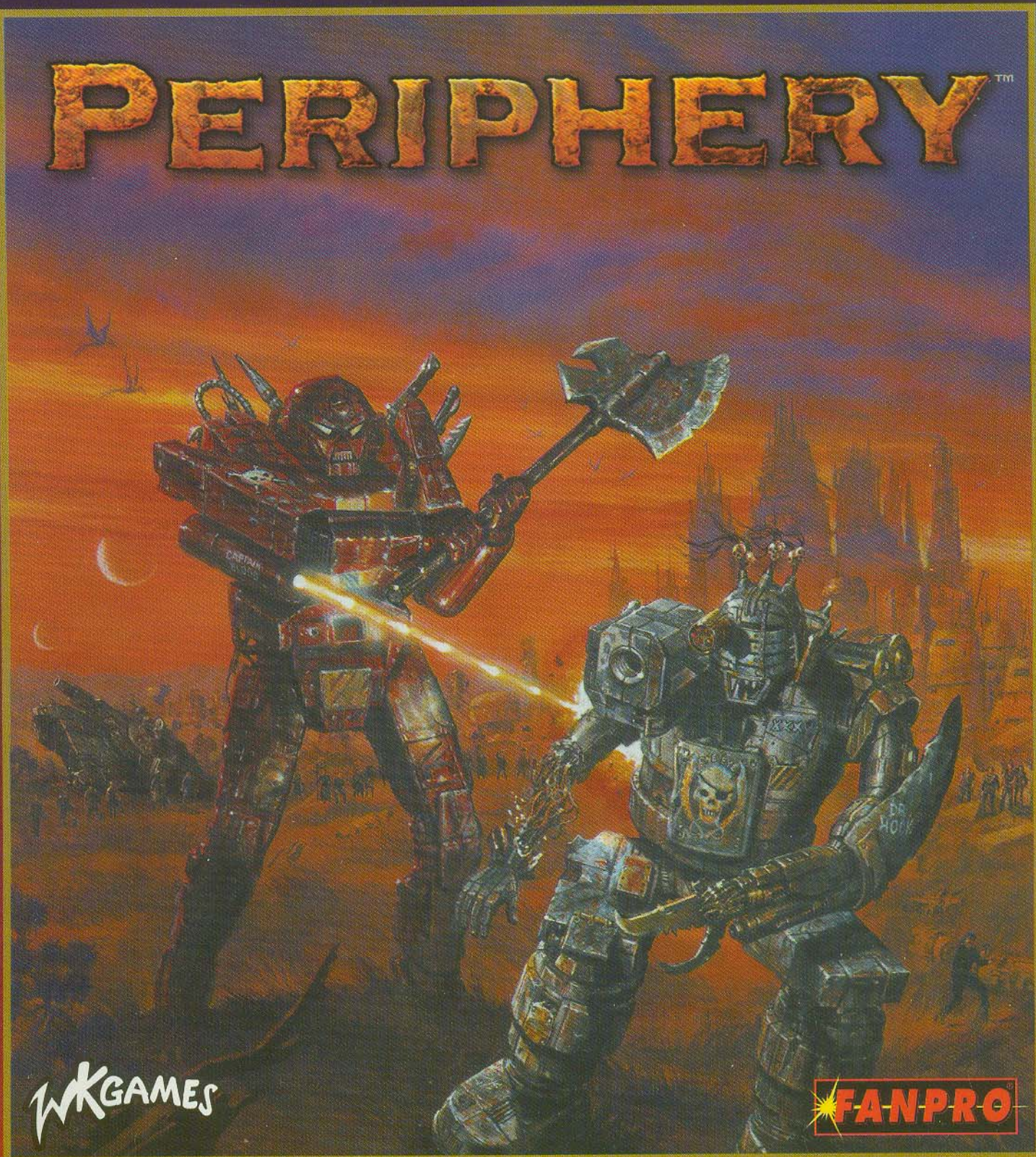


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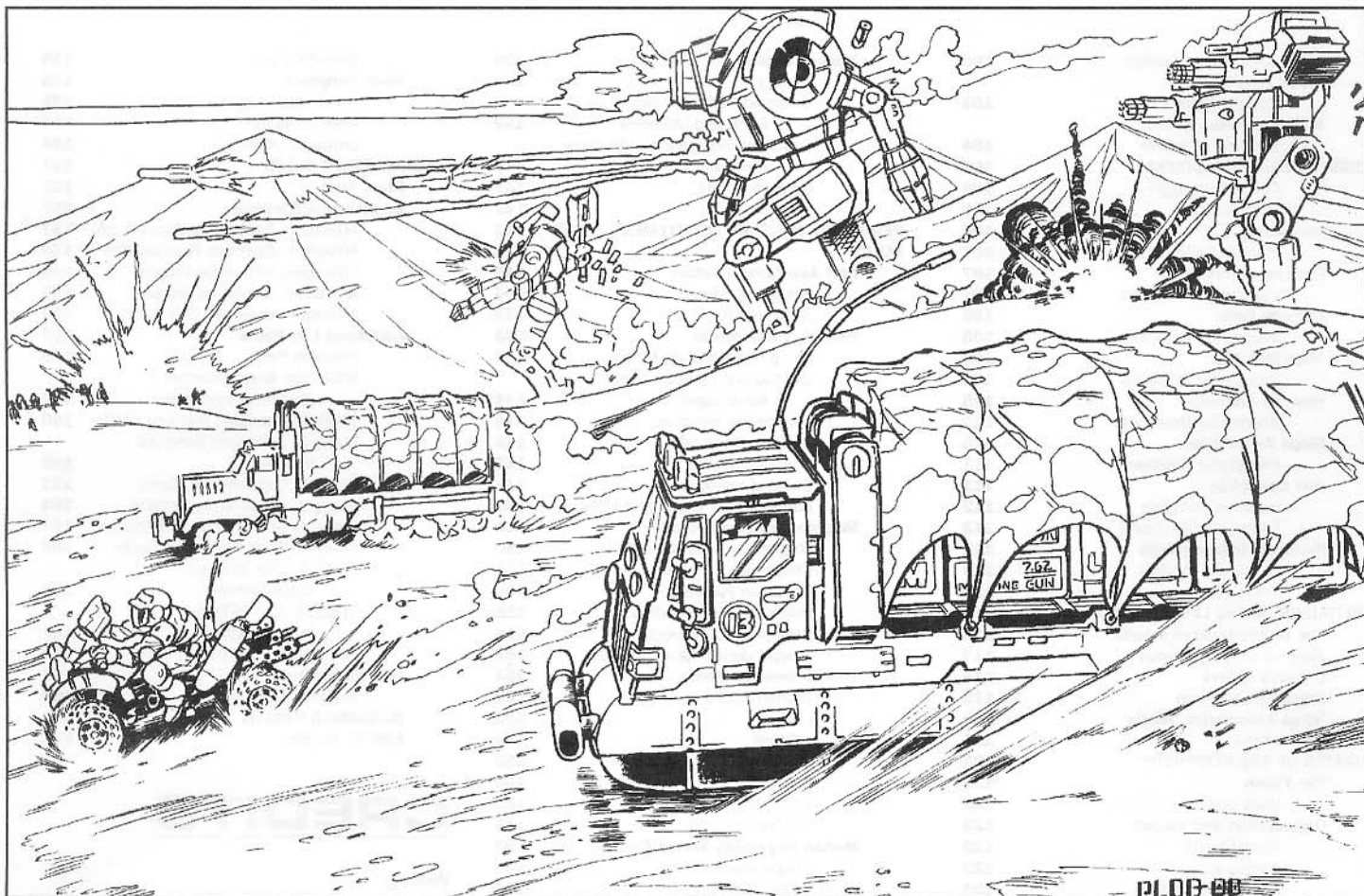
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HARDEST OF TIMES

Ensign Ronald Keegan surveyed the scene around him and wondered silently to himself, why did it have to happen this way? The blasted landscape of Fronc that surrounded him and his two remaining lancemates was littered with the detritus of battle. The lifeless hulks of more than a dozen BattleMechs—close to a hundred million C-bills worth of irreplaceable technology—were scattered across the battlefield, some blown into so many bits that they were no longer recognizable as the massive humanoid knights they once were. Three more piles of high-tech slag still spewed inky black smoke toward the skies, casting an even darker pall over a battle that should have been a quick and easy mop-up of a pirate raiding party. Then he discovered who the raiders, and the lance they had waiting in ambush, really were. Why would they do this?

"Cobra Seven, watch it! That bogey's breaking to your right!" The transmission immediately snapped him back to the battle at hand. Keegan tracked the enemy *Grasshopper*—thankfully the last—as it ducked behind a craggy rock formation and away from Pulver's *Trebuchet*. The comm monitor flashed briefly at him, letting him know that the enemy 'Mech was making yet another scrambled communication. Probably calling his DropShip to let it know he's on his way.

"Box him in and take him down!" Keegan was shocked by the vehemence with which he said it, especially since the Red Chasseurs were supposed to be allies, members of the same Taurian Defense Force that should be jointly defending the New Colony Region, not raiding it. Not close enough to block the *Grasshopper's* escape, Keegan throttled his *Orion* down, ready to target it whichever way it went, while his *Vulcan* and *Trebuchet* moved toward each side of the rock pillar.

The *Grasshopper* refused to cooperate, however, rocketing over the rock formation and landing just behind Pulver, snapping off a wild shot with his missile rack at Roberts' *Vulcan*—amazingly connecting with most of the missiles—before tearing into the rear of the *Trebuchet* with its phalanx of lasers. Keegan knew Pulver's gyroscope had been destroyed just by the way the young ensign's 'Mech went down.

But then the *Hopper* did the unexpected. It stepped around the prone 'Mech, firing another salvo of missiles at Roberts and following up with a crimson stab from its large laser, both shots striking the already heavily-damaged *Vulcan* at what should have been close to the limits of accuracy. Feeling his stomach dropping into a bottomless pit as the *Grasshopper* lifted its leg next to Pulver's 'Mech, Keegan stabbed down on his *Orion's* firing stud, loosing both a salvo of missiles and a stream of autocannon slugs at the enemy

'Mech. He had hoped to deflect it from its intentions, but only succeeding in further destroying the desert's once beautiful landscape.

"Goddammit!" The enemy *Grasshopper* lifted its foot from the crushed head of Cobra Seven's *Trebuchet* and turned to address Roberts' charge as Keegan slammed his 'Mech's throttle home. Neither his nor Roberts' 'Mechs were in good shape, and his own ammunition bins were nearly empty. Fortunately, the Taurian *Grasshopper* wasn't in much better condition. He refused to allow such an appalling display of brutality go unpunished.

The *Grasshopper* rocketed back on a tongue of red flame to avoid being crushed between the two Canopian 'Mechs, but continued to target Roberts' *Vulcan* with all its fury. Keegan, screaming at the top of his lungs, didn't even realize he had his fingers clamped down on the 'Mech's triggers, firing a constant stream of depleted uranium slugs at the *Grasshopper*. He blasted the entire right side off of the enemy 'Mech, but not before it cored the *Vulcan*, releasing the energy of its fusion core and reducing Roberts' 'Mech to a slag heap.

Not even hearing the various alarms buzzing in his ears warning him of his heat levels, the growing breaches in his armor, the jammed comm channels, the sensor contacts coming into range and his autocannon's empty ammunition bins, Keegan let loose a constant fury of lasers and missiles before slamming full-bore into the *Grasshopper*. The force of the charge showered the landscape with bits and pieces of armor and high-tech components and drove both 'Mechs into the desert floor.

When he awoke a few seconds later, the cacophony of alarms and buzzers in his cockpit were strangely quiet compared to the ringing in his head, Keegan again surveyed the scene. The *Grasshopper* lay in pieces, unmoving under him. As he righted his 'Mech, he could sense the damage his *Orion* had just barely weathered. He finally noticed the line of BattleMechs advancing toward him. Zooming in on the *Awesome* leading the center of the line, Keegan recognized the unmistakable flame pattern on the black 'Mech that the rest of his opponents had also sported.

Finding all of the communications channels jammed and no way to run, Keegan resigned himself to his fate and flipped on his 'Mech's external audio system. "What do you want?"

"The Peace of Blake be with you. You can rest assured that your sacrifice here has not been in vain."

Loosing his final salvo of missiles, the flash of the *Awesome's* weapons ports was the last thing Keegan saw.



INTRODUCTION

Master,

The time of the Third Transfer is rapidly approaching. The preparations we began years ago are already beginning to come to fruition. Many of those efforts were taxing and cost us much in both resources and manpower, forcing us to call some our brethren serving under the Puppet Primus away from their tasks within her misguided organization, in order to complete these more pressing labors. I must confess my reticence in calling upon these brothers and sisters. My conscience insists that by reassigning those brothers, we have lost the opportunity to reach countless more of the misguided than we are now. I know in my heart, however, that they will soon know the true vision of the Blessed Blake because we did, in fact, call upon those brothers.

The first phases of our preparations are reaching completion, while the next are on the horizon and rapidly approaching. Over the past several years, ROM has intercepted and archived reports on the militaries of the various Inner Sphere and Clan powers, including those of the Puppet Primus and the reborn Star League. Those reports, complete with your translations of Blake's Prophecies, are updated constantly and are readily available to any member of our Order who seeks further enlightenment.

Unfortunately, until now, that collection of analyses was incomplete. No Periphery power had ever made the same assessments of their armed forces that the rest of the Inner Sphere powers had. The document attached finally corrects that oversight. This document represents the most complete report on the current state of affairs in the militaries of the Periphery. In most cases they were compiled either directly by one of our brothers or by an agent of ours.

With time growing short—the Second Peaceful Transfer is almost upon us with the Third following closely behind—I would ask to disseminate this document to the brothers and sisters that are already in positions that require contact with or have an understanding of the Periphery powers. Precentor Schlegel

will, in particular, require this information soon if her efforts are to remain shrouded.

Blake saw long ago all of the events we are now witnessing and carefully disguised them in his writings so that his faithful could recognize the dangers and prepare for the future. With your assistance, I have seen those prophecies and have come to believe, as you do, that our time is rapidly approaching. You illuminated the path for me, and I can never express my full thanks for that gift. I must confess some trepidation, however. The war that has been raging throughout the Federated

Commonwealth and the Draconis Combine is threatening daily to engulf the Inner Sphere in a new era of Succession Wars. This is a possibility that makes me feel nothing but contempt for humanity, and we should immediately launch a campaign to destroy those corrupt governments.

It is your strength and courage that allows me to continue to wait even though every fiber of my being is telling me to act now. And so, I will continue to oversee the preparations our Order is making. I will especially make an effort to reach those who have not yet understood the Wisdom of Blake. Some will, of course, never truly understand. Unfortunately, there are far too many of those within our own Order, and many more that follow the Puppet Primus. At least with the departure of Victor Steiner-Davion and his loyal retinue of heathens we might hope to reach more of the misguided.

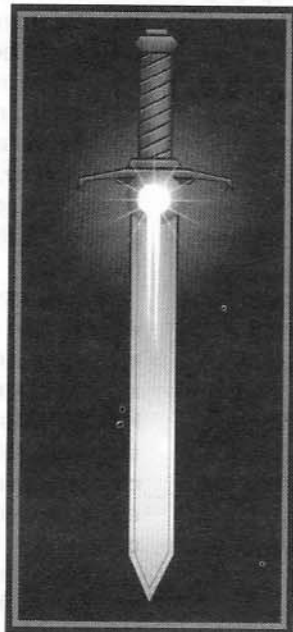
At the very least, we need to devote more energy to insuring the loyalty of our own people. Arian was never a true believer and his departure was mourned by few. I have full confidence that, when the time has finally come, our brothers and sisters will act appropriately and will finally bring the peace and wisdom of the Blessed Blake to all of humanity.

The peace of Blake be with you,

Cameron St. Jamais

Precentor Martial

1 January 3064





OUTSIDE LOOKING IN

Very few people within the “civilized” nations of the Inner Sphere ever spare anything more than a thought for the so-called Periphery, considering it a home for pirates, smugglers and the dregs of humanity. Prejudice and an almost endemic revulsion of anything uncultured temper the perception of even the few “enlightened” individuals in the Inner Sphere. That is hardly surprising, though. During the height of the Golden Era of the Star League—during those decades of unsurpassed détente and cooperation—the attitudes displayed by the citizens of the Star League differed little. Historical evidence suggests the attitudes were even worse, prejudiced by the years of unremitting violence and the millions of casualties suffered during the Reunification War.

The truth is, of course, far different.

Today, the Periphery boasts three major industrialized nations that each have histories as long and distinguished as any Inner Sphere nation, boasting militaries that are certainly as strong as those fielded by either the Free Rasalhague Republic or the former St. Ives Compact. Sociologists throughout the Inner Sphere—at least those who have taken the effort to educate themselves fully—often place the highly developed culture of the Magistracy of Canopus ahead of both the Capellan Confederation and the Draconis Combine. At the same time, the Taurian Concordat has consistently maintained the highest literacy rate of any nation within the Human Sphere.

On the other hand, life in the Periphery is by no means easy. With its thousands of unclaimed and uncharted systems, it is home to countless bands of rogues and brigands who prey, often mercilessly, upon their fellow man. Outside of the “core” systems of the major nations, denizens of the Periphery are ten times more likely to die from disease or malnutrition and sixty times more likely to succumb to injuries suffered in battle than the average Inner Sphere native. But in truth, it is this precarious existence that provides the Periphery nations, both legitimate and otherwise, the fortitude needed to survive and, as in the case of the one-time bandit Marian Hegemony, to claw its way to legitimacy and even thrive.

SETTLING THE FRINGE

Like that of each of the Successor States, the genesis of the Periphery and its many realms lies in the once-great Terran Alliance and its Demarcation Declaration. After a disastrous campaign aimed at putting down the rapidly growing rebellions in its outer colonies, the Terran Alliance cut its losses and simply redrew its own boundaries. In doing so, the Alliance granted de facto independence to nearly all of its colony worlds but also summarily cut each of those same worlds off from its own supply lines.

On some worlds the Declaration was met with celebration. After all, dozens of worlds were fighting for independence from the Alliance. A sense of dread, however, fell over countless others. Literally hundreds of worlds relied directly upon support from Terra to keep their colonists fed and clothed. They were totally unprepared for sudden self-reliance.

Many of these worlds quickly forged loose political and trade alliances with other colonies to provide themselves with the basics they needed to survive. As time passed, those coalitions that endured eventually grew into the Successor States that we know today. Many others were not so lucky.

When the Terran Alliance and its members originally settled the majority of their colony worlds, settlements were erected for limited purposes such as mining or farming. With hundreds of thousands of worlds to pick from, Alliance interests

THE PIRANHA PRINCIPLE

From *The Sum of All Knowledge*,
Tharkad Press, 3063

School children and other unenlightened souls throughout the Human Sphere invariably ask one question when they ponder the existence of the Periphery realms: “Why, when the Successor States are so powerful, haven’t they gobbled up or wiped off the star charts every single one of these tiny nations?” No one can fault their logic, for after all not a single one of the Periphery powers could even hope to stand against the concerted effort of one of the Great Houses. The reason they are still standing is commonly known as the Piranha Principle.

Sociologists and historians who have studied this effect in detail sum it up very succinctly. Any one of the Successor States could wipe out each and every single Periphery nation with relative ease. To do so, however, they would have to devote the majority of their military strength to that task, leaving the rest of their borders open to attack from their enemies, or even supposed allies, just as with the Terran piranha. If one of the Great Houses suddenly turned its attention away or began to flounder, its neighbors would surely gobble it up. Similarly, the only reason none of the Successor States fell during the various Clan Wars is because the entire “school of piranhas”—the entire Inner Sphere—was operating together against the Clans. Even today, that same principle is working as every single one of the Successor States is currently dealing with some sort of internal strife.

The Piranha Principle even works on the smallest of levels. In the not so distant past, powerful pirate leaders could very easily operate all across a Successor State’s borders and even carve out a kingdom of sorts and be fairly confident that they would be safe from retribution for the same reasons. A Successor State would have to devote significant resources to track down a highly mobile raiding force, resources they generally could not afford to pull from other fronts.

That, in a nutshell, is why the Periphery still is.

Continued on p. 8



OUTSIDE LOOKING IN

THE LEECH COROLLARY

A popular anecdote found on bathroom walls and postcards throughout the Periphery:

The big piranhas may not be able to gobble us up, but we can definitely suck them dry.

Terran lifeline and unable or unwilling to build a trade alliance, simply ceased to exist in the years following the rebellion and the resulting Demarcation Declaration.

Some recognized the writing on the wall. As colony after colony failed due to lack of support, inexperienced leadership or infrastructure that was shattered during the Alliance campaign, colonists once again took to the stars, looking for new homes far away from the chaos gripping the Human Sphere. Thus began the Second Exodus, as more and more people hoped to start anew without help and without interference.

SEEKING LEGITIMACY

As the hundreds of surviving independent worlds and trade pacts slowly formed themselves into what we now know as the five Successor States, the newly colonized worlds on the periphery of known space likewise began to grow and, in several cases, flourish anew into nations. Not all of these colonies, of course, succeeded in this way; at least three in ten failed outright, while four more in ten were conquered, gobbled up or destroyed in some way by a stronger power—either legitimate or pirate.

Four major Periphery powers emerged in the years that passed, eventually growing large enough to draw the attention of the Inner Sphere nations. By that time, however, the Inner Sphere was already well along the path to interstellar war with itself. Though that fact prevented the Great Houses from turning their full attention to these upstarts, it did not fully exempt the nascent Periphery nations from involvement in this Age of War.

THE STAR LEAGUE

For many historians, the year 2571 marks the beginning of a new age for mankind, one of peace and unity. The road to a united humanity was paved with blood and tears, shed for the most part by the denizens of the Periphery.

In retrospect, few would argue the true motivations of the Star Lords behind their decision to bring the Periphery into the Star League. After all, the Periphery remained a largely untapped resource, one easily exploited by the empires of the Inner Sphere. With immense standing armies, and unable to deploy them against their long-time enemies—now League allies—the Great Houses turned their attention toward their outer neighbors.

The Reunification War, however, began long before the first shots were fired. First, the Star Lords waged a war of propaganda aimed at infecting their own people with feelings of sympathy and revulsion for the less fortunate and the criminals who inhabited the Periphery. Within just a few short years, the majority of the Inner Sphere viewed the Periphery as nothing more than a vast interstellar wilderness populated by a few scattered farmers, miners and pirates (a view that still perpetuates itself, even today).

HARSH DESTINY

While the Lords of the Star League had little trouble twisting the will of their peoples to fit their own ambitions, what they did not have was a legitimate reason to invade the Periphery. The Star League was, after all, an alliance devoted to peace.

Fate delivered the House Lords just what they were looking for.

Three separate incidents flared almost simultaneously, bringing the League and the Periphery to the brink of war. On the Outworlds Alliance world of Santiago, Draconis Combine “pirate hunters,” employed their usual heavy-handed tactics and instigated events that led to a massacre of dozens of civilians. In the Malagrotta system, held jointly by the Federated Suns and the Taurian Concordat, these nations clashed because of a simple navigational error that placed a Taurian naval task force in the neutral system. And in the Rim Worlds Republic, rebel forces handed a defeat to some of the Republic’s most elite troops, proving that matters were not as stable as they appeared in the largest of Periphery nations.

The Star League’s response was swift and decisive. Though the League publicly attempted to diffuse these incidents diplomatically, the League members also geared up for the inevitable war, simply awaiting the official orders. Those orders came with First Lord Ian Cameron’s Pollux Proclamation in early 2575.

Soon, millions of men from both the Star League’s Defense Force and the armed forces of its member states were pouring into the Periphery realms, intent on bringing them into the League’s fold at all costs. Conservative League planners estimated the campaigns would last less than a year. Some twenty years later, the final battles were fought and politicians negotiated the final surrenders of the Periphery nations.



During the course of this decade and a half of unrelenting warfare—the worst the Inner Sphere had seen thus far—soldiers on both sides of the fight gave no quarter. The Periphery armies were fighting for their very freedom, for the ideals they had initially left the Inner Sphere to pursue. On the other hand, the armies of the Star League were fighting, at least conceptually, for peace and freedom for *all* mankind. Along the way personal freedoms were sidelined as League troops committed atrocities throughout the war, all in the name of peace.

GOLDEN AGE

Immediately following the end of the Reunification War, the Star League began another intensive campaign in the Periphery, this one a campaign of propaganda aimed at winning over the hearts and minds of the recently conquered. Surprisingly, this campaign was shorter than anyone imagined. That, together with an industrial revitalization, raised the standard of living within the Periphery beyond any previous level, a fact that softened the attitudes of many towards the Star League.

On the other hand, the attitudes toward the Periphery within the Inner Sphere changed very little. The Periphery was still looked down upon by many and soon became the region large corporations turned to provide cheap and unskilled labor.

No matter the underlying feelings and prejudice against the Periphery, the century and a half-long Star League era was still the brightest and most prosperous in its history. Its nations were at peace and had the chance to grow and prosper unlike any other time.

FALL, COLLAPSE AND RUIN

The year 2762 marks yet another turning point in history—the year First Lord Richard Cameron reached his majority. Cameron, weak-willed and paranoid after years of manipulation by Stephan Amaris, sought to make his mark on the Lords of the Great Houses, who he believed to be plotting against him. When that failed, he took his frustrations out on the Periphery nations, who never gained official representation within the Star League Council. Cameron levied tax after tax, no matter the fact that the Periphery nations could never sustain such obligations. The House Lords, too, turned a blind eye, instead concentrating on protecting their own interests.

With no one to look after their interests, the Periphery nations simply gave up on the Star League. Expecting to fight yet another campaign against the League, the Periphery nations began a crash program to expand their militaries. Soon enough, seventeen of the Taurian Concordat's worlds seceded from the Star League, though not from the Concordat itself. SLDF troops moved in to peacefully “re-absorb” these worlds into the Star League before a widespread rebellion began, but fate again intervened, drawing both sides into a protracted campaign. Soon the entire Periphery, except for Amaris' Rim Worlds Republic, was up in arms against the Star League.

The war, one that we now know was engineered by Amaris the Usurper, lasted almost two years, involved nearly three-quarters of the SLDF and caused millions of casualties. But the war was just a diversion for Amaris. At the end of 2766, he launched his bloody coup. As his troops swiftly took command of the Terran Hegemony, Stephan Amaris assassinated young Richard Cameron and declared himself Emperor of the Star League.

General Aleksandr Kerensky, commander of the SLDF, immediately called a cease-fire with the Periphery nations and launched an assault on Amaris' Rim Worlds Republic, which fell in quick order. Following a year and a half of preparations, Kerensky led his SLDF on a seven-year campaign to retake the Terran Hegemony and remove the Amaris scourge.

CHILDREN OF APOLLO

From The Sum of All Knowledge,
Tharkad Press, 3063

The Rim Worlds Republic was formed the same way it died—with the blood of innocents. The very first citizens of the Rim Worlds Republic were actually political dissidents from the Terran Hegemony world of Alexandria, who fled that world after they struck an inconsequential blow against the Hegemony's socio-military complex.

This new Rim Worlds Republic centered on Apollo, located on the far side of the Dark Nebula, away from the Terran Hegemony. Despite its remote location, Apollo still managed to prosper into a legitimate nation. Its penchant for politics and intrigue served the Republic well, as it played both the Draconis Combine and the Lyran Commonwealth off against each other. It even managed to turn a heavy profit and gain BattleMechs, when Republic agents accompanied Lyran troops in their raid on Hesperus.

The Republic lasted more than five centuries, always playing opponents against each other while growing into a political and military power that could rival any one of the Great Houses. Of course, all good things must come to an end, and the Republic—specifically its leader at the time—went too far. Stephan Amaris managed to fabricate a crisis that set the entire SLDF against every Periphery state except his own. While General Kerensky was looking outward, Amaris launched his coup.

The Rim Worlds Republic could not survive the wrath of General Kerensky and the SLDF, however, as was soon proven. The few Amaris units left in the Republic folded quickly. Once Kerensky controlled the entirety of the Rim Worlds Republic, he used that nation's industry to rebuild his SLDF before embarking on his liberation of the Terran Hegemony and especially Terra.

While that was happening, the Rim Worlds Republic spent its last few years of existence as an SLDF protectorate, a surrogate nation of sorts. The great majority of the Republic's people was aghast at Amaris' actions and wholeheartedly threw their support behind the SLDF.

Between the time Kerensky embarked on his crusade against Amaris and his Exodus from the Inner Sphere, the Rim Worlds

Continued on p. 10



Republic, a nation of hundreds of inhabited worlds, nearly disappeared. To be sure, the Lyran Commonwealth gobbled up almost half of the Republic, a fact that the great majority of the Republic's citizens welcomed. Whole Republic military units defected to the various Successor States, while some worlds, like those belonging to the Rim Collection or some of the former Bandit Kingdoms now occupied by the Clans, went independent. That still does not explain everything, though.

Sketchy records from the time seem to indicate there was quite a bit of shipping going on in that region of space prior to Kerensky's Exodus, a fact that cannot be completely explained away by just the stockpiling of supplies by the SLDF. Perhaps the SLDF navy transplanted the Republic's citizens from their peripheral worlds back to the Inner Sphere to get ready for the Exodus. Or perhaps the idea for the Exodus came after these people were successfully transplanted. Then again, the Steiners might have simply ignored the worlds located past the Lyran Commonwealth's current borders; left to their own devices these past three centuries, those worlds have probably failed. We hear reports all the time of explorers and archaeologists finding the ruins of cities and towns on worlds all across the Periphery. At the same time, rumors of hidden caches and factories churning out BattleMechs deep in the Periphery still abound. Though none of them are credible on their face, there must be some substance to those rumors.

Unfortunately, accurate records from that time no longer exist. Records contained on worlds like Apollo perished during the Succession Wars. Any information the Clans might have had either suffered the same fate during their early years or are buried so deeply in archives on their capital world that they are more likely to reach critical mass than ever see the light of day. We don't even know how many worlds we're talking about, let alone how many total people might be unaccounted for.

After all this time, all this research, the mystery of the fate of the Rim Worlds Republic is still that: a mystery.

Finally the Human Sphere was again at peace, if only temporarily. Though as history has shown us again and again, it was not to last.

ON THE SIDELINES

Following Kerensky's long campaign to Terra, and later his departure from the Inner Sphere with almost three-quarters of the surviving SLDF, the House Lords returned to the only form of diplomacy they all instinctively knew: war. Here again the Piranha Principle became readily apparent. With the militaries of the Periphery weakened or crippled following the SLDF's brief campaign—and thus posing no threat—the Inner Sphere powers turned their attention toward each other. Only rarely in the two and a half centuries of the Succession Wars was any Periphery nation pulled into the fight.

That is not to say that the surviving nations of the Periphery were not affected by the centuries of unrelenting hostilities waged just scant light-years away. After a century and a half of reliance upon the Star League, the economies of the Periphery collapsed. Though war did not touch the Periphery on the same level as in the Inner Sphere, those nations nonetheless became targets for the pirates, criminals and deserters. Within just a few years, the Periphery became the lawless frontier that the media had long played it to be.

As in the Inner Sphere, technology was the first casualty of the Succession Wars era. High-tech factories and military suppliers became prime targets for every pirate band and washed-up mercenary command that sought refuge in the Periphery. Many pirates even turned to nuclear extortion to gain what they wanted, feeling no compunctions at vaporizing thousands of people to cover their tracks even if their demands were met. In many ways, the Succession Wars were far worse on the Periphery than the Inner Sphere.

CRAWLING FROM THE ASHES

The last few decades have brought a change upon the people of the Periphery and, in some cases, have reversed the slow entropic slide. Just as the Helm Star League Memory Core brought about a technological revolution in the Inner Sphere, so has it brought about one in the Periphery, though not to the same degree. Both our Order and the nations of the Inner Sphere have limited the Periphery's access to these rediscovered technologies.

Though our own activities in the Periphery are far from limited, it is surprisingly the Capellan Confederation that has made the greatest impact on these nations to date. The fact that Chancellor Liao drew both the Magistracy and the Concordat into his private war against his aunt, with little more than vague promises and a few technological carrots waved ahead of their leaders, is surprising, especially in light of recent bad blood. Through our continued close monitoring of this situation, we will insure that when the Chancellor inevitably pulls the rug out from under his allies, our own plans are not adversely affected.

Anyone can look at the Periphery and say that it looks the same as it did five, ten or a hundred years ago. It takes someone who has the intelligence to look closely, however, to recognize the patterns. You understood those patterns, and because of that we stand ready to weather the dark days before the coming of the next Golden Age.



MILITARY DISORGANIZATION

The structure and organization of the various Periphery militaries present a unique challenge to categorization. On one hand, nearly all are based on the traditional military model so well duplicated throughout the Human Sphere. On the other hand, centuries of veritable isolation from the Inner Sphere and each other have wrought changes in Periphery military organization that would send some generals into fits of incredulous hysteria.

The purpose of this work is to detail each Periphery military organization. This section provides a broad overview of the Periphery militaries, including the structures and organizations common to each. Any significant divergences from this norm will be further described within the section devoted to that particular nation or power.

COMMAND

The militaries of the Periphery are controlled either directly by the leader of each individual nation or by a senior military officer who reports directly to that leader. This insures that even in the "peaceful" Outworlds Alliance, executive policy is often enacted by the soldiery. In this, the leaders of the Periphery continue to propagate, whether consciously or not, the multi-tiered caste system that places the military above all others. In turn, those leaders can usually count on the unfettered support of their soldiery.

Under this supreme commander, each major military organization is commonly divided into a bureaucracy consisting of a number of sub-directorates. Though none are as bloated as the Lyran Alliance Armed Forces, the best of these militaries do boast several different departments, each responsible for a different combat or support function such as training or supply. The heads of each of these departments are at least nominally superior to all other officers. In practice though, line officers commanding combat regiments are commonly afforded more respect, or at least more leeway, than these directors.

In the same way, those line officers tend to command far more responsibility than their counterparts in the Inner Sphere militaries. With just a few dozen conventional and BattleMech regiments to spread across a handful of worlds, Periphery leaders do not assign their combat arms to different astrographic regions, as is standard in the Successor States. Instead, a single BattleMech regiment is assigned a number of supporting conventional units and given responsibility for one, or sometimes several, worlds. The commanders of these 'Mech units are not only the ultimate protectors of the worlds under their purview, but also the military governors and final civilian authority, second only to the leaders of their nations.

Below even this level, company and lance/platoon commanders often operate independently for extended periods of time and are accorded due authority to accomplish their tasks. These officers are assigned missions normally reserved for their battalion and regimental counterparts in the Inner Sphere, whether it be defending a remote outpost, tracking of a pirate band or simply raiding a rival's supply depot. Though these officers do not have the quality of training their Inner Sphere counterparts do, all successful Periphery military officers share similar qualities: inventiveness and a ruthless desire to get the job done.

At first glance the militaries of the Periphery are far heavier handed than those units belonging to the Great Houses. Their positions are more precarious by their very nature, situated as they are in the wilds of known space. Not only are they targeted by pirates, but also by rebels and turncoats looking for easy prey. Combined with the general lack of education, advanced medicine and the prevalence of weak economies, it is easy to see the need for such draconian measures.

EYES ONLY CLEARANCE

From: Precentor Martial Cameron St. Jamais

To: <Military Attaché Distribution List>

Subject: Periphery Military Assessment

Attached you will find our Order's most current assessment of the various Periphery military powers, both legitimate and not. The time prophesied by Blake so long ago is approaching. We must ready not only ourselves but those who do not understand His words, those who have not been blessed to know Him other than through the lies and exaggerations of history. We must make these preparations, not because our True Primus has directed us to do so, but because we exist to help our fellow man along the path. Without us, Humanity would truly be lost.

We all know full well the dangers looming ahead of us. The day Focht and the Puppet Primus sundered our Order could have signaled the end of life as we know it. Instead, individuals like yourselves, who understood that there existed something greater than each of us, came together. Now, we have our work before us.

I have charged each of you with a specific task to carry out in preparation for the coming storm. You know already what those responsibilities are. This document will assist you in determining the particulars of your assignments and how best to distribute the assets assigned each of you.

I do not need to tell you how important your assignments are. I have handpicked each of you because I know that you, as I have, felt firsthand the wisdom of our Master. You are the heart of our Order. On you, all depends.

The Peace of Blake be with you.



MILITARY DISORGANIZATION

CAESAR'S SERVICE

Sure, I answered the call to service. The barrel of a laser rifle pressed to your temple has a unique way of making ya' see the wisdom in your leader's call to arms.

So I enlisted. *Legionnaire* Mikaelus is what they called me as soon as I fell off the back of that rickety old truck, though where the "us" they tacked onto my first name came from, I don't know. And ya' know what? After the first five clicks of humping twenty kilos of rocks on my back and carrying a log as a rifle, I didn't really care. After the next ten, I was wishing I'd declined the Caesar's "offer".

By that point, though, I was already in the Caesar's army, so they could only punish disobedience with beatings and public floggings, not death. Unfortunately, all those years surviving in the wilds of Pompey made me a little too pig-headed for my own good. So while there were entire weeks I couldn't sit down or lay on my back, I made it through basic training.

All in all, it wasn't too bad. They even gave me a sharpshooting medal. Of course, the only reason I got it was because they had the foresight to confiscate our own rifles from us during their recruiting call. They issued 'em back to us for our three whole hours of weapons familiarization class.

Naturally it was Jimus and I who really taught the rest of the *legionnaires* how to shoot. I think the *principes* that were supposed to be teaching us were a little more interested in flogging each other, if ya' know what I mean ...

As luck would have it, someone must've heard about us. Right out of boot camp, my entire maniple was shipped off into the Illyrian Palatinate. God bless Julius O'Reilly. Having problems back home with an uprising and a Caesar who couldn't differentiate his head from a rotten turnip? Wanna distract the people you just conquered? Just conquer some other poor dumb slob! It worked for the Romans after all. For a while, anyway.

The trip there wasn't too bad; but the landing could've gone better. At least we got to see those holoflicks before they slapped the jump wings on each of us and re-categorized us as an airborne maniple. We had the honor of securing one of the first LZs on Illyria, which we did. And we did a damn fine

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RANK STRUCTURES

With few exceptions, the rank structures used by the militaries of the Periphery share a common link to those of the Star League and the Terran Alliance/Terran Hegemony militaries before it. So, while some of the titles have changed over the course of history, the duties and responsibilities of each have not. The rank and file is broken into two broad categories—enlisted personnel and that of the officer corps.

By far, conscripts and other unskilled personnel make up the majority of every military. These recruits are given a minimum of training before being assigned to a position within the military. While this process is often akin to throwing the recruits to the wolves, the militaries of the Periphery can simply not afford the same training centers available within the Inner Sphere. On the other hand, Periphery soldiers tend to display a far more developed sense of ingenuity and determination than their counterparts, a result of centuries of fighting without the resources available to the Great Houses. Indeed, the average Periphery soldier often outshines his Inner Sphere counterpart on the battlefield.

Those belonging to the officer corps usually belong to the most affluent families in the Periphery. By that very nature, they are also the most educated. Even so, graft and corruption are still the norm within these militaries. High-ranking officials often demand bribes in exchange for the commissioning the brightest of cadets. Similarly, promotions are more commonly bought than earned.

That is not to say that the militaries of the Periphery are inconsequential. The Great Houses were saddled with the same problems for many centuries with significant change only occurring within the last several decades. Likewise, that same trend of improvement is beginning to take hold within the Periphery, especially with the formalization of the Trinity Alliance between the Magistracy of Canopus, the Taurian Concordat and the Capellan Confederation.

Recruit

Trainees are given the rank of recruit upon enlistment (or conscription) and keep that rank at least throughout their initial and specialty training cycles.

Private

Privates form the backbone of any military organization. They are the riflemen, cooks and unskilled laborers that keep each unit functioning. Generally, recruits are promoted to the rank of private after completing their initial training, though some militaries levy the requirement for a minimum period of service before promotion.

Corporal

Privates who distinguish themselves in some way (or alternately, pay the requisite bribe) are promoted and accordingly given more responsibility. These corporals are charged with supervising work details and small tactical sections.

Sergeant

Truly the first level of command within any military, sergeants oversee staff sections and sometimes entire platoons or lances. Having to rely not only on their skill but also on an extensive list of contacts and patrons, relatively few enlisted personnel ever make it to this level. Sergeants are often accorded more respect than officers.

Master Sergeant

Master Sergeants are the highest ranking enlisted personnel within any military. They may command large battlefield detachments or supervise large staff sec-



tions. They also provide a link between the enlisted rank and file and the officer corps, providing the commander advice and counsel from a different perspective.

Lieutenant

The first step within the officer corps, the rank of lieutenant is reserved both for fresh cadets and outstanding enlisted personnel who have proven their skill and courage on the battlefield, earning their place in a position of leadership. Lieutenants are usually given command of platoons or a major staff section, though in larger (and more forward-thinking) militaries, brand-new lieutenants are placed in positions where they can learn from senior lieutenants before placed in direct command of a unit.

Captain

Captains are placed in command of companies and other large combat detachments. Because they are often called upon to act independent of their commanders, captains must show the requisite loyalties and skills in addition to paying the standard tribute to the ranking officers.

Major

Officers holding the rank of major are perhaps among the most powerful within the Periphery. Not only do they command battalions and even larger combat formations, but they are also often responsible for the military forces assigned to an entire planet. They may even act as de-facto military governors.

Colonel

Colonels lead the regiments of the Periphery as well as major departments within their militaries. Like majors, they wield far more responsibility and influence than their Inner Sphere counterparts.

Senior Colonel

The generals of the Periphery militaries, senior colonels have ultimate responsibility over entire regions of space as well as their military. Almost always political appointees, these officers often use money and connections in place of skill to achieve this lofty rank.

COMBAT FORCES

Built upon the same foundations as those belonging to the Great Houses, the militaries of the Periphery share not only similar command structures but force compositions as well. Even those of the Marian Hegemony, based ostensibly on the ancient Roman army, still bear a remarkable similarity to the Star League standard.

Where the Periphery diverges the most is not in the structure of its militaries but in the composition. The Succession Wars hit the economies of the Periphery nations hard. Heavy industry was one of the first victims of the Succession Wars. Consequently, what little military hardware the Periphery could afford to buy was, and still is, second-rate and second-hand.

The long years of the Succession Wars also brought about another change. The SLDF literally shattered the Periphery militaries during its invasion prelude to the Amaris Civil War, something the Periphery never recovered from. Where its nations could once field entire divisions, they can now barely sustain a handful of broken regiments.

As a result, the Periphery militaries of today possess a far different focus than those fielded by the Successor States. Battalion and company commanders commonly assume responsibilities for territorial regions which an Inner Sphere general would normally command and with fewer resources. Battlefield commanders must also practice conservation of forces, committing only what is needed to battle. Though conditions are getting better as more technology finds its way into the Periphery, especially in the Magistracy of Canopus and the Taurian Concordat, the great majority of combat equipment in service is decades, or even centuries, old and is often kept operational only through scavenging and jury-rigging.

job, if I do say so myself. We only lost three-quarters of the maniple between the jump and the farmers whose fields we secured. Not a single one of our officers was hurt in that operation. Well, except for *Principes Willus*—he sprained his ankle when he stepped off the DropShip that delivered him and the rest of the command staff.

The rest of the operation went surprisingly well. They assigned the remainder of two other maniples to ours to bring us back up to strength and we were sent off to help pacify the capital city. Unfortunately, an "Illyrian rebel" must've infiltrated our lines. Two days into the operation, all of the officers assigned to our maniple were killed in a "surprise" explosion that blew the command tent to shreds—along with all copies of our orders and the radios. Darn.

So we did what any good soldiers would do. We elected a new leader from our own ranks and carried on with what we understood to be our last orders. As the new *principes*, I led the maniple to the edge of the capital city, where we "secured" what looked to be an alternate command and communications center. Unfortunately, the locals kept us "pinned" down there for weeks. That had to have been the worst part of the entire campaign. As one of the guys put it; "more hell than a [Canopian pleasure] circus during carnival."

Ya' know what? After it was all said and done, they called us heroes, pinned some more shiny medals on our chests and made us part of the garrison force. They even promoted me and Jimus and ordered us to help in the pacification process. Not a problem...

Excerpted from a personal letter from
Centurion Mikaelus Rotchus



MILITARY DISORGANIZATION

PERIPHERY COMPARATIVE RANK TABLE

OFFICERS

SLDF	Magistracy of Canopus	Taurian Concordat	Outworlds Alliance	Marian Hegemony	Circinus Federation	Hanseatic League	Umayyad Caliphate	Castilian Principalities
Commanding Gen.	Senior General	Senior Marshal	President	Imperator	President			
Major General	General	Marshal	Senior Chairman	General				
Lieutenant General		Comptroller				Captain-General	Atabeg	Principe
Colonel	Colonel	Colonel	Chairman	Prefect	(Colonel)			
Lieutenant Colonel	Force Major							
Major	Major	Brigadier	Director	Legatus	Major	Major	Amir mi'a	Comandante
Captain	Commander		Section Leader	Principes	Captain	Commander	Amir kabir	Major
Lieutenant	Ensign	Subaltern	Supervisor	Centurion	Lieutenant	Lieutenant	Amir'ashara	Captain
		Coronet		Legionnaire	Mechwarrior			

ENLISTED

SLDF	Magistracy of Canopus	Taurian Concordat	Outworlds Alliance	Marian Hegemony	Circinus Federation	Hanseatic League	Umayyad Caliphate	Castilian Principalities
Master Sergeant	Banner Sergeant	Btn. Chief Sgt.	Preceptor					
	Command Sgt.							
	Star Corporal	Lance Sergeant			Sergeant			
Sergeant	Lance Corporal	Force Sergeant	Guardian	Miles Gregarius				
Corporal		Section Leader	Protector	Miles Probatus	Corporal			
Private	First Ranker	Corporal						
Recruit	Volunteer	Recruit	Defender	Miles	Private	Soldier	Safiya	Caballero

STANDARD PERIPHERY BATTLEMECH ORGANIZATION

Element	Component Units	Combat Strength
Lance	4 BattleMechs	4 BattleMechs
Company	3 Lances	12 BattleMechs
Battalion	3 Companies	36 BattleMechs
Regiment	3 Battalions	108 BattleMechs

BATTLEMECH FORCES

Traditionally the mainstay of any armed force, the BattleMech is no less important to the militaries of the Periphery. Where the Great Houses have the resources to build and supply scores of specialized 'Mech regiments, the Periphery cannot afford such luxuries. The handful of regiments must be generalized and capable of responding effectively to any type of situation.

Unfortunately, the Periphery boasts few operational 'Mech production facilities. Those that are still in operation have only limited production capabilities. With the majority of the industry in the Inner Sphere still devoted to recouping losses sustained in the Clan wars and the latest series of internecine fights, very little new equipment is finding its way into the line units spread throughout the Periphery. As a result, salvage is the most common method of acquiring replacement equipment, with privateers and smugglers ranking a close second.

Predictably, only a tiny percentage of the BattleMechs fielded by the armies of the Periphery employ any upgraded tech-

nologies. In fact, with the exception of the *Marshal* and the *Anubis*, jointly produced for the Magistracy of Canopus and the Taurian Concordat, no 'Mech currently built in the Periphery is equipped with any of these new technologies. Indeed, only a handful of new Inner Sphere BattleMech designs have found their way into the majority of the Periphery militaries, almost all gifts or exchanges from one of the Successor States.

On the whole, medium 'Mechs account for the largest class in service, followed by nearly equal numbers of light and heavy BattleMechs. Assault-class machines are quite rare and are among the most sought-after, filling out positions with in the most prestigious units.

The general state of repair varies widely between both units and nations. The four major Periphery nations naturally field far better equipped 'Mech contingents than their smaller cousins. Even among those nations, however, the equipment levels fluctuate widely between individual units depending upon both their standing and where their current assignments have them stationed. With salvage playing such a critical link in keeping each military functioning, major breakdowns and other equipment failures are common occurrences. As a result, MechWarriors themselves must be highly proficient in the quick diagnosis and repair of problems. Only rarely do MechWarriors not involve themselves directly in their own repairs.

AEROSPACE FORCES

Aersospace units—fighters, DropShips and JumpShips—



exist in only relatively few numbers in the Periphery, making them simultaneously some of the most feared and misunderstood battlefield units. To most ground-pounders, the appearance of an aerospace fighter lance signals either a death knell or salvation, depending upon which side the fighters are on.

As with BattleMechs, only a handful of surviving facilities in the Periphery can build aerospace fighters and none can produce them in any significant numbers. Coupled with the higher rates of equipment failure and higher susceptibility to fatal damage on these fragile machines, more fighters are lost every year than are produced or otherwise acquired. Accordingly, aerospace assets are commonly held in reserve until a particularly critical mission demands their use. With few ground-based soldiers ever having significant interaction with their airborne brethren, the air of mystique surrounding the fighters is perpetuated.

DropShips and their crews are held in a similar reverence, though not quite to the same level as the fighters. The simple reason is that only the most foolish or desperate commander will assign his DropShips to a combat mission. Where the destruction of DropShips in the Inner Sphere is discouraged by the unwritten rules of war, they are practically sacred in the Periphery. DropShips and JumpShips are the lifeblood of the Periphery, without which no nation could survive.

Fighter units are organized into squadron-sized formations, which are normally assigned to line regiments and regional commanders. Occasionally squadrons will be attached to smaller combat units for a specific mission, though only under the most critical circumstances. Wings are deployed only in the largest of military operations. Except for the Outworlds Alliance, no Periphery nation fields any standing aerospace unit larger than a wing.

Being such valuable assets, DropShips are never placed in the direct line of fire, except for the initial invasion of a world. These assets are usually controlled directly by a central authority, with individual ships tasked to specific missions. They are almost never subordinate to a ground commander. Only the most prestigious ground combat units are permanently assigned DropShip and/or JumpShip support. Though not common in the Inner Sphere, this custom insures that a ground

commander with little or no aerospace experience could never place these valuable assets in danger.

With so much emphasis and prestige placed on aerospace assets, the nations of the Periphery spare no expense in the training of the crews for this critical service. Even the training given 'MechWarriors pales in comparison to that lavished upon aerospace cadets.

ARMOR FORCES

Where BattleMech units are used to spearhead combat operations and to provide fast and maneuverable reinforcement, it is the tanks and armored fighting vehicles that make up the bulk of the ground assault forces. Here again the lack of significant heavy industry has made an impact upon the types of armor forces the Periphery can deploy, though not nearly to the same level as with BattleMechs.

Almost every significant Periphery power possesses the manufacturing capability to produce heavy farm and construction machinery, which means they also have the capability to build tanks and armored vehicles. Classic designs like the Rommel/Patton and the Po have been copied and built on at least a dozen worlds, with many other new designs seeing use throughout the Periphery. Most armor units are designed around the internal combustion engine as opposed to the more difficult and expensive fusion engines. Likewise, no Periphery-

designed vehicle has mounted any advanced technologies to date.

Independent armored units are common throughout the Periphery, outnumbering 'Mech-based units by at least a factor of two to one. That ratio grows higher when one considers that a majority of BattleMech units are assigned integral armor support. The simple fact is that every military has a shortage of those critical battlefield units. Tanks and other armored vehicles are a relatively cheap force multiplier that fill those gaps far better than any other unit might.

