and availability accordingly. It is likewise important to note how the era 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, Post-Jihad

The widespread crippling of infrastructure and subsequent recovery programs enacted by nearly every state and Clan not only affected the C-bill, but salaries and prices throughout the Sphere. Desperate to boost recovery, civilian jobs and technical/support professions experienced a boom while military and paramilitary occupations remained flat or even began to decline.

To reflect these effects, 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 Post-Jihad Period

In the post-Jihad period, damaged military industries and weakened interstellar shipping created sharp price increases, particularly in weaponry and high-tech items. These conditions largely persisted for the remainder of the thirty-first century, affecting the costs of all equipment purchases.

When buying equipment in the early Clan Invasion period, 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 in *Tactical Operations* (see pp. 404-417, *TO*) 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 3081 or an introduction date after 3100 (identified for many items in *TechManual* and *Tactical Operations*) or which have an availability code of X for the Clan Invasion era (the third letter in the standard Equipment Availability ratings) indicates an item that cannot be found in the post-Jihad era.

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 (3081-3100). 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 common C-bill) may find their exchange rates in the Currency Conversion Table (3081-3100). Simply multiply the amount of the foreign currency by the value under the Equivalent C-bill column to find the C-bill value of the player's currency.

CURRENCY CONVERSION TABLE (3081-3100)

Affiliation	Currency	Equivalent C-bill (3081-3090)	Equivalent C-bill (3091-3100)
Major Powers			
Capellan Confederation	yuan	0.98	0.74
Draconis Combine	ryu	1.12	1.03
Federated Suns	pound	1.44	1.12
Lyran Commonwealth	kroner	1.75	1.95
Republic of the Sphere	stone	1.95	3.25
Former Free Worlds League			
Duchy of Andurien	Andurien dollar	0.62	0.55
Marik-Stewart Commonwealth	Marik eagle	0.91	0.76
Regulan Feifs	rupee	0.75	0.62
Oriente Protectorate	drachma	0.85	0.55
Rim Commonality	dinar	0.55	0.40
Duchy of Tamarind-Abbey	peso	0.77	0.60
Former FWL (Other)	League eagle	0.33	0.20
Clan Powers			
Diamond Shark*	credit	1.00	1.00
Jade Falcon, Wolf, Hell's Horses	kerensky	6.47	6.09
Ghost Bear Dominion	bear-krona	1.43	2.28
Raven Alliance	Raven escudo	1.95	2.33
Wolf (in-Exile)	Lyran kroner	1.75	1.95
Nova Cat	Combine ryu	1.12	1.03
Major Periphery States			
Magistracy of Canopus	dollar	0.75	0.60
Taurian Concordat	TC bull	0.42	0.24
Marian Hegemony	talent	0.47	0.33
Calderon Protectorate	CP bull	0.55	0.25
Filtvelt Coalition	Filtvelt pound	1.16	1.03
Fronc Reaches	FR dollar	0.50	0.31
Minor Periphery Powers			
Lothian League	Marian talent	0.47	0.33
Rim Collection	Lyran kroner	1.75	1.95
Other Minor Periphery Powers	Varied	Varied**	Varied**

*This unit of credit is a Diamond Shark-instituted "C-bill Equivalency Credit", used when dealing with Inner Sphere powers; among other Clans, the Sharks trade using the local currency.
**For gameplay purposes, Minor Periphery power currency notes exchange at 1D6x0.03 C-bills.

SALARY AND PRICE TABLE (3081-3100)

Salary Multipliers	Multipliers	
Employment Type	*(3081-3090)*	*(3091-3100)*
Civilian, Slave/Servant	1.00	1.10
Civilian, Minimum Wage	1.10	1.15
Civilian, Blue Collar	1.15	1.20
Civilian, White Collar	1.15	1.20
Civilian, Medical/Technical	+0.05*	+0.10*
Paramilitary, Police/Security	1.00	0.95
Paramilitary, Militia	1.00	0.95
Military, Enlisted	1.00	0.90
Military, Officer	1.00	0.90
Military, Medical/Technical	+0.15*	+0.10*
Battle Armor Infantry	+0.00	+0.05
Former FWL (Other)	0.33	0.20

Price Multipliers (3081-3100) Item Classification	Multipliers	
Item Type	*(3081-3090)*	*(3091-3100)*
Melee and Archaic Weapons	1.00	0.95
Small Arms and Support Weapons	1.50	1.66
Heavy (Vehicular) Weapons	2.20**	3.10**
Explosives	2.20	2.85
Personal Armor	1.00	1.15
Electronics	1.85	1.85
Power Packs and Rechargers	1.25	1.45
Miscellaneous Gear	1.15	1.30
Luxury Items (Entertainment and such)	2.25†	1.95†
Health Care	1.15	1.10
Prosthetics	2.50	3.50
Drugs and Poisons	1.75	1.85
Personal vehicle, Civilian	2.33	2.15
Personal Vehicle, Paramilitary/Police	3.25	3.15
Personal Vehicle, Military	3.75**	3.95**

*For bleeding edge technology (such as experimental weapon design and maintenance), apply an additional +0.05 to the Salary Multiplier
**For bleeding edge technology (such as experimental weapons), apply an additional +0.05 to the Price Multiplier; for Primitive technology (such as RetroTech units carrying no items with a Tech Rating of D or higher), apply a –0.20 to the Price Multiplier.
†Items identified as "Luxuries" are technically any not required for the character's survival or job duties. If in doubt, gamemaster determines what classifies as a luxury item.