Armored vehicles are also commonly found in the tiny (and often disorganized) militias scattered throughout the Periphery. While heavy and medium tanks are typically assigned to the front-line units, a militia usually only has access to lighter armor. A militia's strength can run anywhere from a company of armored cars to more than a battalion of tanks. Fully armored

STANDARD PERIPHERY AEROSPACE ORGANIZATION

Element	Component Units	Combat Strength
Flight	2 Fighters	2 Fighters
Squadron	3 Flights	6 Fighters
Wing	3 Squadrons	18 Fighters
Regiment	3 Wings	54 Fighters

STANDARD PERIPHERY ARMOR ORGANIZATION

Element	Component Units	Combat Strength
Platoon	4 Vehicles	4 Vehicles
Company	3 Platoons	12 Vehicles
Battalion	3 Companies	36 Vehicles
Regiment	3 Battalions	108 Vehicles



MILITARY DISORGANIZATION

regiments (including both armor and mechanized infantry) are not unheard of on the most populous worlds.

The state of repair within these armored units—both line and militia—is far worse than the standards held within the Inner Sphere, though in general better than that of the Periphery's BattleMech forces. Armored vehicles are far less complex machines than 'Mechs, but they are also, unfortunately, more fragile. Fewer serviceable vehicles are salvaged from the battlefields of the Periphery, though more spare parts are scavenged. This often leads to a surplus of parts in many depots. Though not as effective as BattleMech units, the armored forces of the Periphery are often considered the most reliable.

INFANTRY FORCES

No less critical to the Periphery militaries than the 'Mech or the tank, the common footsoldier still fulfills an important role on the battlefield. Though not often deployed directly on the frontlines, infantry units play a critical support role. Only infantry can take and physically hold a piece of land or effectively occupy a hostile city. Likewise, it is still the infantryman's job to root an entrenched enemy out of contested territory.

With the majority of their resources devoted to training and equipping their 'Mech and aerospace forces, the Periphery militaries traditionally have little left over for their other services. Consequently, the infantry is usually the last to receive any consideration. Of course, with conscripts and prisoners comprising the bulk of the infantry service, few governments are motivated to spend much on training or equipping them. In many militaries, the benchmark for a tremendously successful training program is having more than half of a particular class survive their first firefight.

Recruits are issued a rifle—normally only a slug-thrower—and some basic field gear. Those who own their own weapons are often encouraged, if not outright required, to use those instead of issued equipment. Considering the age and condition of some of the equipment in service, those soldiers that have the option to do so are more than happy to use their own weapons and equipment. This practice can lead to severe supply problems in the field, with some units requiring more than a dozen different types of ammunition for their soldiers.

Infantry units are typically attached directly to front-line 'Mech and armor forces, providing for both rear-area security and battlefield support. Additional formations are kept in reserve until called upon to occupy captured lands or even disaster relief operations. Likewise, these forces play a significant role in the various planetary militias, often with a regiment or more of quickly mobilized infantry available to all but the smallest worlds.

Special Forces

In addition to their regular infantry forces, each of the major Periphery powers fields several special units. Most common are combat engineers, trained to both build and destroy battlefield obstructions, and commando teams tasked to infiltrate or disrupt enemy lines of communication. Some nations even train and equip highly specialized cadres of infantrymen, like the Taurian Special Asteroid Support Forces or the Magistracy's recently organized battle armor units. In all cases, these special forces units are issued the best equipment possible and fall directly under the authority of the highest ranking of officials. Because of the nature of their assignments, these units recruit almost exclusively from veterans who have proven not only their combat prowess but their loyalty.

STANDARD PERIPHERY INFANTRY ORGANIZATION

Element	Component Units	Combat Strength
Squad	7 Men	7 Men
Platoon	4 Squads	28 Men
Company	3 Platoons	84 Men
Battalion	3 Companies	252 Men
Regiment	3 Battalions	756 Men

STANDARD PERIPHERY BATTLE ARMOR ORGANIZATION

Element	Component Units	Combat Strength
Squad	4 Troopers	4 Troopers
Platoon	4 Squads	16 Troopers
Company	4 Platoons	64 Troopers

MERCENARY FORCES

Mercenaries play a far greater role in the matters of the Periphery nations than they do in the Inner Sphere. With relatively few of their own assets to draw upon, the Periphery powers are forced to rely upon soldiers of fortune to supplement their own armies.

Just as in the Inner Sphere, mercenary units are hired to garrison worlds, defend key locations and take part in raids or other assaults. Likewise, mercenaries are often used to carry out operations that a nation would never publicly support.

The mercenary community in the Periphery is far less organized than that in the Inner Sphere. Countless mercenary units, most consisting of less than a full company, operate throughout the Periphery. Though they all have their own reasons for choosing their employers, most cannot or will not work for the Successor States either for legal or ethical reasons. While the nations of the Inner Sphere generally will not hire units that do not hold to the Ares Conventions, the nations of the Periphery cannot afford to be that scrupulous. The Mercenary Review and



Bonding Commission on Outreach is involved in less than one percent of the known Periphery mercenary contracts; "an eye for an eye" is the unwritten rule that both sides hold themselves to.

UNCONVENTIONAL FORCES

Every Periphery military fields various other units that cannot be easily pigeonholed into one of those broad categories previously listed. Due to the nature of their assignments, these units in general do not fall under the standard chain of command. Some are not even officially recognized, a fact that says volumes about their mission when considering the often questionable governments that employ them.

Scavenging teams are of primary importance. Consisting of not only technicians and engineers, but veteran infantry soldiers and often even armor or 'Mech support, scavenging teams are the first non-combat elements to reach a battlefield, usually before the battle is even over. These teams are tasked with one imperative: retrieve all salvageable material from the battlefield. They not only pull off all potentially repairable 'Mechs or vehicles and strip serviceable equipment off destroyed vehicles, but also retrieve the weapons and field equipment of wounded and dead soldiers. These teams are afforded the highest priority in their missions, to the point of interfering with the start of other combat missions. Such is the dire state in the Periphery.

Occasionally referred to as "retrieval teams" in official correspondence, privateers are simply state-sponsored pirates tasked with alleviating supply shortages and increasing their nation's military might. Armed with letters of marque—their official license to steal in the name of the state—these privateers prey upon an enemy governments' shipping, taking what they can. Not heavily armed, privateers are not capable of taking on a military convoy, but they do regularly ambush civilian targets. In all cases, privateers adhere to the commonly held conventions of war.

While they use privateers to legally steal from their enemies, most Periphery governments each secretly commission a few specific privateer units to engage in acts of piracy upon their allies. These pirate attacks are never officially sanctioned, yet are assigned from the highest of levels of government, often through a neutral third party so as to further blur the lines of communication. Certainly among the most dangerous of assignments, units so tasked are also among the best compensated.

TRAINING

Though lacking when compared to the standard set by the militaries of the Inner Sphere, military training in the Periphery is at least sufficient. They may not have access to schools as prestigious as the NAIS or Sun Zhang academies, but the denizens of the Periphery do have at their fingertips countless talented and capable officers who have graduated from the most demanding school of them all—real life.

BASIC MILITARY TRAINING

Every nation, from the Magistracy of Canopus to the tiny Niops Association, has a system for training in place for their raw recruits covering the fundamentals of military operations. Based on the same curriculum used by the SLDF centuries ago and still used by the Successor States, these training programs exist to simply churn out hordes of green soldiers every year.

The differences in these programs exist mainly in the focus of the military organization. The three largest of nations have more resources to draw from: the Magistracy of Canopus, the Outworlds Alliance and the Taurian Concordat all have advanced training programs geared towards honing their recruits' skills and attitudes before placing them on the battlefield. The rest of the nations can afford to offer only the most basic training, though over the past several years a number of generals have accepted our Order's assistance in revamping their training curricula.

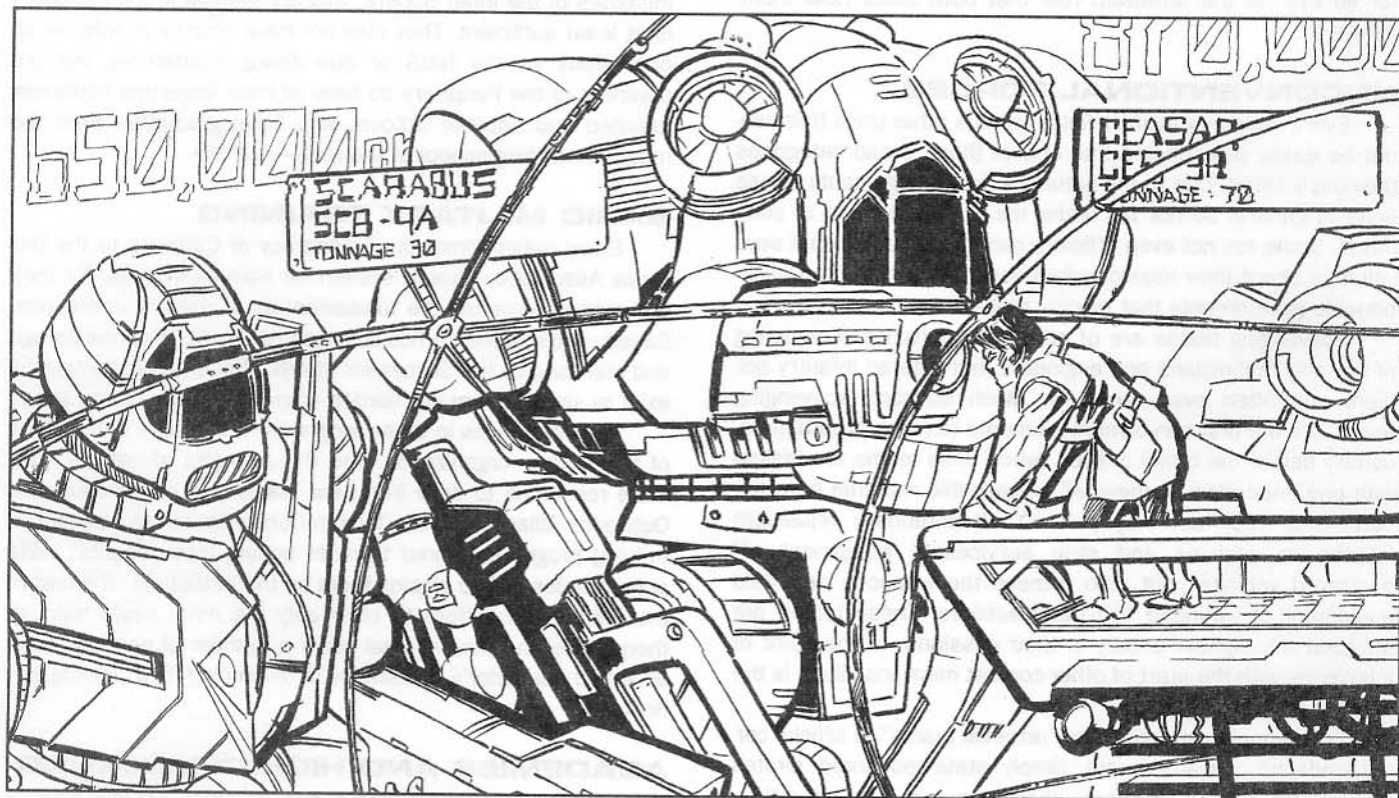
ACADEMIES AND HIGHER LEARNING

Very few true academies and universities actually exist in the Periphery, but each power operates its own specialized training schools. Aimed primarily at turning out MechWarriors and aerospace pilots, these schools are provided the most resources and the best instructors money can buy.

Entrance requirements are strict, as the graduates of these programs are also the officer corps and thus the destined future leaders. Loyalty alone will not guarantee admittance. Hopefuls must also possess the highest physical and mental facilities. In lieu of those requirements, enough money to make the appropriate bribes will suffice.

Quality of training ranges anywhere from that found at a traditional Inner Sphere academy to little better than a Federated Suns training battalion. All training emphasizes a hands-on approach, with pilots expected to be able to assist with their own repairs. Here again, in exchange for some concessions we have been invited to assist some of the smaller powers in upgrading their training facilities to better match their more powerful cousins.

PERIPHERY ROSTER



The following sections describe the history, command structure, available forces and composition of every Periphery nation as well as several lesser powers. For each BattleMech unit serving one of these nations, the reports include information about significant historical engagements, outstanding officers, each unit's strengths and details about trademark tactics. Each unit follows the standard command structure outlined in either the introduction or the appropriate nation's entry, unless otherwise noted. Each type of unit within a command is identified by one of the following symbols, indicating its predominant composition:



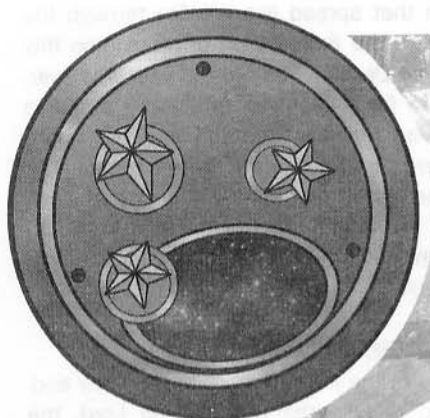
Each unit's individual entry includes its designation, insignia, size, quality and loyalty rating. Official nicknames are included with those units that have one. Unit size ranges from a single squad or lance to one or more companies, battalions, regiments or wings. For more information on force composition, see *Combat Forces*, pages 13–17.

Quality ratings represent an estimate of a unit's overall skill and combat experience. Units given high ratings perform better across the board than those with lower ratings. Quality ratings are assigned and regularly updated by ROM.

Standard ratings are green, regular, veteran and elite. A green rating is given to units predominantly composed of new recruits or inexperienced soldiers. Regular units contain competent soldiers with some combat experience or advanced training. Veteran units employ troops with greater battle experience and skill and are generally reserved for vital or dangerous missions. Elite units are composed of the most highly trained, experienced and knowledgeable troops. Elite units are relatively rare, so commanders generally reserve them for vital offensive actions and defending key positions.

ROM has also assigned loyalty ratings to every unit based primarily on the loyalty of the unit's key officers. This rating applies solely to the nation the unit is currently serving within.

The standard loyalty ratings are questionable, reliable and fanatical. Questionable units are composed of potentially disloyal or seditious troops and bear close watching. The members of reliable units demonstrate consistent, loyal and appropriate conduct. Fanatical units display unquestionable loyalty to their nation, clearly patriots to the end.



MAGISTRACY OF CANOPUS

Confidential: Eyes Only
From: Precentor ROM Alexander Kernoff
To: Precentor Martial Cameron St. Jamais

Greetings Brother,

In compliance with your directive, I have personally supervised and aided in the compilation of this comprehensive report detailing the Magistracy of Canopus and focusing specifically on the Magistracy Armed Forces. The different sections of this report were actually compiled by various sources both in and out of the MAF, which provides additional authenticity to the document. Where such information was not readily available, my own agents have generated appropriate text. I pray that with the Blessed Blake's vision, we the Conclave will use this information wisely.

[I am fully aware that this report will be made available to all on the Ruling Conclave, as it should be. However, there are several sections that include clarifications by my own hand, elucidations that the Conclave has no need of at this time. Therefore, my additional commentary can easily be deleted from this document. Now, before I continue I must say that you and I have never minced words, so I will be blunt—I was distraught when I originally received your mandate. I deemed this report a mission unworthy of my attention, a charge that any Adept would adequately accomplish. It was only after the work on this project was underway, did the true scope of what you are obviously already aware of began to unfold before my vision. And for this, I feel only shame. While you wield the sacred sword, the Master has entrusted me to be his eyes to the universe and I failed to see the true threat the Trinity Alliance poses for us. And the keystone to this alliance is none other than the Magistracy of Canopus. The bitterest irony would be to fail because of the blundering moves of a pleasure addicted, matriarchal power from the fringes of humanity; a power and alliance that we ourselves helped to forge. Nevertheless, my eyes have become unsealed and the threat is plain before me. This report will aid us in understanding where the Magistracy has been, where they are now and where our best analysts place them in the future, thus enabling us to safeguard and prepare the way for the fulfillment of the Prophecy so close at hand. —AKJ]

Name: The Magistracy of Canopus
Capital World: Canopus IV
Number of Systems: 42
Political Leader: Magestrix Emma Centrella
Military Leader: Senior General Hadji Doru

The Magistracy of Canopus represents a threat that is unmatched in the Periphery. Perpetually working to suborn its enemies and friends alike, the Magistracy seems to always be able to be counted on to do the unexpected—a trait that will undoubtedly present an obstacle in the coming years unless we act now to prevent that from happening. Precentor Schlegel will begin to concentrate some of her attentions there.

HISTORY OF THE MATRIARCHS

"What does he offer us for the "privilege" of joining his Star League? What can he offer us that we cannot already buy?" — Magestrix Crystalla Centrella, October 7, 2576

Though this quote refers specifically to the refusal of the Magistracy to join the Star League, it typifies the general view—especially by Canopian nobles and the Magestrix herself—that everything has a price. This view and all it entails has remained strong almost since the founding the Magistracy itself.

The Magistracy of Canopus was founded in 2530 by Kossandra Centrella, a captain in the Free Worlds League's Defenders of Andurien, fleeing what she felt was unpunished incompetence on the part of her superiors. Knowing she had to grow quickly or face



MAGISTRACY OF CANOPUS

annihilation from nearby Houses Marik and Liao, she made contact with dissident leaders within the League and with the Capellan Confederation. She negotiated several deals that enabled her to secure additional planets. Only twenty years after landing on Canopus IV, Kossandra ruled a nation of thirty-six star systems. As the decades rolled by and additional Magestrix ruled, they continued to expand and stabilize the nation Kossandra had forged.

When Magestrix Floral Centrella came to power, she enacted the reforms and legislation that turned the Magistracy into what it is today. With a charter in place that mandated both political and social freedom, the Magistracy officially endorsed an entertainment industry where anything goes. From drugs to sex, gladiatorial arenas to hunts for rare and exotic animals—the Magistracy catered to all. This brought in billions which was wisely invested back into the industry that had generated it, giving Canopus the most lucrative entertainment business in all of known space and an economy to match.

A PYRRHIC STAR LEAGUE

Though Floral Centrella believed this “neutral stance through entertainment” would allow the Magistracy to side-step all conflict, she did not reckon on the Star League, nor with Ian Cameron’s megalomaniac view which could not conceive of any human worlds not under his control. The Star League stood adamant on forcing the Periphery realms to join “for their own good,” despite the Periphery’s refusal to join. As the League prosecuted its war across four different realms, the SLDF Seventh Corps and twelve Marik regiments began a war against the Magistracy of Canopus in 2577 that they believed would be over in less than a year.

However, the vaunted Star League had forgotten the very reason the people of the Periphery had left the Great Houses behind. With such dedication to the ideals of freedom and the hardiness of a people raised on the fringes of human occupied space, the Periphery dealt the League a Pyrrhic victory which required over two decades and millions of lives to accomplish.

As the Reunification War ended, Melissa Humphreys of Andurien was posted as the military governor of the Magistracy. Humphreys soon demonstrated her benevolent rule—she truly believed in the ideals of the Star League—by pouring massive amounts of League funds into completely restoring the Magistracy. After regaining home rule from Humphreys, the Magistracy enjoyed a golden age along with all of humanity as the Star League brought unheralded wealth and achievements to all.

In 2722 this era came to an end as the Star League Council Lords forgot or chose to ignore the ideals of the League. They began enacting legislation that raped the Periphery realms through unfair taxations in an effort to bolster their own economies and militaries. It was only a matter of time before the entire Periphery began bucking a system they had never wanted that had again become a yoke of slavery. That

moment came in the infamous New Vandenberg revolt of 2765, sparking a conflagration that spread like wildfire through the entire Periphery and led to the annihilation of more than fifty Star League Defense Force Divisions before the year was over.

The SLDF geared up for a massive retaliatory strike in 2766 that never came as Richard Cameron and the entire Cameron line was murdered by the Usurper Stefan Amaris. The Magistracy, along with the rest of the Periphery, breathed a collective sigh of relief as the mighty arm of General Kerensky turned inward to deal with the Amaris Crisis, beginning the final death throes of the League.

WARS OF SUCCESSION

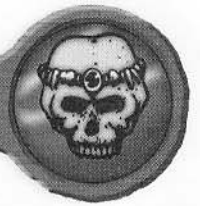
As the Great Houses of the Inner Sphere began their endless centuries of war to reclaim the title of First Lord, the Periphery realms suffered as well, though little combat occurred inside their borders. With war occurring on an unprecedented scale; trade routes, supply and communication lines were sundered and once again the Periphery was required to live or die by their own deeds as they had done centuries before. This brought great hardship, especially to the Magistracy who had invested heavily in a tourist entertainment industry that was now almost defunct. Still, the peoples of the Periphery survived and began to prosper once more. Having thrown off the yoke they wore for centuries, they again began to forge their own destiny.

Though the Magistracy had to deal with a handful of excursions into their territory, such with as the Concordat in 2813, it remained relatively stable while the Great Houses continued their relentless drive to subjugate each other. It was not until 3030, after the end of the Fourth Succession War, that the Magistracy attempted a large-scale invasion of an Inner Sphere power for the first time.

With the Capellan Confederation left in shambles by the juggernaut of House Davion and more than half of their worlds lost, Kyalla Centrella believed that the Magistracy’s chance to vanquish a long-time enemy and increase her realm beyond measure had come. Allied with the always-rebellious Duchy of Andurien of the Free World’s League, the two launched an offensive that was wildly successful at first. However, the Magistracy experienced what the Star League of five centuries before had learned—those defending their homeland fight most savagely. Backed into a corner, the Capellan Confederation exploded into action, relentlessly driving the Canopian-Andurian forces off their worlds and laying the ground work for the removal of Kyalla from the throne.

A NEW ERA

The current Magestrix is Kyalla’s daughter, Emma Centrella, who came to power shortly after the end of the Canopus-Andurien War. Embittered by her failure and jealous of the popularity of her daughter—who had been vehemently against the war from the beginning—Kyalla ordered her daughter assassi-



nated in 3039. The assassin failed. Using the support she had gained in both the military and the general populace, Emma deposed her mother in May 3040 and took her place.

As her reign began, few realized that she would alter the course of her realm more than any ruler before her. The people quickly saw a foreshadowing of her capabilities when she immediately smoothed relations with the Free Worlds League, which was even then re-conquering the Duchy of Andurien. Next, she poured most of her personal fortune into the industry that had made the Magistracy rich and stable during its formation: the pleasure industry. With the revival of the Pleasure Circuses and peace reigning, the money soon began to flow—straight into the economy of the Magistracy. By 3050 and with the invasion of the Inner Sphere by the Clans, the Magistracy became the dominate economic power that it had been in the past, allowing the Magestrix to begin the next phase of her plans.

Through six years of the careful negotiations and political backroom dealings that have become her hallmark, the Magestrix forged the Treaty of Taurus in 3056. One of her greatest triumphs, this treaty formally allied the Periphery's two largest powers in mutual defense, open trade and cultural and scientific exchanges, which included an invigorated joint-colonization project. These advances increased the prosperity and military might of the Magistracy.

At this point alone, Emma could have been lauded as one of the greatest Magestrix to hold the throne, but she was not finished. Further demonstrating the grand scope of her desires, the Magestrix forged an alliance with an Inner Sphere power for the first time in history: the Capellan Confederation. Many detractors of this alliance pointed out that it would require sons and daughters of Canopians to travel to Capellan worlds to help fight their war of aggression against the St. Ives Compact. The money and resources that began to flood into the Magistracy, however, soon silenced those outspoken voices. After the death of Jeffrey Calderon, the historic Trinity Alliance was signed, uniting the Magistracy of Canopus, Taurian Concordat and Capellan Confederation in an alliance which rivaled the size of some Inner Sphere Great Houses.

The Magistracy of Canopus is currently experiencing a golden age of prosperity and power greater than any other time in its history. Whether this is simply the precipice before the fall or the foothills leading to a new high remains to be seen. However, Emma Centrella has shown that she is the most adept and influential Magestrix to ever come to power and her actions have only benefited the people of this great nation.

MAGISTRACY ARMED FORCES

As with all major military organizations found in the vast expanse of the Periphery, the MAF has struggled through five centuries of conflict to safeguard the Magistracy against forces much larger than itself. Because of the recent Trinity Alliance, the MAF finds itself in the unique position of being the largest

standing military organization in the Periphery. The following section details the organization of the MAF, along with a description of the duties of each department within the MAF.

COMMAND STRUCTURE

For centuries, the small size of the Magistracy Armed Forces allowed for a streamlined command, with few distinctions between branches. The Trinity Alliance demands that multiple aspects of the MAF work along side their counterparts in both the Taurian Concordat and the Capellan Confederation. This, combined with the overall growth of the MAF, had expanded this streamlined organization. Such expansions have been gradual, however, and actions have been taken with the full realization that a military which has worked for half a millennium should not be radically altered over night.

Magestrix Command Center

The heart, mind and soul of the MAF, the Magestrix Command Center (MCC) is responsible for all strategic planning as well as defense initiatives. It answers directly to the Magestrix. Originally, the MCC consisted of three senior colonels and two rear admirals. Currently, the following officers now make-up the MCC: Senior General Hadji Doru; General Vernyce Alkobar of the Magistracy Royal Guards; General Cynthia Evans of the Chasseurs á Cheval; General Sandra Aupriz of the Canopian Fusiliers; General Oscar Long of the Canopian Highlanders; General Mavis Cooper of the Raventhir Cuirassiers; and Admirals James Smithington and Karla Boeteshia—who jointly command the Magistracy Navy. As part of the articles of the Trinity Alliance, *Jiang-jun* Elliot Knight, the Capellan attaché to the MAF and coordinator of all Capellan military forces operating in the Magistracy, is attached directly to the MCC. This arrangement has caused considerable grumbling among MCC members.

MAGISTRACY ARMY

All ground forces of the MAF—'Mech, infantry and armor—fall under the authority of the Magistracy Army. Though little distinction between each branch was emphasized in the past, with the growth of the current MAF these differences have become more pronounced. Senior General Hadji Doru directly commands the Magistracy Army and by extension, the entire MAF.

BattleMech Assets

Since the invention of the BattleMech in 2439 by the Terran Hegemony, it has been the core unit of almost every political power to arise in the subsequent half-millennia. Matters in the Magistracy are no different. As in all other Periphery realms, the MAF treats its BattleMechs as if they were more precious than gold. Still the hammer of the MAF, 'Mechs nevertheless were generally held in reserve while the cheaper and more readily available vehicles and infantry were thrown carelessly at an enemy to wear them down before the MAF's 'Mech units were



MAGISTRACY OF CANOPUS

unleashed. Though wasteful, it did allow the MAF to retain the second largest 'Mech force in the Periphery for centuries.

More importantly, with the renaissance of technology sweeping the Inner Sphere and the Magistracy's direct ties to an Inner Sphere power, the MAF has been the recipient of much of that new technology. This has allowed it to rise to a level of technology—at least in the military—never before achieved. Though not all units in the MAF have been upgraded to new technology, more than twenty-five percent of the 'Mechs deployed in the Magistracy are either new designs or have received upgrades.

BattleMech deployment in the MAF follows a standard organization, with command lances attached to each regiment and a command company acting as the personal unit of the General of each MAF Combat Formation.

Armor Assets

Every regiment in the MAF has at least one supporting armor battalion permanently attached. Many of these vehicles are older models that have survived hundreds of years and are being held together with spit and bailing wire. Additionally, several premier units, such as the Magistracy Royal Guards and the Chasseurs à Cheval, have recently received a second battalion of new designs, like the Heavy LRM Carrier, the Light SRM Carrier and even the Confederation's much-vaunted Regulator Hovortank.

Infantry Assets

For most of the MAF's history, infantry units have varied wildly in composition, size and task. Platoons often varied in size from 30 to 50 men. Companies range from 120 to 180 men. Great efforts have been made to organize MAF infantry assets along more standardized lines, following the standard set by the Capellan Confederation as well as other Inner Sphere powers.

Though still very rare, battle armor units purchased at great expense from the Capellan Confederation have begun to appear in the Magistracy Armed Forces. Like the MAF's aerospace assets, battle armor assets are grouped into a special branch of the Magistracy Army, under the direct command of Senior General Doru. When an operation warrants their inclusion, platoons are temporarily attached to the appropriate unit.

MAGISTRACY NAVY

As with most military organizations in the Periphery, the Magistracy's navy is very small, necessitating the collation of all naval assets into a single organization. No regiments have permanently assigned DropShips, much less JumpShips. With less than seven score of DropShips and JumpShips—complimented with half again as many merchant vessels that can be dragooned into service at any time—the Magistracy Navy is continually pressed to protect Canopian borders. Admirals James Smithington and Karla Boeteshia jointly command the Magistracy Navy.

Aerospace Fighters

Just over 100 aerospace fighters serve in the Magistracy Armed Forces, most of which are light or medium craft. Because of the scarcity of fighters, this allows operational command to be centered within the navy, with individual fighters assigned as needed to one of the two Canopian fleets or attached directly to a line regiment. The only exception to this rule is the Magistracy Royal Guards, who have permanent Air Lances assigned to them. Now that the MAF has amassed the largest standing ground force in the Periphery, there is no doubt that Senior General Doru will make the aerospace arm of the MAF his next priority for expansion.

DropShips and JumpShips

Divided into two fleets, with two squadrons of two flotillas each, the fleets serve specific functions. The Canopian Battle Fleet is charged with the defense of targets that are likely to be invaded first and will require the largest movement of troops. The Canopian Reserve Fleet is stationed in the Canopus IV system at all times, allowing for rapid deployment in response to any breach of Canopian space.

WarShips

The Magestrix recently received a report commissioned by the MCC in early 3062 looking into the feasibility of a MAF WarShip program. After more than a year, the commission's findings concur with what the MCC had originally stated—a WarShip program is not feasible now or in the near future without massive funding from outside sources. The Capellan Confederation is the only outside source likely to provide such expertise and funding. Unfortunately, the Confederation owes their WarShip fleet to deals struck with the Word of Blake and the Free Worlds League. *[Funding I believe we will come to regret. -AK]* As such, the probability of receiving such aid is so low as to be negligible.

MILITIA DEFENSE CORPS

The newest corps within the MAF, the Militia Defense Battalions were originally a division within the Magistracy Army. Under the direction of Senior General Doru, it has been separated into its own corps, answering directly to the MCC. The Militia Defense Corps is composed of around twelve militia battalion, though the number fluctuates from year to year. Composed of reservists, the militia battalions represent both a last ditch and first line defense for most border worlds in the Magistracy that do not warrant a front-line unit. Fielding only conventional armor and infantry with minimal training, the militia battalions cannot hope to stand up against regular line units, though they do stand a chance of bogging down an enemy long enough for reinforcements to arrive. The militia battalions also serve a second important role—citizens fulfilling their compulsory military service are assigned to a militia battalion. Those who show promise in their years of service are given the opportunity to fully join the MAF



and an assignment either to an academy, front-line unit or most prestigious of all, given the chance to attend the Canopian Institute of War. General Cara Damion commands the Militia Defense Corps.

MAGISTRACY MEDICAL CORPS

The pride of the MAF, the Magistracy Medical Corps is where Canopians surpass even the vaunted militaries of the mightiest Inner Sphere Houses. Having established a firm belief that each and every Canopian warrior is worth saving, the Medical Corps has a well-deserved reputation as the finest medical service in any military in space.

Though the Medical Corps is filled with extremely talented and dedicated troops, part of their fabulous success is derived from the abundant financing of the corps by the MCC. This financing allows a ratio of roughly one medical specialist for every seven fighting troops within the MAF, as opposed to a ratio of about one to twenty in other militaries both in and out of the Inner Sphere. General Virgil Lewis commands the Magistracy Medical Corps.

MAGISTRACY SUPPORT CORPS

A catch-all division, the Magistracy Support Corps is tasked with the administrative, quartermaster, supply and personnel related functions of the entire MAF. The Corps is responsible for the training of all new recruits, as well as advanced officer training. All mercenary contracts, assignments and organization also fall within the authority of this Corps.

The final responsibility of the Support Corps is R&D. They have coordinated with the Capellan Confederation Research and Development Department and the Taurian Concordat's Ministry of Defense in the acquisition of new technologies—primarily from the Confederation. The Corps also coordinates the development of new technologies, which are even now beginning to roll off the production lines on Detroit. General Karla Jacobite commands the Magistracy Support Corps.

MAGISTRACY ALLIANCE LIAISON

Though not the newest organization within the MAF—that distinction is reserved for the Militia Defense Corps—the Magistracy Alliance Liaison (MAL) is the smallest. Nonetheless, it could eventually grow to become the most important organization in the MAF, with the potential to impact the entirety of the Magistracy of Canopus.

After the signing of the Trinity Alliance, the first Magistracy and Taurian Concordat troops began to rotate into the Capellan Confederation and into each other's realms. As this led to the eventual garrisoning of Confederation troops on Periphery worlds, it became apparent to the MCC that a division dedicated to managing all Alliance troop move-

ments was needed. The Liaison serves as an oversight commission on the assignment, movement and actions of all Alliance troops—both in and outside Canopian borders.

The MAL receives reports from each of the alliance's military coordinators: the Canopian Military Coordinator to the Confederation, Major Naomi Centrella and the Canopian Military Coordinator to the Concordat, Major Sariah Slavak. Because of Major Centrella's unique position as heir apparent, command channels are not always observed, causing stress in a new department given a monumental task. Though not required, the Concordat's Military Coordinator, Colonel William Heise passes regular status reports through this office as well. The current commander of the Magistracy Alliance Liaison is General Jordette Galvanston.

MAGISTRACY INTELLIGENCE MINISTRY

[Obviously, it would be difficult to obtain an internal document concerning the actions of the Periphery's most adept intelligence agency. Below you will find ROM's finest analysis of this small, yet dangerous organization. The length of the report is testament enough to their danger. They are no MIO, but SAFE would actually become an intelligence agency if they mirrored the MIM. I feel only funds restrict them from true greatness; funds that they are beginning to receiving in spades from the Confederation. —AKJ]

The Magistracy Intelligence Ministry (MIM), though technically a part of the MAF, stands apart and answers directly to the Magestrix. Though the Magestrix has agreed to almost all of Senior General Doru's suggestions regarding the reorganization of the MAF, she has once again proven that she is a leader to be feared with her refusal to allow the MIM to answer to any but herself.

Originally a small but competent agency, the past twenty years have seen the MIM blossom into a powerful adversary that far outstrips every other agency in the Periphery. In the last handful of years, it has managed in some ways to eclipse even Inner Sphere agencies. The fact that MIM agents were found in '57 to be operating in both the Lyran Alliance and the Draconis Combine—operations that ROM only stumbled upon by sheer accident—is ample evidence of the increasing acumen of the MIM. Though substantial increases in funding over the last two decades can account for some of this growth, there are still lingering doubts as to whether the MIM has received outside help to achieve its current status. We have been unable to track down any information that might confirm or deny this possibility.

Regardless, ROM should consider the MIM extremely dangerous as we continue to work in the Periphery. The conflict raging with our lost brethren can only have opened a breach in our ranks that the MIM may already have taken advantage of. General Jenni Elliot is the current commander of the MIM.



MAGISTRACY OF CANOPUS

UNIFORMS

As the Magistracy has for centuries relied upon the strength of the services it provides instead of its armed forces, the uniforms of the MAF have always been simple and straightforward.

MechWarrior battle dress, with the exception of a slightly larger, out-of-date neurohelmet, resembles almost any other MechWarrior across the Inner Sphere. However, a significant number of more compact, higher-grade neurohelmets have begun to appear within the ranks of the MAF, thanks to the Trinity Alliance.

Aerospace pilots and naval personnel wear turquoise helmets and simple black jumpsuits. As a result of the MAF's dedication to saving the lives of its warriors, all jumpsuits worn by naval personnel contain displays that contain emergency circuitry systems and life-sign monitors.

The standard uniform for all Canopian ground forces, worn in the field and for day to-day duties are bullet-resistant black tunics, helmets, boots and gloves over tight-fitting turquoise bodysuits. Naval personnel wear black bodysuits with turquoise accessories. Support personnel, including technicians, administration and special services functionaries, wear the standard uniforms of their line regiment counterparts, except for blue piping to denote their status. In all cases, camouflage fatigues are available when necessary.

The dress uniform adheres to the turquoise and black color scheme of the standard uniform but is loose fitting and constructed of a lightweight material. In addition, officers' dress uniforms feature silver piping on the trouser legs and cuffs.

MAF RANKING CONVENTIONS

With the exception of the changes instigated within the past year, the ranking conventions of the Magistracy Armed Forces have remained unchanged since its inception.

ENLISTED RANKS

Since the beginning of the MAF, its enlisted ranks have remained unchanged, filling positions found in almost every other military force in known space.

Volunteer

The Magistracy of Canopus is relatively unique in that all citizens are required to serve the military for three years—though aristocrats can quietly find themselves exempt through the means of hiring a stand-in. All new recruits wear the rank of volunteer and sport a green diamond-shaped pin with silver edges on their lapels and cuffs.

First Ranker

Unless a volunteer receives disciplinary action during basic training, he will automatically be promoted to first ranker upon graduation. From here, first rankers are thrown into advance training in an attempt to find a field of expertise in which they can excel. Unless a first ranker has the drive,

desire and ambition to stay in the military, no further advancement is possible. The rank insignia of a first ranker is identical to the volunteer but with a second silver-edged diamond nestled in the first.

Lance Corporal

Roughly equivalent to a sergeant in other militaries, a lance corporal is expected to lead a squad or more of men in battle. More importantly, he also acts as a field instructor for all first rankers who show a disposition to stay in the MAF. The rank insignia of the lance corporal is identical to the first ranker but with a third silver-edged diamond nestled inside the second.

Star Corporal

Serving in a variety of leadership roles, the star corporal is the core of the enlisted ranks. She is expected to lead in the absence of a more senior ranking officer. In general, a star corporal in the MAF leads a full platoon of men. The rank insignia of the star corporal is identical to the volunteer but with a silver diamond in the center.

Command Sergeant

Usually serving on the staff of a senior officer, the command sergeant is analogous to a sergeant major or another senior non-commissioned officer. The rank insignia of the command sergeant is identical to the volunteer but is completely silver.

Banner Sergeant

Though they currently fill senior staff and field command billets, the banner sergeant's origins stem from the days when personnel of this rank were responsible for a unit's regimental colors—an honor still observed when a unit is in full-dress uniform. The rank insignia of the banner sergeant is two small versions of the command sergeant rank, one diamond placed directly above the other.

OFFICER RANKS

The officer ranks of the Magistracy Armed Forces are unique among all military services in or out of the Inner Sphere in the way they are officially awarded: they are purchased. While bizarre, this tradition has remained unchanged for four centuries and does not appear to hamper the MAF in any way. It is important to note that any rank of major or higher must be approved by the Magestrix herself. Traditionally, the approval is only a rubber stamp. The Magestrix, however, is frequently forced to use her veto power to prevent the promotion of incompetent or otherwise undeserving officers. With the increased size of the MAF, one can only assume that if she is as intelligent as she appears, her continued personal scrutiny of the MAF officer corps will continue.

In general, because of the nature of the units, ranks within either the Magistracy Royal Guards or the Chasseurs à



Cheval regiments cost 10,000 to 15,000 C-bills more than other MAF regiments.

Ensign

In the MAF, an ensign is rarely assigned a specific number of troops. Instead, depending on the circumstances and the experience of the ensign, an ensign can find herself in command of as few as ten men or as many as a hundred. The rank of ensign is found within both the army and the Canopian navy. It typically requires a tribute of 10,000 to 25,000 C-bills. The rank insignia of an ensign is identical to that of a volunteer—a green silver-edged diamond—with the silver replaced with gold.

Commander

A commander heads up a company and, occasionally, a battalion. With the increased size of the MAF and the recent creation of additional ranks, however, this practice has almost ceased to exist. Within the navy, a commander serves as a department head. A commander will generally pay 16,000 to 35,000 C-bills for their rank, depending upon the exact duties involved. The insignia of a commander is similar to that of an ensign, except with a second gold-edged diamond nestled inside the first.

Major

Until only a few years ago, majors within the Magistracy Armed Forces were almost always employed as brevet majors, in command of regiments while commanders headed up the battalions and colonels sat as commanders of entire regimental formations. Those days are gone forever. With the massive increase in the size of the MAF in the last decade, the officer corps has had to grow with it. As such, majors now solely commands battalion-sized formations. Within the Canopian navy, a major is known as a comcapt—a commodore-captain commands a single vessel. Before the reorganization, a comcapt was in charge of a flotilla of ships. A price tag of 24,000 to 45,000 C-bills is attached to this position. The rank insignia of a major is a large gold diamond. A gold wreath below the diamond denotes a comcapt.

Force Major

Roughly equivalent to a lieutenant colonel in other militaries, the rank of force major was created as a way to recognize majors who held a great deal of prestige and influence within the new military order. There is no equivalent rank within the Canopian navy. The rank insignia of a force major is identical to that of a major, with a large green star in the center.

Colonel

Just as majors held more sway than originally intended prior to its reorganization, colonels often did not simply com-

mand regiments, but had responsibility for entire unit formations such as the Magistracy Royal Guards or the Canopian Fusiliers. Today a colonel commands only a regiment, a major command or division within the MAF's bureaucracy. In the Canopian navy, a colonel is known as a rearad—rear admiral—and commands three to six vessels. Colonels pay anywhere from 33,000 to more than 50,000 C-bills for their rank. Two small gold diamonds denotes a colonel; a gold wreath below the bottom diamond indicates a rearad.

General

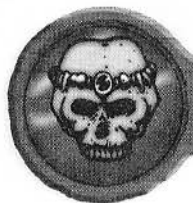
The second of three new ranks created by the MCC, generals command each of the five combat formations within the MAF: Magistracy Royal Guards, Chasseurs à Cheval, Canopian Fusiliers, Magistracy Highlanders and the Raventhir Cuirassiers. Known as an admiral in the navy, two admirals command the entirety of the Canopian Navy fleets. All seven of these officers, as well as the senior general, staff the Magestrix Command Center. The rank of general is also assigned to the various Corps department heads within the MAF, though they do not hold a seat on the MCC. Anywhere from 60,000 to more than 75,000 C-bills are required to purchase a general's position. Additionally, though the Magestrix has the right of veto against all officer ranks, an individual seeking a general's rank is subject to a deep investigation by the MIM. [*Ah, the paranoia of the Capellans is saturating the Trinity Alliance already.*—AK] Three small, gold diamonds denotes a general; a gold wreath below the stars denotes an admiral.

Senior General

The third and final new rank within the MAF, the senior general is the supreme commander of the Magestrix Armed Forces, answering directly to the Magestrix herself. Unlike analogs in other militaries, the rank of senior general does not convey any right of rulership should the Magestrix meet an untimely end. The rank of senior general cannot be purchased, but instead is awarded by the Magestrix herself. A unanimous vote of the MCC can overturn a Magestrix's appointment. Four small gold diamonds denotes a senior general.

COMBAT FORMATIONS

As with most militaries in the Inner Sphere, the majority of the regiments that constitute the MAF belong to a larger organization. However, unlike other similar organizations such as the Davion Brigade of Guards, which at its inception acted outside of the normal chain of command, the Combat Formations of the MAF have always been kept on a tight leash. With the increasing size of the MAF, more and more authority is being delegated to combat formation commanders, authority which none of the generals have shied away from exercising.



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Magistracy Royal Guards

Formed from units destroyed during the early years of the Reunification War, the Magistracy Royal Guards—currently consisting of Raventhir's Iron Hand and the First and Second Canopian Cuirassiers—have played a pivotal role in the safeguarding of the Canopian state. Having fielded but two regiments for centuries, the last three decades of prosperity have allowed for the raising of a third regiment.

The insignia of the Magistracy Royal Guards is an amazon warrior trampling a snake.

Chasseurs à Cheval

The senior brigade of the MAF, the Chasseurs à Cheval was formed in 2531, a year after the formation of the Magistracy itself, for the express purpose of safeguarding Canopus IV. Originally composed of four "light horse" regiments, the unit has long stated that the Star League's Regimental Combat Teams was a carbon copy of their organization. Even so, the Chasseurs lost two regiments during the Reunification War. Only in the last decade has the Magistracy had the revenue to rebuild one of those regiments. The Cheval is the senior unit of the MAF. This has been the cause of some tension, as the Magistracy continues to raise several new regiments before rebuilding the Fourth Canopian Light Horse. The Chasseurs currently field the First, Second and Third Canopian Light Horse Regiments.

A woman bearing a lance and clothed in a red and green cloak while riding a horse bareback is the Cheval's insignia.

Canopian Fusiliers

Annihilated during the Reunification War, the unit was reconstituted during the Amaris Crisis and has since grown to consist of the First, Second and Third Canopian Fusiliers. The Fusiliers regiments have seen more combat than any other Canopian unit, though they lack the seniority of the Cheval or the notoriety of the Royal Guards. Though this makes the Fusiliers the most elite unit in the MAF, the unit is perpetually short on supplies and replacements because of their lack of status.

The insignia of the Canopian Fusiliers is three gold diamonds above a bloodstained saber.

Magistracy Highlanders

The Magistracy Highlanders, which fields the First and Second Magistracy Highlander regiments, is the second newest combat formation created by the MCC. It was officially commissioned in late June of 3059 and has caused more discord and dissent throughout the MAF than any other combat formation. Raised in secret from a core of mercenaries, the Highlanders were the center of an uproar within the MAF.

Originally formed around a core of refugees from the Rim Worlds Republic at the end of the Reunification War, the Canopian Highlanders have served the Magistracy longer than many mercenary units have been in existence. With such long-

standing and sterling service, the unit was a natural choice for Emma Centrella's secret plan to help bolster her military.

With raids by the Marian Hegemony on the rise and the need to meet the Concordat on an equal footing militarily, Emma contacted Colonel Oscar Long in early 3057 concerning a clandestine build-up of the Canopian Highlanders. This build-up would eventually lead to the integration of the Canopian Highlanders into the MAF.

Long's counter-proposal suggested that his three battalions be secretly built into three regiments, with two of those regiments formally recognized as the Magistracy Highlanders in the MAF in June of 3059. This left the mercenary Canopian Highlanders with a single regiment upgraded with the latest technology available to Canopus and still completely dedicated to the safeguarding of the Magistracy. The Magestrix agreed to the plan, which very closely paralleled Chancellor Sun-Tzu Liao's plan to form his CCAF's Capellan Brigade.

Though the Magestrix and the MAF are exceptionally pleased with the Magistracy Highlanders, there has not been universal acceptance. The other members of the Trinity Alliance, as well as units within in the MAF, are unhappy at the apparent distrust this move demonstrates. The Chasseurs à Cheval, especially, have voiced displeasure at the apparent favoritism shown for "upstart mercenary units." Whether this will result in any lasting damage is not yet apparent. This move has made the Magistracy the Periphery's largest military power—a fact that no other Periphery power will soon likely let them forget.

To maintain their ties to the Canopian Highlanders regiment, the insignia of the Magistracy Highlanders is a tam-o'-shanter cap atop Canopus IV—changed from the stylized world of the original unit.

Raventhir Cuirassiers

This formation was originally known as the Raventhir (in honor of the Raventhiri noble line) Footmen—at the time of their formation in late 3056 they consisted solely of infantry. In early 3063, the unit was officially christened the Raventhir Cuirassiers, consisting of the First and Second Raventhir Cuirassiers regiments. During the official renaming ceremony, the Magestrix declared that the name was a celebration of the Trinity Alliance and the Cuirassiers. With the Magistracy Cavaliers, the Cuirassiers would be a sister regiment to the Taurian's Concordat Cuirassiers and the Confederation's Seventh Confederation Reserve Cavalry respectively.

Despite this effort, the Magestrix was still unable to dissipate tension created by the formation of the Magistracy Highlanders. Many now see the creation of the Raventhir Footmen as a ruse to divert attention away from the Highlanders. Only time will tell whether Emma is sincere with these "sister" regiments. Regardless, both regiments are taking their new duties very seriously.



The Raventhir Cuirassiers sport an insignia depicting a savage, unkempt-bearded warrior with a mane of wild, flying hair, encased in a pristine white cuirass.

AWARDS AND DECORATIONS

In a military as uncouth as the MAF, spawned in such a unique and nontraditional nation as the Magistracy of Canopus, it is not surprising that their awards would be few and as unique as the nation they represent. As most recognition and notoriety is a purchased commodity—in the same way that officer ranks are purchased—awards in general do not have the same eminence that is garnered in other nations. However, over the centuries, three awards have come to represent excellence and above standard loyalty. They merit respect throughout all of the Magistracy.

The Canopus Cluster

A unique award, the Canopus Cluster is partly purchased, but can only be received through an act that spares the Magistracy harm. It is also the only MAF decoration that can be awarded for acts of heroism, in either military service or other arenas such as politics or economics.

Demonstrating the strong female bias that has always pervaded the Magistracy, the Canopus Cluster takes the form of an earring, molded in a unique twisting pattern and worn on the upper portion of the left ear. A platinum band is awarded for military service, gold for merchant and bronze for political and brass for all other service. Once a recipient has been announced, he may make a one-time upgrade of the award by a sizable "donation," which will add a single precious stone to the design: 10,000 C-bills (lapis lazuli); 25,000 C-bills (emerald); 50,000 C-bills (diamond); 100,000 C-bills (ruby).

Fist of Raventhir

This award was created in 2997 to celebrate the unwavering loyalty of the Raventhiri bloodline, which has provided centuries of unfailing service to the Magistracy of Canopus. Each year a single vote is cast by every commissioned officer for the soldier he thinks best exemplifies such dedication. The Magestrix then deliberates for a month over each candidate's records before making her final decision and presenting the award to a single recipient.

The Fist is a titanium medallion showing an armored fist protectively clenching the crest of the Magistracy, depended from a red-silk ribbon.

Ribbon of the Magestrix

A new and somewhat controversial award, the Ribbon of the Magestrix is awarded for any unit that has served and fought on a non-Magistracy world. Though specifically created to honor those units that participated in the Capellan-St. Ives War, it has also been applied to those units that have gone on bandit-hunting raids.

The ribbon is a black or white circular "battle banner" with a stylized Canopus logo in the center, the different styles representing the type of mission completed. The second part of the award has caused some consternation, as the individual members of honored units are encouraged to weave small black or white ribbons into their hair when entering battle. Senior General Doru has argued that this lends an air of non-professionalism to the MAF, but the Magestrix has overruled his concern and continues to promote its use.

ACADEMIES

Until the ascension of Emma Centrella as Magestrix, there was not a single premier school of combat to be found within the borders of the Magistracy. Instead, every world contained a provincial academy, which was required to teach every specialty from armor to aerospace, JumpShip to MechWarrior, technician to officer. It was an altogether impossible task. Due to the disdain that the Magistracy's people held for its standing military, the government never felt the need to burden itself with such a money pit. It instead relied on each individual world to train, staff and support their own academies. Though the MAF was highly motivated and willing to endure considerable sacrifice for their beloved Magistracy, it could not compensate for the general lack of training within its soldiery.

That all changed when Emma came to power. She quickly realized that with such rapacious neighbors as the Marian Hegemony, it was no longer possible to rely only on the Magistracy's legendary ability to seduce an opponent with the pleasure industry and commerce. Therefore, she initiated several legislative measures that began to seed federal Magistracy money into the provincial academies, allowing them to expand and upgrade their facilities.

CANOPIAN INSTITUTE OF WAR

At the same time that she initiated federal academy funding, the Magestrix initiated plans to open a massive training center, patterned after the prestigious Sun Zhang MechWarrior Academy, on Canopus IV itself: the Canopian Institute of War (CIW). In addition to providing the finest facilities and training, it gave a boost of moral across the MAF. Though highly motivated, the MAF has always been burdened with the knowledge that many in the government they had protected through hundreds of years considered them a necessary evil. With the inauguration of the CIW, the MAF felt acceptance for the first time in centuries.

Enrollment

Admittance into the CIW is determined by two main factors: service and, to a much lesser degree, education. Because the school is so new, as each school year approaches every colonel within the MAF is required to forward the names of the most promising individuals under their command, regardless of age or years of service, who have petitioned their superior offi-



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cers for the right to enter the CIW. The first two years of students were determined in this fashion, with about five percent being drawn from the Militia Defense Battalions. In 3059, following an extensive review by the MCC on the progression of the provincial academies under their new reforms, the top one percent of each graduating class was given permission to apply to the CIW. Of this one percent, only half passed the grueling entrance tests put into place specifically to weed them out. Each year the percentage of allowed applicants and passing students from the provincial academies has increased. Unlike ranks, entrance into the school cannot be purchased.

Beginning in 3062, select individuals from the Taurian Concordat have been allowed to enter the CIW.

Curriculum

The Curriculum and training of the CIW is patterned after the Sun Zhang MechWarrior Academy (SZMA), except that most courses are longer.

Basic training is six months long. Though not as severe as at the SZMA, it is still designed to shock the new student out of all previous conception of the MAF. More importantly, such harshness allows veteran warriors of ten years of combat to realize that they are no better than a new graduate while at the CIW.

After basic training, there are two MOS currently offered, each running four years: MechWarrior and aerospace pilot. The armored infantry MOS was not included in the curriculum when the school opened since MAF did not have any battle armor available at the time. Their recent addition to the MAF roster has caused the school to consider adding it to the curriculum. Again, like the SZMA, the CIW offers extensive courses usually found only at a university.

Originally staffed exclusively with MAF personnel, several retired CCAF officers began teaching select courses at the CIW in 3062. As of 3063 there has been demand to expand the number of students allowed in the courses as not all who wish to attend are admitted.

Atmosphere

Though nowhere near the SZMA in intensity, many students in the CIW realize that they have earned the right to attend the finest academy in all of the Periphery, one that has begun to eclipse some of the lesser Inner Sphere schools. This intensity, combined with some acts of hazing that occurred between provincial graduates and those who have already survived for years in the MAF, have caused many to drop out of the CIW. It is a testament to the improved provincial academies that the drop out rate of the provincial graduates was less than that from veteran troops in 3062.

Graduation

The colors of the school are gold, silver and lavender. Every graduate receives a half cape—outside silver, inside

lavender, trimmed in gold—to wear with their dress uniforms. In the field, graduates are allowed to display the three colors of the school in any practical form that does not endanger them or their fellow soldiers.

The Magistracy Royal Guards, Chasseurs à Cheval and Canopian Fusiliers are allowed their pick of the graduates from each class. Though only a handful were chosen from the first class of 3062, the graduates' performance in the Third Canopian Fusiliers on St. Ives was so impressive that all three combat formations drew heavily from the class of 3063.

PERSONALITIES

Without exception, the following personalities' fortunes are intrinsically entwined with the Magistracy. Their rise or fall will elevate or abase this Periphery realm in equal measure.

[You will, no doubt, be interested in knowing that the information on Emma and Naomi is less than a year old—it has been updated appropriately—and was originally prepared by Jerrard Cranston himself for review by the puppet Martial. Though we were unable to decode the majority of the information originally appended to this text, I felt it appropriate for you to know that our hand has begun to reach even the most secure hives of our enemies. —AK]

EMMA CENTRELLA

At 54 years of age, Emma Centrella retains much of the beauty and charm that helped make her one of the most talented diplomats among Periphery state leaders. Highly intelligent and completely committed to the good of her realm, the Magestrix must be counted among Sun-Tzu Liao's most valuable allies. Emma's stormy relationship with her mother, Magestrix Kyalla Centrella, taught her the game of politics and court intrigue: these skills thwarted Kyalla Centrella's attempt to assassinate her in 3039. By 3040, Emma had built a sufficient power base to take the Canopian throne away from her unstable parent. She has since led the Magistracy to a position of unprecedented prosperity and influence, exemplified by the historic alliance with the Taurian Concordat. This, combined with her alliance with House Liao, best represents the bold gambles for which she is renowned.

The Magestrix appears to have taken the recent death of her eldest daughter in stride. Unlike most other Periphery rulers, Emma recognized the threat posed by the Clans and tried to do something about it. She does not appear to blame the Star League or the Inner Sphere for Danai's loss, but has instead turned her energies toward grooming Naomi Centrella to step into the heir's role.

NAOMI CENTRELLA

Recently celebrating her twenty-fourth birthday on Sian, Naomi Centrella never expected to become the likely heir to the Magistracy of Canopus. Since being thrust into the spotlight, Naomi has handled herself with poise and grace unusu-



al in someone so young. Gifted with her mother's charm and diplomatic instincts, Naomi Centrella is likely to make a worthy successor.

Though widely regarded as a less skilled MechWarrior than her late sister Danai, Naomi has still shown considerable ability as a military leader during the past few years. She currently serves as overall commander of the MAF units stationed in Capellan space and, by all accounts, is doing a masterful job.

She appears to have high personal regard for Sun-Tzu and the rumor mill is running overtime with speculation that Naomi Centrella will soon replace Isis Marik in Sun-Tzu's affections. I'm not certain how much credence to give this, but the two of them have been spending more time together lately. Naomi Centrella's feelings for Sun-Tzu appear to be genuine; whether he returns them remains to be seen. How Magestrix Emma might react to such relations between Sun-Tzu and Naomi is anyone's guess.

[It would appear that Cranston was simply being cautious, though you can read between the lines to see his take on this situation. Needless to say, his veiled speculation was on target, as Isis was ejected off Sian and out of the Confederation in April of 3062, not four months after this report. Considering that Sun-Tzu personally hosted Naomi's birthday celebration, even the most dull-witted can see the path this relationship is taking. Whether true feelings exist is irrelevant, as Sun-Tzu has shown that no attachments come without political strings; strings that he weaves into threads of ambition to further the aims of the Confederation. —AK]

ERDE CENTRELLA

Erde is the only daughter Emma allowed her husband, Nicholas Ramilie, to name. He bestowed a name tied into his German ancestry and a dream that he knows will never be realized; "Erde" is German for Terra.

Though not the militarist her eldest sister was, nor as politically suave as Naomi, Erde has always exhibited a deep intelligence and a love for people, which translated into a vibrant, fun-loving personality. This love led her to a career in medical school, which she entered at the age of fifteen. Upon graduation in 3060 at the age of eighteen, she joined the MAF's Medical Corps specifically attached to colonization efforts in the New Colony Region.

As it was never expected that she would be close to the throne, Emma allowed Erde—along with her other two younger sisters—the freedoms that Danai and Naomi by birthright were denied. Though Emma had no choice but to make Erde the second in line for the Magestrix upon learning of Danai's death in early 3061, she recalled her daughter to Canopus only after

she was wounded in a pirate attack in the New Colony Region near the Concordat border.

Since then, Erde has been grooming to be Magestrix should tragedy strike Naomi. As it has always been the case in the Magistracy, no effort has been made to investigate the paternity of her pregnancy.

[A very interesting turn of events.—AK]

HADJI DORU

Hadji Doru's supreme competence and unwavering loyalty has caused him to make a number of hard decisions in his nearly four decades of military service. Such capability led him to the position of the Marshal of the Taurian Guard in the Taurian Concordat, where he served faithfully for years before being forced to choose between his nation and the Proctorship. He chose the greater good of the Concordat and helped to remove Thomas Calderon from power in 3055. However, to prevent any political group from using him against Jeffrey Calderon, he resigned his commission and boarded a JumpShip headed for the Inner Sphere.

His name became lost to history among the peoples of the Periphery until Danai Centrella encountered him during Operation Bulldog in 3059. Unable to resist the military life he had known for so long, he petitioned and was accepted into the Second Donegal Guards RCT, the unit which ended Wave Four of the operation on Wolcott in preparation for moving into the Periphery to clean up the Jaguar remnants. After Wave Four, the First Canopian Cuirassiers—led by Danai—moved to Wolcott in preparation to depart for the Clan home worlds. It was there she encountered Doru and convinced him to resign from the Second and sign on with the Cuirassiers.

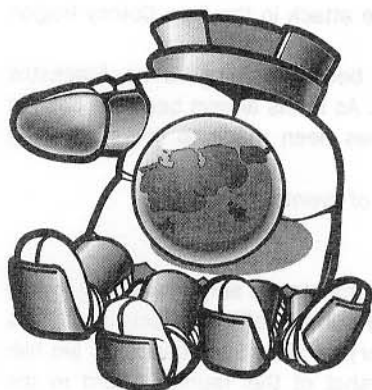
Over the course of the six-month journey to Strana Mechty, Danai came to realize that the MAF desperately needed a military mind such as Doru and attempted to convince him of that fact. Though her arguments were sound and Doru came to respect Danai, he continued to refuse until her death at the hands of the Jaguars. Humbled by her willingness to sacrifice herself for her homeland, Doru made a promise to himself to journey to Canopus and let the cards lay where they may. Once there, he found that Danai had invested her own money in purchasing the rank of colonel for Doru. Following a year of careful negotiation, Doru became the first Senior General in the history of the MAF.

[This is a very dangerous situation, as demonstrated by his reformation of the MAF. Having such a brilliant military leader at the helm of the largest Periphery military, while tied with an Inner Sphere power could wreck havoc on our plans. Our best course of action will be to foster the distrust this has caused on the Concordat side into a paranoia we can use.

—AK]



MAGISTRACY ROYAL GUARD



RAVENTHIR'S IRON HAND: UNDYING SERVICE

Raventhir's Iron Hand was formed between 2579 and 2580, following the invasion of the Magistracy of Canopus in 2577 by the Star League Defense Force's Seventh Corps and its twelve attached Marik regular regiments. The remnants of MAF units were initially reorganized into ad-hoc units which could be deployed at a moment's notice to shore up a defense line, but were also used as a reserve for replacing lost personnel and machines in other units.

Not until the summer of 2580, when an ad-hoc battalion proved its mettle in the defense of Cranston and delivered a sound defeat to the SLDF, did the MAF officially christen the unit the Magistracy Guards. Even after receiving the 'Royal' appellation for their defense of Canopus IV in 2584, the unit was officially disbanded in 2888 following the Star League's conquest of the Magistracy of Canopus. They were later reconstituted in 2786 when Magestrix Janina Centrella declared independence from the Star League.

For most of the Succession Wars, the unit served as the guards for Canopus IV and specifically the Palace of the Magestrix on Crimson, a post they hold to this day. They did not receive their new name until the end of the First Succession Wars. Under the command of John Raventhir III, the regiment broke the siege of Thurrock by Marik invaders and were given the appellation of Raventhir's Iron Hand.

The colors of the Iron Hand are red with green accents. Their insignia is a red, right-hand gauntlet held palm out with the world of Canopus IV on its palm.

OFFICERS

Jason Raventhir is currently the only member of the Raventhiri bloodline to command a MAF regiment. Though he is a capable officer, the heritage of a half millennia weighs heavily on his shoulders, causing bouts of melancholy. So far, however, his emotional state has not affected his performance.

TACTICS

Constant training in defense positions has allowed the Iron Hand to maintain their veteran status, even though they have not encountered a real combat situation in over a century.



Raventhir's Iron Hand

Regiment/Veteran/Fanatical

CO: Colonel Jason Raventhir

XO/1st Batt: Force Major Karla Delther

2nd Batt: Major Forrest Smith

3rd Batt: Major Andrea Carlson

By all rights the Iron Hand should have the highest ratio of upgraded technology; they do not. Though one of the premier units of the MAF and the 'parade' regiment at the Palace of the Magestrix, the MCC are much more practical, realizing that such technology should be assigned to units actually in the field. Nevertheless, a few new 'Mechs from the Capellan Confederation have been assigned, specifically the *Yu Huang*, which Colonel Raventhir now pilots.



Raventhir's Air Guard

Air Lance/Veteran/Fanatical

Wing Cmdr: Commander Jak Vargas

One of only six Air Lances permanently attached to a line regiment, the Raventhir's Air Guard jealously guards a position which they consider a privilege.



Raventhir's Armor Guard

2 Battalions/Regular/Fanatical

Armor Cmdr: Force Major Joshua Nielson II

Unable to train as extensively as their 'Mech counter-parts, the Armor Guard was recently downgraded to Regular status. The recent addition of a new battalion filled with such new vehicles as the Heavy LRM Carrier, the Light SRM Carrier and a lance of Regulators has Force Major Nielson chomping at the bit for more live-fire exercises.

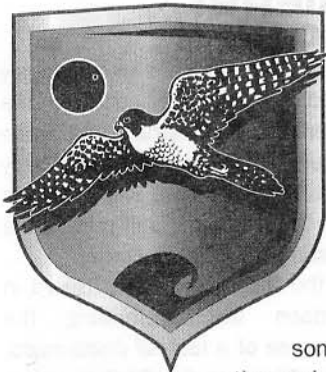


Raventhir's Infantry Guard

Battalion/Elite/Fanatical

Infantry Cmdr: Colonel David Collins

Unlike the rest of the Raventhir, the Guard is a handpicked unit of elite soldiers taken from every infantry battalion in the MAF that protects the Magestrix herself. Rotation to a front-line unit on a six-month basis is mandatory. Being assigned to the Raventhir Infantry Guard is considered to be the high point of an infantryman's careers.



1ST CANOPIAN CUIRASSIERS: DEFENDERS OF CANOPUS

Following the successes of Raventhir's Iron Hand, the MCC commissioned the First Canopian Cuirassiers from another ad-hoc unit during the opening years of the Reunification War. Unfortunately, they did not have that regiment's good fortune and were soundly defeated on numerous occasions before the end of the Reunification War.

The unit did participate in several important engagements throughout its history. The first was in 2817, when they performed a successful counter-assault against a group of renegade mercenaries on Luxen. In the first decade of the thirty-first century, the Cuirassiers clashed with several different Taurian Concordat units over border disputes.

In 3012, the Red Chasseurs of the Concordat's I Corps arrived at New Abilene expecting some armed resistance. The Chasseurs attacked, however, when the current garrison had departed on rotation and a blown helium seal had stranded the First a single jump from New Abilene. When the First finally arrived in system, they dropped into the teeth of the invading Red Chasseurs, driving them from their prepared defenses.

It was a stunning victory and the First's finest moment.

Shortly after a brief skirmish on Astrokaszy in July of 3058, commanded by Danai Centralla, they accompanied four Capellan regiments to participate in the SLDF's assault in the Draconis Combine. Traveling with Prince Victor Steiner-Davion to the Clan homeworlds, the First fought on the Clan homeworld of Strana Mechty in what would become known as the "Great Refusal." Though it would cost her life, Danai Centralla, heir to the Magistracy, personally led the First in this assault, helping to bring peace to the entire Human Sphere.

The insignia of the First Canopian Cuirassiers is a shield bearing the likeness of a pterosaur in flight. The regiment paints its units yellow with silver highlights.

OFFICERS

Force Major Shou Priest is a case in point for the creation of the rank of Force Major. The daughter of Gabriel Priest II—CEO of Majesty Metals and Manufacturing—her purchase of every rank has always been at ten times the standard requirement, leading up to her command of the First Canopian Fusiliers in late 3055. In early 3058 she was removed from command for incompetence, though no charges were officially filed. After several years and some sizable donations from her father, Shou is back in the MAF under the careful supervision of Colonel Meisel.

TACTICS

A unit with an excellent reputation for salvaging any situation, they are renowned for their combat drop techniques.



1st Canopian Cuirassiers Regiment/Veteran/Fanatical

CO: Colonel Lane Meisel

XO/1st Batt: Force Major Shou Priest

2nd Batt: Major Mart Gemmell

3rd Batt: Major Candace Clifford

Unlike Raventhir's Iron Hand, the First Cuirassiers are regularly rotated to border worlds where they have clashed with other states and pirates. More than forty percent of the unit contains upgraded equipment, if not full upgrade-kits, including one full lance of OmniMechs purchased from the Confederation. Once again in a show of her father's money, Force Major Priest pilots a *Pillager*, so new it only has its primer paint coat. As part of the salvage brought back from Huntress, the Cuirassiers fields a lance of Clan second-line 'Mechs.



1st Air Guard Air Lance/Veteran/Reliable

Wing Cmdr: Commander Tel Armania

The First deploys the only two Star League-era aerospace fighters still in working order in the MAF, a pair of Zeros. More

museum pieces than vehicles of war, the First nonetheless keeps them in good working order.



1st Armor Guard 2 Battalions/Regular/Reliable

Armor Cmdr: Colonel Carla Marx

As with the Raventhir Armor guard, the First has obtained a second battalion of new vehicles. Unlike the First, which is comprised of several different vehicle types, the First's new battalion is made up entirely of the Heavy LRM Carriers. Though this makes effective deployment of the vehicles difficult—they are exceptionally slow—their firepower in a defensive stance is overpowering.



1st Infantry Guard Battalion/Veteran/Fanatical

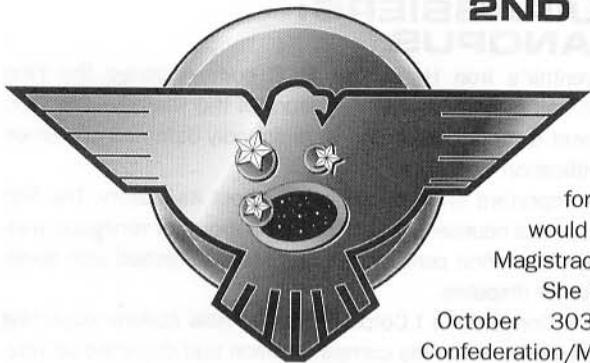
Infantry Cmdr: Major Juliet Tompson

Currently the First Infantry Guard is only one of two units to field battle armor. Unlike the First Canopian Light Horse Infantry Guards, the First Cuirassiers have a lance of OmniMechs that allows the single battlesuit platoon to deploy mechanized.



MAGISTRACY ROYAL GUARD

2ND CANOPIAN CUIRASSIERS: UNITED IN FREEDOM



In September of 3030, the Duchy of Andurien simultaneously seceded from the Free Worlds League and declared its alliance with the Magistracy of Canopus. Magestrix Kyalla Centrella was instrumental in persuading Duchess Katherine Humphreys of Andurien to join with the Magistracy for the specific purpose of conquering the Capellan Confederation. She knew she would need additional line regiments were she both to invade and still protect the Magistracy from predations of pirates and the ever irksome Taurian Concordat.

She therefore commissioned a third regiment of the Magistracy Royal Guard in October 3030 and immediately tasked the garrison with defending the Confederation/Magistracy border. Ostensibly this was done because of a rash of pirate raids, but in January of 3031 the regiment spearheaded the Magistracy drive into the Confederation, attacking the world of New Roland and quickly moving onto Andarmax. Emma was transferred to the

Second Cuirassiers for defying her mother, the Magestrix, by not marrying the son of the Duchess of Andurien. There she fought valiantly while continuing to denounce her mother's policies.

The first year of the invasion was a spectacular success, with the Second Cuirassiers leading the vanguard of a contingent formed by the Second Canopian Light Horse and the Second Canopian Fusiliers. In March 3032, roused from their staggering losses in the Fourth War and the astounding invasion of their territory by a Periphery force, the Confederation counterattacked with House Dai Da Chi and Kincade's Rangers, blitzing against the Second and driving them from Drozan and finally to New Roland. It was there that the harried Second's suffered its greatest shame when House Dai Da Chi made a combat drop that routed the Second before a single shot had been fired.

In recent events, the Cuirassiers were the first unit leased to House Liao through the Confederation/Magistracy Alliance, helping to mop up the operation on Gan Singh before moving onto the garrison at Sarna in 3059; they are still within Confederation territory today. By choosing to send this unit with its recent history of aggression against the House they were sent to help, Emma made a strong statement of the position she believes her realm to hold in the Trinity Alliance.

In remembrance of their short-lived union with the Duchy of Andurien, the logo of the second is the three stars of the Magistracy on the chest of a stylized Marik eagle. Their machines are painted in shades of purple.

OFFICERS

Colonel Coby Goss has spent a large amount of his time on duty keeping his unit from fighting House Liao troops. Though they have performed their duty flawlessly, there is still tension over the Andurien-Magistracy invasion—especially considering their current posting so close to Sian—that he has so far been able to diffuse.

TACTICS

For a unit that has led so many Magistracy operations, the Second excels in defensive operations, specifically those that center in urban areas.



2nd Canopian Cuirassiers Regiment/Veteran/Reliable

CO: Colonel Coby Goss

XO/1st Batt: Force Major Joseph Wulf

2nd Batt: Major Tressa Park

3rd Batt: Major Albertha May

With the unit so close to Sian, they have been the recipients of many upgrade kits, giving the Second a forty percent upgrade rating.



2nd Cuirassiers Air Guard Squadron/Elite/Fanatical

Wing Cmdr: Comcapt Dean Hawk

The only Squadron currently permanently attached to a line regiment, Comcapt Hawk was chosen not only for his battlefield acumen, but also for his loyalty to the Magistracy.



2nd Cuirassiers Armor Guard 2 Battalions/Veteran/Questionable

Armor Cmdr: Major Jeremy Hasting

As with the Raventhir and the First Armor Guards, a battalion of newer vehicles was added. However, Major Hasting has made no bones about his feelings regarding the Second's current assignment. That the new addition is filled with Capellan vehicles has worsened an already unstable situation.



2nd Cuirassiers Infantry Guard Battalion/Veteran/Reliable

Infantry Cmdr: Major Erhard Boada

Caught between the unit they work alongside and their commanding general, most in the Infantry Guard are simply trying to stay neutral.



1ST CANOPIAN LIGHT HORSE: DEFIANCE AT ALL COST

The first unit formed following the creation of the Magistracy of Canopian 2530, the regiment has a long and storied history filled with triumphs and losses.

Their first major operation was a series of unofficial anti-terrorist actions between the SLDF's Seventh Corps invaded the Magistracy as part of the Reunification War. Though forced off Gouderak and Umka in the summer and fall of 2577, they put up a much stronger defense than was expected. More importantly, it was during these clashes that Colonel Adam Buquoy, a hired gun recruited by the MAF, spotted the SLDF's Achilles' heel—its dependency on technology and long supply lines. He masterminded a raid against major SLDF supply depots on several worlds.

While he led his units against Meadowvale, the First struck at Saonara. Though the Magistracy was eventually defeated, it was a masterstroke of strategy and the First's finest hour.

When the Magestrix selected units to lease to the Capellan Confederation, she chose to show her devotion to the new alliance by sending the MAF's senior regiment. Originally assigned to the Chaos March where they helped to secure Aldebaran and Styk, the regiment rotated to the St. Ives front at the end of 3059. However, the unit was denied any real action in most of the war. Assigned to Brighton following the defeat of Marcella's Armored Infantry by the MAC, the First found itself trying to convince the populace to accept the fact that they had already been conquered. This has only inflamed elements in the First who are dissatisfied with the MCC.

The colors of the First are gold and yellow, with the image of three prancing horses set against a star field.

OFFICERS

Colonel deSummersVille has worked hard to make sure his First remains completely dedicated to the Magistracy. Though he and his unit have grumbled about the MCC's decision to create other new line units in place of restoring the Cheval's lost fourth regiment, he has made sure that such discontent is well known and documented. This has allowed his warriors to vent their frustrations and yet never question their loyalty to their homeland.

TACTICS

Under the steady hand of Colonel deSummersVille, the First is renowned for their dogged determination. Regardless of the situation they find themselves in, the First will get its objective in its collective jaws and no amount of force from the enemy will make them let go.



1st Canopian Light Horse
Regiment/Veteran/Fanatical
CO: Colonel Kit deSummersVille
XO/1st Batt: Force Major Darlene Ishora

2nd Batt: Major Anthony Corate

3rd Batt: Major Sharon Burns

As the senior MAF regiment and after being assigned to active combat duty in a foreign theater, the First Canopian Light Horse boasts an fifty percent upgraded technology level—the second highest of any MAF regiment.



1st Light Horse Armor Guard
2 Battalions/Veteran/Fanatical
Armor Cmdr: Colonel Megan Mejia

Despite Colonel Mejia's *laissez-faire* command style, Colonel deSummersVille has continually endorsed her as commander of the Armor Guard because of her unfailing loyalty to the Magistracy. She acts as a stabilizing influence against those elements in the First who are currently not satisfied.



1st Light Horse Infantry Guard
Battalion/Regular/Questionable
Infantry Cmdr: Major Leticia Robinson

Major Robinson's continued letters of official complaints regarding the treatment of the Cheval by the MCC in the last decade has forced them to downgrade the Infantry Guard's loyalty rating to Questionable.



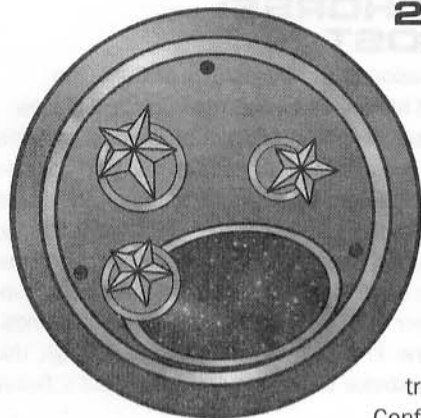
1st Light Horse Air Guard
2 Air Lances/Veteran/Reliable
Wing Cmdr: Commander Mary Carlyle

Commander Carlyle is forever dealing with sharing the same name as one of the Inner Sphere's most renowned mercenary commanders, Grayson "Death" Carlyle. She continuously lets people know that she not related to the famous colonel.



CHASSEURS Á CHEVAL

2ND CANOPIAN LIGHT HORSE: CENTRELLA HONOR



Formed shortly after the First Canopian Light Horse, the Second has a heritage every bit as distinguished as her elder sister regiment.

During the Reunification War, along with the rest of Chasseurs á Cheval, the second fought a delaying action against the SLDF's encroaching Seventh Corps. When the entire Cheval launched a massive raid against the Seventh Corps supply depots while the First was striking at Saonara, the Second struck at Granera and ran headlong into the meat grinder of the First Marik Militia. Though the Second was able to destroy the majority of the supplies, the First Marik Militia crushed almost a third of the regiment before the Second were able to lift off world.

At the end of the thirtieth century, the Second helped to fend off several raids by Marik troops looking to test the mettle of the Magistracy Armed Forces. Then in 3005, the Capellan Confederation attacked, sending the St. Cyr's Armored Grenadiers to strike deep into the Magistracy, raiding from one world to the next until they were finally stopped by the Second on Luxen.

In a four-day battle that raged across Luxen's northern continent, the Second destroyed an entire company of the Grenadiers.

When the Magistracy of Canopus invaded the Capellan Confederation in 3031, the Second was only too happy to repay them for House Liao's daring attack twenty-six years earlier. Driving straight onto Repulse, they quickly beat and accepted the surrender of Kincade's Rangers, a surrender the Rangers now refuse to admit occurred.

After their magnificent victory on Repulse against Capellan troops, the Second was given the honor of displaying only the standard of the Magistracy of Canopus. Unlike most regiments in the MAF, the Second uses whatever camouflage is appropriate for the mission.

OFFICERS

Unlike many officers within the MAF who were relegated to XO and given the rank of force major, Force Major Vernon Park appears to be content with his current rank and command. Whether this is actually the case or he is harboring some deep animosity remains to be seen.

TACTICS

The Second is renowned for their blitzkrieg drives into the center of their foes, dividing their forces and leading them to victory.



2nd Canopian Light Horse Regiment/Veteran/Fanatical

CO: Colonel Ardie Germaine

XO/1st Batt: Force Major Vernon Park

2nd Batt: Major Karen Heldt

3rd Batt: Major Hope Alcola

In many ways the Second is more loyal to the Magistracy than the First Light Horse, giving rise to a slight tension between the two regiments over the Cheval's current stance towards the MCC. At the moment, the Second hovers around a forty percent upgrade level.



2nd Light Horse Air Guard Air Lance/Elite/Fanatical

Wing Cmdr: Commander Roger Dent

The MCC, to demonstrate to the Cheval that they have not been forgotten, recently awarded them two brand new F-14-S *Cheetahs* purchased from the Free Worlds League at great cost. This is likely the first of General Doru's attempts to modernize the aging aerospace arm of the MAF.



2nd Light Horse Armor Guard 2 Battalions/Veteran/Fanatical

Armor Cmdr: Force Major Lester Inman

The Second Light Horse Armor Guard has always been known for their expert deployment of VTOL forces. Therefore, when a second new battalion was added two years ago, it contained a full company of Mantis Light Attack VTOL and Hawk Moth Gunship VTOLS.



2nd Light Horse Infantry Guard Battalion/Regular/Fanatical

Infantry Cmdr: Major Joe Milanovich

Major Milanovich, only recently given command of the Second under the personal recommendation of Colonel Germaine, must follow in the footsteps of a commander who vocally expressed displeasure of the treatment given the Cheval by the MCC.



3RD CANOPIAN LIGHT HORSE: DEFIANT TO THE END

When the Third Light Horse was rebuilt seven years ago Magestrix Centrella ordered a spectacular celebration, during which she gave an impassioned speech which was broadcast to every world in the Magistracy—and beyond. In that speech, the Magestrix spoke eloquently about the need to further strengthen not only the Magistracy's military but also its standing. The Third was a first step along that long road.

Named after the original Third Canopian Light Horse, this new incarnation has a great reputation to live up to. During the Reunification War, a single regiment of the Third Light Horse stopped the entire Seventh Corps of the Star League Defense Force for twelve months. Later, the First and Third Marik Militias assaulted the BattleMech production facility on the world of Tetski. Surrounded, the Third fought a desperate battle for three long weeks before finally falling to the Marik troops.

Unfortunately the Third has been unable to live up to such an inauguration, buried under their ties to a glorious unit with a history of mythic proportions. This, combined with the fact that they have never faced an enemy in combat, has only added to their problems. Based on Andherlwin, they have not even had an opportunity to face bandits, causing them to slowly fall into despondency. Even worse, this situation has become an embarrassment for the MCC and Magestrix that they do not care to bring before the press. With few alternatives before them, the Third has been left to fester, apparently with no other possible future.

The insignia of the Third is based off the original Third's: a magnificent horse with a flaming mane, balanced upon the world of Canopus, with the Roman numeral III below. The Third's colors are black with silver trim.

OFFICERS

Colonel Kadara believed her posting as commander of the reconstituted Third Canopian Light Horse would be the pinnacle of her career. Instead, it has turned into a nightmare. None of her measures have halted the malaise that has swept through the Third. With each failure she has become more frantic and one step closer to a nervous breakdown.

TACTICS

The Third has spent most of its time simply trying to maintain its skills and has not yet developed any tactical bents.



3rd Canopian Light Horse Regiment/Regular/Questionable

CO: Colonel Betty Kadara

XO/1st Batt: Major Kevin Kraff

2nd Batt: Major Elizabeth DeLaHunt

3rd Batt: Major Joe Cataio

To date, the Third has not been assigned any upgraded 'Mechs or any refit kits, a fact that only exacerbates the Third's despondency. Though Colonel Kadara has petitioned the MCC fifteen times, she has been denied each time. What is worse, the Third's Air Lance was stripped and assigned to the First just last year. The Third is naturally pessimistic of the high command's assurances that their Air Lance will be reassigned once the First's tour of duty in the Confederation is over.

desertions. Recently, Colonel Janetka instituted several draconian measures—one of which led to the execution of an AWOL soldier. Colonel Kadara has quietly ignored this incident in the secret hope it will work.



3rd Light Horse Infantry Guard Battalion/Veteran/Reliable

Infantry Cmdr: Major Stefan Kukuc

Major Kukuc was assigned to the Third Infantry Guard two years ago and has since, through sheer grit and an indomitable willpower, improved the unit's performance and dedication to the Magistracy. Though he has had to almost divorce himself from his parent unit in doing so, he hopes his example will rub off on the rest of the Third, especially the Third Armor Guard.



3rd Light Horse Armor Guard 2 Battalions/Green/Questionable

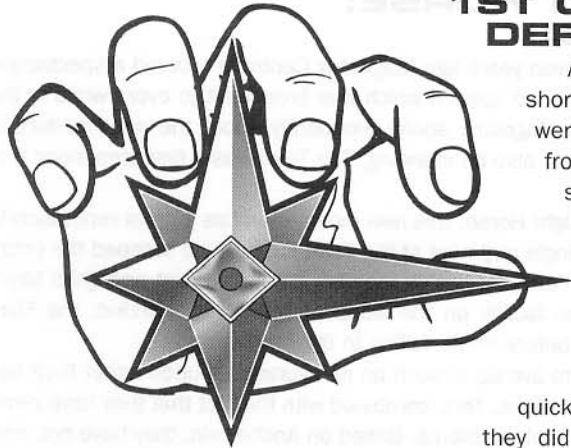
Armor Cmdr: Colonel Cynthia Janetka

The problems rocking the Third have turned into severe discipline problems within the Armor Guard, culminating in



CANOPIAN FUSILIERS

1ST CANOPIAN FUSILIERS: DEFENDERS OF THE REALM



As with many regiments in the MAF, the First Canopian Fusiliers were formed shortly before the Reunification War. Until the Cheval came about, however, they were split into battalion-sized units and spread across the Free Worlds League front. Though they could not hope to stand up to the might of the SLDF—as shown on the world of Hardcore where the SLDF butchered the Fusilier battalion—they did serve to slow down the League juggernaut. More importantly, it left the Canopian Light Horse regiments to sting at the sides of the beast, a move that eventually led to the brilliant raid by the Cheval against SLDF supply depots. Such a plan had a heavy cost, though, a cost that was paid for in blood by the Fusiliers.

During the Amaris Crisis, the Canopian Fusiliers were reconstituted and quickly became the work horse regiments of the Magistracy Armed Forces. Though they did not have the seniority of the Chasseurs à Cheval or the prestige of the Magistracy Royal Guards, the Fusiliers have nevertheless fought more battles on more worlds than almost the entire rest of the MAF combined.

The First's latest action came in 3028 when they fought the Marian Hegemony on Astrokaszy. Their mission parameters were not to take the world, but to let the Marian Hegemony know that the Magistracy would always be a thorn in their side; a message they delivered loud and clear.

The logo of the First Fusiliers is a giant hand gripping the Star League logo. Their colors are red and orange.

OFFICERS

Colonel Darlene McKinnon is one of the last well-known members of the One Star Faith. The cult's adherents believe that there exists a paradise star surrounded by General Aleksandr Kerensky's ships. Most of the cult's believers lost their faith following the invasion of the Clans and the overwhelming evidence that they are the descendants of General Kerensky. However, Colonel McKinnon and a few others firmly believe that the Clans are not his descendants and that the true benevolent progeny of the legendary General will someday return to lead the true believers to paradise. Though she does not allow her beliefs to affect her performance, she is still subject to some strong chiding by the troops under her command.

TACTICS

The First specializes in small unit tactics and tend to break up into company size units to accomplish their mission.



1st Canopian Fusiliers Regiment/Elite/Reliable

CO: Colonel Darlene McKinnon

XO/1st Batt: Force Major Robert Clark

2nd Batt: Major Leon Sanchez

3rd Batt: Major Marie Robson

Though one of the most elite units in the MAF, they are far down the food chain on requisitions with the Magistracy Support Corps. As such, the First is only fifteen percent upgraded with new technology.



1st Fusiliers Infantry Guard 2 Companies/Regular/Fanatical

Infantry Cmdr: Major Feng Lin

Forty-nine individuals were lost recently when two Karnov UR Transports were destroyed in a mid-air collision during training exercises. Such a large loss of experienced troops quickly led to the loss of their veteran status.



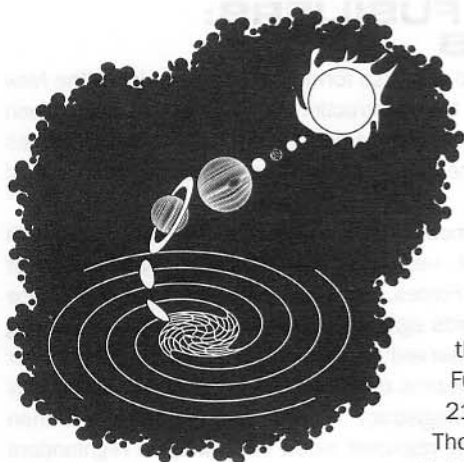
1st Fusiliers Armor Guard Battalion/Veteran/Reliable

Armor Cmdr: Major Mathew Prince

Major Prince has spent considerable time trying to buck the system of the Chasseurs à Cheval and Magistracy Royal Guards receiving preferential treatment with the MCC. Specifically, he has been attempting to gain a second battalion for his Armor Guards. So far his requests have fallen on deaf ears.



2ND CANOPIAN FUSILIERS: LEAGUE KILLERS



Though the Second was officially reconstituted during the Amaris Crisis, its origins actually laid in the years preceding the New Vandenberg rebellion of 2765. In those years, the nations of the Periphery had been allowed an unrestricted 'Mech manufacturing capability, the results of which returned to haunt the Star League. As the Periphery exploded into outright rebellion, fifty full 'Mech divisions appeared from beyond even the Periphery realms and began to savage those SLDF units stationed in the Periphery. By the end of that same year, more than half of the original ninety-eight SLDF divisions stationed in the Periphery was lost.

The Magistracy used that period of time to build a number of 'Mech units, including the Second Fusiliers. In a victory that is still celebrated to this day, the Second Canopian Fusiliers, along with the Third Canopian Fusiliers and two other regiments, besieged the 219th BattleMech Division (The Bull Run Division) which was stationed across two worlds. Though the 219th fought valiantly, a testament to the acumen and pride of the Star League Defense Forces, the division was hamstrung when agents placed years in advance assassinated the majority of their command staff. The ensuing bloody battle would mar all of the conflicts of 2765 as the 219th was destroyed to the man.

Though the Second participated in several conflicts during the Succession Wars, their next major involvement was in the invasion of the Capellan Confederation during the Andurien-Canopus War, when they were teamed with the Second Magistracy Royal Guards and Second Canopian Light Horse. Several strong victories marked the early performance of the Second, though the Second is known more for its valiant stand during the Capellan counter-offensive. As House Dai Da Chi routed the Second Guards, the Second Fusiliers held their ground, allowing the other Magistracy units to survive the retreat from Capellan space.

The Second's insignia was designed to show their hatred for the Star League and the Hegemony which spawned it: a golden sun circled by nine planets, the third of which is colored vividly in blue and green, being swallowed by a black hole. The Second paints their machines in gold with black highlights.

OFFICERS

Colonel Jiwon Chun was furious with the MCC when they assigned the Third Fusiliers to the St. Ives-Capellan War—he wanted to test his regiment's mettle against the new SLDF forces. However, the Third is less vehement in their dislike of all things Star League and was an obvious choice over Colonel Chun and the Second. Additionally, with Emma Centrella's current strong support for the idea of the Star League, if not its current incarnation, Colonel Chun has fallen out of favor, though it has not yet effected the unit's rating.

TACTICS

The Second's standard tactics involve pinning an opposing force in place with overmatched firepower and then slicing with a pincer movement.



2nd Canopian Fusiliers Regiment/Veteran/Fanatical

CO: Colonel Jiwon Chun

XO/1st Batt: Force Major Rita Stoleburg

2nd Batt: Major Lee Lawhorn

3rd Batt: Major Raeanne Hytone

The Second Canopian Fusiliers recently received several new Free Worlds League 'Mech designs—such as the *Eagle* and *Yeoman*—further adding to their twenty percent upgrade ratio.



2nd Fusiliers Armor Guard Battalion/Elite/Reliable

Armor Cmdr: Major Mark Lieberman

As the Armor Guard was attached to the Second more than a century after the fall of the Star League, its personnel have never reveled in the anti-Star League sentiments of their parent 'Mech regiment.



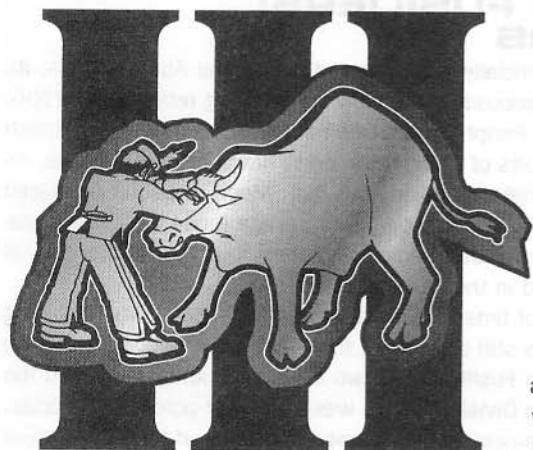
2nd Fusiliers Infantry Guard Battalion/Veteran/Fanatical

Infantry Cmdr: Major Sarah Read

The Second Fusiliers Infantry Guard maintains a preposterous myth that their original members came from the Second Mechanized Infantry Division, which was destroyed at the same time as the 219th.



CANOPIAN FUSILIERS



3RD CANOPIAN FUSILIERS: PIRATE HUNTERS

Like the Second Fusiliers, the Third was also formed in secrecy prior to the New Vandenburg rebellion and aided in the destruction of the 219th BattleMech Division. Unlike the Second, however, they have not spent the last three centuries reveling in a history which led to the deaths of the tens of thousands of men of the 219th.

The Third is one of the most experienced units in the MAF and, with their heavy involvement with the St. Ives-Capellan War, has become the elite of the elite in the Magistracy Armed Forces. Until 3058, most of this experience was derived from several punitive raids against Taurian forces and pirate hunting raids. Based on Marantha, the Third served as a bulwark against pirate raids for almost two centuries, having mounted dozens of strikes. This served the Magistracy well when pirate activity along the Magistracy borders closest to the Marian Hegemony spiked in mid-3057, after the regiment aided the Canopian Highlanders in defending the borders against what would become known as the Pirates War.

Considered the finest regiment in the MAF following that conflict, the Third was a logical choice to be sent to the Capellan Confederation as part of the Trinity Alliance, proving their worth in the Confederation's war with the St. Ives Compact. Their first significant action was in March of 3061, where they fought on Milos against Cassandra Allard-Liao and her Second St. Ives Lancers and one of the St. Ives' provisional ProSal units. Immediately afterward the unit was thrust into the killing fields of Nashuar, where the regiment sustained heavy casualties. It was instrumental in bringing the world under Capellan rule when they fought alongside the Nightrider regiment of MacCarron's Armored Cavalry's, eventually forcing the peace compromise that left the world neutral throughout the rest of the war. Their final action of the war was in September 3062, when they aided in the conquest of St. Ives itself. They were then rotated out for rest and refit for the remainder of the conflict.

The Third's logo is a pleasure circus ringleader, holding a bull by the horns. Their colors are green and gold.

OFFICERS

Force Major Archal refuses to forget that he once commanded the Third. It is believed he has gone too far by making contacts in the Liao underworld of Denbar in the hopes of engineering a situation that will put him back into control.

TACTICS

The elite of the elite, the Third can manipulate almost any situation to their advantage, exploiting every weakness of an opponent.



3rd Canopian Fusiliers Regiment/Elite/Fanatical

CO: Colonel William Sangrey

XO/1st Batt: Force Major Wilhelm Archal

2nd Batt: Major Jean Lis

3rd Batt: Major Chi LuHan

Almost as soon as their convalescence on Denbar began, the Third started to receive men and materials to make up for the battalion lost on Nashuar. Unable to say no to the graciousness of House Liao, more than ninety percent of the regiment was upgraded. Naturally, this gift has come at a price, as currently the Third battalion is composed almost exclusively of graduates of Capellan Regional Training Centers, a situation that could potentially turn against the Magistracy some day.



3rd Fusiliers Armor Guard 2 Companies/Elite/Fanatical

Armor Cmdr: Major Connie Gemmin

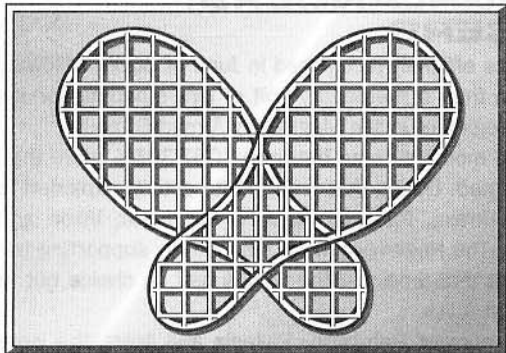
More than a year ago, the Third Guard requested that an additional battalion of armor be assigned to it to make up for losses experienced in the Capellan-St. Ives war. The MCC's continued silence incenses both Major Gemmin and Colonel Sangrey more and more each day.



3rd Fusiliers Infantry Guard Battalion/Elite/Questionable

Infantry Cmdr: Major Jos Drozky

During the long campaign to subdue Nashuar, the Third Infantry Guard sparked a camaraderie with the Nightriders' Special Forces battalion. Major Drozky has petitioned Colonel Sangrey and the MCC to allow the Guard to travel to Menke for an intense series of training with the NSF. These requests have been denied. The resulting dissension within the unit has forced the MCC to now consider the unit to be of questionable loyalty.



MAGISTRACY CAVALIERS: THRAXA'S OWN

The origins of the Cavaliers are buried with Cassandra's Volunteers, the "National Guard" of the Canopian Magistracy. Originally organized from local militia groups during the Reunification War, the unit was kept alive following the conquest of Canopus by taking to the hills and soliciting support from various concerned interests. With the declaration of independence, the various cells came out of hiding, again coming together to form the Volunteers.

Clayborne's Commandos, the third battalion of Cassandra's Volunteer's, was posted on Thraxa in 2896, becoming so intimately connected to Thraxa that the lion's share of the battalion hails from the world. The world farthest from the seat of the Magistracy government, Thraxa had always gone its own way, giving the world a well-earned reputation as an independent. More importantly, Thraxa was almost completely self-sufficient, unlike the majority of worlds in the

Magistracy.

During the Andurien-Canopus war, the local government became convinced that far-off Canopus IV did not care about them or their pirate problems. Frightened that the MAF would suddenly order their defenders off world, the Thraxa government seduced the unit into becoming a corporate security force for Thraxa business concerns. Never considered a line unit and generally ignored for the last half century, the MCC hardly noticed. In the twenty years that followed, Thraxa, experienced a slow economic boom that allowed them to lavish money onto the Commandos, building them up to a full two battalions.

In 3057 when the Pirates War exploded, the MCC noticed the situation and soon the Magestrix herself was looking at what Thraxa had created. The MCC was of a mind to simply order the Commandos off planet, expecting the unit to disregard those orders and thus force a response. However, the Magestrix brokered a plan that allowed the Commandos to become a full line regiment, with the agreement that at least one battalion would be stationed on Thraxa full-time. Overnight the Magistracy Cavaliers were born, adding two additional battalions to the MAF while allowing Thraxa to maintain its defense with the knowledge that the Cavaliers were their regiment.

The insignia of the Magistracy Cavaliers is that of Thraxa: a pair of crossed snowshoes on a white rectangle. The Magistracy Cavaliers always use a white and black paint scheme.

OFFICERS

Dillon Wentworth has his hands full dealing with the man who only recently was his commanding officer. As with several officers in the MAF, though he had effective command of the entire unit, Kevin Thorn was given the rank of Force Major and made Wentworth's XO. Wentworth had the right training and credentials, as well as the required tribute while Thorn did not. Since Wentworth's promotion Thorn has lived up to his name, creating problems in the unit he led for so long.

TACTICS

The Cavaliers prefer open terrain, as they are used to fighting on the tundra of the semi-arctic world of Thraxa.



Magistracy Cavaliers

Regiment/Regular/Reliable

CO: Colonel Dillon Wentworth

XO/1st Batt: Force Major Kevin Thorn

2nd Batt: Major Dushann Frost

3rd Batt: Major Tabitha Primm

Despite having an extensive network for requisitioning parts outside of the Magistracy Support Corps, none of it can provide the unit with new technology, leaving the Cavaliers with only a mere handful of upgrades—all refits of older designs.



Cavalier Armor Guard

Battalion/Regular/Reliable

Armor Cmdr: Major Manuel Mor

The entire Cavalier Armor Guard is composed of hover-

craft—such as the Saladin, Saracen and Plainsmen—giving the battalion superior maneuverability on the tundras of Thraxa.



Cavalier "Mountain Men" Infantry Guard

Battalion/Elite/Questionable

Infantry Cmdr: Major Abdul Majid

True mavericks in every sense of the word, the Cavalier Infantry has been known to drop new recruits into the mountains of Thraxa's northern continent during winter with only a snowsuit and a knife. This brutal but effective training has made them one of the most elite infantry units in the MAF.



MAGISTRACY HIGHLANDERS

1ST MAGISTRACY HIGHLANDERS: LONG'S LIGHT LANCERS

The First Magistracy Highlanders was officially recognized in June of 3059, following the regiment's successful transformation from a mercenary unit of long-standing service into a fanatically loyal, veteran full line regiment in the Magistracy Armed Forces.

The First's most distinguished moment came between 3057-3058, more than a year before they were "officially" formed. During that time, pirate activity exploded to an all-time high, and the worlds of Thraxa, Palladix, Tarol IV, Marantha, Vixon and Gambilon came under repeated raids. The Hegemony was undoubtedly supporting the raids, but no proof was forthcoming at that time and the worlds had no choice but to fortify themselves against the onslaught.

In early 3058, the planetary governors of Gambilon, Palladix and Marantha were assassinated while Long's Light Lancers of the Canopian Highlanders (the unit that would become the First Magistracy Highlanders in 3059) was en route to Gambilon. The unit's arrival staved off days of uncontrolled rioting as the citizens of Gambilon ran wild with fear over the pirates' ability to attack such well-guarded individuals. Colonel Hale's declaration of martial law and his calm, unflappable presence twice a day on planetwide

holovid finally restored order and allowed Gambilon to mount a significant defense against future pirate raids.

Long's Light Lancers was rotated back to its posting on Dainmar Majoris and renamed the First Magistracy Highlanders by Magestrix Centrella following the end of the Pirates War. Colonel Hale and the First's expertise with banditry were called back into play in 3062 when the unit participated in a joint Canopus-Capellan campaign, alongside Lockhardt's Ironsides, to strike at the Hegemony. Though no proof was ever made public about the origins of the Pirates War, these punitive raids which struck hard at the world of Islington were proof enough for most MAF soldiers of the Hegemony's culpability in the matter.

As pirate attacks in the New Colony Region increased in early 3063, the First was sent to "garrison" the world of Detroit, "for the protection of our good peoples from the predations of evil." Having lost more than the Magistracy during the Confederation's war against St. Ives, the Taurian Concordat had no choice but to accept this de facto occupation of the Periphery's newest 'Mech production facility.

The logo of the First is a set of bagpipes, filled with stars. Their colors are green and red, usually applied in a plaid.

OFFICERS

Colonel Hale can hardly believe his good fortune. A native of Meadowvale who wanted to serve his nation from the start, he failed to continue in the MAF after his compulsory Magistracy service and joined a mercenary unit renowned for their loyalty to Canopus. In a bizarre twist of fate, he is now the commander of a new line-regiment of the very MAF that originally did not want him. He is not bitter about this, but can only wonder at how the dice have been cast.

TACTICS

Second only to the Third Fusiliers for their bandit hunting capabilities, the First is renowned for their ability to strike fast and keep the pressure up until the enemy folds.



1st Magistracy Highlanders Regiment/Veteran/Fanatical

CO: Colonel Daniel Hale

XO/1st Batt: Major Ronald Price

2nd Batt: Major Daniel Mitic

3rd Batt: Major Arthur Lynn

The First have only received a twenty percent upgrade in technology and have yet to receive their requested battalion of armor. In keeping with their pirate hunting technique, not a single assault 'Mech is found within the First with the lions' share of machines falling in the medium weight-class category.



1st Highlander Infantry Guard Battalion/Veteran/Reliable

Infantry Cmdr: Major Jessie Starks

Assigned to the First in 3059, there has been some grumbling by the First Infantry Guard concerning their posting with a merc unit. Major Starks has tried to stamp out such talk but it continues to persist, putting considerable strain on the relationship between these two units.



2ND MAGISTRACY HIGHLANDERS: NELLIE'S NAUGHTIES



Like the First regiment, the Second Magistracy Highlanders have already made a name for themselves as a "regular" line regiment, above and beyond their prestigious origins as the Canopian Highlanders mercenary regiment.

Along with the Third Fusiliers and the First Highlanders, as well as the mercenary unit Avanti's Angels, the Second was rotated to the Magistracy border closest to the Marian Hegemony when the Pirates War reached its height. A battalion each was dispatched to the worlds of Booker and Bass. There, Colonel Skaw and the Second had to deal with Colonel Hokola, the commander of both Screaming Eagles' regiments. Colonel Hokola considered it a slap in the face to have his battalions on Booker, Bass, Gambilon and Palladix reinforced by what he considered inferior troops, despite that fact that the Second Highlanders and the Screaming Eagles were veteran troops. This disagreement boiled over when several pirate attacks caused serious damage to Booker's spaceport because neither regiment would go to the aid of the other.

The Magistracy Support Corps immediately issued a severe reprimand to the Screaming Eagles demanding they cease such treasonous activity. Colonel Hokola was shocked when he realized that the Second had not received a similar reprimand. Though he stoically responded to the reprimand and followed the command's spirit to the letter, he had already determined that the Eagles would not renew their contract with the Magistracy in 3060. Luckily for both the Eagles and the Magistracy, the Pirates

War ended abruptly in mid-3058 and the border remained relatively quiet for the remainder of the Eagles' contract. The Second was rotated back to Luxen where they and the First were made full line-regiments in the MAF in 3059.

As the Second never felt any true animosity for the Eagles, they were more than shocked when the entire First regiment was lost in a misjump as they left Magistracy space for the Inner Sphere. As a tribute to a unit that the Second felt had served the Magistracy admirably, the Second changed their logo to that of an eagle with ash coated wings, protecting the world of Canopus in its wings. The Second's colors are green and black.

OFFICERS

Major Nellie Chingrazi grew up as a mercenary brat in the household of Allen Chingrazi, then commander of Long's Light Lancers. Nellie was never content with her father's slow way of teaching her the only thing she wanted to learn, piloting a 'Mech. She would constantly sneak away to the other members of the battalion who had no qualms about teaching her how to pilot a 'Mech. In a fit of pique that he hoped would curb her brashness, her father spread around a holopic of a stark-naked, six-year old Nellie. The name Naughty Nellie instantly caught on but it only seemed to fire her egregious behavior. When she was given a BattleMech slot, the battalion quickly became known as Nellie's Naughties, a badge she hopes to wear as their commander sooner rather than later.

TACTICS

The second excels at playing cat and mouse with an opponent, never letting the enemy know where they will strike or with how much force.



2nd Magistracy Highlanders Regiment/Veteran/Reliable

CO: Colonel Dorothy Skaw

XO/1st Batt: Major Gladys Brown

2nd Batt: Major R. T. Denton

3rd Batt: Major Nellie Chingrazi

The Second is light on upgraded technology—only fifteen percent—and has yet to have their vehicle battalion attached.



2nd Highlander Infantry Guard Battalion/Veteran/Reliable

Infantry Cmdr: Major James Inman

Unlike the First Highlander Infantry Guard, the Second was actually formed around a core group of combat engineers and special forces of the Canopian Highlanders. Though the majority of the unit is now regular infantry, it still contains a few specialists that the Second has put to good use.



RAVENTHIR CUIRASSIERS



1ST RAVENTHIR CUIRASSIERS: A NEW ORDER

When the Canopian-Taurian Treaty was signed on May 4, 3056, one of the first joint efforts by this new alliance was a massive new colonization effort centered in the uncharted region between the two realms. Magestrix Emma Centrella fully realized that though the formation of the new Colonial Marshals was supposed to provide the defense for this new region, it would have been foolish not to create her own troops to be used to safeguard the Magistracy interests and resources that would be poured into this new effort.

The long-range plans that the Magestrix had in mind only became clear in hindsight. First, the Magestrix ordered the formation of two regiments, not one. Though a surprise to the MCC—not to mention a drain on the nation's coffers—they were more than willing to back a Magestrix who actually wanted to not only support her military but actively increase its size. Once the First was fully formed, she slowly began to foster a sister-regiment relationship with the Concordat Cuirassiers. Though originally very wary of one another, Colonels Cooper and Canderson actually forged a friendship that went beyond the bounds of duty, though neither would have let it effect their professionalism. This friendship helped create a bond between the two

units built upon respect for each other's prowess and the freedom from Inner Sphere tyranny they represented. In 3059, detached companies from each unit undertook several joint operations to inspect the Colonial Marshals and the New Colony Region. This bond between the two units appears to have worked almost too well, as the Second was horrified by the destruction of the Concordat Cuirassiers in the recent fighting between the Capellan Confederation and the St. Ives Compact.

The insignia of the First Raventhir Cuirassiers is a blood drop—representing the Raventhiri bloodline—against a pristine white cuirass.

OFFICERS

Upon the destruction of the Concordat Cuirassiers, Colonel Cooper, with the support of most of her regiment, lodged a formal complaint with the MCC about the prosecution of a war that she considered none of their business. She cited the fact that along with the senseless destruction of the Concordat unit, hundreds of Canopian soldiers also lost their lives defending soil that the Magestrix would never see, nor would any citizen of the Magistracy. Though the MIM has put her under constant surveillance, she does not appear to be involved in any outright acts of sedition at this time.

TACTICS

The First always prefers to hang back and attempt to destroy their enemy at long range.



1st Raventhir Cuirassiers Regiment/Regular/Questionable

CO: Colonel Mavis Cooper

XO/1st Batt: Force Major Irene Bourcy

2nd Batt: Major Ronald de Vlam

3rd Batt: Major Frank Girina

Surprisingly, there is no upgraded technology found in the First, considering that it was the pet project of the Magestrix herself.



1st Raventhir Armor Guard Battalion/Regular/Questionable

Armor Cmdr: Major Mike Berger

Major Berger is fanatically loyal to the Magistracy of Canopus and to the Magestrix. He is incensed that the only reason his unit's reliability is in doubt is because of its attachment to the First.



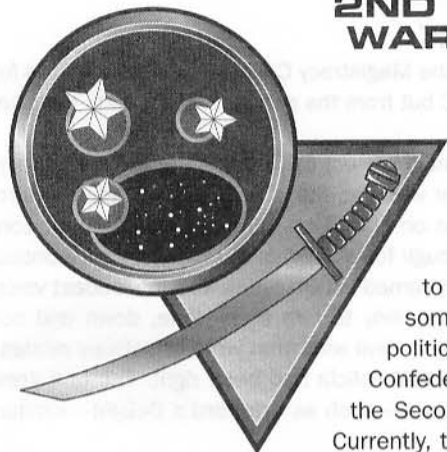
1st Raventhir Infantry Guard Regiment/Green/Questionable

Infantry Cmdr: Colonel Devon Elnes

The First Raventhir Infantry Guard is newly attached, as most of the rest of the unit was used to fill holes in infantry TO&Es in other units.



2ND RAVENTHIR CUIRASSIERS: WARRIOR-DIPLOMATS



As one of the youngest units in the MAF, the Second is continually being drained of personnel to fill open billets in other regiments, a fact that has made forging the alliance far more difficult than with the First Cuirassiers. Just when a promising young MechWarrior is on the verge of attaining enough experience to advance in rank, she is snatched for use in another unit. This has had an effect on morale as the Second has come to be viewed as simply a "large Militia Defense Battalion."

However, when the Magestrix announced that the Second would be a sister regiment to the Seventh Confederation Reserve Cavalry, it provided members of the regiment with something they could latch on to. Even though they understood well enough that they were a political unit, the Second quickly came to see themselves as ambassadors to the Confederation. Though most citizens in the Magistracy do not like or particularly trust House Liao, the Second did not have the hatreds and traditions of centuries old units to mar their outlook. Currently, they are attempting to set up a series of war games face to face with the Seventh in an effort to further the duty they take very seriously.

The Second's new insignia is a stylized version of the Magistracy of Canopus standard, suspended above the darn dao emblem of the Confederation. They use standard camo schemes.

OFFICERS

Colonel Geir Hedman is currently on leave from active command of the unit as a part of the officer exchange program with the Victoria Commonality Rangers. Colonel Hedman, on Victoria working alongside officers from both Kingston's and Sung's Range,rs. is the first highly placed officer to be exchanged.

TACTICS

Because of the high turnover in personnel and their continued evolution, the Second displays no marked tactical tendencies.



2nd Raventhir Cuirassiers Regiment/Green/Reliable

CO: Colonel Geir Hedman

XO/1st Batt: Major Andrew Engels

2nd Batt: Major Joseph Effinger

3rd Batt: Major Winston Bush

Though Colonel Hedman has requested new technology in an effort to "demonstrate the might of the Magistracy in front of our allies," the only response has been "soon." As such, at the current time, the Second only has a five percent upgrade in technology, though through the efforts of its crack technical sections, most of the regiment's BattleMechs have been modified in some way, giving the entire unit an effective boost in firepower.



2nd Raventhir Armor Guard Battalion/Green/Reliable

Armor Cmdr: Major Paul Cuvala

The sole owner of new technology in the battalion, Major Cuvala's lance pilots brand new Regulator Hovertanks, gifts from the Confederation in honor of the Second's new "position" as sister regiment to the Seventh CRC.



2nd Raventhir Infantry Guard 2 Battalions/Green/Reliable

Infantry Cmdr: Colonel Craig Hill

The Second Raventhir Infantry Guard is on the verge of sending troops in an exchange with the Seventh CRC Infantry Contingent. Colonel Hill is almost contemptuous of the trouble that the Concordat troops in the unit have already caused and has assured the MCC that no such problems will occur with his troops.



CANOPIAN BRIGADE

1ST CANOPIAN BRIGADE: FARMERS OF THE OUTBACK



The First Canopian Brigade has many similarities to the Magistracy Cavaliers, as the impetus for their creation came not from the Magistracy or even the MCC but from the people of the worlds they currently protect.

The Brigade began on a frontier world of Addasar to help protect the interests of the Magistracy. Located on the leading edge of Magistracy space, Addasar was the site of a new colonization effort. However, the MAF could not permanently keep a garrison on Addasar—the world was just not considered important enough—so the MCC rotated units through for a one-month tour every six months. This was not satisfactory to the inhabitants, and a woman named Felicia Joppa was the loudest voice of discontent. Organizing a following, she convinced the colony to hire a few lone, down and out MechWarriors that would work for anything. Despite having to deal with what were effectively pirates, the first raid that was repelled quickly showed the colony that Felicia had been right. The unit grew quickly, and when word reached other worlds in similar situations—such as Crawford's Delight—similar, small sized units began to form.

On Addasar, Felicia once again found herself fighting for existence, though this time within a military unit. Their newly forming unit was almost destroyed from within, as the lack of discipline in the unit caused the death of several warriors. Though she could not pilot a 'Mech, her sheer force of personality and indomitable will coerced even the most stiff-necked ruffians back in line.

When this situation came to the attention of the MCC, the Magistracy offered them the same deal she had brokered for the Cavaliers. The worlds agreed to the more than generous terms, though they were incensed that only after they had protection did far off Canopus suddenly take an interest.

The insignia of the Brigade is of a giant man firmly planting his foot onto a new world: the colonist conquering his world. Its colors are light and dark browns.

OFFICERS

Colonel Joppa is not the typical commander for a front line unit. Until five years ago, she was a struggling farmer on a new colony located on the mostly unsettled world of Addasar. Her incredible leadership abilities and her capacity to pick up military strategies at an unbelievable rate have proven to the MAF that she is the one that should command the Brigade. Of course, it helps that the MCC is unsure of how the Brigade would respond if she were removed from command. Nevertheless, the MIM has given her a 'reliable' rating, even if the rest of the regiment does not qualify. Only time will tell whether the MAF will be able to tie stronger ties to this maverick regiment.

TACTICS

The Brigade favors a guerrilla style warfare. They will simply vanish before an approaching enemy and then harass his flanks for as long as it takes.



1st Canopian Brigade

Regiment/Green/Questionable

CO: Colonel Felicia Joppa

XO/1st Batt: Force Major Bently Nelson

2nd Batt: Major Jaman Clay

3rd Batt: Major Park Jackson

Despite having petitioned the high command on several occasions for the infantry and armor support common to every other line regiment in the MAF, the MCC continues to demure for reasons known only to them. The regiment can claim a few assorted armored cars and several companies of willing volunteers that can at least protect their bases and encampments, though these infantry units cannot be considered professional. As benefits a unit of such humble origins, the Brigade does not have a single piece of upgraded technology in its entire TO&E.



COLONIAL MARSHALS: LONE STARS



The Colonial Marshals was originally formed shortly after the signing of the Canopus-Taurian Alliance in 3056 as a way to ensure the safeguarding of the New Colony Region against pirates and bandits. Equipped by the Taurian Concordat and trained at the brand new Canopian Institute of War, the Marshals were to be the best and brightest of both Periphery realms. Until December 3060, the grand plan worked wonders, providing protection as well as a moral boost for both colonization efforts and the Canopus-Taurian Alliance. On the eve of Christmas of 3060, however, at the head of a force of Colonial Marshals, New Colony President Sherman Maltin took Magestrix Emma Centrella and Protector Jeffrey Calderon hostage, demanding independence for the New Colony Region as their ransom.

In February Naomi Centrella led a Capellan force to rescue the hostages, killing President Maltin and wiping out those Colonial Marshals who supported him. They were unfortunately not able to prevent the death of Protector Calderon.

This single act forever destroyed the loyalty of the Marshals in the minds of both realms and made them a liability, not an asset. From 3061 until 3063, the Concordat drastically cut both the training and supplies for the Colonial Marshals. Unwilling to abandon all hope, new Marshals were trained under the watchful eye of the MIM.

In a move that has shocked most people and angered the Concordat, the Magestrix appears to be quietly supporting the current Colonial Marshals—specifically Force Marshal McEvans—in their bid for an independent Colony Region. Why such a change of policy would occur, especially when she so recently ordered the “occupation” of Detroit, is unknown. Regardless, what will count in the end is whether or not the Colonial Marshals will be able to survive sudden independence, if and when it comes.

The new insignia of the Colonial Marshals is the metal star-shield of an ancient Terran marshal, surrounded by a constellation of stars.

OFFICERS

Force Marshal Dirk McEvans, the leader of the faction that had not supported Maltin, began using the title force marshal following Maltin's fall and the death of so many Colonial Marshals. He is determined to achieve the same ends as President Maltin but through peaceful means, not outright rebellion. Raised on Portland from the time he was eight, he has no real memory of his previous loyalty to the Taurian Concordat. All that matters to him is that prior to the Canopus-Taurian Alliance and their sudden interest in the New Colony Region, the Alliance did nothing while his parents and neighbors were killed in a vicious pirate raid. Once the Colonial Marshals were formed, he was one of the first to undergo training and is currently using the training and influence he received by the Magistracy's own hand to ensure that the New Colony Region makes its own path without political strings attached.

TACTICS

Since the Colonial Marshals almost never operate together, their tactics revolve around the use of individual 'Mechs against larger opponents. This involves a guerrilla style warfare, where the Marshals will fade away in the face of an overpowering foe and then strike the opponent from every direction until they are weakened to the point of retreat.



Colonial Marshals

2 Battalions/Veteran/Independant

CO: Force Marshal Dirk McEvans

The Colonial Marshals field some of the newest designs available to the Taurian Concordat, including the specifically designed *Marshal*, as well as the new *Anubis*. Support for the Marshals has been tapering off, so many Marshals are stockpiling spare parts and ammunition, as well as learning how to make repairs themselves.



TAURIAN CONCORDAT



Name: The Taurian Concordat

Capital World: Taurus

Number of Systems: 56

Political Leader: Protector Grover Shraplen

Military Leader: Senior Marshal Boris Tharn

The Concordat bears watching, as it is the second most-powerful nation in the Periphery. Its entrance into the Trinity Alliance surely demonstrates the lengths it will go to oppose the Federated Suns, a nation that has seldom shown any particular interest in the Concordat. The bulk of our resources would be better served monitoring other powers and assisting them in preparations for the days following the third transfer than in assisting the Concordat—I have personally insured that Sun-Tzu Liao is preparing the Concordat far better than we would have been able to. Some of those resources should, of course, be directed toward the Capellan Chancellor, lest he stray from the course on which he has been set.

To: Lord Grover Shraplen, Protector

You will find the requested files attached to this message. All told, they compile an accurate historical account and current readiness report on the Taurian Defense Force. Detailed regimental descriptions are also included so that you may better know the men and women you now command.

You will forgive me for saying so, but it might have been better to review such information *before* committing the Concordat to diplomatic talks, an alliance and a war.

Yes, we struck back at House Davion, repaying them for many earlier debts whether or not they were involved in the death of Protector Jeffrey Calderon. Yes, the new technology that is finally trickling into the Concordat improves our overall readiness. But as you will see, our military forces have suffered greatly in the recent hostilities, a fact which must negate such lackluster gains. Despite your assurances that taking the "long view" will result in a stronger Concordat, it is a vision I do not—can not—share.

For such reasons, including your continued reluctance to name Jeffrey's young son as heir to the Protectorship, this must be my last official act as Marshal of the Taurian Guard and Acting-Senior Marshal of the Taurian Defense Force. The storm clouds are gathering on the horizon. While I will not allow my distant ties to the Protector's line to be used to split the Concordat, I cannot support your ambitions any longer. Accept this as my official resignation.

—Marshal Brenda Calderon, Retired, 4 July 3063

THE FINAL FRONTIER

In 2253, Samantha Calderon's fleet of JumpShips discovered and settled the Hyades Cluster. The mineral-rich worlds of the Cluster gave settlers access to incredible amounts of resources, allowing them to form the strong nucleus of a new realm. Calling themselves the Taurians, the settlers also identified and claimed nearby resource-rich planets to serve as strong colonial possessions.

The refugees, driven out by the "consolidation conflicts" that formed the five Great Houses, continued to flee rimward from the Inner Sphere and contributed to a population boom that swelled the region to over a billion people scattered among a few dozen worlds. The Concordat began as a loose association of these independent worlds, each pledging itself to the mutual defense of the others. The Taurian Defense Force, activated in 2360, was designed to answer the menace posed by nearby House Davion. Though they remained unnoticed by the Federated Suns, the Calderon family knew they could escape notice only so long.



COMING OF AGE

In 2368, fighting between the Davions and House Liao spilled over into Concordat space, bringing the Federated Suns into direct conflict with the Taurians. Though ill-equipped to take on the full might of a Great House, the Taurian Navy acquitted itself admirably in this skirmish by employing more maneuverable corvettes against heavier Davion vessels. Destroying two warships and capturing a third, the Concordat's Defense Force claimed an astounding victory from its first real military engagement.

For two years following the battle, the Federated Suns forced the Taurians into a series of costly naval battles, although House Davion thought they fought only an "organized band of pirates." When Reynard Davion finally left off pursuit of the Taurians to refocus on House Liao, the knowledge of having been discovered by the Federated Suns continued to spike fear of a coming invasion throughout the Concordat. The next battle, however, found the Taurian Defense Force fighting against House Liao, not the Davions.

As House Liao fought to expand the Capellan realm, they looked upon the planets that made up the Concordat as easy prey, discounting the Taurian Defense Force as they tried to push the local defenders aside. Brutal battles ensued, both in space and on the ground, that introduced the Taurians to a new level of savagery in warfare. Cruelty to Taurian prisoners-of-war and massacres of the civilian population were but a few of the harsh punishments visited upon the Concordat by the Capellans. Rather than lose heart, however, the Taurians pitched back with greater resistance and forced a Pyrrhic victory onto the Confederation.

MARTIAL MATURITY

A century and a half of peaceful coexistence followed these early military encounters, during which time the Taurian Defense Force entered the modern age of warfare. BattleMech designs proliferated throughout the Inner Sphere. In order to attain these designs, the Concordat played on its neutrality, offering a safe haven to Capellan and Free Worlds League dissidents who paid their way with stolen blueprints. While far from an elegant solution, it did solve the problem.

Unfortunately, it only fueled the avarice of House Davion, who was waiting for a chance to take advantage of the weaker Periphery states. That opportunity came in 2573, when a squadron of Taurian warships mistakenly strayed into a neutral system jointly administered by the Federated Suns and the Concordat. The Davions responded to the trespass with an assault that all but destroyed the squadron. The Federated Suns clung to the incident despite attempts by the Protector to explain and even make amends, promoting it as one of the fundamental arguments for the Star League's Pollux Proclamation.

[This tendency to assign the Federated Suns the most malicious intentions is an example of the "Davion bogeyman complex" I've warned you about. I've shown some of your top aides

long-buried evidence that the navigation error may have been deliberate, to gauge Davion resolve. If so, we almost handed them the instrument of our own destruction. —BC]

ALL GROWN UP

Morals are one thing. Survival is everything.

—Samantha Calderon, October 2252, Modern Explorers

In the two years leading up to the Pollux Proclamation, the Star League tried first to woo the Concordat with empty bribes and then to punish them into submission with trade sanctions. Neither tactic was effective, prompting the suggestion that the Star League had finally made up its mind to handle the "Periphery mess." When the First Lord announced that the independent states would be brought into the Star League "despite their reluctance, for the good of all," Protector Mitchell Calderon calmly prepared his nation for war.

Clearly outmatched in raw strength, the Taurian Defense Force launched Case Amber in 2577 as a preemptive strike against the building Star League invasion force. Designed to buy time for the TDF, it also landed a telling blow right in the lap of House Davion.

Following the strike, the Taurians faked the withdrawal of their ships. Fooled by this tactic, the Federated Suns launched an early strike and found their main fleet cut off by a Taurian blockade. Trapped and outgunned, the Davions fought several desperate battles in an attempt to regain their own space. In the end, Case Amber cost the Federated Suns over two dozen warships either destroyed or captured in battle, versus only three Concordat ships damaged.

The Taurian Defense Force kept up this kind of resistive effort throughout the war. While they occasionally won a battle, their goal was to make every Star League victory a costly one. With Case Amber keeping the Davion warfleet busy, Star League forces had a harder fight on their way into every major planetary system.

The Taurians, however, didn't restrict their resistance to the skies. Once on the ground, the invaders met fanatical defenders who fought to their dying breaths to take a few more League regulars with them. This fanaticism was the legacy of battles fought with House Liao, and now served to imbue the TDF with a stamina and dedication that the Star League was hard pressed to match. In a Concordat counter-assault aimed at retaking the world Diefenbaker, the largest 'Mech-vs.-'Mech battle of the entire war unfolded. In the end, though the Taurian Defense Force was left with only fifty functioning BattleMechs, the Star League lost over three hundred of their war machines, gutting the once-mighty Terran Third Corps.

Still, by 2590 the Taurian Defense Force had no more reserves to draw upon, despite their spirited and brutal defensive machinations. They were forced to retreat into the nebula that hid the Hyades Cluster. It took the Star League another six years to pierce this final defense, with the Cluster's protective



TAURIAN CONCORDAT

OCCUPATIONAL HAZARDS

To this day, the Reunification War remains the greatest trial ever faced by the Taurian Defense Force and the people of the Concordat. The Concordat Campaign was the hardest won for the Star League, proving an embarrassment in many ways to House Davion and the office of First Lord Ian Cameron. That the hard-won victory didn't last rightfully shames the memory of the Star League and its attempt to rule through military dominance.

Historians have tried to lay partial blame for the fall of the Star League at the Taurian door. Their chief argument points to the Concordat's speed in rebuilding their near-vanquished Defense Force as the League's control of the Periphery began to slip. In 2765 with the reconstituted TDF ready to back her, Protector Nicoletta Calderon allowed eighteen Concordat worlds to secede from the League.

This de facto rebellion sent tremors throughout the Inner Sphere. Since the Concordat remained a member state, military action could not be taken against those worlds without intruding on an "internal Taurian matter." Political pressure was brought to bear demanding that the situation be dealt with.

Protector Calderon, however, was just as adamant in her refusal to take up arms against Taurian citizens. In response, First Lord Cameron dispatched most of his League garrisons into the Periphery to keep matters in hand, presenting Stefan Amaris with his chance to usurp the throne and eventually bring down the Star League.

Taurian textbooks do not belabor the point, except to note that on 12 August 2781, with forced Taurian participation no longer an issue and the collapse of peace talks among all other Star League members, the Taurian Concordat declared itself once again a free and independent state.

asteroid field stringing broken ships and bodies through the void. Rather than face annihilation from a bitter military opponent, the Concordat delivered its fate into the hands of the Star League politicians by surrendering on 22 September 2596. What had been predicted as a six-month campaign had taken nearly twenty years and cost more in machines and lives than anyone had possibly foreseen.

SUCCESSION WARS

Though the Taurian Concordat did not directly participate, the Succession Wars still left their mark on the Periphery realm and its fighting force. As the Inner Sphere turned its attention away from the outlying states, the Concordat and Magistracy of Canopus broke away from the old Star League-era treaty and solved their border disputes in the old-fashioned way—War. What became known as the "nineteen-days war" commenced, so-called because the actual time in combat was measured out to nineteen days. Other popular monikers are the "two hundred hours war" (though there was actually only one hundred eighty two hours of combat) and the "shoving-match war." After only three poorly executed maneuvers, both sides settled on a new treaty identical in all respects to the old one.

This initial incompetence—understandable, after so long at peace—would not hold sway forever. The Fourth Succession War provided a much-needed temporary boon to the Defense Force. Already worried about Davion aggression, the Federated Suns' near-conquest of House Liao turned Protector Thomas Calderon's fear of the Davions into paranoia. *[Though it was imprudent to suggest that such was the case until Jeffrey's ascension to the Protectorship, I have to wonder why it has grown impolitic again since your ascension. —BC]* Hampering other sectors of Concordat life, including the long-standing Taurian emphasis on colonial expansion, alerts and constant training maneuvers sharpened the Concordat's military skill sets. The monies poured into defense also brought about an expansion in material readiness that proved to serve the Concordat well.

MARCHING IN PLACE

Those who do not learn from history are doomed to repeat it.

Ancient Terran Proverb; quoted by Marshal Hadji Doru, 24 April 3055, in his address backing the early ascension of Jeffrey Calderon to the role of Protector

It seems destined that all major conflicts with the Federated Suns are birthed from a mistake. In 3047, a freighter registered in the Federated Commonwealth (née Suns) misjumped into Concordat space. Defense Force pilots, fearing a Davion reconnaissance mission, destroyed the freighter before the truth could be learned. Convinced that it was a precursor to invasion, Protector Thomas Calderon placed the Taurian Defense Force on an alert that would remain for eight long years. In that time the heightened status of the military provoked several skirmishes with the Steiner-Davion AFFC, though the feared invasion never materialized.

Marshal Hadji Doru, commander of the Taurian Guard, was forced to declare Thomas Calderon unfit to rule in 3055 and helped install Thomas' son, Jeffrey, as Protector. This was the Marshal's last act, as he voluntarily exiled himself from

the Concordat rather than taint Jeffrey Calderon's early rule with allusions to a military coup.

[Despite Marshal Doru's fine example of personal honor and dedication to the Concordat state, his reappearance in the Magistracy of Canopus as a military advisor, a position the late Danai Centrella shamed him into accepting, must be viewed with some worry. He knows much of the Taurian Defense Force's operating procedures and his personal honor will not allow him to do less than his best for the MAF. He should be considered a security breach. —BC]



Attention To Detail

Since the Clan invasion did not directly impact the Taurian Defense Force, Protector Jeffrey Calderon was able to invest more time and energy into streamlining the Concordat military. Wasteful expenditures begun in his father's time were redirected into better training facilities and production of war materials. His motto for this period was, "Men and machines. Anything else is wasteful." These efforts included the acquisition of new design concepts and technology from the larger Inner Sphere realms whenever possible, though many of the coveted most-advanced materials remained unavailable until recently.

Despite the expectations of many, a large upsizing in military forces was not seen. This was mainly due to the Protector's other interest: the budding Taurian-Magistracy alliance. Under the terms, the two nations settled several new colonies while providing for their defense. In this manner, the Colonial Marshals were formed. The Marshals themselves would come out of the Canopian Institute of War, while the Concordat provided 'Mechs and armored vehicles and other material concerns. It harnessed the strengths of both nations while promoting several years of close ties and the hope of a strong future alliance.

CHANGING OF THE GUARD

House Liao awarded favored status to the Magistracy of Canopus in 3058, trading valuable resources and technology for limited military support and thereby eclipsing Concordat efforts. When the Capellans advanced tentative offers toward the Concordat while seeking assistance in fighting their war with the St. Ives Compact, the Protector stood adamantly against extending strong diplomatic ties any further than the Magistracy. Plans for the New Colony Region moved forward, working with the Canopians and, when necessary, House Liao, but the Concordat [then] wanted no part in a new Inner Sphere struggle.

After Sherman Maltin's failed uprising in the New Colony Region and Protector Calderon's untimely death, the reins of state fell into the hands of Lord Grover Shraplen. Early [circumstantial] evidence pointing to Davion involvement rallied a majority of the Taurian Defense Force behind Protector Shraplen, who expelled the Federated Suns' ambassador and entered into negotiations with House Liao. In August 3062, The Taurian Concordat entered into a three-way alliance with the Capellan Confederation and Magistracy of Canopus.

Costs And Commitments

The immediate cost of the so-called 'Trinity Alliance' was support for the Capellan war against the St. Ives Compact. The Taurian Velites and Concordat Jaegers were committed to the struggle immediately, seeing battle in September and finding themselves in almost non-stop fighting until the cease-fire in June 3062. The Concordat Cuirassiers and mercenary Longwood's Bluecoats were added during the last four months fighting. The Bluecoats were eventually pulled back to garrison Taurian interests at the Liao-Concordat border. The Cuirassiers never made it back.

Though they paid a high price for admission, the Protector expects many advantages through the Concordat alliances with House Liao and the Magistracy of Canopus. The situation in the long run promises favorable trade status, access to higher levels of technology and an upgraded military, one on par with any Successor State army. For some, this cannot happen soon enough. Others, while hopeful, doubt it will ever happen at all. Regardless, the Concordat has committed itself and, as it has proven throughout its history, Taurians will see their commitments through to the end.

TAURIAN DEFENSE FORCE

The Taurian Defense Force is, arguably, the best-trained and most experienced military in the Periphery. The Canopian MAF may show stronger numbers, but it still runs a close second. The Taurian citizens invest a great deal of pride in their military, an honor earned by the men and women who serve the Concordat.

TARNISHED STARS

The Colonial Marshals were destined to be champions of the new alliance. Backed by both the Magistracy and Concordat, they represented the best interests of both nations while keeping the peace in the New Colony Region. Unfortunately, sometimes destiny goes awry.

On 24 December 3060, New Colony President Sherman Maltin took the leaders of both realms hostage during a conference on Detroit, demanding recognition of the New Colony Region as an independent state. A number of conspiracy theories have developed to explain his irrational action: hypnosis, psychosis and drug-induced behavior. The accusing finger has, at various times, pointed to Word of Blake, House Liao, the Magistracy and even the Concordat, though currently the fear of the Federated Suns has propped up Davion-inspired theories above the others.

More upsetting than Maltin's attempted coup, however, was the willingness with which many of the Colonial Marshals accepted and supported it. Set in place to enforce the law and the neutrality between both Magistracy and Taurian cultures, the Marshals' backing of an insurrection attempt has undermined all faith in the joint colony effort.

Heaping even more abuse on the Colonial Marshals from the Concordat side was the tragic fate of Jeffrey Calderon, who became a casualty of the struggle. The death of the man who breathed life into the creation of the Marshals and held them up as heroes of a new age was laid directly at their feet. That they could not save the only man who could rightly be called their greatest champion is not something the Concordat is likely to forget, or forgive, for some time.



TAURIAN CONCORDAT

THE PROTECTORSHIP

The single most important person related to the Taurian Defense Force is without doubt the Protector, who is commander-in-chief and usually serves as Senior Marshal of the armies. Lord Sharplen, however, assigns the military duties to his chief marshal as he is a political leader, not a soldier, by nature.

Lord Shraplen's assumption of the Protectorship has been controversial. An outspoken critic of Jeffrey Calderon, he has reversed several standing policies—most notably, those dealing with House Liao—which do not sit well with many senior officers. His obvious fear of House Davion is also reminiscent of Thomas Calderon and reminds everyone of the excesses taken during the military's eight year standing alert.

There is the matter of the three possible Calderon heirs to the position. The first is Thomas Calderon's sister, Janice, who removed herself from the line of succession once before because she was too physically ill to rule (though rumors have been circulating that the Federated Suns have discovered a possible cure for Brisbane Virus). The second is Jeffrey's illegitimate son, Erik, born to a senior officer of the mercenary Prey's Divisionals. Though only five years of age, Lord Shraplen could have named him regent.

The third heir was discovered after Jeffrey's death. Richard Calderon, the son of Felix Calderon, was born on an outpost colony the deep Periphery. Felix was thought lost during a star-mapping mission in 3046. The only sister of Magestrix Emma Centrella found Richard and prevailed upon him to return to the Concordat. Tragically, a pirate attack just short of Concordat space claimed the life of both Richard Calderon and Lorelei Centrella. Though foul play is not even remotely suspected, it still leaves a stain upon Protector Grover Shraplen that there may be other close relations to Jeffrey Calderon rightfully inline for the protectorship.

MILITARY-INDUSTRIAL COMPLEX

Since the end of hostilities between the Capellan Confederation and St. Ives Commonality, new technologies have slowly begun to trickle into the Taurian Concordat, along with the engineers and instructors to make them lasting developments.

Though materials and weapons may also be requisitioned from the production site developed on Detroit by House Liao and the Magistracy of Canopus, the Concordat's late entry into the alliance places it at a lower priority than the other members. At this time, it is still simpler to purchase excess production from the Liao factories on Victoria, thereby giving the TDF access to technology that even the Magistracy has not yet fielded, even though it also means hiring in extra technical support from House Liao. The cost of upgrading is not cheap, but the Defense Force has forever been maintained as the leading Periphery military. That is not a title it wishes to relinquish.

ESPRIT DE CORPS

Always thought of as a strong and cohesive force, recent trials have forced fracture lines into the Taurian military. Much of this originates from the controversy surrounding the new Protector, but other pressures at work include mistrust of House Liao and even of the Magistracy.

The Taurian Guard

Always considered the showcase corps of the TDF, the Taurian Guard's primary ward is the Hyades Cluster itself. The Guard rotates up to two battalions out at a time for patrols or pirate hunting duty, though with the loss of the Taurian Velites that rotation has been scaled back to a single battalion.

[While I understand that my resignation will likely have some effect of the official loyalty ratings of the unit, I will go so far as to remind you that their loyalty will remain yours so long as you do not force them to choose otherwise. —BC]

I Corps

Typically, I Corps fields one regiment to each active border with a third available for troubleshooting. Senior Marshal Brenda Calderon folded what was left of the Taurian Velites into the wounded Concordat Jaegers, giving I Corps one of the most experienced regiments within the entire Defense Force. Reposting both TDF regiments to the New Colony Region border, the mercenary Gordon's Armored Cavalry remains at large for most of the wider-ranging patrols. The Armored Cavalry is well suited as roving problem-solvers, with their hard-hitting style feared by many lighter units.

II Corps

Usually a steadfast and reliable corps, the regular regiments traditionally guarded a large part of the border between the Concordat and Federated Suns. II Corps relies on the old code of "Unit, Corps, God, Country," spelling out their ultimate loyalties and resolving potential conflicts. They are good soldiers to have behind you.

Unfortunately, the Concordat Cuirassiers were lost to the Capellan civil war, leaving a large hole in Concordat defenses. In addition, the mercenary Longwood's Bluecoats have never been the most reliable troops—some believe that House Liao may be attempting to woo the Bluecoats over by tempting them with technology upgrades.

III Corps

With long-standing ties to Protector Shraplen and his supporters, III Corps has recently shifted to a 'Fanatical' loyalty rating. Protector Shraplen has the mercenary Bannockburn's Bandits holding his personal fief of MacLeod's Land, while the regular regiments are placed as a shield between the Hyades Cluster and House Davion. In this position, they also hold open



the "bottleneck" linking the Hyades Cluster with House Liao. A new mercenary regiment, Olson's Rangers, was picked up because they have worked well with House Liao for many years and came highly recommended.

IV Corps

With the Taurian Velites smashed in the Capellan conflict and the Jaegers recalled by Brenda Calderon, Protector Shraplen designated IV Corps as the Concordat's military aide to House Liao. Both regiments of IV Corps are on extended maneuvers within the Confederation, enjoying technology upgrades and acquiring much-needed experience to bring back to the Taurian Defense Force.

V Corps

The newly raised Third Taurian Lancers was added to V Corps to augment what had, until now, been a purely mercenary corps. A fierce rivalry has sparked between the Third and mercenary Vandelay's Valkyries. This is a potential problem, as V Corps anchors the Concordat's far border where Davion treachery and pirate activity are both strong possibilities. Fortunately, the mercenary regiment Summer's Storm is keeping its mind on business.

VI Corps

Originally designated as a 'catch-all' special-operating corps, VI Corps divided its forces between colonial outposts and border duty. Always loyal to the Protector, people have underestimated how much of that loyalty was pledged directly to Jeffrey Calderon. With Grover Shraplen ascending to the Protectorship and ignoring Jeffrey Calderon's son, VI Corps abandoned their original duty assignments and pulled back into the furthest reaches of the Concordat. Now they are in border-line rebellion, refusing to answer orders to relocate and claiming they will continue to act in the Concordat's best interests.

Mercenaries

With the painful losses of two line regiments, the Taurian Defense Force has come to rely heavily on mercenary units to augment their rosters. Hiring mercenaries on long-term contracts has always been an accepted substitute in the Concordat, with each regiment traditionally assigned to a corps with the exception of the Taurian Guard (as noted above). Unfortunately, the cost may soon become prohibitive if any more units are hired.

COLONIAL MARSHALS

Despite their first failed bid for independence, the New Colony Region has continued to agitate for recognition as a free state. Most analysts call it a foolhardy notion, since the NCR is so dependent on outside support. With the Canopians now making noises of supporting at least a trial period of independence for the region, however, the idea is looking more likely. Since the majority of the Colonial Marshals are Canopian-born

and trained, their ultimate outlook will certainly reflect Magistracy sentiments.

In token protest of the move, the Concordat has since cut off any further military support to the Colonial Marshals. With functioning 'Mech factories on Detroit, courtesy of House Liao and the Magistracy, it is uncertain how much that protest will be felt. Economic aid will continue to be provided until such time that the New Colony Region officially cuts ties to the Concordat.

ORGANIZATIONAL DOCTRINE

The Taurian Defense Force does not follow a true combined-arms approach to warfare. This is due to the thin-spread and often-rotating nature of their BattleMech and Aerospace assets. Supporting forces must always be ready to act on their own, with little or no relief forthcoming. Only the infantry and armor corps work together seamlessly, and in such cases the TDF owns a serious advantage. Any efforts of unit coordination involving BattleMechs and Aerospace assets are almost solely dependent on the individual MechWarrior or pilot.

WARRIORS

Perhaps the Taurian Defense Force's greatest asset is the average soldier's pride in their military. Known as fanatical defenders, few militaries that know their history would not shudder at the idea of taking a Concordat world. While never condoning atrocities in an offensive strategy, in the Reunification War the Taurians were known to employ more liberal definitions in the defense of their homeland. The few times surrenders were offered to the Taurians, they were not always accepted. "Headhunting" tactics were common, and if a JumpShip could be destroyed before it had a chance to disgorge the traveling army, so much the better. Those who demanded the Defense Force fight by the invader's rules always forgot a very important fact: the Taurians never signed the Ares Conventions.

The reasons behind such a lack of conventional military deployment and the near-fanatical resistance traditionally displayed by the TDF are covered extensively in the Concordat's military history. No excuses are offered—no dirty trick excepted. For this reason, every TDF soldier also gets an extensive education on the Defense Force's heritage.

Concordat Constabulary

A paramilitary force normally used for internal security purposes, the Constabulary is one step above the local police but not quite a professional military group. These troubleshooters still receive some battlefield training and can be mobilized in a time of war. Typically, the constabulary is trained in guerilla tactics, organizing irregulars and developing planetary resistance for an invasion. Their successes are well-documented from the Reunification War, and their ability to turn average people into a military nuisance makes counting their numbers nearly impossible.



TAURIAN CONCORDAT

BATTLEMECH ASSETS

What do you mean, the infantry aren't pulling their weight? Who's the one out here wearing a metal suit worth a hundred million C-Bills?

—Brigadier Michael Rock, First Taurian Lancers, 14 May 3059, during training maneuvers

The Taurian Defense Force currently lists twelve regular line regiments of BattleMechs. These units follow a typical organizational structure with four 'Mechs to a lance and three lances to a company. They deviate from this model in placing four companies in a battalion. Independent command units are not employed as a rule, except at regimental and corps level. A regimental commander typically fields an independent lance meant for protection duties as much as combat. A corps marshal often fields a mixed company of 'Mechs and armor, employing the armor only for scouting purposes.

While typically the TDF relies on medium weight BattleMechs, light and heavy 'Mechs are fairly common. Assault machines are rare and valued far above their nominal worth. The Defense Force has always preferred the more robust designs when possible, but this old stand-by is being largely ignored as the military upgrades with new technology. In battle, the MechWarriors work themselves into positions where support forces grant them the biggest advantage and where they can also look after their weaker cousins. Here their extensive training pays off, often granting them the limited advantage of a combined arms unit.

AEROSPACE ASSETS

If the Concordat military has a weakness, it is in their routine aerospace forces. Good fighter pilots are hard to find and harder still to train to any degree of ability. Traditionally, the Defense Force has contracted with outside advisors such as the Outworlds Alliance to bring in excellent instructors. This has created a situation where pilots tend to be very good, very expensive and always lacking in numbers.

The average weight class of TDF aerospace fighters has crept up over the centuries, until lightweight fighters are practically non-existent and heavy fightercraft are the norm. This has been done specifically to better to protect the pilot, since it is almost easier to replace the fighter than the warrior inside. Aerospace fighters are receiving very little attention in the way of offensive upgrades at this time, though any good defensive option would likely be instituted at once. Aerospace fighters are organized two to an air lance, two lances to a flight, two flights to a wing and either two or three wings to an air division, the largest organization. In a combined-arms situation, pilots have less to worry about as they rarely require ground-based combat support. They can then concentrate on where to best deliver their firepower.

Warship and Conventional Fleet Support

The Defense Force conventional navy is actually considered the Concordat's first line of defense. Standard strategic doctrine demands that the fleet forces engage the enemy as far forward as possible, sacrificing themselves if necessary to blunt any invasion and turn the attackers away from the Hyades Cluster. Enemy JumpShips, when part of an invading force, are considered viable targets.

Perhaps the greatest military treasure saved from the Concordat's past is the TCW *Vandenberg*, a *Vincent-Class* Corvette. Missed in the final assault on the Hyades Cluster, the *Vandenberg* has since been kept hidden inside the nebula. Barely operable and in no way battleworthy, the recent alliance with House Liao has made it possible to begin restoring this ancient vessel. However, the high cost of the small amount of repairs and refurbishment already done to the *Vandenberg* has already become a serious drain on the budget. Though Liao engineers remain optimistic that she will see service again once the brittle, irradiated armor is replaced, the drive overhauled, weapons upgraded and the entire vessel rewired, many in the navy are already referring to it as the "TCW *Albatross*."

ARMOR ASSETS

Every Concordat world, including colony worlds, is assigned at least one armor battalion for defense. Any important world is going to boast one or more armored regiments. Because of their cheaper production and maintenance costs, the armor corps saw upgrades in technology long before TDF BattleMechs. In fact, a few Concordat-produced vehicles are in high demand by Inner Sphere mercenaries and some House units. The TDF employs armored vehicles ranging from light to heavy weight-class, with a preference for hovercraft-equipped vehicles. Tanks greater than seventy tons are very rare and likely to be found in garrison on heavily populated worlds.

Armor is organized with two tanks to a maniple, three maniples to a lance, three lances to a company and three companies to a battalion. To promote an edge in survivability, regimental commanders do not employ a separate command unit. Instead, they hide among the rank and file, acting like a regular line unit in all aspects.

When fighting alongside infantry, the tank crews enjoy being the anchor points for the battle. This shifts radically when BattleMechs take the field however, as crews are expected to sacrifice their own vehicles if it means saving a 'Mech.

INFANTRY ASSETS

The Concordat's military has not forgotten the heroic sacrifices made by the infantry during the Reunification War, nor do they allow the common soldier to forget. Their reputation for fanatical defenses, spending themselves to the last man if necessary, is what made them such a feared fighting force. Whether or not that is true today remains to be tested.



The regular infantry is organized with maniples of five soldiers, two maniples in a squad, three squads in a platoon and three platoons to a company. This regularly escalates to regiments of over eight hundred fighting men and women. Since infantry forces rarely rotate off world, they are most often trained as specialists. Each battalion claims an advantage in certain terrain types or in tactical maneuvers. Anti-Mech training is included in every unit at battalion strength or greater. Regiments always possess a commando platoon trained in anti-terrorism, sniping, demolitions and infiltration techniques.

Special Forces

Beyond the regular infantry, even beyond the occasional commando platoon, the TDF employs two types of special infantry. The first is the Taurian Special Asteroid Support Forces, or SASF. This five thousand-man volunteer force is trained and deployed on zero-G assault platforms stationed throughout the Hyades Cluster's vast asteroid field. Any invading force trying to work through this protective shell will have to clear the SASF in personal (often hand-to-hand) combat or else suffer an intense system of hit-and-fade strikes that could cripple even a WarShip.

The second special force is new to the Periphery but not the Inner Sphere. These are the power-armor warriors, introduced by the Clans and proven effective even against BattleMechs. The Concordat is years away from developing and producing their own line of battlesuits, and so relies on the generosity of the Capellan Confederation which sells its older suits as military surplus. Battlesuit squads of four soldiers are not unknown among the more high-profile infantry regiments, but only infantry regiments currently working with BattleMech forces in a combat zone can expect to ever see a platoon of sixteen battlesuit soldiers.

UNIFORMS, INSIGNIA & DECORATIONS

The Taurian Defense Force authorizes three uniforms: standard, dress and field fatigues. Utility uniforms, also called "undress blues" or "military undress," are not standardized and can range from overalls to clean-pressed dungarees. Local resources dictate the type of utility uniform worn. Differences between officer and enlisted uniforms are also purposefully subtle, making the uniforms easier to procure.

Standard uniforms consist of a colored tunic with silver buttons and trim for enlisted, gold for officers. The tunic may be red (ground forces) or navy blue (aerospace). Officers tuck black trousers into calf-high boots—female officers are allowed high-heeled boots at social functions. Enlisted personnel wear industrial safety-shoe footwear. Most soldiers wear field caps (or forage caps) also colored to match the tunic. Officers, including all MechWarriors and special forces, are allowed black berets. Rank insignia is worn on the lapel. Decorations are not worn with the standard uniform.

A properly cleaned and pressed standard uniform is modified for dress uniform occasions, again for the ease of procurement. All personnel are allowed black berets, though the forage cap is not considered inappropriate. Officers wear white gloves and add a gold sash to their tunic. Enlisted personnel wear white leggings and a silver-colored sash, similar to the officers' sashes but slightly thinner. Marshals of the TDF also wear gold aiguillettes on both shoulders. All awards and decorations are displayed on the sash.

Field uniforms for enlisted and officers are camouflage fatigues with rank insignia worn on the lapel. They vary in design and coloration depending on local climate and terrain. The standard field uniform for the TDF are burgundy fatigues, good for most occasions and climates.

Battle Gear

Designs for personal battle gear, such as flight suits, neurohelmets and tank crew uniforms are based on older Liao or Davion designs. They vary slightly from unit to unit, depending on the local resources available. The only real standard that is maintained in this gear is red for ground forces and blue for aerospace.

TDF RANK STRUCTURE AND INSIGNIA

In the entries that follow, the second title corresponds to the equivalent rank in aerospace forces. If there is no second title, the rank structure is the same. The rank of marshal is the exception, as an admiralty commodore answers directly to a corps marshal.

ENLISTED RANKS

Recruit

By law, all men and women of the Concordat must serve two years in the TDF beginning at age eighteen. These recruits receive basic training and are assigned to provisional training battalions, which are really little more than enforced public service, where litter patrol is more likely than field patrol. Those who wish to enter the military proper are separated and given eighteen weeks of basic training before being assigned to a regular-line field unit. Recruits wear a single silver ring as their rank insignia.

Corporal

Corporals lead five-man infantry units known as maniples or serve as tank crew commanders. This rank also denotes junior-grade levels of specialist positions (as techs, corpsmen, etc.). Corporals wear a silver ring with a red center.

Section Leader

This rank is awarded to commanders of infantry squads, tank maniples and non-com senior specialist positions. The insignia for this rank is a single horn attached to a hollow ring.



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Force Sergeant

Force sergeants command infantry platoons and armor lances. It is also awarded to junior aerospace pilots and designates low-level management in support branches. The insignia for a force sergeant is the same as for the section leader, only with a red center for the ring.

Lance Sergeant

Lance sergeants have the same command duties as a force sergeant but also serve as assistant company commanders. This rank also denotes an air lance leader. Support branches award this rank to their workhorse management positions. MechWarriors in training are given the honorary rank of lance sergeant. The insignia is a plain silver ring with two horns.

Battalion Chief-Sergeant/Air Chief

The battalion chief-sergeant is the senior NCO in any Taurian unit, ground, naval, or support branch. Duties follow in line with force sergeant, but with more administrative responsibilities. For combat aerospace, an air chief commands a flight of two air lances. MechWarriors are promoted to battalion chief-sergeant on graduation. This rank's insignia is the same as for the lance sergeant, only with a red center in the ring.

OFFICER RANKS

Cornet/Ensign

Typically serving as company commander inside infantry and tank units, this rank is also attained automatically by a trained MechWarrior. In support branches or aboard ship, they serve as assistant department heads. In the navy's aerospace arm this rank serves as wing commander over two flights. Cornets wear a single gold ring as a rank identifier.

Subaltern/Air Master, Junior Grade

The subalterns serve as battalion commanders in conventional ground forces, company commanders among BattleMech contingents and department heads within support branches. Air masters, junior grade act as department heads aboard naval vessels, while in aerospace combat they serve as assistant commanders of air divisions. The insignia for subalterns is a single gold ring with a red center.

Brigadier/Air Master, Senior Grade

The rank of brigadier denotes executive officers within ground-based conventional regiments and support branches and battalion commanders within 'Mech units. Since most 'Mech regiments spread themselves around in battalion size, this rank is considered the workhorse officer of the MechWarrior military branch. In the naval forces, a senior grade air master might serve as a ship's executive officer or command an air division. Brigadiers wear an insignia pin of single gold ring with one horn.

Colonel/Space Master

Colonels are regimental commanders among BattleMech and conventional forces. Space master denotes a ship's captain who would also have authority over any aerospace officers. Colonels wear the same insignia as the brigadier, only with a red center in the ring.

Comptroller/Commodore

Largely an organizational rank among the conventional forces of infantry and armor, a comptroller is usually responsible for large, multi-world military districts. In BattleMech forces, a comptroller may command a full regiment with permanently attached support forces or serve as an administrative aide to the corps marshal. Commodores are responsible for demi-squadrons of naval vessels, the exact composition of which depends on the purpose. Commodores report directly to the local marshal. Comptrollers wear a plain gold ring with two horns.

Marshal

Each military corps is commanded by one of the seven marshals. The Taurian Guard Corps is commanded by the senior marshal (traditionally, though not currently, the Protector) who is also overall commander of the armed forces. The insignia for the marshal adds a red center to the comptrollers ring and horns. The Concordat's senior marshal wears a stylized bull's head in gold.

AWARDS AND DECORATIONS

The Taurian Defense Force has never been much on empty pomp and circumstance. Campaign and special-achievement ribbons are commonplace and treated as such. Awards are rare and confers upon the recipient recognition for a valuable level of accomplishment. All awards are presented in the presence of the corps marshal, though one demands the presence of the Protector.

The Taurian Brand

This is based on a long-established tradition in which soldiers are allowed to use body art to signify a great event. Older even than the Concordat and thought to have its origins in the 'Native American' ethnic group from Terra, it was first introduced as a military tradition during the Taurians' first run-in with House Davion. During that battle, a popular naval commander was scarred by laser fire across his brow, the burn creating a mask-like scar and robbing him of his sight. To honor their commander and commemorate the event, many survivors tattooed a red mask around their eyes.

When a regiment or special command has performed a feat or been involved in an action that confers on them the instant acclaim of the Taurian people, this privilege must be requested by a regimental commander. The Senior Marshal awards it to the entire unit, though recipients must also have the permission of their battalion commander. One direct, name-bearing descendent



per generation may take the Brand. MechWarriors are also allowed to paint the Brand on their machines.

The Hyades Heart

This decoration is given to individuals who have undergone great personal sacrifice in defending the Concordat. In the name of valiant final stands, it is often award posthumously. The few living recipients range from those left scarred and disabled to one soldier who was forced to lead a fight through his village, and who has to live with the fact that he was responsible for sacrificing his family and most of his friends.

The award is a white heart trimmed in gold leaf, dangling from a gold and blood-red ribbon.

The Standard of Taurus

For those who somehow epitomize a standard to which all Taurian soldiers might hope to aspire, this award may be given. Extreme bravery, proven dedication, exceptional talent, an unimpeachable moral code; these are all possible inspirations for the award. Indeed, a Standard of Taurus has been won for each of them several times over.

The senior marshal or a corps marshal hands out the award. It is the Concordat emblem hanging from a gold bar.

Concordat Sunburst

Awarded to an individual or dedicated to a group who managed to win an awe-inspiring victory for the Concordat. Such a victory is usually in the face of seemingly impossible odds, nearly thwarted by unforeseen conditions, or otherwise of such a magnitude of success that it demands attention. A request for the Taurian Brand often follows the reception of this award.

The sunburst is a gold disk with eight gold tines radiating outward (total diameter, ten centimeters). The tines are edged in red enamel. In the center of the disk is the emblem of the Taurian Concordat. The Protector presents this award.

THE TAURIAN MILITARY ACADEMY

The Concordat maintains a military academy on every major world for use in training conventional garrison troops and their support forces. For more advanced training, the TDF has concentrated its resources into three distinct schools: the École Militaire for army, the Naval Institute and the Concordat Aerospace Flight School. While not quite so specialized as the new Canopian Institute of War, the Taurian academies provide a higher level of training than the average Periphery soldier would receive. As the exchange-student program with the Magistracy and Capellan Confederation improves, this should give Taurian officers the chance for even better training.

Enrollment

All three are large academies, able to take upwards of five hundred personnel each. Initial requirements demand at least

average physical health and mental faculties. The academies take foreign student applications as a means of generating extra operating capital. Concordat applicants are given a slight boost to their chances for admission, though at least ten percent of enrolled students will be foreigners. At the Aerospace School, the percentage runs closer to forty percent foreigners, as the Concordat cannot find enough good pilot trainees.

Taurians do not have to pay for their schooling. However, a healthy 'endowment' to the academy will purchase points for any applicant toward admission. This legal bribery is a necessary feature to keep the academies operating at such a high level of effectiveness. Since it is accepted that such events would happen regardless, it is considered to be better to channel the funds into the school budgets rather than the pockets of corrupt administrators.

Curriculum

The military academies possess well-developed military training programs to accommodate any specialty. As with Inner Sphere schools, the recruit starts with basic training. However, more emphasis is placed on this area here than in most academies, improving the recruit's knowledge of military history and allowing for a few martial electives.

Following basic training, a student must choose from among the military occupations. In all likelihood, this choice was made during the application process and decided by aptitude, though a student can always change his or her mind so long as they meet the requirements. Exceptional students may be offered special training or even Officer Candidate School. MechWarriors are assured an automatic commission. Gifted MechWarriors may be offered OCS anyway, to improve their command ability. All other specialties must be chosen for such an honor.

Instructors are Taurians when possible, though the Naval and Aerospace schools have a large number of instructors leased from the Outworlds Alliance.

Atmosphere

Though the pressures of military training were always thought to be average among academies, those few students who have gone on to attend a Liao academy and returned report that the Taurian schools are far less stressful. The trade off seems to be that the Capellan schools demand a much higher level of personal investment, but burn out far too many potential soldiers for such tactics to be efficient in the Periphery.

Graduation

From training, most soldiers enter the military keeping their rank of "recruit." Aerospace pilots are promoted directly to corporal, MechWarriors to cornet. Of the few Liao and Magistracy soldiers who have trained in the Concordat, some are offered positions within the Taurian Defense Force. This is to help promote the alliance and to bring into the TDF new skills



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and different visions. The occasional Magistracy soldier has accepted, though so far none have from the Confederation.

Special Notes

Anyone who qualifies for a Taurian military academy may request transfer into one of the Capellan schools open to Taurians. Of those chosen, most are selected after basic training but repeat the Capellan basics anyway. Though it means several years away from the Concordat, such outside experience is considered a benefit when it comes time for promotion within the TDF.

PERSONALITIES

GROVER SHRAPLEN

Long-standing ruler of the planet MacLeod's Land and an outspoken critic of Jeffrey Calderon, Lord Shraplen assumed the Protectorship on Calderon's death. Though he never sought the position, he has actively campaigned against Jeffrey's policies. That he did not take a regency for Jeffrey's son, Erik, also leaves open some speculation to Protector Shraplen's ambitions.

An eloquent speaker, Protector Shraplen is known and respected by a large portion of the Concordat nobility and commoners alike. His stand on personal freedoms is as well known as his deep-seated fear of House Davion. Akin to the paranoia that drove Thomas Calderon to military excesses, Grover Shraplen's paranoia seems more rooted in his desire to protect the lifestyle and freedom of his people—first those on MacLeod's Land, now, of the people of the entire Concordat.

BRENDA CALDERON

Distant kin to Jeffrey Calderon, Brenda's lineage has never been considered in line for the Protectorship. If her name has earned her anything, it has been a reasonable amount of distrust that her accomplishments and advancements are from favoritism. In fact, this is far from the case. Brenda Calderon has overcome much in the way of prejudice due to her family name, earning the position of corps marshal at the youngest age ever.

Well into her retirement years, Brenda Calderon held onto her position as senior marshal at Jeffrey's request. Known to dis-

agree with Protector Grover Shraplen and fearing that traditionalists might try to champion her as a replacement, Brenda Calderon has resigned her position and established herself on her well-earned New Vandenberg estates. Her position there, surrounded by I Corps, causes Protector Shraplen some concern.

JANICE CALDERON

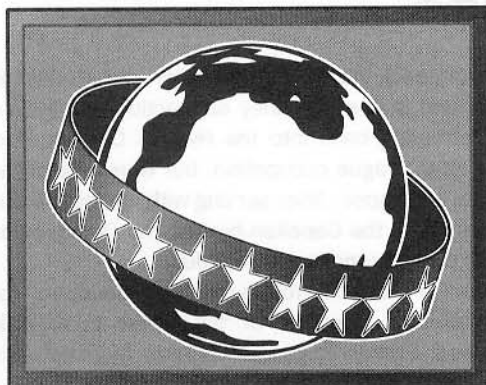
Once the heir to the Concordat, Janice Calderon contracted Brisbane Virus, a degenerative nerve disease, when she was eighteen. Despite being confined to a wheelchair, she continued to fight the disease while acting as senior advisor to her brother Jeffrey. In 3055, she traveled to the Magistracy of Canopus to undertake a promising experimental treatment. The procedure has helped somewhat, but requires constant retreatments that have forced her to remain on Canopus.

Rumors have circulated lately that the Federated Suns NAIS University has found not only a cure for Brisbane Virus, but also a procedure for reversing damage to the nerves. This might enable Janice, now only forty-four, to recover some of her strength and retake the Protectorship. Unfortunately, relations between the Canopians and House Davion are strained by their alliance with the Capellan Confederation. Protector Shraplen has so far refused to readmit the Federated Suns ambassador.

MARSHAL (BARON) CHAM KITHRONG

An important man in the concordat, Baron Cham Kithrong oversees a large portion of Taurian space and serves as one of the seven marshals. A fanatical supporter of Jeffrey Calderon, he was the first to publicly disapprove of Grover Shraplen's actions in accepting the Protectorship.

Marshal Kithrong has since accepted the title of regent to Erik Martens (Calderon) pending an official investigation into the child's parentage. Despite waiting for the formalities, Cham Kithrong has made his personal belief clear. "I knew of Jeffrey's relationship with Talia Martens as well as his plans to eventually adopt Erik and recognize him as his heir once the lad was older. Until this is resolved, VI Corps will keep Erik Martens (Calderon) in its care."



TAURIAN GUARD: HELL'S HEART REGIMENT

When Samantha Calderon's fleet penetrated the nebula that warded the Hyades Cluster, they found that the red-tinged cloud of dust and gas masked a massive asteroid field. It was then that one of the scout vessel captains first coined the nickname "Hell's Heart." The nebula was later officially christened Flannagan's Nebula, but the unofficial name stuck among the military. When the expedition raised its first small military on Taurus, the Taurian Guard was quick to adopt the nickname "Hell's Heart Regiment."

The Guard has been awarded seven different Taurian Brands in its centuries-long history. Its first Brand (the second awarded in TDF history) came during the initial struggle against House Liao, when the Guard gambled on a counterattack to throw the Confederation back and thereby saved the world of Mendham from another civilian massacre. The Brand is a red arrow that begins at the chin and

sweeps up the jawline to point at the right temple. Two direct descendents within the Guard still bear that Brand proudly.

The Taurian Guard paint their machines brown with red and gold accents. The regimental crest is the planet Taurus with a ring of five-pointed stars surrounding it, set over a fiery red field.

OFFICERS

Colonel Smith is one of the two men who wear the Mendham Brand, tracing his family line almost as far back as the founding of the Concordat. He is an extremely able commander, holder of a Standard of Taurus in "dedication to excellence." He may have been destined for the position of marshal someday, but that is looking less likely with the Guard currently out of favor. Colonel Smith is still held in extremely high regard by his troops, bordering on a personality cult among his officers.

TACTICS

In a recent assault against a pirate stronghold, the Guard's Second Battalion dominated the battle by luring the pirates' faster, flanking force into a trap and decimating it. With the edge in raw speed, the Second was then able to catch the pirates in a pincer maneuver.



Taurian Guard Regiment/Veteran/Reliable

CO: Colonel Lee "T-Bolt" Smith
1st Batt: Brigadier James Sterling

2nd Batt: Brigadier Janilee Towarr

3rd Batt: Brigadier Malcom Brightwater

The Guard, known widely as the Hell's Heart Regiment, was recently downgraded to reliable loyalty due to the actions of former Marshal Brenda Calderon. This has caused no small amount of dissatisfaction among the Guard, in effect assuring they lived down to Protector Shraplen's expectations. For now, the Guard has chosen to accept only a few upgraded machines, preferring to keep to the more robust designs. The First Battalion is considered to be elite and specializes in urban environments. It is one of the heaviest units within the TDF, with a full company of the coveted assault 'Mechs.



4th Taurian Air Division Wing/Elite/Reliable

Wing Cmdr: Senior Air Master Byron Tike

Trained in precision maneuvers as well as in combat roles, the Fourth Taurian Air Division, or Calderon's Shield, stages air shows when not off hunting pirates. This air division is one of the few aerospace units permanently assigned to a 'Mech regiment. Its insignia is a raised shield warding off meteor strikes.



3rd Taurian Armor Guard Company/Green/Reliable

Armor Cmdr: Cornet Paul Sinclair

2nd Maniple: Section Leader Tyler Po

The Third Armor Guard is an honorary unit attached to the Taurian Guard as a further reminder of the unit's history. It is used mostly for parades, and rarely travels with the battalion for pirate hunting duties. Section Leader Po is the second man who still bears the Mendham Brand, no doubt one of the reasons he was selected for this duty.



121st Cluster Infantry Reinforced Regiment/Green/Reliable

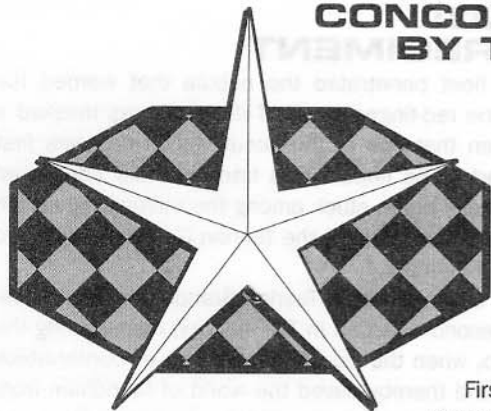
Infantry Cmdr: Colonel Steve Milner

This is the infantry regiment currently working with the Taurian Guard, a recent change in status. The 121st has never left Taurus and likely never will, though at six battalions the sheer size of the unit insures that any potential invader will pay dearly for every square meter of Taurus they capture.



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CONCORDAT COMMANDOS: BY THE HORNS



The Commandos also trace their history back into the Reunification War. Raised up from newly graduated cadets near the end of the war, they saw action during New Vandenberg's last stand before retreating back into the Hyades Cluster. They were all but disbanded during the Star League occupation, but were one of the first units to reform after the League's collapse. After serving with distinction during the first three Succession Wars along the Capellan border, the Commandos were brought back into the Cluster on permanent garrison duty.

One Commando battalion at a time is allowed to rotate out for border patrol and pirate hunting duty. During the Marik-Liao Offensive of '57, elements of Little Richard's Panzer Brigade stepped across the border to gauge Concordat response. The First Battalion answered the call and managed to fight the Brigade to a standstill. It was a victory, really, considering the weight advantage the Commandos surrendered to the Brigade.

The Commandos use camouflage patterns when painting their machines. They always use a shade of red in the pattern, which prompted some interesting designs during last year's arctic training maneuvers. The unit insignia is a gold five-pointed star set against a red and green checkered field.

OFFICERS

Brigadier Monty Scott is from the world of MacLeod's Land. He has a natural talent with machines, able to fix almost anything, and was an apprentice mechanic before taking his military aptitude tests. As it turns out, he is also a gifted MechWarrior. When not on maneuvers, he can usually be found helping out in the 'Mech bay. He enjoys a challenge, and when the senior technicians set a time requirement on a job, he often takes it over himself and accomplishes it in half the time.

TACTICS

The Commandos are very adept at operating deep behind enemy lines. They enjoy striking at ammunition dumps, command posts, and BattleMech staging areas. Against the Panzer Brigade, the Commandos sent one company ranging far behind the enemy, then allowed themselves to be surrounded and driven back toward the Brigade's staging area. Rather than drive the Commandos into a trap, however, the Brigade was surprised by the rejoining company.



Concordat Commandos Regiment/Veteran/Reliable

CO: Colonel Jacob Mornay

1st Batt: Brigadier Monty Scott

2nd Batt: Brigadier William Renshaw

3rd Batt: Brigadier Dalton Summers

Preferring thick forests or jungle, one would expect the Commandos to run toward heavier 'Mechs. Actually, they employ light and medium designs with good speed and stealth profiles. Jumping is a plus, the better to surprise an enemy unit that is pinned in by restrictive terrain. Because of their light weight, the Commandos have been trying to acquire any 'Mechs with the stronger ferro-fibrous armor. They have managed to deal for a lance of Capellan Ravens and for one of the new *Vindicators*. Brigadier Montgomery is the only person so far who seems adept at "keeping this Liao-excuse for technology" in working order.



15th Armored Cavalry Battalion/Veteran/Fanatical

Armor Cmdr: Subaltern Laura Ganes

The Bright Metal Battalion is a combat unit. No scouting around, no worries for camouflage. Point them at the enemy and turn them loose. They use faster-end tracked vehicles where possible so as to carry more armament, though a well-designed hovercraft can also make the grade. The armored vehicles are painted gray with lots of silver trim. The battalion insignia is a tank silhouette set against a drop of glimmering quicksilver.



3rd Battlesuit Recon 2 Squads/Regular/Reliable

Infantry Cmdr: Force Sergeant Roberto Tuscani

The Third Recon was originally assigned with the Thirty-fifth Hyades Light Infantry Regiment and deployed with the Commandos on their latest patrol. Impressed with the battlesuits, Colonel Mornay separated them on his own authority and brought them back with his regiment. He plans to make them a regular attachment to his regiment.



CONCORDAT JAEGERs: STRENGTH THROUGH ADVERSITY

Barely more than a century old, the Jaegers have served primarily along the Taurian-Capellan border. They have the distinction of being the only "younger" regiment to invade Capellan soil, carrying out a successful raid against the supply center on Larsha in 2998.

This was ironic, as it turns out, since the Concordat Jaegers were one of the first two regiments released to fight in the Capellan civil war on the side of Sun-Tzu Liao. Often stationed opposite the troops House Davion lent to the St. Ives Compact, before the war ended the Jaegers had fought against the 7th FedCom RCT and Illician Lancers. They also participated in the final drive that seized the capital world of St. Ives, and on Warlock managed to fight the Second St. Ives Lancers to a standstill.

Though the Jaegers returned to the Concordat battle-worn and with upgraded machines, the large holes torn into their TO&E demanded a hard solution. Senior Marshal Brenda Calderon chose to fold the remnants of the Taurian Velites into the Jaegers, bringing the unit back up to full strength at the cost of a Taurian Guard regiment.

The Jaeger's regular insignia is a silver star surrounded by laurel leaves. Vehicles are painted a flat reddish-brown. The Concordat insignia, by tradition, is located on the forward-most front-facing space of any machine, so an enemy will have no doubts as to whom they are facing.

OFFICERS

Colonel Trennouth is doing all she can to help the survivors of the Velites adjust to the Jaegers, though she supports them keeping some contact with their old identity. The colonel recently recommended the Velites for the Taurian Brand, which Protector Shraplen granted. The Brand allows for one teardrop of blood along the left side of the face for every Davion 'Mech or armored vehicle personally destroyed by the warrior. Only veterans of the Velites are allowed the Brand.

Brigadier Charise Howard was also recommended for the Concordat Sunburst, which she will receive later this year in a ceremony on Taurus. The award's defining event was when Howard took command on the death of former CO Brigid Heckman and fought clear of a trap set by Davion-sponsored Free Capella units.

TACTICS

Traditionally a medium unit, the recent addition of heavier 'Mechs with better weapons has forced the Jaegers to make a slight change in tactics. They are currently working on a maneuvers that take advantage of their longer-reaching firepower, a deadly edge against pirates or other Periphery armies, though still at a disadvantage against the Inner Sphere armies.



Concordat Jaegers Regiment/Veteran/Reliable

CO: Colonel Carol Trennouth

1st Batt: Brigadier Kevin Stills

2nd Batt: Brigadier James Howard

3rd Batt: Brigadier Charise Heiser

The Jaegers are without doubt the most highly upgraded regiment in the TDF. Besides being supplied from Liao factories, they also brought back salvage claimed from Federated Suns and Compact units. Even holding back most of the salvage as parts for active 'Mechs, the regiment still fields six companies of newer machines with three of those companies in Third Battalion.

Third Battalion is considered an elite unit comprised of the remnants of the Taurian Velites. They are still allowed to keep the name and may also change the regimental crest, combining it with their old insignia to create a new design of a Viking warhammer surrounded by laurel leaves.

Always at the fore of heavy fighting, the Velites were slowly

beaten down into an understrength battalion. Though they salvaged a great deal of newer technology, the loss of manpower crippled the once-mighty regiment. A full company's worth of MechWarriors retired with the Hyades Heart for fighting on despite crippling or mortal wounds.



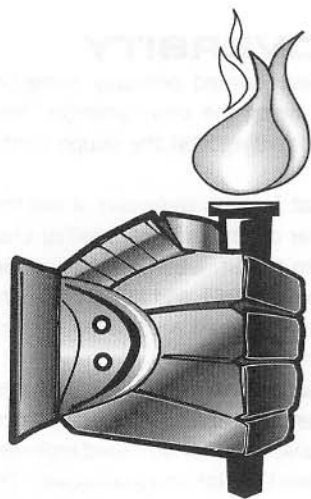
2nd Velites Air Division Wing/Regular/Questionable

Wing Cmdr: Cornet Phan Mah Lut

A permanent asset to the old Taurian Velites, the surviving members of the Velite Chargers have rebuilt a strong unit. They are currently assigned to the Jaegers where they hope to remain. Veterans of the recent combat are also allowed to take on the Brand. The Chargers use two lances of *Lightning* aerospace fighters and two air lances of heavier craft. Their insignia is a charging bull striking lightning bolts from his hooves.



I CORPS



RED CHASSEURS: BRIGHT FLAME REGIMENT

Stationed on the Concordat's anti-spinward border since their inception, the Chasseurs have forever been a fast-reaction regiment. They pride themselves on their ability to meet and match any threat leveled at the Concordat. Though in recent decades those threats have mostly been pirate raids, the Chasseurs have seen minor clashes with House Marik and Liao, the Magistracy of Canopus, and some recent rogue colonial marshals from the New Colony Region.

The Chasseurs re-deploy on six hours notice, regardless of any missing MechWarriors. As the Chasseurs always keep their JumpShips stationed at a pirate point, a hard DropShip burn will arrive at the interstellar ship usually in less than a day and always less than two. The I Corps marshal has assigned some of the best fleet navigators to the Chasseurs, allowing them to hit with great accuracy the pirate points of most any system, again cutting down redeployment time.

The color scheme of the Chasseurs is a coal black base with painted red and orange flames leaping and twisting up the right side of a 'Mech or along the right side of a vehicle or fightercraft fuselage. On a 'Mech's left breast is painted the insignia of a BattleMech hand cupping a burning flame, set on a circular white field edged in red. Vehicles and fighters locate the insignia in an appropriate area.

OFFICERS

Subaltern Jenna Doe may be one of the best MechWarriors known to the Concordat—"known" in the loosest definition of the word, that is. She has no memory of her past, and no records have ever turned up concerning her identity. The strange speech patterns she first affected have disappeared in the last few years, erasing one more link to her past. Despite this handicap, she has reset every previous training record and has beaten simulation battles thought to be impossible. Currently in command of the First Battalion's third company, she shows the potential to rise straight to the top, should she manage to overcome her missing past.

TACTICS

Against pirates, who are always more likely to run than fight, the Chasseurs will often make hard drops in their 'Mechs from the upper atmosphere. The DropShips give the unit time to regroup, then make showy landings off the pirate flank. If the pirates fall for the maneuver, they will usually end up running into an ambush. If not, they still do not know where the Chasseurs are, which gives the regiment at least some tactical advantage.



Red Chasseurs

Regiment/Veteran/Questionable

CO: Colonel Clarence "Chip" Cheplak

1st Batt: Brigadier Andre Pharo

2nd Batt: Brigadier Maria Steibeck

3rd Batt: Brigadier Isaak Shtern

For a fast-response unit, the Bright Flame Regiment has a large number of heavy BattleMechs—almost five companies worth. These tend to be faster designs, to keep them from slowing the medium and lightweight companies down too much. The heavies are along for stand-up strength. "Getting there fast doesn't mean anything if you then have to run away."

Second Battalion has recently been downgraded to regular experience because of a lack of live combat in the past years. It has been the luck of the draw that they've been unable to chase down any pirates.



21st Corps Air Division

Wing/Regular/Reliable

Wing Cmdr: Cornet Samantha Fields

This wing is currently assigned to the Chasseurs' JumpShip squadron for protection. The duty rotates to other

wings in the Twenty-first and Eighteenth Corps Air Divisions every six months.



27th Armored Reconnaissance

2 Companies/Green/Questionable

Armor Cmdr: Subaltern Mick Andrew

Driving fast hovercraft and the occasional light wheeled scout vehicle, this command specializes in reconnaissance. They do not engage the enemy unless given no other choice. The tank crews, however, make a point of never outrunning an enemy by too much, the better to lead them along toward the Chasseurs' position.



Thirty-fifth Cluster Support Force

(Red Gate Infantry)

Company/Regular/Questionable

Infantry Cmdr: Cornet Adam Mustaffalous

This small force is highly specialized, able to support almost any action taken by the Chasseurs. A battlesuit squad, an artillery platoon, two independent maniples of VTOLs, a squad of minelayers, a demolitions team and some other odds and ends make up this permanently attached force.



HYADES LIGHT INFANTRY: TAURIAN NOMADS

Formed from the special services units that defended Flannagan's Nebula during the Reunification War, the Hyades Light Infantry has developed into the most mobile of all TDF regiments. They have no set homeworld, constantly moving from world to world along the Davion border and the far spinward border, where pirate attacks remain a critical problem. High turnover within the regiment has lowered their average level of expertise, though the veterans who remain pride themselves on being the "go anywhere, do anything," unit.

The Light Infantry have recently come under heavier than normal pressures. This is due to the loss of the Concordat Cuirassiers in the recent Capellan civil war and the move of the mercenary Bluecoats into Liao space to safeguard Concordat interests. II Corps' lack of presence in the Concordat has since demanded that the Light Infantry increase their patrols and move with even greater frequency in an attempt to keep a large stretch of the border under control. Fortunately, a third battalion has recently been made available to the Light Infantry, increasing the effective range of their defensive zone.

The Hyades Light Infantry prefers a block-patchwork camouflage pattern of autumn colors. BattleMechs have the Taurian crest painted onto their right shoulders, much in the same place that an infantryman would wear his patch, and display the unit insignia across their torso. The regimental insignia is a gold diagonal swath (very similar to a dress uniform sash) across the chest, outlined in black, on which a MechWarrior is allowed to paint a foil-type sword for every "kill" in his career.

OFFICERS

Colonel Verbret is a long-standing veteran of the Light Infantry, working his way up from a cornet in the regiment. His refusal to transfer out has kept him from making any kind of home for himself, but also earned him a Standard of Taurus for "self-sacrifice and dedication."

Brigadier James of Third Battalion is a competent commander but has a tendency to bite off more than he can handle. Or, as Colonel Verbret says it, "that mouth of his keeps landing his <backside> in trouble."

TACTICS

The Light Infantry works on the theory of controlling the most advantageous position on the field. As the battle lines draw near, the regiment will use its greater speed to identify and occupy high ground or heavily wooded terrain, leaving the enemy bereft of good cover. First and Second Battalion are highly proficient over a vast variety of terrain and climates. Third Battalion still has some training to do in this area.



Hyades Light Infantry Regiment/Regular/Reliable

CO: Colonel Tanis Verbret

1st Batt: Brigadier Alicia Nicholas

2nd Batt: Brigadier Bryan Kole

3rd Batt: Brigadier Tiberius James

A medium-weight 'Mech is uncommon in the ranks of the Light Infantry and a heavyweight machine is a rare sight indeed. The one heavy currently employed uses (some say overuses) the sensitive MASC system to keep up with its lighter brethren. Third Battalion tends to average more closely to a medium weight. Though rated as a green unit, the Third has a fanatical loyalty rating.



Hyades Support Guard Regiment/Veteran/Reliable

Infantry Cmdr: Colonel Mark Whitebear

Splitting into battalion-sized units, infantry support is critical for BattleMech forces. This is partly due to tradition, but as much for the infantry's high standards under fire as well. A motorized regiment, the Guard has access to VTOLs, a fleet of hovercraft transports, and is jump-capable. Two battlesuit squads have been permanently attached to the Guard.



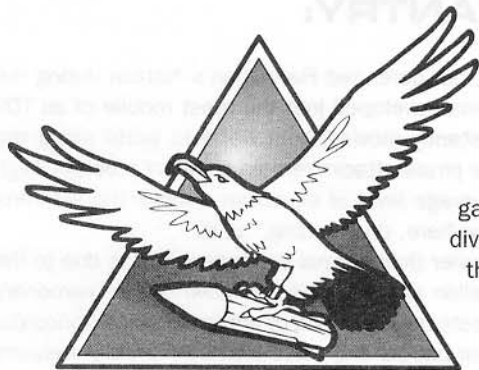
2nd Corps Air Division (Hard Air) Air Division/Regular/Reliable

Wing Cmdr: Senior Air Master Zachary Taylor

Though not permanently assigned to the Light Infantry, the Hard Air Division seems to be called upon more often than others are. They tend to split up into wings, one to cover each 'Mech battalion.



III CORPS



PLEIADES HUSSARS: THE CHALLENGE OF BRINKSMANSHIP

Though rated between green and regular troops, the Hussars enjoy a great deal of responsibility and trust by the current Protector. This is due to the relationship cultivated by Grover Shraplen with the Hussars during their years as occasional garrison troops for MacLeod's World. Since Shraplen's ascension, the Hussars have divided their time between warding worlds in and around the Hyades Cluster and playing their old game of brinksmanship with the Federated Suns.

The Hussars have staged more reconnaissance maneuvers along the border—and even into Davion space—than any three other regiments in the last decade, gauging the military response of the Federated Suns. This has nearly sparked a major incident at least eight times that are known publicly, with the Hussars and Davion units looking across a battlefield at each other, waiting for the other side to make a wrong

move. As often as the Hussars have backed down, worried that an engagement would open the doors for a Davion invasion, the Federated Suns have also pulled back, conceding the day rather than risk being branded as an aggressor nation among the new Star League Lords. Such concerns are currently falling by the wayside, however, as the recent battle on Midale proved. There, the First and Third battalions were heavily injured by elements of the Eleventh Avalon Hussars RCT. Enemy casualties were officially listed as "significant."

The Hussars' eagerness to push back at House Davion stems from the fact that the Pleiades Cluster, the unit's original homeworld, once belonged to the Concordat and was taken by the Suns during the Reunification War. In remembrance of this, the Hussars use a tiger-stripe camouflage pattern of blue and yellow—the colors of the Pleiades worlds, and certainly not very stealthy. The unit insignia is an eagle with a missile clutched in its talons, backed by a triangular field. Minus the missile, this was also the flag of Pleiades.

OFFICERS

Colonel Albritten is a close friend of Protector Shraplen. While a capable commander, his appointment is certainly political in nature and pushed aside several men more qualified for a combat command.

TACTICS

The Hussars like open field warfare, where they can shift from a strong defensive position to a sharp thrust at any weakened point in the enemy line. This "Set-and-Spear" maneuver can quickly split an enemy formation, causing confusion and havoc.



Pleiades Hussars **Regiment/Regular/Fanatical**

CO: Colonel Maxwell Albritten

1st Batt: Brigadier Quince Baker

2nd Batt: Brigadier Hu Dem Han

Third Battalion was all but destroyed in the incident on Midale. To fill holes in First Battalion, Colonel Albritten used the survivors and salvage to bring First Battalion back to full strength.

Second Battalion is currently rated as a green unit. Both battalions were recently upgraded to fanatical loyalty rating. The Hussars have received some of the first upgrade packages sent to the Concordat, a testament to the Protector's commitment to them and his promise that they will need such materials in the future. Most of these upgrades are concentrated in First Battalion. The regiment weighs in at an average between medium and heavy, with every company possessing 'Mechs in each class.



Pleiades Seventh Air Division **Wing/Regular/Fanatical**

Wing Cmdr: Cornet Dianne Gaul

Used mainly for escort duties, the Seventh Air Division is

one of the few aerospace units permanently attached to a 'Mech regiment.



Four-Seventeen, Jansen's Armored Brigade **Battalion/Green/Questionable**

Armor Cmdr: Subaltern Rom Lann

On temporary assignment with the Pleiades, there has been rumors of bad blood between the 'Mech regiment and armor crews. One rumor insists the armor unit was ordered to remain out of the battle on Midale. Another claims they refused to take the field. No official report has been filed one way or the other.



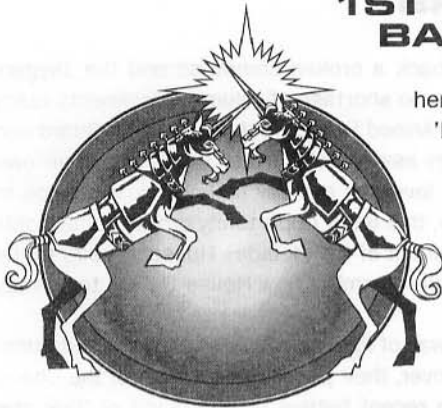
12th Pleiades Infantry **Two Battalions/Regular/Fanatical**

Infantry Cmdr: Brigadier Leo McCoy

The Twelfth Infantry was also founded on Pleiades before the Reunification War. Its long history in service with the Hussars has made for strong ties between the MechWarriors and common soldier. The Twelfth provides some field combat support, but also has a large medical corps staff, complete with jump troop capable soldiers. When a Hussar 'Mech goes down on the field with a wounded man inside, the medical corps extracts the warrior.



1ST TAURIAN LANCERS: BATTLEFIELD BRETHREN



A comparatively newer unit, the Lancers were first organized in 2985. Their formation heralded a new experiment in TDF tactical doctrine, applying an equal ratio of heavy tanks to 'Mechs in each battalion. Before the Lancers inception, armored units had been relegated to supporting roles, and almost always assigned with BattleMechs having two-to-one or three-to-one numerical superiority. With equal numbers, an enemy would have to worry as much about the armor as the BattleMech line.

The Taurian Lancers clashed with a Federated Suns unit in 3021 on the world of Bromhead, the heavy armor support saving them from a total rout when a BattleMech company wandered into a minefield and was lost. The armor was able to shore up the line then spread forward to cover a fighting retreat. The tanks proved costly to the Davions, who lost two lances while trying to push their advantage. The lukewarm success of the Lancers, thought to be a positive sign in such a new unit, convinced some marshals to increase armor support within some units and birthed two more Lancer regiments.

The insignia of the First Taurian Lancers is two metal-plated unicorns facing each other, the tips of their horns coming together inside a starburst. This crest is set over a green field. Machines are painted a metallic green with red trim.

OFFICERS

Brigadier Michael Sun Lee is actually an active member of the Capellan Armed Forces, with the rank of *sao-shao*. He is one of a few officers loaned to the Concordat in a trial officer exchange program. Lee's primary skills lie in training, the better to improve Lancer expertise.

TACTICS

The Lancers are currently engaging in a great deal of simulated training as well as several hours of classroom exercises daily. This heightened training pace is designed to return them to a higher level of expertise.



1st Taurian Lancers Regiment/Green/Fanatical

CO: Colonel Elise Powell

1st Batt: Brigadier Rachel James

2nd Batt: Brigadier (Sao-shao) Michael Sun Lee

3rd Batt: Brigadier Austin Campbell

Only the Third Battalion is considered to be of regular experience. The other battalions suffered several years of static garrison defense as well as neglect by the quartermaster corps in providing top-end trained cadets. With Lord Shraplen's rise to the Protectorship, this has sharply reversed. The Lancers have been bumped up the priority list for upgraded technology and superior replacements, and their move to the section of space separating the Hyades Cluster from the Federated Suns can only herald more action.

The Lancers prefer medium to heavyweight 'Mechs with good armor profiles. Speed is not a factor, since they are designed to work with and around slower moving battle tanks.



1st Taurian Armored Lancers Regiment/Regular/Fanatical

Armor Cmdr: Colonel Xavier "X" St. Cloud

The First is a permanent asset of the Lancers, having served alongside the BattleMechs for almost fifty years. Their original commander, Jason Graywolf, was adamant about training his men to work as a protective shield for the 'Mechs. It was Jason's personal company that plugged the gap on Bromhead. His self-sacrificing bravery eventually won him a Standard of Taurus, giving the unit the nickname "Jason's Shield" and the armor crews an example to follow.

The Armored Lancers employ heavier tanks, almost all of them weighing in at sixty tons or more. Good armor and long-reaching weapons are important. LRM Carriers are the favored vehicles in the unit. The Armored Lancers display only one metal-shod unicorn on a shield-shaped field.



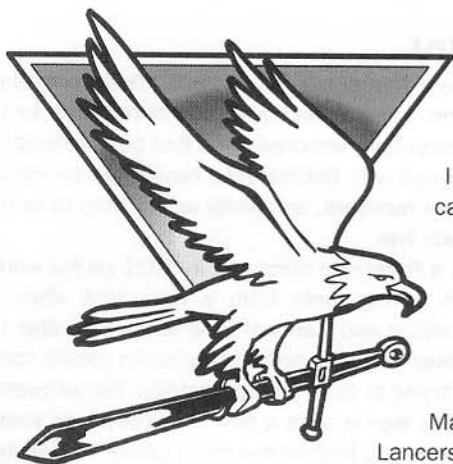
75th Light Guard 2 Battalions/Green/Reliable

Infantry Cmdr: Brigadier Yesler Mohadib

First Battalion is the field workhorse, with artillery, VTOL and even some airplanes that can be used for reconnaissance or limited strafing runs. One company is trained as anti-'Mech jump troops. Second Battalion is nothing but a guard-duty unit, walking protected patrols and maintaining security at campsites and command posts.



IV CORPS



PLEIADES LANCERS: ON THE WARPATH

Though the Taurian Velites came back a broken command and the Jaegers came back nursing deep wounds, there was no shortage of volunteer regiments ready to replace their positions inside the Capellan Armed Forces. Only the Taurian Guard and I Corps showed no true enthusiasm for foreign assignment. Other Corps had their own candles burning—experience, access to higher levels of military technology, a chance to fight House Davion. For the Pleiades Lancers, this latter opportunity drove them to petition and agitate for the assignment. An offshoot of the Pleiades Hussars, heirs to the same history and traditions, the Lancers still remember how House Davion took away their homeworld.

Though they have yet to see much in the way of fighting against the Federated Suns, now that the Capellan war against St. Ives is over, their post on the border of the Chaos March has assured them of frequent action. In recent battles on the world of Styk, the Lancers led the fighting to reclaim this world as an occupied territory of the Confederation. Having fallen once again into the hands of rebels while the CCAF concentrated on St. Ives, Styk's mercenary forces put up a violent but brief struggle.

The Lancers prefer camouflage to stylized paint schemes, typically employing either a tiger-striped or jungle-vine pattern. They always work in the colors blue or yellow, a tribute to their fallen homeworld of Pleiades. The unit's insignia is a diving eagle with a sword in its talons, set over a triangular field.

OFFICERS

Brigadier Jordan Fisher in his career has suffered the loss of a leg, three fingers, an eye, and the replacement of an elbow joint. In spite of this impressive list of field injuries—which has won him two Taurian Hearts, one of the rare times it has been given twice to one person—he continues to remain on the active roster in the TDF.

TACTICS

On Styk, the Lancers beat down the opposing force with multiple waves. One battalion would be used to engage superior forces, trading skirmishing shots before withdrawing under artillery cover. A second battalion would then move forward, and then a third. One battalion always slept, while the other two fought or prepared to fight. This rotating system kept the defenders off-balance and tired for three days before they started to rotate through their two battalions as well. Still, the Lancers held an advantage in resting periods. On the eighth day, the full regiment rolled forward and decimated the bedraggled mercenary units.



Pleiades Lancers Regiment/Veteran/Reliable

CO: Colonel Robert Kosimic

1st Batt: Brigadier Florence Fowler

2nd Batt: Brigadier David Hart

3rd Batt: Brigadier Jordan Fisher

The regular Second Battalion took quite a beating on Styk, losing two companies of 'Mechs and half that in warriors. The CCAF has since made a presentation to the Lancers of twenty-four machines that employ newer technology. While not the best the Confederation has to offer, they are still superior to standard Periphery BattleMechs. A dozen cadets from the Liao Conservatory of Military Arts are currently attached to the Lancers for their cadre duty, making up the personnel losses.



Hell's Black Aces, Second Wing Wing/Elite/Reliable

Wing Cmdr: Major Jason "Daemon" Windgate

For their time in and around the Chaos March, a full wing of the mercenary Hell's Black Aces are assigned to the Lancers for protection and combat support.



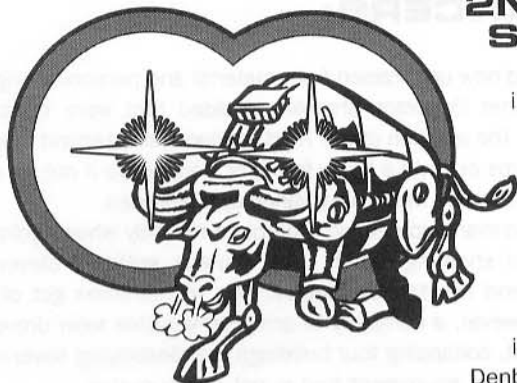
13th Light Cavalry 2 Battalions/Regular/Questionable

Armor Cmdr: Colonel Sam Perfy

The 13th is really a mixture of armor and mechanized infantry. First Battalion is comprised of light armored vehicles, good for flanking maneuvers and harassing attacks. Second battalion is a veteran unit made up totally of VTOL craft. The VTOL crews are expert at high-speed low-altitude runs, often dropping right in behind an enemy unit where they are impossible to see.



2ND TAURIAN LANCERS: STARBRIGHT REGIMENT



The minor successes achieved by the First Taurian Lancers prompted the TDF in 3042 to raise a second regiment. The formation proceeded much in the same way as the first, raising one regiment of BattleMechs alongside a full regiment of heavy armor. In an interesting change, however, the 'Mechs were all to be light or fast mediums—the stinging power alongside the armor's heavier presence.

With the Pleiades Lancers agitating for and finally receiving permission to take post inside the Confederation, Protector Shraplen simply designated both regiments of IV Corps as part of the Liao lend-lease program. The Second Taurian is currently standing garrison inside the St. Ives Commonality, on the world of Denbar. Denbar's known Davion ties have evidenced themselves of late, with some civilian rioting focused at the Lancers. Most of the harassment has been petty annoyances, such as food shipments arriving late or spoiled. Recently, though, a subaltern was shot while on a weekend pass. It remains to be proven whether this was a coincidence or focused at the Taurians.

The Lancers' crest is that of a robotic bull charging forward out of a red field. A small starburst rides at the point of each horn. For painting their 'Mechs and machines, the Taurian Lancers employ dark blue trimmed with thin silver and red. For every 'Mech kill, a warrior is allowed to decorate his machine with a silver starburst. A red starburst is used for an armored vehicle.

OFFICERS

Colonel Andrews is rare in the TDF, being one of the few regimental XO's that is not a MechWarrior. Perhaps this is not so strange, however, considering the Lancer preference of working 'Mechs and armored vehicles on equal footing.

Subaltern Richard Montealban is a graduate of House Liao's Victoria Academy of Arms and Technology, the first Concordat officer to graduate from a Confederation academy. Working as a test pilot, he racked up an impressive list of discovered flaws in House Liao's attempt to adapt stealth armor to the *Men Shen*. His efforts earned him one of the new stealth-equipped *Vindicators*. His understanding of the Confederation's newest technology is considered highly valuable and he may be called back to the Concordat before his assignment as a company commander in the Second Battalion is up.

TACTICS

The Second Lancers have not had the chance to truly specialize in any form of combat tactics, though their long periods inside city garrisons have possibly influenced them toward defensive missions.



2nd Taurian Lancers Regiment/Regular/Reliable

CO: Colonel Brad Wolf

1st Batt: Brigadier Jasmine Frachs

2nd Batt: Brigadier Theo "Socrates" Kiplinger

3rd Batt: Brigadier Tom Payne

Though frowned upon by many, the Starbright Regiment recently accepted a "gift" from the Allard-Liao family on St. Ives—a lance of the new *Cossack* BattleMechs. Intended as a peace offering from the Davion-endorsed branch of the Liao family, the Chancellor has voiced some misgivings about a regional noble attempting to buy the favor of a Concordat regiment. Colonel Wolf has offered to trade the *Cossacks* for the Chancellor's *Duan Gung* design. No answer has yet arrived from Sian.



33rd Air Defense Wing/Green/Reliable

Wing Cmdr: Air Master Emory Johnstone

Originally, when the Second Lancers were slated to garrison the important world of Liao, Protector Shraplen included in their force the newly raised Thirty-third Air Defense. With access to the Liao Conservatory and a battalion of Hell's Black Aces for instructors, it had been hoped that the green division would acquire some valuable training. Unfortunately, changes in plans have thus far made their inclusion pointless.



2nd Taurian Armored Lancers Regiment/Green/Fanatical

Armor Cmdr: Colonel Kammie Andrews

With the 'Mech force well situated, the CCAF has begun to offer the Armored Lancers some upgraded tanks. The faster Regulators provided by House Liao do not match as well with slower machines like the Periphery-made Heavy LRM Carrier, but with some adjustments they may make a good team.



V CORPS

3RD TAURIAN LANCERS: GROWING PAINS

The Third Taurian Lancers are a brand new unit, raised from material and personnel originally slated for the Colonial Marshals that Protector Shraplen decided that were better employed to fill a hole on the TDF rosters. The addition of the Third Taurian and a second mercenary regiment has nearly fleshed V Corps out into a hardy force, or would have if not for a jealous rivalry between the Third Taurian and the mercenary Vandelay's Valkyries.

Their constant backbiting and one-up-manship caused a problem recently when a joint training maneuver turned into an actual shooting match. The Taurians suffered eleven 'Mechs destroyed or severely crippled and five tanks disabled. The mercenaries got off light with only six 'Mechs destroyed. However, a company of armored vehicles later drove through the mercenaries' command post, collapsing four buildings and destroying several hundred thousand C-bills worth of personal equipment that is not reimbursable.

The Third Lancers are currently using a gray base color with metallic red trim. The regimental crest is a pair of gold metal lances crossing through and piercing a red, nebula-like

cloud set on a black field. Unlike many regiments, the Third Taurian is very strict about where crests may be placed on a BattleMech or vehicle. The Taurian Concordat emblem must always be larger and placed in the most prominent position. The regimental insignia may be anywhere above the waist but not on the back. On the left leg of a BattleMech a warrior may paint a facsimile of any awards earned. This draconian administration is thought to be an over-exaggerated sense of propriety due to a lack of combat experience.

OFFICERS

Colonel Teresa Danielle is an old friend of Protector Shraplen and works to keep the newly formed unit from flying apart at their poorly welded seams. She is an able commander, but is not considered a tactician. For that, she relies on Brigadier Miho Katsuba.

TACTICS

Not only do the Lancers have no discernable combat advantages, they also have no sense of self, which makes cooperation between battalions rare. First Battalion is snobbish, the Second too freewheeling, and no one knows what to make of the belligerent Third. In short, cooperation is hard to come by, a factor that is unlikely to change at any point in the near future.



3rd Taurian Lancers Regiment/Green/Reliable

CO: Colonel Teresa Danielle

1st Batt: Brigadier Miho Katsuba

2nd Batt: Brigadier Calvin Hobbes

3rd Batt: Brigadier Aaron Wells

First Battalion, under the leadership of Brigadier Katsuba, has finally managed to attain regular status. Third Battalion is currently short one company, the result of their ill-fated duel with the Valkyries. As punishment for stepping out of line, replacements are not forthcoming. Third Battalion rates a questionable loyalty rating.

The Lancers have been allowed no upgraded BattleMechs, and are so near the bottom of requisition priority that they are about as likely to receive new machines as the Protector's Pride regiment.



3rd Taurian Armored Lancers

2 Companies/Green/Questionable

Armor Cmdr: Subaltern Jessiah Hawkins

This Taurian Lancers regiment is the only one not formed up with equal BattleMech and armor assets, something which may be part of the regiment's troubles. So far, only two companies have been assigned to the Third and those were sent to the Third Battalion. It had been hoped that the added responsibilities would begin to show favorable effect on the MechWarriors, but it appears that actually the reverse is true.



3rd Taurian Foot Lancers Regiment/Green/Reliable

Infantry Cmdr: Colonel Roman Waters

In place of the usual armor regiment, the Third Taurian has a full infantry regiment. Each battalion is separated, placed with a 'Mech battalion and encouraged to work together. Each battalion has artillery assets, one company of jump troops, and some VTOLs for scouting. The third infantry battalion and third 'Mech battalion do not get on well so far, with the infantry trying to be a calming influence and the MechWarriors having no interest in applying themselves to the partnership.



1ST TAURIAN PRIDE: THE NEW COLONY LANCERS



When a large number of colonial marshals backed the military coup on the world of Detroit, the Taurian military held up the New Colony Lancers as good examples of a colonial protection force. This regiment was scattered among the worlds of the spinward Taurian colonies and thought to be loyal beyond words to Protector Jeffrey Calderon.

When Jeffrey Calderon died on Detroit and Lord Shraplen assumed the Protectorship, a great deal of dissatisfaction was heard from VI Corps. The Protector's Pride regiment was first to back Marshal Kithrong's declaration of neutrality, but the New Colony Lancers weren't far behind. Though not a coup, the spinward colony region is on the borderline between civil disobedience and outright rebellion. Considering the expertise of the two local line regiments, a true rebellion would never last. Still, moving forces in to destroy one-sixth of his line military is not a very palatable choice to Protector Shraplen.

The New Colony Lancers took on the name Taurian Pride at Marshal Kithrong's request, as a means of discerning between this lawful act of disobedience and the Colonial Marshals' violent attempt at insurrection. The regimental colors are red with brown and gold trim, a scheme that is very similar to the Taurian Guard. They have chosen to eschew their own insignia in favor of bearing only the crest of the Taurian Concordat.

OFFICERS

Colonel Brian Moore was one of Jeffrey Calderon's local advisors. He knew of the former protector's relationship with the officer in Prey's Divisionals and was present for the celebration Jeffrey threw for the birth of his son. Believing that Kithrong is not going far enough to re-establish a Calderon on Taurus, Moore has begun to make noises about enforcing Jeffrey's will despite the acting-protector's assumed ignorance. Lacking just enough details to justify a reprimand, it is unclear how much closer Moore can or will go before either Kithrong reins him in or Protector Shraplen is forced to take action.

TACTICS

If the First Pride has any advantage going for it, it's in unit cohesion. Fighting as a company, battalion or regiment, the Pride shows none of the discernible weakness that is common among green units stationed on various worlds.



1st Taurian Pride Regiment/Green/Questionable

CO: Colonel Brian Moore

1st Batt: Brigadier Hans Gunter

2nd Batt: Brigadier Darrin Thomason

3rd Batt: Brigadier Liza Moody

The New Colony Lancers rely on light to medium 'Mechs. They tend to prefer energy weapons, the better to get around munitions supply problems on colony worlds. Their remote location, however, has already raised trouble with replacement parts. Approximately ten percent of each battalion is down for repairs currently, a problem that, with access to Concordat factories so limited, is unlikely to be remedied soon.

Third Battalion is rated at regular expertise, having sharpened their skills on pirates raiding out of the Tortuga Dominions and the nearby Pirate's Haven cluster.



1st Pride Defense Division Squadron/Regular/Questionable

Wing Cmdr: Air Master Kelly Swift

Relying on lightweight fighters, the Defense Wing is used mostly for insertion runs into a planet's atmosphere and holding high cover over a battlefield. They rarely strafe the ground, since many BattleMechs could swat them out of the sky with a well-placed salvo.



New Colony Guard Battalion/Green/Questionable

Infantry Cmdr: Subaltern Phyllis Sumarta

Really nothing more than a local militia force, the Den Mothers battalion has worked hard in the last six months reforming as a standard infantry defense battalion. What they lack in training and heavy weaponry they make up for in enthusiasm and creative thinking. In a recent pirate raid, the Guard assisted the Pride by digging BattleMech pitfalls. Their success has prompted them to look at adding some heavy digging machinery to their TO&E permanently.



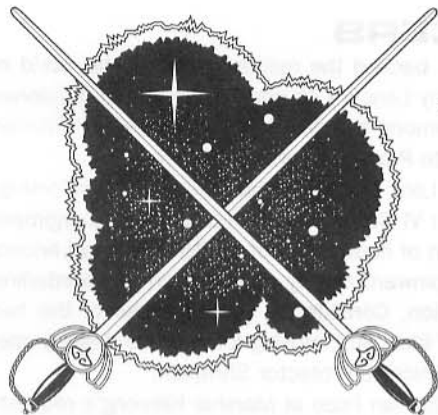
VI CORPS

2ND TAURIAN PRIDE: WALKING SOFTLY

While not quite so radical in their leanings as the New Colony Lancers, the Second Pride was the first to back Marshal Kithrong and help agitate for Protector Shraplen to take a regency instead of the Protectorship. This moderation is due part in fact that the Second was not quite so close to the situation as the Lancers, and part in that the Second seems to know just how exposed they are to retaliation by Shraplen and the full might of the TDF.

Despite this softer approach, however, there is no denying that the Second Pride has pledged their allegiance first to Marshal Kithrong. So long as he takes no overt acts of rebellion and remains content to protect Calderon's son and protest by means of civil disobedience, this loyalty is expected to remain in place. Should the Taurian Defense Force launch any kind of reprisal now, the Pride regiments would both rally to Kithrong.

The Second Pride has kept to their old colors of a green, brown and red patchwork camouflage. They still display the Concordat insignia prominently. Their own insignia, a pair of crossed rapiers set against a stellar field, is also the crest of the Calderon family and remains painted on the chest of a BattleMech or worn as a patch with infantry.



OFFICERS

Brigadier Marra Winston is the strongest tactician in the regiment. She develops most of the battle plans when the regiment acts together. Winston is also of noble birth, heir to estates on Amber Grove. Of all the Pride warriors, she has the most to lose by declaring against Protector Shraplen. This implied threat has shown no signs, however, of affecting her decision.

TACTICS

So long as Marra Winston is leading them, her personal company often acts like a unit several leagues above their true expertise. This is mainly due to their trust in her leadership, never questioning an order or straying too far from a formation. Any company that goes against her expecting a green unit will come back in pieces, if they come back at all.



2nd Taurian Pride Regiment/Green/Questionable

CO: Colonel Earnest Julian

1st Batt: Brigadier Francis Blake

2nd Batt: Brigadier Marra Westin

Only two battalions strong, the Second Pride is comprised of a full gamut of 'Mech weight classes. From lights through heavy chassis machines, the Pride also has two of the rare assault BattleMechs. Taken from pirates during a raid, the regiment has managed to repair and keep up both an *Orion* and powerful *Atlas*. The Second does not have an aversion to missile and other ammunition-dependent weapons, but they do not spend ammo foolishly either.



2nd Pride Defense Division Wing/Veteran/Questionable

Wing Cmdr: Air Master Cameron Clarke

Luck had it that the Second Pride working with the Twenty-ninth Air Division when Kithrong declared himself acting-regent of Calderon's son. The Twenty-ninth immediately formed a permanent relationship with the Pride regiment, who was happy to claim a large score of veteran pilots. The division has its own *Scout*-class JumpShip and relies on medium fightercraft.



7th Gaul Armored Regiment Battalion/Regular/Questionable

Armor Cmdr: Brigadier Hannah Jalter

Though never quite growing to regimental size, the Seventh Gaul tends to act as if it had. They take a no-holds-barred approach to combat, driving in at an enemy's strongest point in hopes of shattering formations or throwing them back from a strong position. The Seventh threw back several pirate raids in this manner before Marshal Kithrong released them from permanent garrison duty and assigned them to the Second Pride.



Calderon's Commandos Company/Green/Questionable

Infantry Cmdr: Cornet Tamara Cross

This commando team had been recently assigned to the Second Pride, planning on a reconnaissance raid into the Pirate's Haven cluster. Their decision to stay instead has left the Second with an impressive weapon at hand. The Commandos are versed in sabotage and sniper tactics, and one squad is outfitted with battlesuits brought back from the Confederation.



Confidential: Eyes Only
From: Precentor XII-Rho Ambrose Kelly
To: Precentor VIII-Mu Justin Blackford

Justin,

Here is the report you asked for, as complete a report on the Marian Hegemony as anyone has ever seen. As you well know, I have been away from the Hegemony for a number of years, but there are still those within its political and military structures who are more than happy to talk with their old professor. Those years I spent within the Hegemony have more than paid off. I've given you a complete and objective report, but after all those years in the Hegemony I'd be a damn liar if I said I wasn't glad to see Sean out of the way.

My only fear is that Sean banished me too early—I did not have the time to complete all of young Julius' training. I have no doubt that he can turn the Hegemony into a true power, but I wonder if he will have the strength to survive the inevitable storms he will be forced to endure. He is at least a capable actor, who long ago began cultivating friends and supporters throughout the Hegemony, two facts that will help his transformation into politician and dictator. What remains to be seen, though, is whether the short time I had with him will have been enough for him to rebuild the Hegemony that it can survive the coming years.

NOVA ROMA

The Marian Hegemony is a ruined trading company-turned-bandit-kingdom-turned-legitimate Periphery state. The origins of the Hegemony lie in the demise of the Alphard Trading Corporation, a Periphery firm that had suffered the predations of the Succession Wars. Johann Sebastian O'Reilly was a Periphery native with considerable charms and amazing luck. Searching for the Star League caches that were rumored to have been left behind by the defunct company, he instead found a trove of germanium worth a staggering sum.

Now rich beyond his wildest dreams, the realities of life in the Periphery quickly hit him. Realizing he needed to protect this incredible find, he hired several small mercenary units and quickly built a colony—not only as a place for trade but also as a red herring to keep would-be raiders from his true prize. He named the new colony after Gaius Marius, seven-time consul of ancient Rome, and brought in war refugees from the Inner Sphere—all of whom were looking for a fresh start away from the constant fighting. Considering himself something of a student of history, Johann organized this new society along the lines of the old Roman Republic, with himself as *Imperator* and three classes supporting the society—*patrician* (the upper-class), *pleb* (the middle and lower classes) and slave.

Even with its financial reserves, the Hegemony was just too small. It could not attract the quality or quantity of defenders it would need without also drawing the attention of the enemies who could destroy her. Thus, it remained little more than a bandit kingdom for more than a century.

Name: The Marian Hegemony
Capital World: Alphard
Number of Systems: 23
Political Leader: *Caesar* Julius O'Reilly
Military Leader: *Imperator* David Gladding
Analysis

The Hegemony may seem to be little more than a bandit kingdom looking to conquer its smaller neighbors in an effort to play with the big boys. With Julius O'Reilly's deposition and murder of his father, however, the Hegemony suddenly seems as if it is ready to evolve into a true player. This is hardly unexpected and we will continue to guide the Hegemony ahead in expectation of the days prophesied.



THE MARIAN HEGEMONY

OCCUPIED TERRITORY

The Lothian League consisted of seven snow and tundra-covered worlds with little industry save for mining and fur trapping. Founded by a group of Taurian expatriates fleeing the SLDF in the wake of the Reunification War, the League survived many early pirate raids to become a moderately self-sufficient and prosperous Periphery state that relied on mercenary units in order to fend off pirates and other such predators. Repeated raids from the Marians in the years leading up to the 3054 invasion, however, whittled those mercenary units away to almost nothing, leaving the Lothian League open to Hegemony invasion.

The Lothians appealed to the Taurian Concordat for help, only to be told by Protector Thomas Calderon that no assistance would be forthcoming. No other Periphery state wished to entangle themselves in what they considered a tiny and inconsequential nation, leaving the Lothian League to the Marian *Caesar's* devices.

The Hegemony hoarded its germanium lode and preyed upon nearby worlds and trade routes to keep the growing Hegemony's economy functioning. Following especially successful raids staged during the Fourth Succession War and later during both the Free Worlds League civil war and the Canopian-Andurien war against the Capellan Confederation, *Imperator* Marius O'Reilly began to fund civic improvements in the Hegemony. He also built the Collegium Bellorum Imperium—the Imperial War College—bringing a level of professionalism that the Hegemony Armed Forces could never claim. Aside from an ill-advised attempt to take over the world of Astrokaszy in the wake of an assassination attempt, Marius actually brought some measure of respectability to the Hegemony and its people.

The years before the Clan invasion of the Inner Sphere also heralded an era of peaceful Marian expansion through a colonization effort that was headed by Marius' son, Sean. Sean used his position to embezzle funds earmarked for the colonization effort and used the funds to support his many mistresses as well as his gambling problem. The revelation of these activities soon led to Marius' downfall, as Sean became convinced that his father would pass Sean over as heir and instead name Sean's 6 year-old son, Julius, as the next *Imperator*. Marius O'Reilly died in what was officially determined to be a climbing accident on the Marian colony world of Herculeaneum in 3048. Sean returned to Alphard, renaming Herculeaneum as Marius' Tears and instituted a ten-day period of mourning for his father amid heavy speculation that he was somehow responsible for his father's death.

At the end of that period, Sean took the Hegemony's reins of leadership, dubbing himself *Caesar*. With that proclamation, the *Caesar* proceeded to rebuild the Hegemony's government based heavily on the structure of the ancient Roman Empire and to "lead the Marian people to their true destiny." Some of Marius' social reforms continued, but the new *Caesar* enacted repressive policies designed to enhance the division between the *patrician* and *pleb* social classes and "embrace the virtues of our Roman forefathers." He built his military from

one legion to three. He also devoted considerable energy to consolidating his personal power base within the military and increasing his hold on the Marian people. Those that protested the increasingly dictatorial nature of Sean's regime were silenced through promises of great wealth or great force.

His hold on the Hegemony unbreakable, Sean then set his nation on a path of conquest. Privateers and small auxiliary units working for the *Caesar* made raid after raid on the worlds of the Lothian League to soften it up before Sean launched a full-scale assault in 3054. The conquest of the League took little more than a year, but in the end, the Hegemony crushed the Lothian military and forced the ruling Logan family into hiding. *Caesar* Sean posted the Second Legion to the League to restore order and to enforce his rule. The Lothian people put up a strong resistance to the Hegemony's occupation, and the *Caesar's* brutal punishment served only to embitter the Lothians even more, perpetuating an ongoing resistance movement.

EMPIRE BUILDING

The year 3058 heralded a fresh start for the Marian Hegemony as well as the beginning of the end for Sean O'Reilly. The Word of Blake came calling in the latter half of the year, seeking to supplant ComStar in the Hegemony. The Word of Blake made an offer that the *Caesar* could not refuse: 'Mechs, high-tech weapons and support for his dreams of conquest. The *Caesar* immediately started a heavy conscription effort and expanded his military to five full BattleMech legions. The *Caesar* expanded his own personal influence and power for several years, finally expelling ComStar in mid-3061 and officially signing a contract with the Word of Blake to administer communications within the Hegemony.

In mid-3057, Sean chose the world of Astrokaszy—site of his father's earlier defeat—as the springboard for a new round of Marian conquests. With the help of the Word of Blake's Sixth of June Movement, Sean intended to take advantage of a new round of infighting between the planet's various city-states in order to seize it. Only the timely intervention of the Canopian-backed mercenary unit, Avanti's Angels, prevented the world from falling to the *Caesar*. Upon his return to Alphard, Sean found his nation on the cusp of a dramatic upsurge in rebel activity in the Lothian worlds. The expansion of the Hegemony military allowed Sean to assign the Third Legion to the Lothian League in order to lend assistance in putting down the rebels. Shortly after posting the Third Legion to the Lothian Worlds, however, Sean O'Reilly discovered a new problem—his son.



A cum laude graduate of the Collegium Bellorum Imperium, Julius had been assigned to command a century in the First Marian Legion. Julius quickly forged many friendships and political alliances not only within the First Legion, but also with members of the Senate and Sean's own bureaucracy. Julius began to attract the notice of groups known to be working against their repressive *Caesar*. Attempting to secure his own safety by removing his son from that position, *Caesar* Sean made what would become his fatal blunder—he transferred Julius to Lordinax to serve in the Second Marian Legion. That he was given a promotion to command the Legion's second cohort did little for Julius to ease the sting of his transfer and laid the foundation of what was to come.

The heir to the throne of the Marian Hegemony arrived on Lordinax in June of 3060. Upon his arrival, Julius found himself in a unit that was rapidly becoming demoralized in the wake of repeated attacks from Lothian rebel forces. Julius' unit was sent on a series of punitive raids against several settlements suspected of harboring anti-Marian rebels—the start of a campaign that Sean hoped would either toughen up his son or lead to his removal from the picture altogether. Instead, Julius started to openly question the Marian occupation of the League, a stance that would bring him into conflict with his father.

PEACE THROUGH SUPERIOR FIREPOWER

Much as his father had done years before, Julius started to covertly build a power base within the Second Legion by promising one very simple thing: an end to the Lothian troubles. Morale within the Legion was at an all-time low following the conquest of the League despite a steady stream of new recruits from the Marian core worlds, due primarily to the rapidly unifying resistance movement. On the other hand, casualties among the League's civilian populations steadily increased as the *Caesar* ordered more severe and frequent reprisals.

After hunting down and capturing the leader of the Lothian resistance movement, Julius sat down and bargained with her rather than following his orders to execute her. Elena, the skeptical daughter of Dame Lorelei Logan, the League's former leader, eventually saw the light as more and more Hegemony troops poured into the former Lothian League and civilian casualties soared. In exchange for a cessation of reprisals against her people, a voice in the Hegemony Government and a position as an advisor on Julius' personal staff, Elena Logan agreed to cease rebel attacks on Marian assets. Within a year of arriving on Lordinax, Julius had pacified the former Lothian League and was ready to make his next move. In January 3063, Julius O'Reilly led both the Second and the recently arrived Fourth Marian Legions, as well as the Third Legion's First and Third Cohorts, away from Lordinax. That only auxiliaries and the Second Cohort of the Third Marian Legion was left behind to garrison the League was of little concern to Julius—had Elena Logan reneged on her agreement, Julius would have simply returned to Lordinax and leveled every building. With the Lothian Question laid to rest, Julius finally turned his attention toward his father. Before he could lay claim to the entire Hegemony, however, he had to return to Alphard a true conqueror.

At the head of a sizeable task force even by Inner Sphere standards, Julius headed straight into the Illyrian Palatinate. The conquest of the Palatinate lasted only six months, as only the Arms of Thor and the mercenary company Cavanaugh's Cavalry garrisoned the Palatinate. It proved to be far easier and less bloody than ever anticipated. The Marian forces were initially stopped cold by the Arms' spirited and bitter defense. After taking some heavy losses, however, the Legions received an unexpected bit of good fortune. Cavanaugh's Cavalry agreed to Julius' offer to stand down in exchange for a ransom and a place in the Marian Hegemony Armed Forces. Immediately after, the Hegemony forces assaulted Trasjkis and Illyria head-on, using its infantry and other auxiliary units to root the Arms of Thor from their bases before they could bring most of their BattleMech strength to bear. The Hegemony Legions left the Illyrian fields of battle with relatively few casualties and a bevy of salvage.

With the Palatinate in hand and several prominent local citizens left behind to govern the new province along with the elements of the Third Legion and a full auxiliary legion, Julius turned to deal with his final target: *Caesar* Sean O'Reilly.

STEPPING STONE

The four worlds of the Illyrian Palatinate served as a small trading center for the Periphery. Situated between the Lothian League and the Circinus Federation, the Palatinate garnered its income through modest trade with the Free Worlds League and annual gladiatorial 'Mech combat a la Solaris VII.

After the Clan Invasion began, refugees from the Free Rasalhague Republic flooded into the Palatinate—drawn as much by the Palatinate's prosperity as by the fact that many of the nation's inhabitants were of Scandinavian origin. The Palatinate nearly drowned under waves of Rasalhague refugees, yet continued on under the specter of Hegemony aggression only through the economic assistance of the Free Worlds League, which was concerned with Hegemony expansion.

At the time of the Marian invasion, only the company-sized Cavanaugh's Cavalry, the two battalions of the Arms of Thor and scattered militia companies could be raised from the local populace garrisoned the Palatinate's four worlds. The Free Worlds League did indeed assist the Palatinate in boosting its civilian infrastructure and in expanding its military command structure, but in the end the Palatinate did not have the cohesiveness to survive while its closest neighbors were unwilling or unable to intervene in the Hegemony's unabashed expansion.



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CROWNING ACHIEVEMENT

Julius arrived on Alphard at the head of the Second and Third Legions and a full-strength auxiliary legion in late July 3063. Leading his legions through the streets of the capital city amid the cheers of Nova Roma's citizens, Julius headed for the royal palace with his Second and auxiliary legions while the Third quietly secured the rest of the city.

Greeted by the Senate at the foot of the palace, Julius and the group of statesmen retired to the Senate chambers with a select retinue of Second Legion soldiers while the rest of the Legions took up positions around the palace. Inside, in an elaborate ceremony broadcast throughout the Hegemony, the Senate presented Julius with the Corona Graminea. The *Caesar* was nowhere in sight.

After the ceremony was completed, Julius seized the opportunity to finally address all of his people, giving the speech he had been planning for years. Citing the innumerable offenses committed by his father during his reign, including the increasingly bloody oppression of the Lothian worlds and the embezzling of funds from the state treasuries, Julius declared Sean no longer fit to rule the Hegemony, claiming the leadership of the nation for himself. The assembled Senate vocally affirmed the declaration.

Secured inside his palace and surrounded by his own First Legion, Sean responded by claiming that his son had turned traitor to the Hegemony. He ordering the First to put down the rebellion at all costs. Less than half of the First Legion acceded to Sean's order and already surrounded by the Second Legion, they fell almost as quickly as they stepped out of the palace.

Julius marched into the throne room accompanied by the Senate and a half-century of loyal bodyguards. He confronted his father with his misdeeds and offered his father the opportunity to step aside. Instead, the *Caesar* leapt at Julius, likely as much out of rage as it was to give his son one final test—a test Julius passed. Impaled by Julius' sword, Sean breathed his last on 8 August 3063.

One day later, the Senate inaugurated Julius O'Reilly as the new *Caesar* of the Marian Hegemony. Upon assuming office, Julius began instituting many military and social reforms. He officially declared both the former Lothian League and the Illyrian Palatinate as united territories within the Hegemony, granting each former nation voices within the Senate. He further granted Lordinax and Lothario to Elena Logan in fief after accepting her as a personal advisor on civil matters. All inhabitants of both former nations were granted Marian citizenship and granted three-year exemptions from conscription.

A keen student of Roman history, Julius also made several changes to make Marian society more "Roman". He created the Plebian Tribunate to give the *pleb* class a voice in government (though plebs are still not allowed to vote except to select the planetary Tribunes).

LEGIONES MARIANES

Since its inauspicious start as a group of ragtag mercenary bands, the Marian Hegemony Armed Forces have grown both in size and capability, reaching a level of true professionalism with Imperator Marius' reforms earlier this century. With the expansion of the Hegemony into both the Lothian League and the Illyrian Palatinate, however, the legions may suddenly find themselves outclassed and unable to protect their empire—especially as realms like the Circinus Federation attempt to capitalize on the Hegemony's wealth and constant internal strife.

CAESAR'S ARMS

The Legiones Marianes—the Marian Hegemony Armed Forces, or simply the Marian Legions—are chiefly responsible for the defense of the Hegemony, though the *Caesar* quite often orders them into action outside of Hegemony space. The Hegemony's military might currently consists of seven BattleMech-equipped legions, as well as more than three times that number of line auxiliary units. Largely, the Marian Legions retain the same structure they have had for more than a century. With his assumption of the Hegemony's Leadership, *Caesar* Julius has instituted a number of subtle yet significant changes that invest more trust in his field commanders.

The most basic unit in the Legiones Marianes is the century, comprised of 5 'Mechs or tanks, or 100 infantry troopers (which can be broken down into 10-man squads, or *contubernia*). Two centuries form a maniples, with three maniples forming a cohort and three cohorts, plus attached combat and support units, forming a legion.

Following the conquest of the Lothian League, the *Caesar* gave each legion and cohort a Latin name and designation, reflecting their primary functions and even approximate raw strength (with the exception, that is, of the *Praetorian Guard*). *Cataphractii* are made up almost entirely of heavy and assault-class units and are used for planetary assaults. *Comitatensis* units (*Comitati*) are fast, largely medium and light, to be used as rapid-response forces to quell large-scale disturbances or to quickly reinforce other units. *Ripariensis* units (*Riparii*), assigned to frontier duty far from home, are garrison troops drawn from the Hegemony's core systems and are composed of heavy and medium forces. *Limitanei* are also garrison units made up of heavy and medium elements, though its manpower is drawn from the Hegemony's frontier worlds. *Auxilia* these are the conventional forces attached to each legion. *Ala* (wing) are Hegemony's aerospace units.

BattleMech Forces

The BattleMech is the Hegemony's weapon of choice when it comes to arming its legions. Though the Hegemony itself does not yet possess any BattleMech factories, it has been able to build a respectable, if thinly spread, 'Mech corps over the years. In the first days of the Hegemony, the sheer amount

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of germanium the Hegemony was selling was more than enough to allow it access to the production runs of any of the Successor States. As that supply began to slowly dwindle and the Hegemony turned to piracy as its primary industry, however, the Successor States no longer afforded the Hegemony that same kind of access. By then the Hegemony's raiding missions began to make up for that loss.

Today, with the Word of Blake acting as middlemen, the Hegemony has access to the same advanced technologies as any of the Inner Sphere powers, though at a premium price. As a result, while fielding some of the newest 'Mechs in the Inner Sphere, it still must rely on older designs to make up the backbone of its military, until it can afford to upgrade the majority of its legions.

Aerospace Forces

If the Hegemony military is lacking anywhere, it's in aerospace units. *Caesars* Marius and Sean concentrated heavily on expanding their BattleMech forces earlier this century, in many cases ignoring the needs of their auxiliary units, forcing their few

dedicated fighter units to take responsibility for regions they could never hope to effectively protect. With Julius' ascension, that trend has begun to change, but it could literally be decades before any significant changes can be wrought—the simple fact of the matter is that aerospace fighters are in short supply throughout the Human Sphere.

Conventional Forces

The BattleMech may be the weapon of choice, but without armor and infantry to support them, the 'Mech units would be nothing but fodder. At least one conventional (auxiliary) legion is assigned to support each 'Mech legion, while additional auxiliary legions are raised and equipped to defend the Hegemony's many worlds from the same types of pirates and raiders they themselves once were. The Hegemony is slowly equipping its auxiliaries with new weapons and armored vehicles, but with the added expense of replacing lost equipment and administering the recently

conquered Lothian and Illyrian worlds, that effort could take more than a decade.

MARIAN LEADERSHIP

Prior to Julius O'Reilly's ascension to command of the Hegemony, the legions sported a rank system very similar to that of ancient Rome, though with some significant differences. One of Julius' first acts as *Caesar* was to adjust his military's structure, both to evoke a more Roman feel as well as to better recognize some of the more important enlisted ranks.

New recruits are given the rank of *miles* upon enlisting in the Legions. *miles* who serve at least one full year in the Hegemony military and show some leadership qualities are promoted to *miles probatus* and often

given charge over a *contubernium* or a work crew. Soldiers are promoted to *miles gregarius* only if they show outstanding leadership qualities and an utmost loyalty to the Hegemony.

The Hegemony does differentiate between its enlisted and officer corps, but unlike most other major militaries, that division is usually based on social status rather than actual training

or capability. All *patricians* that enter the Legions are given the rank of *legionnaire*, the most basic of officer ranks. *Plebeians* who distinguish themselves enough to earn a battlefield promotion or the attention of a prominent senior officer can be elevated to the rank of *legionnaire*, as are graduates of the Marian military academies. *Centurions* are the next officer rank and command battlefield centuries. A *principes* commands a manipule, while a *legatus* leads a cohort and a *prefect* commands a full legion.

Of the six *generals* in the Hegemony military, four spend the bulk of their time on Alphard and are given tasks such as directing major campaigns and keeping the military running. The other two are assigned as military governors of the Lothian and Illyrian districts, commanding the forces there and insuring that those recently conquered regions remain stable.

The highest-ranking officer within the Hegemony military is the *Imperator*, a rank reintroduced along with the *Caesar's* other reforms. The *Imperator* is the *Caesar's* right-hand and

STANDARD MARIAN HEGEMONY FORCE ORGANIZATION

Element	Component Units	Combat Strength
Century	5 BattleMechs or Vehicles	5 BattleMechs or Vehicles
Manipule	2 Centuries	10 BattleMechs or Vehicles
Cohort	3 Manipules	30 BattleMechs or Vehicles
Legion	3 – 5 Cohorts	90 – 150 BattleMechs or Vehicles

STANDARD MARIAN HEGEMONY INFANTRY ORGANIZATION

Element	Component Units	Combat Strength
Contubernium	10 Troopers	10 Troopers
Century	10 Contubernia	100 Troopers
Manipule	2 Centuries	200 Troopers
Cohort	3 Manipules	600 Troopers
Legion	3 – 5 Cohorts	1800 – 3000 Troopers



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commands the entirety of the Marian military. He also has nominal command of I Legio, though the senior *prefect* within the Legion has day-to-day responsibility for the unit.

UNIFORMS AND INSIGNIA

Due largely to the changes instituted under Sean O'Reilly, the uniforms of the Marian Hegemony Armed Forces have strong Roman elements, though that look is tempered with modern sensibilities and fashion. Indeed, the Hegemony has forged a look unique within the Human Sphere.

UNIFORMS

The basic field uniform of the Hegemony Armed Forces is a knee-length tunic in field gray that is cinched up by a belt, with a collared shirt worn beneath. This is worn over black trousers with flexible brassy greaves made out of ballistic plate sewn into the shins, all of which is designed to fit over black boots. Atop this, soldiers wear their protective and load-bearing gear. Though the *cassis* helmet worn by ancient Roman legionaries is standard-issue, most combat troops prefer a more modern design that incorporates vision and hearing enhancements.

The Hegemony's dress uniforms have a less classic design, yet evoke a unique look while still maintaining some practical connections to the Roman uniform of history. A gray tunic, made of ballistic fiber and reinforced in several locations with protective yet subtle plating, is worn over a plain white shirt and gray trousers. On the left shoulder of the tunic is a large epaulet shoulder pad, outlined in piping that denotes branch of service, on which the individual's rank insignia is worn.

Enlisted members wear darker piping over their right shoulders while officers wear elbow-length gauntlet/forearm protectors. All ranks wear a leather belt around the waist as well as a baldric draped from the left shoulder down to the right hip, to which a gladius is commonly attached. The color of the epaulet piping and the baldric denotes the branch in which the wearer serves—silver for MechWarriors, light blue for aerospace forces, white for armor and red for infantry. Additionally, generals wear a bronzed ballistic breastplate over the tunic and spiked shoulder pads in place of epaulets.

INSIGNIA

The uniform of a *miles* bears no insignia. Just wearing a uniform shows that they passed the basic training camp and are soldiers within the Hegemony military. *Miles probati* and *Miles gregari* adorn their uniforms with simple chevrons on the sleeves of the field uniform and the epaulet of the dress uniform.

Officers wear a variety of insignia to denote their rank and station. *Legionnaires* sport a plain silver triangle with a black center. *Centurions* wear the same triangle, only with a smaller silver triangle set within the center. *Principes* wear a plain gold triangle with a black center, with the *Legatus* adding a smaller golden triangle inside. *Prefects* wear the same golden triangle,

but with a golden eagle in the center. *Generals* replace the golden eagle with a single gold star. The *Imperator* wears two gold stars in the center and the *Caesar* wears three.

DECORATIONS AND MEDALS

The Marian Hegemony Armed Forces awards five decorations. Some are accompanied by financial or social reward, but each carries great deal of prestige. Presented with relative paucity, these awards represent the highest honors a Hegemony citizen could ever hope to receive.

Corona Graminea (Crown of Grass)

The most prestigious award that can be awarded in the MHAF, the Crown of Grass is awarded for a great act of valor, such as single-handedly saving an entire Legio or Cohorts in battle. This award carries with it a land grant and a permanent position within the Senate. This award has been presented only five times in the history of the Hegemony, and has never been given to a *plebian*. A winner of the Corona Graminea wears a jade medallion styled to look like a blade of grass. The crown itself is woven of grass and is worn only at the ceremony in which it is awarded. Afterwards, the crown is preserved and displayed in a place of honor within the recipient's home.

Corona Aurea (Crown of Gold)

This is awarded for a single-handed combat victory over a superior enemy, or some other great act that results in a spectacular victory for the Hegemony in some way. A winner of the Corona Aurea wears a gold medallion in the shape of a laurel wreath.

Corona Civica (Oak-leaf Crown)

Awarded for acts of selflessness in service to one's fellow man, winners of this award wear a silver oak-leaf cluster.

Aquilifer

More a position of honor within a unit than an actual military decoration, the Aquilifer is the warrior who carries a unit's aquila, or standard, into battle. He is generally the one to whom the troops will rally in times of trouble. A unit's Aquilifer wears a patch on his uniform depicting an eagle perched atop the unit's colors. Soldiers chosen for this honor must not only be courageous but must exemplify the morals and standards of the professional soldier, holding himself above the failings of human nature. In battle, the Aquilifer flies the unit's standard from his vehicle so that it is visible to all on the field.

Order of Scipio

This award, named for the ancient Roman general, Scipio Africanus, is given to an entire unit in recognition of a great victory on the field of battle, such as taking an enemy capital. All members of the unit are inducted into the Order and wear a pin depicting an eagle perched atop a Roman gladius. This award



carries with it a small land grant and pension for each member of the unit.

ARS MILITARIA

The military is a fact of life in the Marian Hegemony, more so even than in any other legitimate Periphery realm. Looking to boost his lagging military, Sean O'Reilly ordered all able-bodied males conscripted into service starting at the age of seventeen, or upon completion of any higher education. Females are not conscripted but can join the Legions voluntarily. Due to the losses sustained in the Illyrian campaign as well as the need to garrison a larger territory, Caesar Julius O'Reilly has continued this policy.

All common trainees are routed to one of a dozen training camps located throughout the Hegemony's holdings, where they are schooled in the basic military skills as well as given some training in a specialty field. After this training is completed, the new *miles* are assigned to one of the auxiliary legions for at least a two-year tour. After this, they have the choice of spending another four years in the regular auxiliary legions or eight to twelve in a home-guard reserve auxiliary legion. Compulsory service is complete after these initial tours.

COLLEGIUM BELLORUM IMPERIUM

The Collegium Bellorum Imperium on Alphard comes close to its counterparts in the Magistracy of Canopus and the



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Taurian Concordat in terms of level and quality of training, but its shorter-length programs mean that the quality of its graduates averages lower than many other military academies. *Caesar* Sean paid the Collegium particular attention throughout his reign, constantly upgrading and improving the academy considerably with the assistance of the Word of Blake, who provided the academy with several instructors and upgraded training facilities in the latter years.

Recognizing the need to expand the Collegium beyond its purpose as the primary MechWarrior academy, Sean O'Reilly expanded the Collegium even more and opened the Alphard Air Academy in 3059. The Air Academy is preparing to graduate its second class of cadets.

Enrollment

Military training in the Hegemony is divided by class—*patricians* are automatically accepted into the Collegium Bellorum Imperium, while all *plebians* are routed to one of several basic training centers. Plebs in the MHAF are rarely allowed to become MechWarriors. That is not to say that plebs cannot enter the Collegium—they can. However, to do so a candidate must not only pass a rigorous entrance exam but also receive the recommendation of a *patrician* family, often attainable only through extensive bribes. Once in the Collegium, *plebians* are set for life and after a number of years of successful military service can often expect induction into the *patrician* class.

Curriculum

Students at the Collegium spend a total of three years in their studies, learning from the classics of military history as well as a selection of approved readings, meant to give potential officers a well rounded yet monitored education. MechWarrior and other ground auxiliary cadets then join a training maniple for a one-year tour with a legion to gain practical experience in the field. Aerospace cadets divide that fourth year between simulator exercises, "buddy flights" with an advanced instructor and solo flight operations both on the ground and deep space.

Atmosphere

With the Collegium populated primarily by *patricians*, the mood of the school is far less harsh than any other Hegemony military training center. The students are not pampered, but at the same time they are not treated the same way as *plebian* conscripts. This leads to an attitude of indifference among many cadets, an attitude that is impossible to break once they are serving in the legions.

Graduation

Cadets who successfully complete their total of four years of training are commissioned as *legionnaires* within the Hegemony Armed Forces and assigned. Students belonging to prominent families, or those who make hefty bribes to the right

people within the Hegemony, can usually pick their own assignments. Cadets belonging to lesser families are generally shipped right to the legions garrisoning the Lothian and Illyrian worlds. Graduates of the Collegium are obligated to serve at least eight years within the Caesar's legions.

PERSONALITIES

CAESAR JULIUS O'REILLY

A very intelligent young man and a student of classical history, the new *Caesar* of the Marian Hegemony feels the need to prove that he is his father's son in name only. Quiet and serious-minded, Julius is an idealist at heart and has begun an ambitious program of reform within the Hegemony. Some of his military reforms have met with success, but certain factions in the Senate find his empowering of the *plebian* class through the creation of the Plebeian Tribune and the granting of rights to the Lothian and Illyrian worlds disturbing. The *Caesar* is also an accomplished swordsman and martial artist, keeping in shape with daily exercises.

IMPERATOR DAVID GLADDING

Born a *plebian*, then-David Massena was adopted at age two by a *patrician* family, who reminded him at every turn of his humble roots. This early treatment left him with a inferiority complex and a burning desire to succeed no matter the cost. Gladding graduated from the Collegium and quickly rose to become *prefect* of II Legio, thanks to an uncanny knack for finding and exploiting the personal weaknesses of any who opposed him. His befriending of Julius started at first as an opportunity for advancement, but has since become quite genuine.

When Julius supplanted his father, the young Caesar promoted *Prefect* Gladding to *Imperator* of the MHAF, over the objections of several prominent *generals*. A smart tactician and a firm believer in the Hegemony's superiority, *Imperator* Gladding will use any advantage he can get to prove himself and to win his battles.

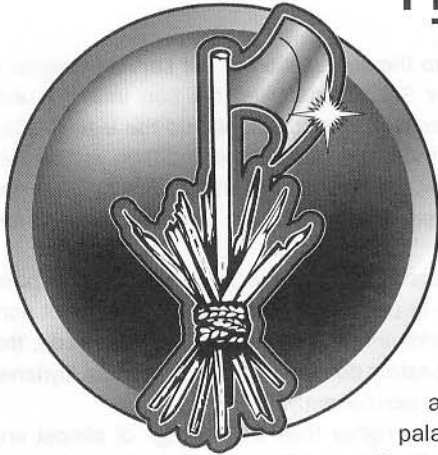
PREFECT MICHAEL ALEXANDER

The commanding officer of I Legio is loved by his troops, hated by his superiors, and despised by the Senate. A coarse, iconoclastic and arrogant man, *Prefect* Alexander considers himself to be the second coming of the legendary seven-time Roman *consul* Gaius Marius. In fact, Alexander conducts himself much as history seems to think that legendary man did.

Prefect Alexander's rise in the MHAF officer corps was not without its stutters and missteps, as Michael was demoted twice for insubordination after refusing to follow the dictates of his superiors in battle, preferring instead to "look out for his boys" by following more cautious tactics. Once commander of V Legio, *Prefect* Alexander was transferred to the prestigious I Legio by *Imperator* David Gladding, who saw in him a perfect opportunity to tweak the noses of the Senate.



I LEGIO MARTIA VICTRIX: THE PRAETORIAN GUARD



The first and proudest of the Marian Legions, I Legio is the *Caesar's* chosen, protecting his family on both the Hegemony's capital world of Alphard and during their travels through the stars. The legion was raised in 2922 from the remnants of several out of work mercenary units, with Johann O'Reilly granting the legion's original members titles and land in exchange for an oath of fealty to the Marian Hegemony. In fact, those officers formed the core of the Hegemony's *patrician* caste, which has continued to supply many of the legion's personnel throughout the years. The direct descendants of these original officers are commonly shown preference in assignment to the *Praetorian Guard*.

The members of I Legio are fanatically loyal, often preferring death to the shame of surrender or defeat. A prime example of this came when Julius O'Reilly returned to Alphard to face his father. During the battle that marked the end of Sean O'Reilly's reign as *Caesar*, many of the I Legio's members rushed from their position within the royal palace only to be cut down by the massed II Legio. Several of I Legio's members even elected to commit suicide rather than serve under Julius.

Today, I Legio remains the *Caesar's* chosen, but it is a changed unit, thanks to *Caesar* Julius' reforms. Under the direction of *Imperator* David Gladding, the legion has devoted itself to defending first the Hegemony and then the *Caesar*, a distinction only recently made.

The Legio's colors are midnight blue and dark gray with red and white trim. Their insignia is a dark gray fasces with a red axe-blade and midnight-blue bands.

OFFICERS

Legatus Robert Kron, commander of Secunda Cohors, was once a condemned man. Relegated to the Cohors Morituri, *Legatus* Kron was one of the more outspoken opponents of Sean O'Reilly. Only his connections in the Senate and his family's long-standing ties to the O'Reilly family saved him from being executed during Sean's rise to power.

TACTICS

I Legio specializes in defensive warfare, preferring to using cover to its advantage. The legion's lighter units will commonly act as bait to lure its enemies into the waiting arms of the heavier units, all the while weathering the attacks of the entrenched auxiliary legions.



Prima Cohors Cohort/Veteran/Fanatical

CO: *Legatus* Joanna Behrensen

Only eight of the first cohort's MechWarriors were a part of the unit during the reign of *Caesar* Sear. Most of the rest died in their attempt to break Julius' Second Legion, with a few choosing retirement rather than remaining in service to Sean's son.



Secunda Cohors Cohort/Elite/Reliable

CO: *Legatus* Robert Kron

The second cohort is actually the only unit to remain largely intact following Julius' rise to power, assigned as it was to safeguard the Senate and other important individuals scattered across Alphard.



Tertia Cohors Cohort/Veteran/Fanatical

CO: *Legatus* Haakan Westlund

Almost all of the third cohort's personnel are new to the unit. In contrast to the first cohort, this is due largely to a transferral of personnel rather than casualties.



Prima Auxilia Alphardensis (First Alphard Auxiliary Legion) Legion/Veteran/Fanatical

CO: *Prefect* Nicole Goulet

This combined-arms auxiliary *legio* does not travel with their "parent" unit, but is permanently stationed on Alphard as an honor guard.



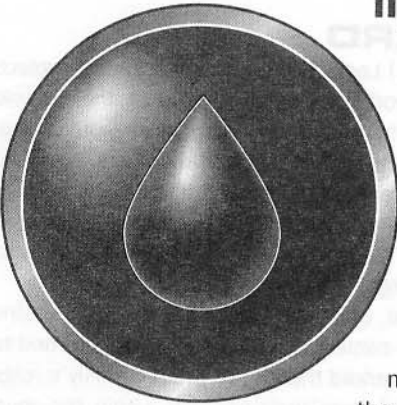
Ala Alba (White Wing) Wing/Veteran/Fanatical

CO: *Legatus* William Mitchell

This aerospace wing travels with the legion, defending its ground-based brethren during drops and harassing enemy concentrations.



II LEGIO CATAPHRACTI



II LEGIO CATAPHRACTI: THE CAESAR'S OWN

Assigned first to the conquest and then to the subjugation of the Lothian League, II Legio was nearing disintegration when *Caesar* Sean transferred his son into the unit, ostensibly to toughen him up. It was Julius, however, who toughened up the legion, afterward leading it on his campaign first against the Illyrian Palatinate and then against his father. II Legio owes much to their new *Caesar*, who has repaid that loyalty by personally bestowing *patrician* status on each and every single pleb who followed him unquestionably, and at great risk, to Alphard.

As soon as the Senate had crowned him *Caesar*, Julius immediately sent II Legio back into the Illyrian Palatinate. There, supported by III Legio and elements of IV Legio, it continues to oversee the integration of the Illyrian worlds into the Hegemony. To their credit, the members of the legion are patiently and compassionately dealing with the rebellious Illyrians, though armed insurrection is still put down forcibly and permanently.

The level of technology within the legion is considerably higher than the average of almost any other unit in the Periphery, though it still falls short of the mark set by the *Praetorian* Guard. The Word of Blake continues to uphold the agreement it originally forged with *Caesar* Sean, though the amount of new equipment entering Hegemony service has been severely curtailed by Julius himself as his nation struggles with the costs of integrating the Illyrian and Lothian worlds fully. For now, the equipment II Legio lost during the conquest of the Palatinate and in action on Alphard has been replaced with older, less expensive designs.

The Legio's colors are white with blue and copper trim. Their insignia is a copper oil drop inside a solid blue circle with a copper and white border.

OFFICERS

Prefect Theodore Penn is a living example of the phrase "working one's way up the ladder." After starting his military career at the age of fourteen in the infantry auxiliaries, Penn slowly worked his way through the vehicle corps, finally gaining the status of MechWarrior the day after his thirtieth birthday. Penn holds the distinction of being the sole *plebian* in the MHAf to manage to rise above the rank of *principes*. This fact was just recently recognized by *Caesar* Julius with the induction of Penn and his family into the *patrician* class.

TACTICS

II Legio prefers to use overwhelming force against an enemy, concentrating the majority of its energies to disabling or destroying enemy forces before moving onto another.



Prima Cohors Cohort/Veteran/Fanatical

CO: *Legatus* Michael Grier

The heaviest cohort in the legion, the First fields one full assault maniple of upgraded designs.



Secunda Cohors Cohort/Regular/Fanatical

CO: *Legatus* Christopher Brown

Recently commanded by then-*legatus* Julius O'Reilly, only a handful of his men remain with the Second. The rest were scattered throughout the legions by the *Caesar* to help insure loyalty in the ranks.



Tertia Cohors Cohort/Regular/Reliable

CO: *Legatus* Michael Hutchissen

True to its title, this unit is made up almost entirely of assault-class BattleMechs. Prima and Secunda

Cohors are almost entirely new, with Tertia Cohors maintaining the bulk of the unit's older 'Mechs.



II Auxilia Loricatus Legion/Regular/Reliable

CO: *Prefect* David Hudson

This vehicle legion, fielding many of the Hegemony's Gladius hover tanks, is effectively serving as a mobile police force on the worlds of the former Palatinate.



II Auxilia Mobiliaris Legion/Veteran/Fanatical

CO: *Prefect* Ryan Smyth

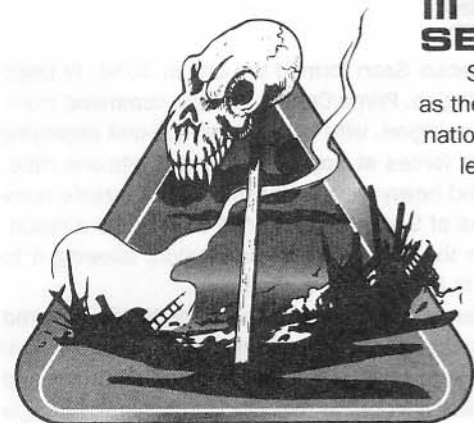
Despite being the target of a number of Illyrian resistance attacks, morale remains high thanks to the efforts of the unit's commanding officers, who have made every effort to prevent the occupation from turning into a slaughter of Illyrian people.



III LEGIO LIMITANEI: SENTINELS OF THE REACHES

Sean O'Reilly raised the Third Legion from conscripts drawn from his core worlds, as well as the few mercenaries he could attract to his Hegemony, and assigned the unit to protect the nation's frontiers. Assigned to assist II Legio in garrisoning the Lothian League in 3059, the legion was beginning to feel the sting of service in a hostile protectorate when the Caesar transferred his son into II Legio. Afterward, both legions' morale problems turned around in the classic Roman way—in battle, conquering the Illyrian Palatinate. Responsible for crushing the few militia forces on Reykavis, III Legio arrived on Illyria just in time to participate in the final battles. The legion's two participating cohorts formed the anvil that crushed the relatively strong combined militia and mercenary forces.

Often blessed more with plain "dumb luck" than skill, III Legio suffered from a lack of timely re-supply and confidence on the part of the MHAf through its first several years, engendering a sense of futility and defeatism in III Legio. The unit threw its support behind Julius O'Reilly more as an act of rebellion than a conscious decision for change. Even after the legion's successes in the Palatinate, the unit remains



somewhat disaffected, a condition that only worsened while the legion was responsible for the garrisoning of worlds in both the former Lothian League and the Illyrian Palatinate, where it was forced to deal with resistance attacks and the occasional pirate raid.

As soon as he had secured his hold over the Hegemony, Caesar Julius removed the legion from the new territories and gave them a swath of worlds along the nation's Rimward reaches to defend. Though the unit no longer has rebels and terrorists to deal with, morale within III Legio remains relatively poor. Only the recent assignment of several upgraded BattleMechs into the legion has made a true dent in the unit's pervasively poor attitude.

III Legio's colors are midnight blue trimmed with gold. Its insignia is a wolverine's skull set on a pike in the middle of a blasted wasteland.

OFFICERS

Prefect Nigel Reed came to III Legio from II Legio last year, an attempt by the MHAf to instill better discipline and pride in the legion's officers. With little progress shown, several of the Hegemony's senior military officials have given up on the legion and consequently given *Prefect* Reed little support, forcing him to go it on his own. Many observers think the young *prefect* is in over his head, but the truth remains to be seen as Reed must slowly overcome the attitudes of his men.

TACTICS

A symptom of the larger problem, III Legio tends to fight in a very disorganized manner, its members often taking potshots at targets of opportunity rather than concentrating on the most critical enemy units.



Prima Cohors
Cohort/Regular/Questionable
CO: *Legatus* Jeny Walker

A jumbled and disorganized force of 'Mechs, tanks and infantry, this unit has been described by some as "ill-prepared to even take on a troop of Capellan Star Scouts." A few soldiers have abandoned the unit completely, taking their equipment and leaving to seek their fortune as pirates or mercenaries.



Secunda Cohors
Cohort/Green/Reliable
CO: *Legatus* Shubhashree Venkatesh

Like the first cohort, this unit has had to deal with a significant number of desertions, though that trend has turned around since the Illyrian campaign.



Tertia Cohors
Cohort/Regular/Reliable
CO: *Legatus* Darin McGuire

Having worked closely with the Caesar in his Illyrian campaign, this cohort is the most reliable in the legion and forms the core of *Prefect* Reed's efforts to boost the legion's morale.



III Auxilia Limitanei
Legion/Regular/Questionable
CO: *Prefect* Edward Nugent

III Legio's attached auxiliary unit fares little better than its parent legion, due primarily to officers more concerned with their own personal influence and petty disputes than the welfare of their men.



IV LEGIO COMITATENSIS



IV LEGIO COMITATENSIS: IMPERIAL LEGIONNAIRES

Designed to act as a rapid-response force when *Caesar* Sean formed the unit in 3058, IV Legio is composed of more vehicles than any other BattleMech legion. Prima Cohors and the command manipule of Secunda Cohors are the lone 'Mech-only units in the legion, with every other sub-unit deploying both armored vehicles, BattleMechs and combined-arms forces at approximately a two-to-one ratio. The legion's 'Mechs tend toward the faster medium and heavy weight classes, with a sizable number of recon-class units complementing the hovertanks of Secunda and Tertia Cohors. As a result, the unit possesses a far greater level of coordination than any other Marian legion, allowing it to perform exceptionally well in the *Caesar's* campaign in the Illyrian Palatinate.

The IV Legio was assigned first to break the defenses on Trasjkis, where the legion squared off with the world's combined defenders before continuing onto Trondheimal. The unit gave far better than it got on Trasjkis, driving the mercenary Left Arm of Thor from its encampments on and eventually from the world with fewer than half of its MechWarriors in tow. On Trondheimal, IV Legio encountered stiff resistance in the form of two unexpected battalions of light armor, shattering the legion's Prima and Tertia Cohors before falling to the superior might of the Hegemony forces.

IV Legio remains stationed in the former Illyrian Palatinate, bringing stability and order to that district. Because it is in such a hive of contention, the legion is high in the rebuilding queue, with a portion of each new BattleMech and combat vehicle shipment to the Hegemony earmarked for

this still underpowered legion. With the military budget significantly curtailed while the *Caesar* concentrates his attention on incorporating both the Lothian and Illyrian districts into the Hegemony, it could take years before this legion is back up to full strength.

IV Legio's colors are maroon trimmed with orange. Its insignia is a pair of crossed Roman gladius swords set against a scutum shield with a legionnaire's helmet on top.

OFFICERS

Princeps Julie Gupton led the surviving manipulus of Tertia Cohors through the remainder of the Illyrian campaign after its commander was killed in battle. A *plebian* graduate of the Campus Martius, *Princeps* Gupton was awarded the Corona Civica for valor. She holds no hope that these honors will turn into further promotions, despite the petitions of her commanding officer, *Prefect* Kenneth Rothewell, that she be allowed to command the cohort after it is rebuilt.

TACTICS

IV Legio is proficient in hit-and-run tactics, specializing in wearing down an enemy's resolve by striking supply lines and weak points, ending with a final assault designed to either shatter or rout the enemy unit.



Prima Cohors Cohort/Veteran/Reliable

CO: *Legatus* David Self

Prima Cohors fields the fewest upgraded BattleMechs in the Hegemony Legions, due more to the lack of availability of suitable replacement machines than a lack of desire to equip the cohort with new machines. The cohort's pride and joy is the single STY-3D *Starslayer* piloted by *Legatus* Self.



Secunda Cohors Reinforced Cohort/Regular/Reliable

CO: *Legatus* Lionel Mandrake

Designs like the *Saladin* and *Saracen*, both fast hovercraft capable of dealing significant damage before quickly retreating, are found in relatively large numbers in this dangerous cohort.



Tertia Cohors Manipule/Veteran/Reliable

CO: *Princeps* Julie Gupton

Decimated by the efforts of a light armor battalion that surprised the unit in Trondheimal's capital city, Tertia Cohors consists of the cohort's six surviving BattleMechs and eight surviving hovercraft. *Prefect* Rothewell has temporarily assigned an armor manipule to the cohort to insure it remains a viable unit.



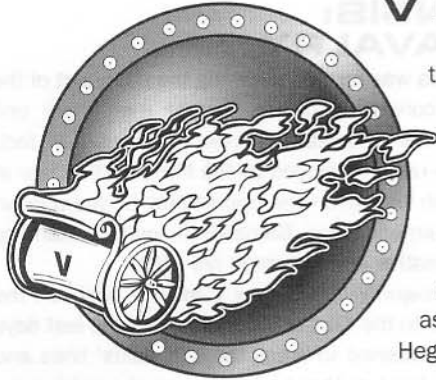
Auxilia Comitatus Legion/Veteran/Reliable

CO: *Prefect* Jon "Bates" Battaglia

One of this legion's three cohorts is currently on Lordinax to assist V Legio in recruiting and training new auxiliaries, but is scheduled to rejoin its parent unit within the year.



V LEGIO RIPARIENSIS: WHEEL OF FIRE



Raised in early 3059 and drawing manpower chiefly from the worlds on which it was stationed, V Legio originally garrisoned the Illyrian-Hegemony border before *Caesar* Julius transferred the legion to the Lothian worlds in the wake of his Illyrian Campaign. Following that campaign, Hegemony generals transferred nearly a cohort of MechWarriors and twice as many conventional troops out of the legion to aid other units which suffered losses while fighting in the Palatinate. V Legio's generals decided to make up for the manpower loss, and the legion's commanders started a recruitment effort among the newly enfranchised Lothians. The results have to date been surprising, with relatively significant numbers of Lothians voluntarily joining the Marian Legions, many of whom have been assigned right into V Legio's auxiliary units. Even more surprising, V Legio's loyalty to the Hegemony and its *Caesar* is firm.

Currently stationed within the Lothian District, the legion has devoted itself to recruiting and actively building up the Lothian infrastructure, an effort that can only serve to bond the Lothian worlds closer to their new parent nation. In some areas, this has met with some resistance from wary citizens. In other regions these efforts have borne fruit, with terrorist and rebel activity in rapid decline all across the District. Counselor Elena Logan and the Lothian Senators have been instrumental in making this effort pay off, working very publicly hand in hand with the legion's officers to promote unity and good will.

V Legio's colors are white trimmed with black and red. Their insignia is a flaming chariot.

OFFICERS

The grandson of immigrants from Tikonov, *Prefect* Josef Vasicek finds himself in the unenviable position of being the scion of one of the last families to buy its way into the *patrician* class. As such, he has been the object of scorn and derision from his peers, who consider him nothing more than a glorified pleb. Despite this, Vasicek remains in good spirits and has gained a few influential supporters in the Senate thanks to his unit's work in helping to rebuild the Lothian worlds.

TACTICS

V Legio excels at city fighting, using buildings and other structures as cover for its conventional forces, who attempt to drive an enemy into less populated areas where their 'Mechs can easily hide and engage the enemy with impunity.



Prima Cohors

Cohort/Regular/Fanatical

CO: *Legatus* Danielle Ratliff

V Legio suffers from the fact that it was the last legion raised from the ground. Thus, until recently, it was the last to receive any new and upgraded equipment. Nevertheless, Prima Cohors is equipped exclusively with jumping medium and heavy class BattleMechs, a force capable of dealing significant damage to any that oppose it.



Secunda Cohors

Cohort/Veteran/Reliable

CO: *Legatus* Adrian Brown

This cohort has been dubbed "The Road Builders" in recognition of their assistance in numerous construction projects, including the rebuilding of a major roadway between Lothario's two largest cities.



Tertia Cohors

Cohort/Green/Reliable

CO: *Legatus* Gloria Leman

Tertia Cohors has lately been devoting itself to the task of training the two auxiliary legions that have been

recruited from the local populace. In an effort to provide better leadership without having to bringing in "outsiders," *Legatus* Gloria Leman has sponsored several promising members of both units for entry into the Collegium Bellorum.



Prima Auxilia Lothianensis (1st Lothian Auxiliary Legion)

Legion/Green/Reliable

CO: *Prefect* Mariana Pinchus

The first all-Lothian auxiliary unit, Prima Auxilia's raw trainees are quickly gaining experience in constant training exercises with elements of IV Legio's auxiliaries on Lordinax.



Secunda Auxilia Lothianensis (2nd Lothian Auxiliary Legion)

Legion/Green/Reliable

CO: *Prefect* Robert Behle

Like its sister, Prima Auxilia, the Secunda is working hard to become a coherent fighting force.



VI LEGIO RIPARIENSIS



VI LEGIO RIPARIENSIS: THE CAESAR'S CAVALRY

The newest of the Legiones Marianes was formed following the conquest of the Illyrian Palatinate from a core group consisting of the former mercenary unit Cavanaugh's Cavalry, as well as a number of trusted officers of II Legio. In fact, Cavanaugh's Cavalry was one of the few units employed by the Illyrian Palatinate at the time of Julius O'Reilly's assault. Each was given the opportunity to stand down and join the MHAf as regulars. With almost three BattleMech legions standing behind Julius, the Cavalry saw little alternative and accepted his offer.

Standing on the sidelines for the majority of the new *Caesar's* push on the Palatinate, the Cavalry did indeed intervene on the *Caesar's* behalf during the last days of battling on Illyria, as the Arms of Thor threatened to break through Julius' lines and seize his field headquarters. Realizing that the Arms of Thor had no hopes of surviving the invasion, the Cavalry entered the Illyrian capital under the guise of friendship and took the city in the name of Julius O'Reilly. The Palatinate officially surrendered two hours later, though not before the Arms of Thor made one more push aimed at decapitating the Marian assault force.

Cavanaugh's Cavalry accompanied Julius to Alphard, where the new *Caesar* commissioned the Cavalry as VI Legio. Drawing from the equipment taken from the Arms of Thor, veteran MechWarriors and recent graduates of the Collegium, Julius immediately strengthened the Cavalry to a full cohort, following with a second under-strength cohort a few months later. The new unit is currently stationed on Alphard along with I Legio, ostensibly for training, though the truth of the matter is clear to anyone. Imperator Gladding has promised to keep the legion on Alphard only until the unit is fully integrated, which will likely be when the loyalty of both the former mercenaries and their new *prefect* can be determined. With so many former associates of the *Caesar* populating the Legion and an auxiliary legion culled from veteran and reserve volunteers, it seems unlikely that *Prefect* Cavanaugh and his former men will pose a problem to the Hegemony.

VI Legio's colors are royal blue trimmed with white. Their insignia is a mounted legionnaire bearing a pilum spear and wearing a flowing red cape.

OFFICERS

Prefect Jared Cavanaugh is a cavalier and selfish man who still holds to the mercenary attitude that "what's mine is mine and what's theirs is mine." Cavanaugh takes every opportunity he can to enrich himself at the expense of others, even going so far as to allegedly selling assets from the former Arms of Thor on the black market in order to line his own pockets. If this is true, the *prefect's* days are likely numbered.

TACTICS

VI Legio has a knack for turning every fight into a disorganized free-for-all, using its few artillery pieces to break up enemy formations while its lightest elements rush forward to further add to the confusion. The legion then picks off its enemies piecemeal.



Prima Cohors Cohors/Veteran/Questionable

CO: *Legatus* Douglas Gilbody

While more than half of the MechWarriors within Prima Cohor were culled from other Marian units, each of the thirteen surviving members of Cavanaugh's Cavalry holds positions over the Marian-born officers. *Principes* Rudolf Kess, a close associate—or "enforcer", depending on who is asked—of the *Caesar*, is attached to the cohort as an independent inspector, a position which allows him to closely monitor the former mercenaries.



Secunda Cohors Cohort/Regular/Reliable

CO: *Legatus* Joakim Boalt

The entire cohort, manned by personnel culled from throughout the Legions, is under-strength by a number of machines. It currently organizes its forces into four-position centuries instead of the standard five-position structure.



Auxilia Comitatus Legion/Green/Reliable

CO: *Prefect* Lucius Corelli

The auxiliary came together a month ago and has not yet operated as a unit.



COHORS MORITURI: COHORT OF THE DEAD

An odd cross between a Clan solahma unit and House Kurita's infamous Chain-Gang Battalions, Cohors Morituri is comprised of cashiered soldiers and those officers considered too well-connected or too valuable to simply get rid of. First created by Marius O'Reilly, the Morituri is officially intended as a means to keep dangerous members of the Mhaf under close watch while still keeping them useful to the Marian state. In some cases, this is true—several members of the unit are criminals sentenced to spend the rest of their lives in the unit, however long or short that may be.

The deeper reality is that those assigned to the Morituri tend to be personal enemies of either the *Caesar* or one of his *generals*. Such was the case after Sean O'Reilly assumed the throne, when several influential supporters of the late *Imperator* found themselves stripped of command and relegated to Cohors Morituri.

Those who are consigned to the Cohors rightly consider it a death sentence that is just as sure as those carried out by state-sanctioned executioners. This sentence, however, carries with it at least a slim chance of reprieve—the *Caesar* may grant a pardon to a member of the unit, though by the majority of these pardons have been granted posthumously. Members of the Morituri outside of the command staff

are considered little better than slaves and have no rights outside of the unit. In fact, no member of the unit is allowed to leave the cohort's barracks except in battle or when accompanied by at least two guards. Upon assignment to the unit, the forehead of each new *moriturus* is branded with the sigil of the Marian Hegemony as a reminder that he is now considered property of the State.

Despite the poor treatment the unit receives, morale remains fairly even and a macabre sense of humor permeates the unit. Often forced to survive by their wits and little else, the Morituri nonetheless manages to accomplish the near-suicidal missions that its superiors assign it, with its members even gaining an odd sense of pride in being able to accomplish their missions without the support and assistance that other units would receive. Of course, the cohort also sustains a higher rate of casualties than any other unit in the entire Hegemony military. Being condemned men means little to them—the members of the Morituri survive simply to spite those that sentenced them to the unit in the first place.

The color of the Cohors Morituri is black. The insignia of the Cohors Morituri is the sigil of the Marian Hegemony set upon the form of the grim reaper.

OFFICERS

Legatus Winston Sorfleet was given command of the Morituri shortly after Sean O'Reilly's death. A relatively recent graduate of the Collegium, Sorfleet astounded his superiors by volunteering for duty as commander of the Morituri. Though that assignment gained him the rank of *legatus* far quicker than normally possible, Sorfleet commands little respect from his contemporaries throughout the Mhaf, who consider him not much better than the band of murderers and rapists he commands. Nevertheless, Sorfleet keeps the unit functioning, dispatching his own brand of quick and cruel punishment for any misdeeds or dereliction of duty.

TACTICS

With the diverse backgrounds of its members, the Morituri has no specific tactical specialties. Instead, the unit simply performs the job it was assigned to do—at all costs.



Cohors Morituri Cohort/Regular/Questionable

CO: *Legatus* Winston Sorfleet

Nominally a 'Mech unit, the Morituri in truth fields but seventeen aging BattleMechs, each centuries old and mostly rebuilt from the parts and pieces salvaged from the Hegemony's battlefields. The remainder of the unit goes into battle in the cohort's few tanks.



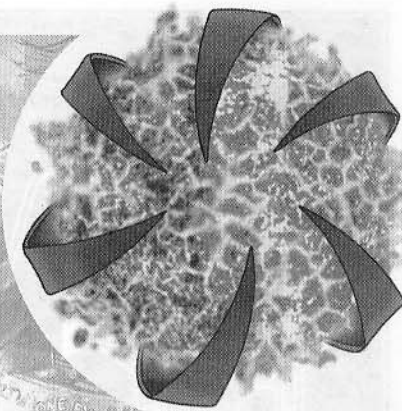
Auxilia Ripariensis Maniple/Veteran/Reliable

CO: *Principes* William Bejamin

Effectively a military police force detailed to keep the members of Cohors Morituri in line, this auxiliary maniple fields a number of armored cars and infantry fighting vehicles. In the past, they've proven more than a match for any similar-sized enemy force. Though he was thrown into this assignment against his will, *Principes* Bejamin has grown to enjoy his position as jailer, infusing his maniple with a dark and sadistic bent.



OUTWORLDS ALLIANCE



Name: The Outworlds Alliance

Capital World: Alpheratz

Number of Systems: 36

Political Leader: President Mitchell Avellar

Military Leader: Senior Marshal Maurice Avellar

Never a major threat to either the Draconis Combine or the Federated Suns State throughout its history, the Alliance nevertheless stands at the ready should the conflicts gripping both those nations spill across their Periphery borders. The Alliance has to date rebuffed our every inroad, though we have already begun to weave our subtle threads throughout that nation, one that stands to benefit greatly in the days to come.

A minor power to be sure, especially when compared to its two neighbors, the Outworlds Alliance may nevertheless prove quite useful to our Blessed Order. Its respective borders are lightly guarded and patrolled by the Federated Suns and Draconis Combine, making infiltration by agents and whatever else is deemed necessary much easier than attempts made from within the Inner Sphere. ComStar has quite an established foothold here and most of the natives have publicly rebuffed our Order's attempts to establish ourselves in the Alliance. This is actually very much to our advantage allowing those natives who have accepted us to perform their tasks with relative impunity, as most of the Alliance thinks us gone. I think it highly likely that our Order will be able to begin larger operations in the Alliance within the next year or two.

—Richard Kurtin, Adept XII-mu

22 September 3063

HISTORICAL OVERVIEW

Once the least prosperous and influential of the large Periphery realms, the Outworlds Alliance has begun an economic recovery based on the success of the recently instituted Long Road program. One small but important piece of this program is the expansion and improvement of Alliance ground forces, a dramatic reform for this highly peace-minded nation.

AN ACCIDENTAL BEGINNING

Unlike every other state currently in existence, the Outworlds Alliance wasn't initially intended to be a lasting political power. Appalled by the state of war among the Inner Sphere powers, Admiral Julius Santiago Avellar, a minor naval official, decided in 2413 to retire to the backwater world of Alpheratz, planning to spend the rest of his life writing tracts decrying the warlike mentality of those in power. These tracts changed Avellar's life in a completely unexpected way. Readers of Avellar's philosophies formed a sect called the Ommiss, which rejected all technology that was not used for the preservation of life. Ommiss members and other radicals then began descending on Avellar's Alpheratz home in incredible numbers. Despite all attempts to drive them away, the near-hermit Avellar's small colony became a haven for political and social dissidents.

As the number of Avellar's supporters continued to grow, quickly reaching the tens of thousands, they began to leave the now-crowded area of Avellar's home. Some moved farther out onto the surface of Alpheratz, but the majority began colonizing the worlds nearby. After several more years, Avellar came to a conclusion—the people surrounding him who had given up their former lives to follow his teachings, were suffering due to the anarchy of their existence. Avellar resolved to do what he hated most: to form a government to care for his unwanted followers. In 2417, the Alliance Charter was ratified, forming the basis for the government of a new state: the Outworlds Alliance. Avellar's attempt to withdraw from the universe and decry war had, amazingly, resulted in the formation of a new government.



The end result of the Alliance Charter was a government that barely functioned, leaving most of the power in the hands of the people, instead of a single ruler. While this fit in perfectly with what Julius Avellar desired, by organizing his nascent government this way he handicapped his new realm for centuries to come. The Alliance is only now beginning to come into its own as a Periphery power, and there is still a long way to go, as the current President Mitchell Avellar was well aware when he named his reform program the "Long Road."

ENTER THE STAR LEAGUE

The agrarian Alliance nation existed peacefully for over a century, slowly expanding and relying on volunteer soldiers to protect its members from bandit activity—a standing military was declared too warlike. This peace lasted until the newly formed Star League turned its attentions to the Periphery. In 2572, the Alliance was forced to accept Star League "garrisons" of Draconis and Hegemony troops, ostensibly to protect them from bandits. The peaceful Alliance could do little but comply. Though the Hegemony troops were circumspect in their search for BattleMechs rumored to be there, the Draconis Seventeenth Galedon Regulars forces assigned to the world of Santiago destroyed buildings and ruined businesses in the capital of Santiago City.

These actions angered the populace, who soon made a game of throwing things at the lumbering BattleMechs as they passed. This led to an explosion of temper by one MechWarrior on 14 December 2572, who sprayed a rock-throwing child with coolant. Nearby citizens rioted and attacked the 'Mech. Twenty-seven civilians were killed when the pilot opened fire. This incident, known as the Santiago Massacre, triggered anti-Star League riots on dozens of worlds throughout the Periphery and was a major factor in inciting the Reunification War.

In 2575, the Star League issued its Pollux Proclamation, an ultimatum to which the Periphery powers responded poorly. This gave the Star League the excuse it needed to attack the Periphery, thus beginning the Reunification War. The Alliance still managed to avoid conflict until 2581, when Star League and auxiliary Draconis troops began lining up across the border. Then-President Grigori Avellar, in a desperate move, sought help in an unlikely place. He approached House Davion through the Prince's son, offering "protectorship" of twelve rich Alliance border worlds in exchange for overt and covert help. Davion agreed, sending three regiments of his Household Guard under the name of the "Pitcairn Legion," to interfere with Star League actions in the Alliance.

The Pitcairn Legion trained Alliance troops and engaged Star League forces, doing considerable damage to each unit they came across before disappearing to strike somewhere else. They were re-supplied by House Davion and proved a constant threat to the invaders. At the same time, the Federated Suns began occupying those worlds and causing problems for the Star League once again as many of those planets were

intended to be re-supply worlds for the attacking force. In many cases, House Davion refused to even allow the Draconis troops to land on these worlds, tying them up with paperwork and bureaucracy when they did.

It was after a defeat by the Pitcairn Legion on the world of Budigen that the Fourth Rasalhague Brigade went berserk in early 2582, destroying buildings and massacring civilians. General Forlough, the brutal commander of the Star League troops, responded to the Brigade's defeat as well. On at least twelve worlds, he ordered the deaths of ten percent of the civilian population as a message to the Alliance. Enraged Outworlders poured into recruitment centers by the thousands, becoming a major opposition to the Star League troops after training with Pitcairn Legion members. In 2585, after the war had bogged down, the Alliance and the Star League signed the Peace of Cerberus, which allowed the Alliance to govern itself under Star League supervision. The war was over for the Alliance.

Following the Reunification War the Alliance prospered, making use of the League's advanced technology. By playing the Davion and Kurita leaders against each other, the Outworlders were able to remain largely uninvolved in the Succession Wars that followed the collapse of the Star League, though a standing military was organized in the mid-2800's. Discontent with the Avellar leadership began to grow, however, as poor leadership took its toll.

DISCONTENT AND COMSTAR

With the rise of Neil Avellar to the presidency in 3015, conditions in the Alliance began to decline. Neil was a reluctant president, and though he attempted to rule the Alliance well he simply did not have the skill for it. Planets began to seriously consider secession from the Alliance. His only real aid came in the form of deals made with the Draconis Combine and Federated Suns, as well as the entrance of ComStar, who began opening schools to increase literacy and building HPG stations on various Alliance worlds, providing work for needy Alliance citizens. This was ComStar's attempt to form a lasting bond with the Alliance, an attempt that succeeded as the Alliance opinion of ComStar rose and record numbers of citizens began to join. This remains true even now, with few Alliance citizens willing to join the ranks of our Order instead.

Neil helped increase the literacy rate of his state even more when he began an Educational Exchange program with the Federated Suns, a program which brought numerous Davion teachers and educational specialists into the Alliance. This program was made possible by Neil's wife, Rebecca DeSanders. She was a Federated Suns diplomat with close ties to the Davion family, and she was able to use her connections to bring this program about.

The combination of ComStar's efforts and the work of the Davion teachers brought the level of literacy in the Alliance back up to a point it had not reached since the time of the Star



OUTWORLDS ALLIANCE

DANTE

The world of Dante, the home world of the Omniss cult, is an anachronism come to life. The Omniss believe in the rejection of all technologies not necessary for the preservation of life. As a result, Dante has long banned planetary garrisons, instead depending on a stance of global nonviolence to protect them from raids from other systems. The Planetary Parliament enforces the anti-technology ban strongly, so much so that visitors from off-world must arrive at a customs landing site and space traffic is allowed near the system only once a month, when trade goods are shipped out and visitors arrive. They have no way to enforce this, of course and no way to complain—ComStar is not allowed there either, which means there is no HPG on Dante.

Until recently, Dante's position in the interior of the Alliance has helped protect it from pirates. In 3062, however, members of our Order who have infiltrated local bandit groups began providing them with the maps and charts necessary to get to Dante secretly through uninhabited systems. Since then, Dante has become a pirate world ruled by several constantly clashing groups, all secretly under the control of our Order. The citizens have been enslaved and pirates fill all positions of contact with the monthly visitors. This, and the work of our agents, has thus far kept President Avellar unaware of the situation—as a matter of fact, he purposefully allows Dante much leeway, as he respects the Omniss' right to freedom of politics and religion. The end result is that pirates (and our Order) rule a world within the Outworlds Alliance—and no one is the wiser.

Many of the raids that the Alliance believes are coming from the deeper Periphery are in fact launched from Dante, through intervening uninhabited systems. This is why Alliance sweeps through what they believe to be pirate held areas uncover very few pirate bases—the real pirate powers in the area are in the bosom of the Alliance. With the right pressure from our agents, we could turn the Alliance into another Chaos March, and Dante makes a perfect site for inserting agents into the Draconis Combine and Federated Suns.

League. Even so, Neil's trade negotiations and plans to increase Alliance prosperity failed for the most part, giving most citizens the impression of a particularly ineffective president. The help from ComStar bandaged the Alliance's wound, but did not cure it. Indeed, the increased communication provided by the HPGs made organizing calls for Neil Avellar's resignation easier and more prevalent than before.

With the onset of the Clan invasion, what little help the Alliance was receiving from Houses Davion and Kurita dried up. This was balanced by a large drop in bandit activity, as the bandits took advantage of the distracted Houses to raid the wealthier Inner Sphere realms instead. So while the Alliance's prospects remained poor, they did not become non-existent. Even following the Truce of Tukayyid, Davion and Kurita were distracted from their economic initiatives in the Alliance by the seemingly permanent presence of the Clans.

A NEW ERA

In March of 3056, Neil Avellar declared that he felt his son was ready to succeed him and retired. His successor, Mitchell, quickly secluded himself with his advisors, emerging with a new plan. He began a series of governmental initiatives and trade packages he called the Long Road program. The convoluted nature of the Alliance government has made enacting this program a slow job, but it has begun paying off more quickly than anyone imagined. The Alliance economy has rebounded to a near-prosperous level. An order for expansion of the military has provided results as well, bringing the Alliance ground forces up to the approximate size of the Aerospace Arm.

Mitchell has expanded upon the two most successful ventures his father made. The first, a deal with the Davions to allow them to mine certain areas in Alliance space in exchange for a share of the profits and a promise to use Alliance workers, was expanded by Mitchell during talks with Victor Steiner-Davion before the Archon-Prince left for Clan space. Recent governmental changes in the Federated Commonwealth have not really affected this agreement, and it is still quite profitable for both powers.

The second, an agreement with the Kuritans to allow the construction of several aerospace production facilities in Alliance space in exchange for a percentage of all craft produced and a promise of jobs for Alliance citizens, has also been expanded. Thus, the Alliance is now receiving aerospace-related Star League technology from the Draconis Combine as well. In a goodwill effort, the Combine has also begun subsidizing Alliance-run aerospace factories. This agreement shows the Outworlders' realistic viewpoint—despite several past atrocities committed by Kurita troops, the Alliance needs the help and business the Combine provides and is willing to put aside any past differences in the name of survival.

Mitchell has also been in talks with the other two major Periphery realms since the Canopian-Taurian Concordat Alliance. This has resulted in military aid and some Star League-era technology from the Concordat, in exchange for allowing Alliance citizens to work in the colony regions of the Periphery. Though technological aid was delayed for quite some time, Mitchell was finally able to pressure the heads of the two Periphery realms to follow through on their promises and bits of information began arriving in 3062. Thus far, little of the technology has been military, which suits the Alliance just fine as the technical and medical advances being delivered will see more use among Outworlders than weapons.

Mitchell's only real opposition has been from Barnabas Huard, chairman of the Baliggora Planetary Parliament and leader of the Separatist movement. The Separatists feel that the Alliance should no longer exist as a cohesive state. Instead they advocate the dissolution of the Outworlds Alliance, allowing the set-



tled worlds to succeed or fail on their own. The success of the Long Road program has silenced the Separatists somewhat, but they continue to cause problems for the reforming President.

ORGANIZATION

Organized differently from any other military in existence, the Alliance Military Corps has developed haphazardly over the years since it was created. Many of the tasks performed by high-ranking officers in other militaries are instead the responsibility of the Military Review Board and other political groups; as a result, a basic understanding of the Alliance political structure is required to comprehend how the AMC functions.

POLITICAL KNOTS

The Alliance government relies heavily on the voice of the people to function. The Executive Parliament, which is the chief governmental body for the Alliance as a whole and is responsible for all foreign and internal affairs, is made up of one representative for every full ten inhabited worlds within the Alliance. These representatives are chosen by the various Courts of Appeal from names put forth by each Planetary Parliament. The Parliamentary President, who heads the Executive Parliament, is always a member of the Avellar family and is the closest thing to an official leader that the Alliance has. Anything put before the Executive Parliament must pass unanimously or it is not enacted, making the creation of new legislation a long and arduous process.

In addition, each planet has its own Planetary Parliament, with one member per ten thousand inhabitants. These representatives are chosen annually by popular vote and have full authority to pass any legislation required to govern their worlds. Because of this, they are only nominally subject to the Executive Parliament in many areas. Similarly, several Courts of Appeal exist on each planet, with one five-member Court for every five thousand inhabitants. These Courts have the power to declare even Executive directives unconstitutional and therefore null and void in that Court's jurisdiction. What this means to the average traveler is that checking the laws for each area before visiting is a must, as they are likely to differ from planet to planet and even on different areas of the same world.

The final part of the convoluted Alliance government is the Military Review Board, a body added to the Charter in mid-2800 when it was decided that a standing military was required. Until this point, the only defensive organization was a strictly volunteer corps, with little or no military organization within the Alliance. The Board is made up of four members, chosen from each of the Alliance's provincial capitals and ratified by representatives of the Courts of Appeal. It is responsible for reviewing the organization and deployment of Alliance military forces and has the power to veto Executive Parliament decisions regarding any use of the military in order to prevent a military dictator from arising. The only exception to this veto power is during an Executive-declared Alliance-wide emergency.

STRUCTURE OF THE CORPS

The Alliance Military Corps is divided into three distinct branches. Duties normally performed by other branches in Inner Sphere militaries are the responsibility of political groups in the Alliance and so further subdivisions are unnecessary. The nominal head of the AMC is the President, but his aide and second-in-command manages matters. That aide is Senior Chairman Maurice Avellar, Mitchell Avellar's second cousin and one-time commander of the Avellar Guards.

Entry into the AMC is determined by lotteries held on each planet. It is the duty of every able-bodied citizen to serve four years in the military if his number is chosen. Volunteers are also welcome, and citizens who choose to serve longer may do so. Officer ranks often denote administrative duties, with officers serving for a minimum of five years. All promotions to an officer rank require a nomination from a commanding officer or Planetary Parliament and must be ratified by the Military Review Board.

Alliance Aerospace Arm

Unlike in most militaries, the Alliance Aerospace Arm (AAA) is considered to be the most important part of the AMC. When the AMC was first established, citizens voted to include large numbers of aerospace assets in the Corps, under the mistaken impression that the purchase and care of aerospace fighters was cheaper than that of BattleMechs. This became the basis for the current AAA, which is responsible for being the Alliance's first line of defense. The Aerospace Arm has long received the lion's share of AMC funding, and only recently has the Ground Defense Arm begun to even come close to matching that budget.

Unlike the conventional troops and MechWarriors of the Corps, pilots in the AAA are some of the best-trained and highly skilled known to man. Indeed, other Periphery realms often request permission to borrow AAA officers to improve their own aerospace effectiveness. Retired officers are in high demand at military colleges throughout the Inner Sphere and Periphery. Most Alliance citizens think of BattleMechs as "Inner Sphere tools of hate," an opinion left over from the mass destruction of the Reunification War. They give aerospace pilots the same respect and admiration that other states grant to MechWarriors.

A reflection of this preference for aerospace fighters over ground units is the odd relationship between units. Unlike standard doctrine, units from the AAA are given most assignments. Units from the Ground Defense Arm are attached to them for support instead of the other way around. This works very well for defense but is a strategically poor organization for offense, a policy which fits the Alliance mentality of peace unless attacked.

The AAA is composed of five wings, each of which is made up of three regiments of three squadrons each and a command squadron. It should be noted that the Alliance diverges from the



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standard, in that the traditional composition of wings and regiments is reversed. This appears to have been a calculated decision, possibly intended to confuse enemies that may have intercepted military communiques. This puts each wing at sixty fighters, with the entire AAA at a nominal strength of three hundred active fighters, an incredible number for a Periphery state.

Though some of these craft are salvaged, many are at most a generation old and a good twenty percent of them use Star League technology obtained from House Kurita. Many of the fighters in service are Kurita designs, but there are also quite a few Davion-made designs in use in the AAA.

A relatively small fleet of JumpShips and DropShips, including two highly prized *Vengeance*-class vessels, provides transport for the large quantities of fighters. These ships provide transport for the Alliance Mechanized Corps in addition to the AAA.

The current head of the AAA is Chairman Paul Murphy, a one-time banker who joined the AMC to help protect the Alliance from bandits and ended up making a career of it. His experience in the world of finance has helped immeasurably when dealing with budgetary issues, and his kind demeanor and natural talent for flying have made him quite popular among his subordinates as well.

Alliance Ground Defense Arm

Until recently, this arm of the AMC was given little funding or support. It languished as a poorly equipped and often derided part of the Corps. This began to change with Mitchell Avellar's Long Road program.

Not only did the program call for improved equipment and training for the AGDA, but it also contained plans for expansion. The Alliance Mechanized Corps, the main branch of the AGDA, was only three regiments in size when the program was begun; it has now grown to full five regiments of BattleMechs, vehicles and infantry. These two new regiments, named the First and Second Long Road Legions after the program that brought them into existence, were formed around mercenary units.

Although the Alliance Charter specifically prohibits the use of mercenaries by anyone within Alliance space, Mitchell Avellar pushed through legislation that would suspend that restriction temporarily. He hired several small mercenary units, looking for the best he could find who would be willing to become part of the AMC permanently and then evaluated their performance. Of the ones he hired, only Bammer's Bunch, Thermo Police and Simpson's Sisters were chosen. The first two became the heart of the First Long Road Legion, with Simpson's Sisters becoming the foundation for the Second. The mercenary restriction has since gone back into effect.

The other branch of the AGDA that is even larger in sheer numbers than the Mechanized Corps is the Planetary Militia. On every world in the Alliance, except the Omnis homeworld of Dante, there is an active militia unit ranging in size from two to four battalions of troops; many worlds also have a number of

reserve units as well. These are citizen militias consisting only of vehicles and infantry, designated strictly for home defense. Their job is not to defend the world, but to stall invaders until reinforcements can arrive.

The biggest problem facing the AGDA currently is the low level of morale found in nearly every unit. Many AGDA soldiers joined only because they could not meet the high testing standards of the AAA. There is a widespread opinion among the units that ground forces are inferior and, in a philosophical way, more barbarous, than their aerospace pilot brethren. This has led to a high level of self-degradation which impedes the AGDA's performance overall. The President has begun attaching psychologists to the various ground forces, but little change has been seen as yet.

Chairman Rumiko Nitta is an oddity in her position as head of the AGDA, not because she is female but because she was born in the Draconis Combine. Her family moved to the Alliance when she was a child to run one of the Combine's aerospace facilities and she became a citizen. After twenty years in the Mechanized Corps, first as an infantryman and later as part of a vehicle crew, Rumiko knows the ways of ground warfare well. Even more importantly, she knows how to keep aerospace and ground missions coordinated so that they all run smoothly.

Alliance Service Arm

The final part of the triad that makes up the AMC, the Alliance Service Arm, includes all of the noncombatant services found within standard militaries, including quartermaster services, training, research and intelligence. The Medical Corps receives the bulk of the ASA's funding currently, due to recent changes originating with the Long Road program. The Medical Corps also provides civilian medical services for the worlds on which they are stationed, in an effort to lighten the load on strained civilian doctors.

The ASA has its own small fleet for transportation, made up of three JumpShips and seven DropShips. While the AAA fleet carries various units' supplies, everything else involving the ASA travels on these ships.

The head of the ASA is Chairman Vasily DeMille, a medical doctor born in the Federated Suns who obtained his degree from the celebrated NAIS university. He has since sponsored several promising members of the ASA for membership at the NAIS, and the information and training they brought back have helped immeasurably.

AMC RANK SYSTEM

Unlike the vast majority of militaries in existence, the Alliance Military Corps has only eight standard ranks—four enlisted and four officers. Those high officer ranks normally found in standard militaries are made unnecessary by the responsibilities taken on by the Military Review Board, the President and his aide.



ENLISTED RANKS

Defender

Each inductee into the AMC is given the title of "Defender of the State" no matter what his duties—unlike standard militaries, aerospace pilots begin at this rank as well and are not granted automatic officer rank. This rank is roughly equivalent to that of private in the new Star League system. Defenders wear a single green circle on each lapel of their uniform.

Protector

Enlisted personnel who have served at least one year of active duty and have a clean record are promoted to the rank of protector, or officially "Protector of the Homeland." This is equivalent to the Star League rank of corporal. Two green circles on each lapel are the symbols of this rank.

Guardian

Guardians, or more properly "Guardians of the State," have completed a minimum of two active years within the AMC and have a clean record. Guardians are the equivalent of sergeants in the Star League. A green circle with a smaller brown circle centered on it is worn on the lapel to indicate this rank.

Preceptor

The rank of preceptor is awarded after a minimum of three years of active duty and a clean record. The rank is equivalent to the Star League's master sergeant, though a preceptor typically has fewer responsibilities due to the small size of the AMC. Preceptors wear two green circles on their lapel, with a smaller brown circle centered over each one.

OFFICER RANKS

Supervisor

The first officer rank in the AMC, supervisors tend to command platoons of infantry, vehicles and lances of BattleMechs or aerospace fighters. The Star League rank of lieutenant roughly corresponds to supervisor. Soldiers of this rank wear a single green horizontal bar on their lapels.

Section Leader

Section leaders typically command a company of BattleMechs, vehicles, infantry, or a squadron of aerospace fighters. They are the officer rank most likely to be encountered on the front lines of a battle and roughly correspond with the Star League rank of captain. Section leaders wear two horizontal green bars, one atop the other, on each lapel.

Director

Staff planners or senior commander in the field, directors are typically in charge of battalions of infantry, vehicles,

BattleMechs or a regiment of aerospace fighters. Directors are equivalent to Star League majors. They are recognizable by the single horizontal brown bar on each lapel.

Chairman

Officers with this rank serve several functions within the AMC. Often used as senior staff and strategy specialists, they can also command a full regiment of BattleMechs, vehicles, infantry or a wing of aerospace fighters in the field. The chairman is similar to the Star League rank of colonel. Chairman-ranked officers wear two horizontal brown bars, one atop the other, on each lapel.

The chairman is the highest rank in the AMC, except for two honorary ranks. The president is known simply by that rank in his capacity as head of the AMC. His aide is addressed as senior chairman to show his status among chairman-ranked officers.

UNIFORMS

Because of the low status of the AMC in the eyes of most Alliance voters and in the eyes of the original creators of the standing military, most of the uniforms are drab and unimpressive.

Ground Forces Uniforms

The members of most AGDA and ASA forces wear the same uniforms—dark green fatigues trimmed with gold piping. MechWarriors are equipped with cooling vests and neurohelmets, often dating back to the early Succession Wars.

Planetary militias are equipped by their Planetary Parliaments and often receive whatever used or surplus equipment and clothing available, as the Parliaments allocate little in the way of funding to militia equipment. This results in a hodgepodge look for the militias, many of whom wear and use century-old Davion and Kurita equipment.

Naval Uniforms

The crews of the various DropShips and JumpShips in the AMC have no standard uniform. Instead, the captain of each ship decides for his crew what is acceptable dress. This can range from casual wear to militaristic jumpsuits, though true uniforms are rare.

Aerospace Uniforms

As befits the most honored branch of the AMC, aerospace pilots are issued higher quality uniforms than anyone else. During flight operations, they wear olive green flight suits, complete with G-tolerance equipment and a green and gold helmet. Outside their fighter, the pilots wear white blouses trimmed with gold piping and dark green trousers. In colder climes, this is augmented by a brown leather jacket, which heralds back to an ancient Terran tradition. These jackets are often adorned



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with patches indicating where a pilot has served, what type of fighter he flies, his rank and the symbols of his wing, regiment and squadron.

AWARDS

The strongly pacifist mindset of the people of the Alliance has also affected the recognition that soldiers are given within the AMC. There are only two awards granted by the AMC, as voters have long felt that rewarding people for actions while fighting conveys the wrong message to the soldiers. Because of this, both awards are given for sacrifice or the saving of lives, instead of number of kills or service in a particular conflict.

Within their own community, however, the pilots of the AAA grant their own award—that of the ace, which is given to pilots who register five or more kills. It has no physical representation but carries with it quite a bit of prestige—in fact, nearly every Chairman in the AAA for the past two centuries has been an ace.

Pitcairn Star

The Pitcairn Star is named for Colonel Elias Pitcairn, who led his Pitcairn Legion bravely into the breach repeatedly to ensure the safety of the Alliance during the Reunification War. Judged by the Military Review Board, the Pitcairn Star is awarded to members of any unit that defies great odds to keep civilians safe. With the constant bandit attacks faced by the Alliance, more than ten of these awards are granted every year; most posthumously.

The Pitcairn Star consists of a blue-steel disc an inch in diameter, with half-inch silver points extending from it in the eight cardinal directions. The Star hangs from a short white ribbon. Posthumously issued stars have a black central disc and the white ribbon is trimmed in black.

Gallucci Cross

This award is only given to aerospace pilots in the AAA and only one is granted per year. Named for the first ace ever in the AMC, Preceptor Ed Gallucci, the Gallucci Cross is given to the most improved pilot in the AAA for that year. The winner is determined by a vote among all of the aces in the AAA; though the Military Review Board technically grants the Cross, they always comply with whomever the aces have chosen. The Cross carries with it both recognition and a pay increase.

The Gallucci Cross is a brass cross two inches across and two inches in height, which hangs from a green and white striped ribbon. On the ribbon in molded silver is the year the award was won.

ACADEMIES

As a state formed around philosophy, the Alliance abounded with schools of various kinds soon after it was formed. The devastation of the Reunification War changed that drastically,

and only a few places of higher learning were rebuilt during the time of the Star League. Most of those were abandoned or closed as literacy rates dropped steadily throughout the centuries of Succession Wars.

By the year 3000, only the University of Alpheratz and a few smaller, private institutions remained. This has begun to change as part of the Long Road program and funding has been allocated to open several new colleges, with ComStar members serving as part-time instructors alongside some of the greatest minds in the Alliance. Plans do not call for these schools to teach military skills at this time. Currently, the only places to get such training are training camps used by planetary militias and the AGDA, technical training offered by the University of Alpheratz and the Columbia Academy.

TRAINING CAMPS

Located on every planet but Dante, these camps provide basic training for ground troops. Infantry, vehicle crew and vehicle technician training is available at each camp, but basic MechWarrior skills and technical classes are only taught at the Alpheratz, Lushann, Dneiper and Ferris camps. These four camps formerly trained aerospace pilots as well, but all would-be pilots now attend the Columbia Academy.

COLUMBIA ACADEMY

Formed from the ashes of an abandoned academy on Ramora, the Columbia Academy is named for the first spaceship to use a fusion drive. It was created in 3057 as one of the first results of the Long Road program and provides training for all aerospace pilots in the AAA, as well as their technical crews and the crews of JumpShips and DropShips.

Chairman Tricia Lasek is the Commandant of the CA and reports directly to the Military Review Board.

Enrollment

Entry into the CA requires that the applicant be physically and mentally fit, a citizen of the Alliance and have a recommendation from the Planetary Parliament of his home world or from an officer of the AAA. Students from outside the Alliance are also accepted from time to time, so long as they are from a state with Favored Nation Status and have been approved by the Military Review Board. Current Favored Nations are the Taurian Concordat, the Magistracy of Canopus, the Federated Suns, the Draconis Combine and ComStar (despite its lack of status as a actual nation).

Curriculum

All students at CA have their first year dictated for them, when they are taught math and science skills that form the backbone of all of the various fields taught at the Academy. Upon satisfactory completion of the first year, students are allowed to choose which field they will study in depth, though limitations are made on the basis of space, grades and the rec-



ommendations of teachers. The advanced fields of study at CA include aerospace pilot, basic and aerospace technician and JumpShip and DropShip crew and piloting.

Atmosphere

CA has a jovial feel to it, and a favorite pastime of students is playing practical jokes. When it comes to their studies, however, the students become quite serious and the level of competition is high in all areas (though normally friendly). Many of the students become self-centered and feel that their status as an Alliance pilot or technician will grant them special privileges once they graduate. More often than not, they are wrong.

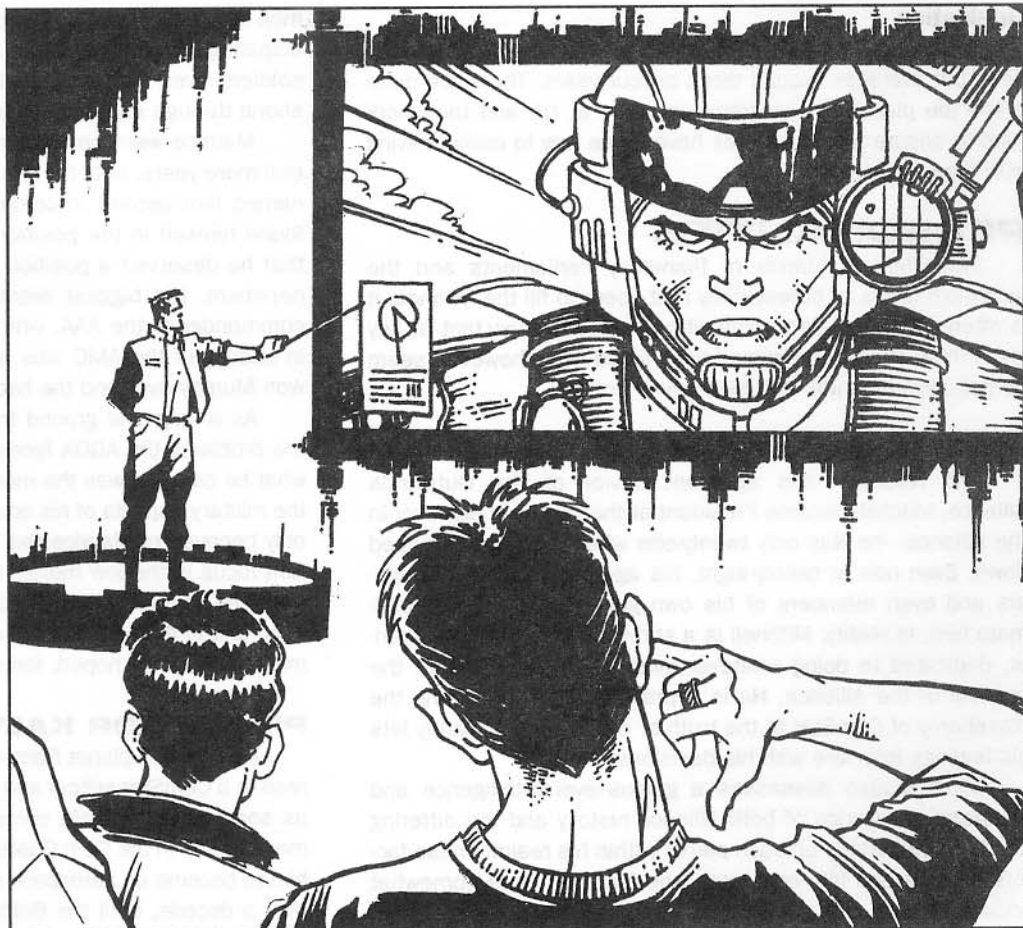
Graduation

Graduation times at CA vary depending on the student's chosen field. Upon graduation, students must join the AMC and serve for at least four years. No graduates, not even the best, are automatically given officer rank—there are no Officer Candidacy Schools in the AMC. Everyone is expected to earn his promotion in the field. Graduates may be assigned to the AAA, but if there is no available posting for them, they may spend several months taking care of paperwork for the AMC until a billet opens up.

UNIVERSITY OF ALPHERATZ

The only major university to survive through both the Reunification Wars and the Succession Wars, the University of Alpheratz has hundreds of years of tradition bound up in it. Until recently, it was a philosophy school, teaching only basic math and science. This changed in 3042, when Neil Avellar ordered the state-run university to expand its course load to include more science and technical training. Rather than cut any of its existing courses, the UA expanded, with new buildings erected to house the new branches of study.

The current Headmaster of the UA is Dr. Conner Brandt, a philosopher and chemist whose family has attended UA since it was first opened.



Enrollment

Entry into the UA simply requires citizenship in the Alliance and the money to pay for tuition, though there are several state-funded loan programs to help poorer students attend. Many Planetary Parliaments will also pay the way for promising students from their world.

Curriculum

The UA offers a variety of fields of study, mainly in philosophy but also in science and technical areas. Students are expected to go through a year of required basic courses before they begin focusing on their chosen field.

Atmosphere

A day without a debate is a rarity at the UA. Large numbers of philosophy students make for volatile meetings, though disagreements rarely come to blows. The technical students tend to keep to themselves and are seen by most of the other students as "newcomers" with nothing worthwhile to say. This prejudice is actively discouraged by the faculty, but seems likely to continue nonetheless.



OUTWORLDS ALLIANCE

Graduation

Graduation time varies depending on a student's chosen field, but averages around three or four years. There are quite a few job placement programs in place at UA and they work hard to ensure that graduates have some way to make a living with their new skills.

PERSONALITIES

With the abundance of Planetary Parliaments and the incredible layers of bureaucracy that seem to fill the Alliance, it is often difficult to determine who is actually important at any given time. The three people I have listed here, however, seem perpetually influential and thus worth noting.

PRESIDENT MITCHELL AVELLAR

The reformer and apparent savior of the Outworlds Alliance, Mitchell became President at the youngest age ever in the Alliance—he was only twenty-one when his father stepped down. Even now at twenty-eight, his age often causes foreigners and even members of his own government to underestimate him. In reality, Mitchell is a shrewd politician and a patriot, dedicated to doing whatever must be done to ensure the survival of the Alliance. He is a practical man, preferring the blasphemy of ComStar to the truth of our Order, and rarely lets his feelings interfere with his decisions.

Mitchell also possesses a genius-level intelligence and extensive knowledge of both Alliance history and the differing needs of the people on each planet within his realm. These factors have helped him counteract the fact that he is somewhat socially inept, along with his relative inexperience. In an attempt to seem more human to Alliance citizens, Mitchell has become a successful aerospace pilot, a maneuver that has begun to reap benefits across the Alliance.

Mitchell's Long Road program and its overwhelming successes have put the people of the Alliance solidly behind him. After years of inept and incompetent leadership, the Alliance finally has a strong person at the helm and the people are delighted. In the few short years since Mitchell became President, he has already eclipsed everything his father ever accomplished and seems likely to continue on in that fashion for the rest of his life.

SENIOR CHAIRMAN MAURICE AVELLAR

The President's second cousin on his father's side, Maurice, is the latest in a long and well-respected line of military leaders belonging to the Avellar family. He began his military career as the commander of the Avellar Guards regiment—a position he owed to several favors called in by his father. Right away, this alienated him from the soldiers in his unit, who believed him to be a "daddy's boy" politician who would get them all killed. Maurice made it his first priority to prove to his

men that he deserved his command, living with them and participating in field exercises. It was in the field that he won his soldiers over, when his natural tactical and strategic talents shone through and impressed even his most ardent detractors.

Maurice went on to command the Avellar Guards for several more years, until his cousin Mitchell became President and named him second in command of the AMC. Once again, he found himself in the position of needing to prove to everyone that he deserved a position that appeared to be the result of nepotism. His biggest detractor was Chairman Paul Murphy, commander of the AAA, who felt that putting a groundpounder in charge of the AMC was a big mistake. Eventually, Maurice won Murphy over and the two have worked well together since.

As a long-time ground trooper, Maurice is keenly aware of the problems the AGDA faces and has made it his priority to fix what he can. His was the most influential voice when it came to the military aspects of his cousin's Long Road program, and it is only because of Maurice that the AGDA was expanded. His current focus is the low morale that permeates the ground forces. In hopes of bolstering morale, he has personally begun visiting each unit in the AGDA. This has had some effect, though not as much as Maurice hoped, forcing him to look for other methods.

PRECENTOR KALVIN GREIG

Born on the planet Ramora in the Alliance, Calvin learned to read in a ComStar school and made the decision to join ComStar as soon as he was old enough. His natural talents led him to membership in the Com Guards and his inborn prejudices carried him to become an aerospace pilot. He served in that capacity for over a decade, until the Battle of Tukayyid. During combat with Clan Wolf fighters, Calvin took a devastating hit to the cockpit, plunging to the ground below. When he regained consciousness, he was in a ComStar hospital and had suffered neural damage that would prevent him from ever piloting a fighter again.

Instead of transferring to one of the other branches of the Com Guards, Calvin decided that fighting was pointless unless he was flying. He therefore transferred to the diplomatic corps. Seemingly a strange choice for a warrior, it soon became obvious that Calvin saw diplomacy as just another kind of combat, and that he was quite good at it. Following several successes in the Chaos March, Calvin was promoted to Precentor and assigned to Alpheratz as head diplomat to his home state in 3061.

Quickly adjusting to the changed Alliance, Calvin has continued to strengthen the ties between ComStar and the people of the Alliance, ensuring that the goodwill between them will continue. He is also respected by the military as a one-time pilot and has made several friends within the higher echelons of the AAA. These connections allow him to keep up on the military status of the Alliance. Often, he receives word of any battle there within days of its occurrence—sometimes even before the President hears of it. An astute and well-liked man, Calvin is one of the biggest problems our Order might encounter in the Alliance.



1ST ALLIANCE AIR WING: THE FLYING NIGHTMARES

The first air unit established in the newborn AMC, the First Wing has become known as the most dangerous unit in the Alliance, and with good reason. The skill of its pilots is unparalleled, even in the Inner Sphere. Pilots are never assigned to the First directly from training—they must prove themselves in one of the other wings first. This has caused some jealousy between the wing commanders, but nothing that would overly interfere with the performance of their duties. The insignia of the Flying Nightmares is an angel with fangs wielding a sword.

OFFICERS

The commander of the First Wing is Chairman Stephen Wood, an ace and a veteran of more than fifty bandit encounters. Wood is a genius at planning space combats for his wing, but is a mediocre strategist at best when in the atmosphere.

Chairman Douglas Carmichael is the commander of the Avellar Guards, the ground unit assigned to support the First Wing. A mediocre tactician, Carmichael was chosen by Senior Chairman Maurice Avellar as his replacement because of Carmichael's rapport with the troops. Because of Carmichael, morale is higher in the Guards than in any other AGDA unit. He is often found leading his men from the field in an STF-3K *Stalker*.

TACTICS

The First Wing practices space assaults constantly, and has made it their personal goal to ensure that opposing DropShips never make planetfall on a world they are defending. As outrageous as this seems, if any unit can do it, it would be the Flying Nightmares.

As a unit composed mainly of heavy and assault BattleMechs and infantry, the Avellar Guards are best suited for digging in and defending static locations, though there are enough fast 'Mechs in the unit to allow flanking and counterattacks, as well.



1st Wing Command Regiment (Cats and Dogs) 4 Squadrons/Elite/Fanatical

CO: Chairman Stephen Wood

One of the first units to receive upgraded fighters, the First Wing Command Regiment is composed entirely of Star League-era technology. Its pilots mainly fly the SYD Z4 *Seydlitz*, the SL-17R *Shilone* and the SL-15R *Slayer*. The unit insignia is a tiger with a Chihuahua at its feet.



1st Wing Second Regiment (Elephant Ballet) 3 Squadrons/Elite/Fanatical

CO: Chairman Stephanie Del Rio

The First Wing Second Regiment uses heavy aerospace fighters almost exclusively, though they have a reputation for making them do things only lighter fighters can do. The unit insignia is an elephant wearing a pink tutu.



1st Wing Third Regiment (Ghostriders) 3 Squadrons/Elite/Fanatical

CO: Chairman Jim Brazel

The Ghostriders have several pilots from the Taurian Concordat in their ranks, aces who want to get even better. These foreigners have been accepted as part of the family by the Ghostriders and are constantly challenged to dogfights in order "to learn some new tricks." The unit insignia is a ghost with a saddle on its back.



Avellar Guards Command Battalion (Gunfighters) Battalion/Veteran/Fanatical

CO: Chairman Douglas Carmichael

A unit with a long and proud history, the Gunfighters are among the best BattleMech pilots in the AMC. Though made up mainly of heavy and assault 'Mechs, there is one company of fast medium 'Mechs, some with Star League-tech upgrades. The unit insignia is a planet supported by two crossed ancient Terran pearl-handled six-shooters.



Avellar Guards Second Battalion (Hardbodies) Reinforced Battalion/Regular/Reliable

CO: Chairman Michael Nielson

The Hardbodies maintain a rigid physical fitness plan, with each member of the unit on an individual muscle development regimen. The unit insignia is a flexed bicep.



Avellar Guards Third Battalion (Thrashers) Reinforce Battalion/Green/Reliable

CO: Chairman Robert Timborski

The Thrashers train extensively with short-range missiles, and tend to use SRMs rather than rifles when given the opportunity. The unit insignia is a whirlwind with blades protruding from it.



2ND ALLIANCE AIR WING



2ND ALLIANCE AIR WING: THE THUNDERBIRDS

Originally a single regiment and part of the Dneiper Planetary Militia, the Second Wing was added to the AMC rolls in 2902 and quickly expanded to its current size. It has remained based on Dneiper since then and is fanatical about protecting that area of the Alliance from the ever-present threat of bandits. Located on the fringe of the Alliance, Dneiper is a ripe target for such marauders. The Second Wing works hard to ensure that Dneiper and nearby planets are protected. The insignia of The Thunderbirds is a crow throwing a lightning bolt.

OFFICERS

Chairman Devon Newman, a long-removed descendant of Elias Pitcairn and commander of the Second Wing, has extensively studied the strategies of his ancestor and adapted them to aerial warfare. These adapted plans sometimes fail miserably, but more often than not they take the

enemy very much off-guard.

Chairman Seymore Hares is the commander of the First Long Road Legion. Before that, he served as the captain of the Thermo Police mercenary unit. During his time serving the Alliance, he grew to genuinely care for the state and jumped at the chance to form the core of a new unit with Bammer's Bunch, another merc unit. He was named commander of this new unit and, despite its quick growth from two companies to a full regiment, was able to keep order and integrate the troops well. Some of the other AMC officers deride Hares for being both an ex-mercenary and a BattleMech pilot, but thus far he has avoided any major altercations.



2nd Wing Command Regiment (Red Lightning)

4 Squadrons/Elite/Fanatical

CO: Chairman Devon Newman

Like the First Wing Command Regiment, Red Lightning is made up entirely of fighters using Star League technology. Most are older models upgraded with kits in the field, but Chairman Newman and his wingman both pilot brand new S-4 *Sai* fighters, gifts from the Draconis Combine. The unit insignia is a pair of crossed red lightning bolts.



2nd Wing Second Regiment (Blue Lightning)

3 Squadrons/Elite/Reliable

CO: Chairman Diana Wilkens

A rarity in the AAA, the Second Wing Second Regiment has some perpetually recurring morale problems that Chairman Wilkens believes to be a plot by an enemy of the state. She is currently investigating that possibility. The unit insignia is a pair of crossed blue lightning bolts.



2nd Wing Third Regiment (Green Lightning)

3 Squadrons/Elite/Fanatical

CO: Chairman David Doheny

Composed almost entirely of light aerospace fighters, Green Lightning is more often used for scouting and bombing missions than dogfighting or interception. The unit insignia is a pair of crossed green lightning bolts.



1st Long Road Legion Command Battalion (Shooting Stars)

Battalion/Regular/Reliable

CO: Chairman Seymore Hares

The Shooting Stars pilot medium 'Mechs for the most part, though command lances do have some faster heavy 'Mechs as well. About ten percent of the 'Mechs in the unit have been upgraded with Star League technology kits and more are expected to arrive by the end of the year. The unit insignia is a path with several falling stars in the sky.



1st Long Road Legion Second Battalion (Rising Stars)

Battalion/Green/Questionable

CO: Chairman Pete Roper

Made up of relatively new recruits and extremely vulnerable to morale problems, Rising Stars is a unit in trouble. Chairman Roper has been hard-pressed to maintain the status quo, such as it is, and has requested help from the Military Review Board. The unit insignia is a path with several stars rising into the sky above.



1st Long Road Legion Third Battalion (Shining Stars)

Reinforced Battalion/Green/Questionable

CO: Chairman Jason Wilson

An extremely hard taskmaster, Chairman Wilson has kept morale problems in Shining Stars at a minimum by keeping the troops constantly busy. The unit insignia has several stars twinkling in the sky above a path.

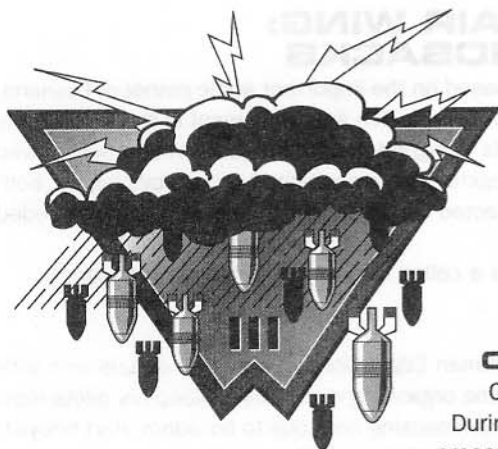
3RD ALLIANCE AIR WING



THIRD ALLIANCE AIR WING: DARK RAIN

The Third Wing is based on the planet Ramora, militarily one of the most important worlds in the Alliance. Not only is it home to one of the largest weapons manufacturing plants in Alliance space, it is also the home of the main Draconis-Alliance aerospace production facility. This facility, one of the backbones of the AAA, produces both fighters and parts used to keep JumpShips and DropShips in service. The pilots in the Third Wing know this and are dedicated to the protection of Ramora and the surrounding systems.

The insignia of Dark Rain is a menacing storm cloud releasing bombs.



OFFICERS

Chairman Deborah Razer commands the Third Wing and is a renowned bombardier. During the most recent Aces Contest, held to provide friendly competition in a variety of areas among the Alliance's aces, Chairman Razer won the bombing competition with an astounding 87 out of 100 bombs dropped directly on target, with the other thirteen not drifting more than 15 meters.

The Alliance Borderers have a long and distinguished history in the AGDA, one that is upheld by Chairman Fitzroy Candy, the unit's commander. Each member of the Borderers is expected to know the unit's history, from its time as an ad hoc unit during the Reunification War to current times. At any time they be quizzed by Chairman Candy—incorrect responses mean kitchen duty or worse.



3rd Wing Command Regiment (Flying Tigers) 4 Squadrons/Elite/Fanatical

CO: Chairman Deborah Razer

The Flying Tigers train extensively in the atmosphere, concentrating on interception to prevent enemy bombs from being released. To facilitate this mission, the majority of fighters in the unit are fast, medium-class planes. This allows them to intercept quickly but still have the firepower to deal with the enemy. The unit insignia is a tiger with large bat wings.



Alliance Borderers Command Battalion (Black Knights) Battalion/Veteran/Reliable

CO: Chairman Fitzroy Candy

The Black Knights primarily use heavy and assault vehicles and are always stationed on Ramora, providing an extra line of defense in addition to the Planetary Militia. The unit insignia is an infantryman with a green shield bearing the Alliance symbol.



Alliance Borderers Second Battalion (Pathfinders) Battalion/Regular/Reliable

CO: Chairman Ross Hibler

Made up entirely of fast, medium and light vehicles, the Second Battalion is usually assigned scouting duties, though they are strong enough to perform flanking maneuvers as well. The unit insignia is a trail cleared through tall grass.



Alliance Borderers Third Battalion (Lightning Riders) Reinforced Battalion/Green/Questionable

CO: Chairman Russell Potter

The Third Battalion likes to use flamers on nearby vegetation to cause distractions during battle. They have become quite good at it, though a sudden wind change has turned this tactic against them more than once. The unit insignia is a lightning bolt being ridden by an infantryman.



3rd Wing Second Regiment (Lone Wolves) 3 Squadrons/Elite/Reliable

CO: Chairman Thomas Ackerman

The Second Regiment is composed entirely of *Lightning* aerospace fighters, which are produced on Ramora. The unit insignia is a wolf chasing its tail.



3rd Wing Third Regiment (Broken Crowns) 3 Squadrons/Elite/Fanatical

CO: Chairman Joseph Ociepa

The first line of defense for Ramora, the Third Regiment spends much of its time in orbit around the world aboard the OAS *Freedom*, one of the two *Vengeance*-class DropShips in the AAA. The unit insignia is a crown in two pieces.



4TH ALLIANCE AIR WING



4TH ALLIANCE AIR WING: THE DIAMONDBACKS

The Fourth Wing is based on the important arctic planet of Lushann, the main source of petrochemical production and refinement in the Alliance. As a result, the command regiment is assigned there as a garrison and only moved in times of direst need. The other regiments are positioned on nearby planets, both to ensure that the entire area is protected and to have freedom to move as needed to meet enemy attacks.

The insignia of the Diamondbacks is a coiled rattlesnake sitting atop a planet.

OFFICERS

As the commander of the Fourth Wing, Chairman Edgar Donnelly remains on Lushann with his Command Regiment. He spends most of his time organizing exercises to keep his pilots from getting rusty and the rest of his time keeping them from causing riots due to boredom. Part babysitter and part military leader, Chairman Donnelly is unhappy with his position and has applied for transfer several times. Unfortunately, his success has kept him leading the Diamondbacks.

Chairman Amanda Huggins was captain of the Simpson's Sisters merc unit until the unit joined the AMC as the base for the Second Long Road Legion. She now heads up the Second Legion instead. Though some of her fellow officers are unsure about her devotion to the Alliance, the Military Review Board felt that her experience was too valuable to lose and gave her the command. So far, Chairman Huggins has proven her detractors wrong.



4th Wing Command Regiment (Aces High) 4 Squadrons/Elite/Reliable

CO: Chairman Edgar Donnelly

The Aces High are equipped almost exclusively with Davion-designed fighters purchased from the Federated Suns. This is quite a contrast with most of the Wings, which pilot mainly Combine fighters. The unit insignia is a hand of five low-numbered playing cards, with an ace in the center.



4th Wing Second Regiment (Jokers Wild) 3 Squadrons/Elite/Fanatical

CO: Chairman Brian Parker

Focusing on fast interception and attack, the Jokers Wild pilot mainly CSR-V20 *Corsairs* and STU-K10 *Stukas*. The unit insignia is a hand of five playing cards, all of them jokers.



4th Wing Third Regiment (Suicide Kings) 3 Squadrons/Elite/Fanatical

CO: Chairman Karin Sigaty

The Suicide Kings practice bombing extensively and customarily load their fighters with as many bombs as they can carry, finding the loss of speed an acceptable trade-off. The unit insignia is a hand of five playing cards, four of them queens, with a suicide king in the center.



2nd Long Road Legion Command Battalion (Bad Moons) Battalion/Regular/Reliable

CO: Chairman Amanda Huggins

The recent additions to the initial merc company have integrated into the unit well and Chairman Huggins has finally coaxed an acceptable level of teamwork from them. The unit insignia is a path with an orange full moon above it, grinning insanely.



2nd Long Road Legion Second Battalion (Full Moons) Battalion/Green/Questionable

CO: Chairman Damon Nagle

The Full Moons have made some progress as a unit, but their biggest problem remains correct targeting on long-range missile barrages—several instances of “friendly fire” were only narrowly avoided. The unit insignia is a path with a bright yellow full moon in the sky above it.



2nd Long Road Legion Third Battalion (Quarter Moons) Reinforced Battalion/Regular/Questionable

CO: Chairman Tracy Pessino

The Quarter Moons, under Chairman Pessino's strict discipline, have learned their jobs admirably as well as bonding as a unit. The next problem they face is to stop believing the common perception of the uselessness of ground forces. The unit insignia is a path with a gleaming silver quarter moon in the sky above it.

5TH ALLIANCE AIR WING



5TH ALLIANCE AIR WING: THE JOYLESS ROGERS

The Fifth Wing is the premier bandit-hunting unit in the AMC. Though based on the world of Ferris, two of the three regiments are gone at all times. When not on Ferris, they are stationed aboard the OAS *Acceptance*, the second of the Alliance's two *Vengeance*-class DropShips. The *Acceptance* make sweeps through the nearby deeper Periphery systems, hunting for bandit camps and unleashing its cargo when it finds them. There have been fewer and fewer bases found lately, due to the situation on Dante, but there are still enough to make the searches worthwhile. The unit insignia is a black flag bearing a frowning white skull and broken crossbones.

OFFICERS

Playing the role of commander of a pirate-hunting unit to the hilt, Chairman Jeff Pemrick likes to wear ancient Terran ship captain's clothing and speak using ancient slang. His eccentricities don't change the fact that he's a brilliant pilot and commander. His affectations and odd sense of humor only make him better liked by his soldiers.

Like the Alliance Borderers, Chairman Janet Rice's Alliance Grenadiers have a long history, though she is nowhere near as devoted as Chairman Candy in ensuring each recruit knows it. Instead, she focuses on the future, taking pride in the Grenadiers' past accomplishments but also pushing her troops to perform in a manner that adds to that legacy.

TACTICS

The Alliance Grenadiers prefer to be constantly on the move instead of making a singular base camp, which makes communications and coordination difficult at times. To allow for this, the officers in the unit have a bit more leeway than usual in carrying out their orders and always have secondary plans approved by the Chairman in case communication is lost.



5th Wing Command Regiment (Fog Of War) 4 Squadrons/Elite/Fanatical

CO: Chairman Jeff Pemrick

The Command Regiment uses several Star League-era aerospace fighter designs captured when the Alliance declared independence from the Star League, including IRN-SD1 *Ironsides* and SPD-502 *Spads*. The unit insignia is a dark cloud with a missile rack attached to it.



5th Wing Second Regiment (Greek Fire) 3 Squadrons/Elite/Fanatical

CO: Chairman Anthony Stone

Greek Fire has taken to painting a skull and crossbones on their fighters for each confirmed pirate kill. The current leader is Chairman Stone, with thirteen. The unit insignia is a blazing ball of pitch.



5th Wing Third Regiment (Heaven's Fist) 3 Squadrons/Elite/Fanatical

CO: Chairman Nabil Chiu

Heaven's Fist practices strafing attacks and bombing extensively and concentrates mainly on ground attacks. The unit insignia is an enormous fist emerging from the heavens smashing a BattleMech.



Alliance Grenadiers Command Battalion (Longshots)

Battalion/Veteran/Reliable

CO: Chairman Janet Rice

Like the Fifth Wing Command Regiment, the Longshots use several Star League designs captured when independence was declared. The unit insignia are two grenades on a white field edged in gold.



Alliance Grenadiers Second Battalion (Charged Fury) Reinforced Battalion/Regular/Questionable

CO: Chairman Wayne Girance

The only battalion consisting entirely of jump infantry in the AGDA, Charged Fury often surprises the enemy with their mobility. The unit insignia is a three-pronged lightning bolt.



Alliance Grenadiers Third Battalion (Grim Defiance) Reinforced Battalion/Green/Questionable

CO: Chairman Irene Simonson

Made up mostly of newer recruits, Grim Defiance is still learning the ropes of teamwork and tactics. The unit insignia is a man holding two crossed swords above his head.



FIELD MANUAL: PERIPHERY

CIRCINUS FEDERATION



Name: The Circinus Federation

Capital World: Circinus

Number of Systems: 10

Political Leader: President H. Robert
"Little Bob" McIntrye

Military Leader: Colonel Fritz Donner

The Federation has been prophesied to play an important role in the days ahead of us. The leader of this nation is weak and paranoid, two common human frailties that will allow us the latitude to continue our work unimpeded. Precentor Schlegel long ago realized the import of this den of thieves and has already secreted assets there.

Confidential: Eyes Only

From: Adept VI-Rho Angelis Woodbine

To: Precentor Martial Cameron St. Jamais

To complete your manual on Periphery militaries, please accept the attached report on the Circinus Federation. Compiled by the Magistracy of Canopus, we intercepted this report from their Intelligence Ministry. Where necessary, I have added comments based on information compiled by ROM, intercepted through the HPG network or present in our archives. Though not a major power by any stretch, I have found in putting this report together that this otherwise unimportant nation is an example of the so-called "Pirahna Principle" in action, impacting the nations surrounding it and spreading chaos throughout its region with little fear of reprisal.

From: Colonel Dana Ambrose, Director of Analysis, MIM

To: Magestrix Emma Centrella

Subject: Analysis of the Circinus Federation

Date: 4 September 3063

Magistrix Centrella,

Contained herein is your Intelligence Ministry's latest report on the Circinus Federation. Their existence today as a semi-legitimate nation, whose institutions carry out organized campaigns of banditry, should be no surprise to a serious student of history. Examples of government-sponsored piracy abound in humanity's pre-stellar history. The sustained acts of kidnapping, murder and slavery wrought by these seafaring bandits far exceeded the cruel exploits of more famous pirates who captained only one or two ships. Similarly, the short-lived miseries caused by today's occasional AWOL mercenary unit or tin-pot Periphery dictator pale in comparison to the centuries of suffering that truly proficient bandit kingdoms, like the Circinus Federation, have wrought on our worlds. Unlike Terra's pirates, who openly declared their status by flying the Jolly Roger, the Federation conducts its raids in anonymity, using the cover of a respectable agricultural society to mask the covert operations that sustain its economy.

Ongoing events could radically change the Magistracy's relationship with the Circinus Federation. The rapidly expanding power of the Marian Hegemony threatens the Federation's continued existence. Compared to the Marians, the Circinians are the lesser of two evils. Because of this, factions in the Free Worlds League are also now apparently lending secret military aid to the Federation. Sending support to the Federation might counter the Hegemony's expansionist plans and thus serve our interests as well. Even with the information contained in this report, that choice is not a clear one. Recent Circinian raids in the New Colony Region show that another Inner Sphere power is employing the Federation to threaten the stability of your alliance with Chancellor Liao and Protector Shraplen. Can the enemy of our enemy be our friend?



HISTORY

The Federation traces its origins to the Black Warriors, a mercenary regiment accused of contract violations by its Free Worlds League employers in 2769. Barely escaping the League's navy, Colonel Zacariah Cirion and his warriors swore vengeance on House Marik and fled to Circinus in 2770 to take up a life of banditry.

[This is only a partial explanation of the Black Warriors' origins. Most Warriors were former Star League troops who cashiered out to seek more lucrative careers as mercenaries. Despite their mercenary status, the Black Warriors had many comrades in the Star League Defense Force and remained loyal to the Star League. Records indicate that the Black Warriors went AWOL when Captain-General Kenyon Marik, acting on an old grudge against General Aleksandr Kerensky, refused to grant Kerensky access to Marik worlds to launch attacks against the Usurper's forces in the Terran Hegemony during the Amaris Civil War.]

After raiding Marik supply depots, the Black Warriors traveled to Circinus, an abandoned Rim Worlds planet that had become the site of a Star League training camp for the thousands of volunteers who wanted to fight against the Usurper. On Circinus, the Black Warriors helped the Star League Defense Force mold no less than 36 Loyalist regiments from these impassioned volunteers. Unfortunately, a communications error left the Black Warriors behind when Kerensky called for his Exodus. Abandoned by the Star League in the Periphery and with no hope of seeking employment in the Inner Sphere, the Black Warriors were forced to raid the worlds of their former Marik employer to sustain themselves. —AW]

SWORDS AND PLOWSHARES

The Federation officially formed in 2785 when a group of Lyran farmers, fleeing the destruction of the Star League, arrived at Circinus. Led by Robert McIntyre, the farmers struck an agreement with the Black Warriors. According to the agreement, the Warriors would protect the farmers and buy their produce. In return, the farmers would not question the Warriors' off-world operations and purchase industrial equipment and other goods that the Warriors recovered from their raids. This pact formed the foundation of today's Federation; a respectable agrarian society that augments its economy via government-sponsored "covert operations." For centuries the Warriors have conducted their raids in near anonymity, using the call signs, colors and insignia of other military units to fool their victims. In keeping with tradition, to this day the Black Warriors remain an official state secret in the Federation.

LIGHT HORSE OCCUPATION

The all-consuming chaos of the First Succession War allowed the Black Warriors to conduct their covert bandit raids with little fear of reprisal. Pressed by more important duties, Free Worlds League intelligence organizations were too busy to

link the various raids on House Marik's Periphery border to the infant Circinus Federation.

Events changed midway through the Second Succession War. House Marik's Lyran front had reached a stalemate and Captain-General Charles Marik, seeking to regain the offensive against House Steiner, contracted with the elite Eridani Light Horse. Needing a strategic advantage over the heavier Lyran forces, the Light Horse realized that a base of operations in the Periphery would help the mercenaries bypass the many assault regiments stationed on Lyran border worlds. Dusting off old Star League maps, the Light Horse decided on Circinus as a staging point and occupied the planet in 2853. Apparently, most of the Black Warriors were off-world conducting bandit raids when the invasion occurred and decided not return to Circinus until after the Light Horse left almost a decade later. While a wild success for the Light Horse and the Free Worlds League, the occupation of Circinus furthered the deep resentment of the Black Warriors and Circinus' population against the Inner Sphere, the old Star League and House Marik in particular.

[Again, this history is only partially complete. From old Light Horse communiqués in our archives, we know that the Black Warriors actually welcomed the Eridani Light Horse onto Circinus as a former Star League unit. Keeping their past bandit activities a secret, the Warriors joined the Light Horse during their raids on several interior Lyran worlds and granted the Light Horse access to their old Star League training facilities. By helping the Light Horse, the Warriors hoped to earn positions in the unit.]

Eventually, the Light Horse commanders learned the truth behind the bandit raids the Warriors had conducted in the decades since the fall of the Star League. Being tradition-bound mercenaries that relied on their top-notch reputation to land contracts, the Light Horse had little choice but to abandon the Black Warriors towards the end of the Second Succession War in 2862, much as the Star League Defense Force had abandoned the Warriors almost a century earlier. Deeply wounded by this second betrayal, the Black Warriors returned to their bandit lifestyle armed with an intimate knowledge of new Lyran targets and superior Light Horse tactics. The Light Horse has never revealed their past association with the Black Warriors, but in 2871, bandits raided the Light Horse when the mercenaries were undergoing rest and refit on an unnamed Periphery world. Almost certainly seeking vengeance against the Light Horse, the Black Warriors were likely the forces behind these raids. —AW]

INNER SPHERE PRIVATEERS

During the Third Succession War, the Black Warriors added border planets in the Lyran Commonwealth to their list of Free Worlds targets. Enriched by these raids, the Federation gathered enough resources to explore eight neighboring planets between 2990 and 3020. The Federation quickly realized that its small population and industrial base would inhibit the settlement of these worlds. To combat this problem, the Federation created a program to encourage citizens to colonize to these planets.



CIRCINUS FEDERATION

Under this program, they could pay off the cost of their transport by working for the government, a corporation or other licensed landholder on the new planet for a set amount of time. The program quickly degenerated into little more than a front for indentured servitude, in which the Federation government would rent out minor criminal offenders and citizens who owed back taxes to large landholders for backbreaking agricultural and land-clearing work. Eventually the demand for this labor grew so large that the Black Warriors also began taking slaves during their raids. By the end of the Third Succession War, the Circinus Federation had taken its final steps towards true bandit-kingdom status.

During the course of the Third Succession War, Houses Marik and Steiner had independently captured several Black Warrior troops. Their subsequent interrogation enabled both Houses to trace several other bandit raids back to Circinus for the first time. After several terse exchanges with Marik and Steiner diplomats, Federation President C. J. "Bob" McIntyre realized that his growing empire faced potential invasion. He quickly entered into joint reconciliation talks with the Marik and Steiner ambassadors. Through skillful diplomacy and judicious return of prisoners, President McIntyre averted a wholesale counterattack against the Federation and greatly elevated the status of the Federation Presidency.

In the years prior to the Fourth Succession War, the Black Warriors turned their attention away from the Inner Sphere and concentrated on poorer Periphery targets, including the Magistracy of Canopus, the Illyrian Palatinate and the worlds that would eventually become the Rim Collection. With the resumption of hostilities between the Great Houses in 3028, the Black Warriors were given an opportunity to become active in the Inner Sphere once again. In October of that year, House Marik launched Operation Dagger against the newly allied Lyran Commonwealth and Federated Suns. Because the Commonwealth was engaged in offensive operations against House Liao and House Kurita, the green Forty-second Avalon Hussars was one of the few units defending Commonwealth planets against the Free Worlds League.

To slow down Operation Dagger, the Hussars launched a counterattack on Cerillos, a Marik planet near Circinus. Cerillos was the home base of the veteran Sixth Orloff Grenadiers. Though they took the planet easily, the Hussars realized that they would be facing a superior and more experienced force when the Grenadiers returned. With no other available forces along the thinly stretched front to call on, the Hussars reluctantly contacted Federation President McIntyre. With the Hussars between a rock and a hard place, McIntyre negotiated a contract for the services of the Black Warriors that would give the Federation temporary access to Lyran supply lines. Though the combined force of both the Hussars and the Warriors eventually lost Cerillos to the Grenadiers, the Warriors still managed to salvage a number of Marik 'Mechs in addition to rights for new Commonwealth 'Mechs as spelled out in their contract. From these resources, the Black Warriors added two regiments to their total force by 3032.

A PIRATE'S POLITICIAN

The Circinus Federation had traditionally maintained a careful balance of power between the Cirion family, the commanders of the Black Warriors, and the McIntyre family, inheritors of the civilian title of Federation President. In 3032, the untimely death of General Adam Cirion left the Black Warriors leaderless. H.R. "Little Bob" McIntyre, who had just ascended to the office of Federation President after his father's heart attack, filled the power vacuum in the Black Warriors by taking command of the unit. McIntyre's actions prevented infighting between officers for command of the Warriors. He was a civilian politician, however, not a military commander, and the ineptness with which he led the Warriors over the next decade was nearly disastrous for the Federation as a whole.

Seeking to fulfill his father's dreams of a Circinian empire, McIntyre led an invasion of the neighboring Illyrian Palatinate in 3034 which was a complete failure. The Warriors were built for bandit raids, not planetary assaults. In the end, the Warriors lost over a regiment of light and medium 'Mechs to the firepower of the Arms of Thor, an Illyrian mercenary unit comprised of two battalions of deadly assault 'Mechs.

Needing at least a token victory to bring back to his people, McIntyre then led the Warriors on an invasion of Dersidatz, a unmapped and worthless world belonging to the Lothian League. That costly battle kept the Warriors tied up in anti-guerilla actions through 3040. Cut in half and then forced to commit a battalion full-time to Dersidatz, the Warriors could not effectively mount bandit operations against their traditional targets. In 3035, the Warriors lost an entire battalion to the Fifth Oriente Hussars during a raid on the Marik planet of Sierra. The final insult came when one of the Warriors' up-and-coming commanders, Captain Hopper Morrison, left the Warriors with a company of 'Mechs in tow to form his own bandit unit, Morrison's Extractors. In less than a decade, President McIntyre had managed to whittle the Black Warriors down from three highly skilled BattleMech regiments to two battered, understrength battalions.

Long forced to stand by while McIntyre made one blunder after another, Michael Cirion was now a grown man and captain of his own BattleMech company within the Black Warriors. With his coming of age, he organized a secret coup against McIntyre in 3041. Anticipating that his day of reckoning was coming, McIntyre used family funds to construct his own loyal BattleMech unit, the McIntyre House Guards. After a month of vicious combat in the wilderness of Circinus, the Warriors and Guards fought to a stalemate, with each side reduced to a battalion of BattleMechs and support units. Unable to prove that Cirion was behind the coup, McIntyre still acknowledged his failures, purged the Black Warriors of most of its dissidents and installed a loyal but competent officer, Major Fritz Donner, to command the unit.



UNDER THE HEGEMONY'S SHADOW

Since the Black Warriors' attempted mutiny against President McIntyre, the Circinus Federation and the Black Warriors have undergone a slow rebuilding effort. The Black Warriors took advantage of the distraction of the Clan invasion to execute a series of highly successful raids against the Federated Commonwealth's Periphery border in the early 3050s. At the same time, President McIntyre made several diplomatic overtures to the Commonwealth, which drew further attention away from the Black Warriors as the source of these bandit activities.

The planets Son Hoa and Khon Kaen and a thinly spread mercenary unit employed by the Commonwealth called Mobile Fire, became the Black Warriors' favorite targets. However, the secession of the Lyran Alliance from the Federated Commonwealth a few years later freed up Lyran intelligence personnel to identify the source of the Son Hoa and Khon Kaen raids. They quickly found evidence that the Circinus Federation was behind both attacks. In retaliation, the Timbuktu Theater Militia conducted raids on every Federation world in 3058. The Black Warriors were conducting raids elsewhere at the time, but the McIntyre House Guard successfully defended the Federation capital on Circinus against the Militia. Other Federation worlds did not fare as well. Temporary chaos ensued until President McIntyre was able to hire several small mercenary units to restore order and garrison these frontier worlds.

Because the Clans did not directly engage House Marik, the Warriors managed fewer successes against the Free Worlds League. However, the Warriors did best the Fifth Oriente Hussars during their second engagement in 3056, in which the Warriors successfully looted the Farmington Township on Sierra. In response, House Marik's Sixth Orloff Grenadiers joined the Timbuktu Theater Militia during their raids on Federation worlds in 3058. The Federation's outlying worlds are still recovering from the combined Lyran/Marik attacks, and Black Warrior raids in the Inner Sphere have been temporarily curtailed. It is only a matter of time, however, before the Black Warriors take advantage of the growing unrest in the Lyran Alliance.

In the Periphery, President McIntyre sought closer ties with the Marian Hegemony, trying to curtail any Hegemony adventurism in the Federation after the Hegemony's successful conquest of the Lothian League. President McIntyre established formal trade relations with *Caesar* Sean O'Reilly, and the Black Warriors and Marian Legions began to coordinate attacks which extended their reach to the New Colony Region. However, the Federation and Hegemony have always been wary of each other. The recent rise of *Caesar* Julius O'Reilly has all but put an end to this relationship.

With the conquest of the Illyrian Palatinate, the Hegemony has now expanded to the point where *Caesar* Julius can ignore the entreaties of President McIntyre and even threaten the Federation with invasion. Trade relations and military cooperation between the two states have broken down, and President McIntyre has openly sought military aid to counter the threat that the Hegemony poses to his nation.

The Federation is not the only realm fearful of the Hegemony's growing power. By tracing manufacturers' numbers on salvage recovered from recent Black Warrior raids on our border worlds, we now believe that factions in the Free Worlds League are covertly supplying the Federation with surplus BattleMechs and other weapons in an attempt to shore up the Federation military against the Hegemony. Captain-General Thomas Marik is unlikely to condone military aid to any bandit kingdom, but the Rim Commonality and other Free Worlds League provinces threatened by the Hegemony's growth are likely taking covert action on their own. These factions no doubt see the Federation as the lesser of two evils compared to the might of the Hegemony.

In recent years, anonymous bandit raids in the New Colony Region have occurred with greater frequency. Close examination of that salvage has revealed that the Federation is behind these attacks and that they are receiving aid from a second Inner Sphere source to mount the raids. This salvage originated in ComStar stores, which indicates that the Word of Blake, ComStar, or the recreated Star League Defense Force is covertly supplying the Federation. Apparently, one of these organizations is employing the Black Warriors to undermine the Trinity Alliance between the Capellan Confederation, the Magistracy of Canopus and the Taurian Concordat.

[As you know, ROM agents are not behind these actions. However, Victor Steiner-Davion is a known opponent of Sun-Tzu Liao. His efforts to keep the Chancellor and his allies distracted would greatly benefit him, not only in his current crusade to take back the Federated Commonwealth, but would undoubtedly aid him in the long run when he and the Chancellor face each other again. —AW]

CIRCINIAN MILITARY

To confuse outsiders, the entire Circinian military is commonly referred to as the Black Warriors. The real Black Warriors, responsible for the Federation's covert bandit operations, only comprise about half of the Federation's military strength. The other half consists of the McIntyre House Guards, which are responsible for defense of Circinus and report to the Federation President. This bifurcation of responsibilities allows the Black Warriors to mount raids without leaving Circinus undefended and gives the Federation President plausible deniability when confronted with evidence of the Black Warriors' deeds. It also leads to infighting between the Guards and the Warriors, which limits the overall effectiveness of the Circinian military. In addition to the Warriors and Guards, the Federation employs a number of small lance- and company-sized mercenary units to defend the Federation's outlying worlds.

MERCENARIES

In response to increasing threats from the Marian Hegemony, the Federation has recently enlarged its mercenary roster to include more than half a dozen company-sized or larger 'Mech units. This has certainly drained the Federation's coffers,



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as well as President McIntyre's own pockets. Considering the ease at which the Hegemony rolled over the Illyrian Palatinate—including both the Arms of Thor that had dealt his own forces heavy losses years before—he considers it money well spent if it keeps his nation free from Hegemony rule. These mercenary units generally vary from mediocre to poor in both equipment and training quality, but at this point McIntyre is willing to take anything he can get his hands on.

RANKS

From the Black Warriors' origins as Star League-era mercenaries, the Circinian military follows the standard Star League organization and rank structure. Majors command battalions, captains command companies and lieutenants command lances. Though the Black Warriors and the McIntyre House Guards each lack a third BattleMech battalion to round out a full regimental roster, a colonel commands each unit and reports directly to the Federation president.

The Black Warriors normally deploy their BattleMechs in company-sized units. As a result, the most talented young officers in the Warriors hold the rank of captain. The Black Warriors employ combined arms tactics learned under a decade of occupation by the Eridani Light Horse, and each captain augments his BattleMech company with lances of conventional forces assigned from various support units. In contrast, the McIntyre House Guards use larger, battalion-sized formations and do not integrate their support units under company command.

TRAINING

The Warriors have three sources of new combat personnel: children of existing Warriors who inherit their parents' 'Mechs, fighters, or vehicles; techs and other support personnel who exhibit talents in various combat specialties; and former members of House and mercenary units who have left their previous employers for various and sundry reasons. The Warriors make extensive use of their Star League training facilities on Circinus to maintain their proficiency and routinely test all three sources of combat personnel for new recruits. The most promising join the Warriors, while the rest are offered commissions in the McIntyre House Guards. Recruits for the Black Warriors also undergo a series of hazings, likely aimed at indoctrinating them into the Warriors' secretive operations. Rumors on Circinus claim that these hazings are brutal affairs but the actual makeup of the rituals are unknown.

UNIFORMS

Because of the covert nature of their bandit activities, the Black Warriors do not conduct or participate in public functions and lack a consistent uniform. There have been reports that Warriors use discrete means, such as hand signals, small Jolly Roger pins, black armbands and artwork on leather jackets to identify each other and mark rank. Nonetheless, there appears to be no consistent means of picking a member of the Black

Warriors out of a Circinian crowd. In the field, the Warriors employ a motley collection of cooling vests, flak jackets, sidearms and other dress and equipment from a variety of other militaries, but wear no insignia of their own. It is not known if the Warriors give awards within their ranks, but they do reportedly earn easily hidden tattoos that mark their achievements from each raid. Many Warriors are no doubt independently wealthy from the booty they have acquired over decades of bandit raids and probably have little need for other rewards.

The McIntyre House Guards do utilize a spartan and functional dress uniform consisting of black pants and a dark gray shirt. The Circinus Federation crest, a stylized skull-and-crossbones bearing fangs and a crown, is worn on the right chest while the McIntyre family crest, a reaping hook, is worn on the left. Battalion and company insignia are worn on the right shoulder. Various combinations of skulls and crossbones mark rank in the Guards and are worn on the left shoulder. The Guards' field uniforms are equally simple and reflect the basic necessities of the major combat specialties (MechWarrior, aerospace pilot, vehicle crew and infantry). The Guards have no formal awards as yet, but many veterans of the Black Warriors' attempted mutiny received personal commendations from President McIntyre.

PERSONALITIES

FEDERATION PRESIDENT H. R. "LITTLE BOB" MCINTYRE

Though still obsessed with maintaining his grip on power, McIntyre has learned from the mistakes he made when he took command of the Black Warriors during the 3030s. After gaining a tremendous amount of weight and nearly cracking under the twin pressures of military and political leadership in a mutinous bandit kingdom, McIntyre now delegates authority and deals with challenges in a more clearheaded manner. McIntyre has reacted to the Marian Hegemony's recent threats in carefully measured steps by purchasing additional mercenary contracts and seeking military aid among the Federation's former Inner Sphere targets. Descended from Lyran settlers, the McIntyre family is the largest landholder in the Federation.

COLONEL FRITZ DONNER

As the only captain who remained loyal to President McIntyre during the Black Warriors' attempted mutiny, Fritz Donner was elevated to command of the entire Warriors in 3042. An expert tactician, Donner has turned the Warriors' fortunes around with many successful raids over the past two decades. It is reported that Donner is not a descendent of the original Black Warriors, but a dishonorably discharged MechWarrior from an unnamed mercenary unit. Though this has undoubtedly led to numerous challenges to his authority, with only a couple exceptions, Donner has coldly silenced those who oppose him. Made fabulously wealthy by McIntyre and still in excellent health, Donner will likely lead the Warriors as long as McIntyre remains in power.



BLACK WARRIORS: COVERT BANDITS

Classic mercenaries turned bandit, the Black Warriors helped found the Circinus Federation during the Star League's fall and have been the core of its military ever since. Once shrunk to a single 'Mech battalion and support units, the Warriors are again slowly approaching regimental strength. Two decades of successful raids under Colonel Donner and covert military aid from various Inner Sphere sources seeking to counter other Periphery powers are responsible for this expansion.

Though the Federation's population knows that a unit called the Black Warriors exists and engages in "covert" operations, few in the Federation know the true nature of those activities or that these operations prop up the Federation economy. Outside the Federation, the Black Warriors strike in anonymity, never announcing the identity of their unit and often using deceptive call signs, colors and insignia to make opponents believe

other units are attacking them. The Black Warriors' real insignia is unknown. Salvage from Warrior raids shows a small, simple Jolly Roger set against a black square on the rear panels of Warrior 'Mechs and vehicles.

OFFICERS

Captain Michael Cirion, descendent of the Star League Defense Force officers who founded the Black Warriors mercenary company, secretly led the attempted coup against President McIntyre in 3041. The rightful heir to command of the Warriors, Cirion is an embittered man who serves as the rallying voice for the few Warriors who still seek to remove McIntyre from office.

TACTICS

To compensate for their light units, the Warriors deploy in reinforced, combined arms companies to conduct hit-and-run strikes against multiple targets on a single planet. *[Note that these tactics closely resemble those of the Eridani Light Horse.—AW]* The Warriors rarely attack head-on and use deception to fool the opposition into using the wrong tactics. After trucking away booty and slaves from a successful raid, the Warriors will raze targets to the ground to remove evidence.



Black Death Battalion/Veteran/Reliable

CO: Major Branden "Deathwatch" Williams

The Warriors have three command lances, one for each battalion and Colonel Donner's command lance. These lances carry ECM suites and the Warriors' few advanced weapons and designs. With mostly light and medium BattleMechs, the Warriors field no unit with a top speed under 85 kilometers per hour unless it is jump-capable. Most of the Warriors' 'Mechs are of older Lyrans or Marik heritage. The sight of *Commandos* and *Wolfhounds* fighting next to *Hermes* and *Trebuchets* is a likely indicator of a Black Warrior raid.



Black Hearts Battalion/Veteran/Reliable

CO: Major Kieran Yothers

The Black Hearts field a rather heavy assortment of BattleMechs, including a single *Highlander* garnered in the last successful raid on the Lyrans world of Son Hoa.



Black Angels Reinforced Wing/Veteran/Reliable

CO: Major Ann "Red Death" Harley

Unlike their ground forces, the Warriors prefer heavy fighter designs to punch their way through enemy airspace and pro-

vide devastating air support when ground units are trapped. To stay mobile, the Warriors have dedicated DropShip and JumpShip support and make extensive use of pirate points.



Black Horses Reinforced Battalion/Veteran/Reliable

CO: Major Kelly "Kilroy" Bergstrom

The Black Horses cross-train and assign lances of hover-tanks and VTOLs to individual BattleMech companies for recon, cavalry and fire support duties.



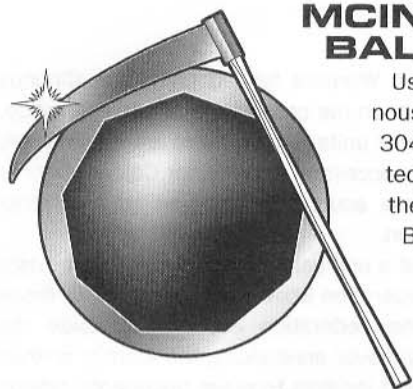
Black Dogs 2 Companies/Veteran/Reliable

CO: Major Jebediah Gorst

Although slow-moving infantry has little place in lightning raids, the Black Warriors are rumored to deploy a special forces company for "forward presence" duties on targeted planets. If pressed, these infantry can augment the Black Cavalry with jump and anti-'Mech capabilities. For routine transport, the Warriors employ a menagerie of cargo trucks, 'Mech-haulers and APCs to cart off booty and slaves from successful raids.



MCINTYRE HOUSE GUARD



MCINTYRE HOUSE GUARD: BALANCE OF POWER

Using family funds, President McIntyre formed the Guard to protect himself against the mutinous groundswell among the Black Warriors that eventually exploded in an attempted coup in 3041. The Guard acquitted itself well against the Black Warriors during the coup attempt, protecting not only McIntyre but most of Circinus's population and industrial facilities as well. Since then, President McIntyre has maintained the unit to deter potential attacks on Circinus when the Black Warriors are away on bandit raids.

In 3058 the Guard defended Circinus against a joint raid by House Steiner's Timbuktu Theater Militia and House Marik's sixth Orloff Grenadiers, but the Guard has never been involved in any other major engagements. Although McIntyre protects most of the Federation's other planets using various small mercenary units, the Guard occasionally rotates duty to these worlds as well.

Although the Guard's past history with the Warriors and the widely different tactics of the two units have made it difficult to coordinate operations, the common threat posed by the much larger Marian Legions is improving their working relationship. Should the Hegemony leave the Federation alone, McIntyre will no doubt use the Guard in more offensive roles, including invasions of neighboring worlds.

Guard units employ a black and dark gray color scheme and display both the Federation's insignia, a stylized skull-and-crossbones with fangs and crown, and the McIntyre family's crest, a reaping hook.

OFFICERS

A native Circinian, Colonel Jenna Lawrence was rejected in her final hazing after years of training by the Black Warriors. President McIntyre subsequently recruited her to command a company in his newly formed Guard. She eventually rose to command of the entire unit, much to the consternation of the Warriors.

Major Dwayne Alvarez is a native of House Marik's so-called Southwestern Worlds, which border the Federation. Injured and captured in a Black Warrior raid, the tank commander was nursed back to health and offered an opportunity to put his expertise to work at a higher pay grade than he could ever hope to earn in the Free Worlds League.

TACTICS

The Guard specializes in static defense formations, making extensive use of earthworks and 'Mech-sized traps. It is capable of mounting a fluid, mobile defense as well.



McIntyre "A" Battalion Battalion/Regular/Fanatical

CO: Major Britt Wolin

To coordinate planetary defense operations, the Guard deploys a separate company commanded by Colonel Lawrence.



[McIntyre "B" Battalion Battalion/Regular/Fanatical

CO: Major Suzanne Ware

In keeping with its defensive duties, the Guard fields mostly heavy and assault 'Mechs. Like the Black Warriors, most of the Guards' 'Mechs are older Lyran and Marik designs. Although it is not unusual to see an *Awesome* and a *Zeus* standing guard together on Circinus, the unit has access to few advanced weapons.



McIntyre Wings Wing/Regular/Fanatical

CO: Major Adam Calabrese

The Wings are split between space and air interdiction



McIntyre Armored Cavalry Battalion/Regular/Fanatical

CO: Major Dwayne Alvarez

The Cavalry fields a mix of mostly medium and heavy tanks, both wheeled and tracked, as well as two lances of fast hovercraft. Unlike the Black Warriors, the Guards do not integrate their tanks and 'Mechs into combined arms companies. Instead, the Cavalry is usually held in reserve or assigned separate defensive positions.



McIntyre Militia Reinforced Battalion/Regular/Fanatical

CO: Major Jonathan Kropa

The last line of the Federation's defense, the Militia's mechanized infantry platoons specialize in urban actions. The Militia also fields a full company of ancient artillery units.



LESSER PERIPHERY STATES

Brother Lucas,

I know not the source of these Periphery intelligence assessments you have received, and frankly that worries me. The Brotherhood has stood for years on its reputation of fairness and openness, not secrecy and duplicity. Be wary of the path you tread, for these new contacts of yours may well be jackals in disguise, plotting the demise of what little order we know.

At the same time, I clearly recognize the need for a full picture of all the potential allies and enemies we may face in the days to come. So drawing upon the few contacts we have spread throughout the Periphery, as well as reports from those Brothers I dispatched to locations where we have no friends, I have compiled this precis on the various smaller legitimate powers, including our own Brotherhood.

I entrust this report to your eyes and those of our Brothers only. Your vision is indeed that of the Brotherhood. So it is written in the Articles. It would be unfortunate, however, if the Brotherhood came to distrust that vision.

Your humble servant,
Brother Galahad Frews
Knight of Randis

[This report compiled by the Brotherhood of Randis is surprisingly complete and accurate, so rather than commission one of our own adepts to compile such a report, I have chosen to include this one. Here I have altered the standard informational blocks I have included with each of the previous Periphery nations. Each of those spans more than a dozen individually inhabited worlds and countless millions or even billions of citizens. None of those nations need rely on any other to survive. The same cannot be said for the Lesser Periphery States. Each can only lay claim to few resources and thus must trade in order to remain viable in these days. As a result, I have included a few additional pieces of information to assist us in determining the best strategy to deal with these mostly insignificant powers. – CSJ]

Consisting of a mere handful of tiny nations and none laying claim to more than half a dozen inhabited worlds, these lesser states are the last beacons of order and legitimacy in the wilds of space that is the Periphery. Some are little better than the bandit kingdoms, while others are formed around a principled government. All are struggling against the predations of both pirates and their fellow Periphery nations in hopes of reaching even the minute level of prestige and influence that the Circinus Federation holds. So while each of these tiny states espouses a different value, they all have one key goal in common with each other: to gain legitimacy in the eyes of the rest of the Human Sphere.

COMBAT STRENGTH

Militarily, all fall short of the mark set by the larger nations of the Periphery, even that of the Circinus Federation. After all, none possesses either the economy or the industrial base of even that tiny nation. Instead, they must barter with the major nations or the Great Houses, if they want to legitimately build up their standing militaries.

There are, of course, other options that these states employ, though more often than not these methods involve some sort of piracy or raiding. Finds like the one that our own Brotherhood uncovered on Antallos are truly once-in-a-lifetime events. Mercenaries do account for a significant proportion the militaries these powers field, though the size and proficiency of these units are often far worse off than that of the military "organization" that hired them.

COMBAT ETHOS

It is a dog-eat-dog universe, one in which even the most righteous can fall victim to brigands and other predators. While that axiom is true in the "civilized" Inner Sphere, it is doubly so in the Periphery, where one must occasionally stoop to the level of the outlaws to just defeat them.

Consequently, warfare among the smaller Periphery states is far less organized and often more brutal than that practiced



LESSER PERIPHERY STATES

Name: The Independent Caliphates of Astrokaszy

Capital World: Astrokaszy

Number of Worlds: One

Political Leader: Various Petty Warlords

Military Leader: Various Petty Warlords

Approximate Population: 200,000

Self-Sufficiency Index: 53 percent

Despite the failure we experienced there, Astrokaszy remains important to our goals for the future. We again have agents in place there, forging new contacts and carrying our message across the Periphery.

by larger nations. Raids by pirates, neighboring powers and other unprovoked attacks are commonplace. With few aerospace fighters and dedicated DropShips, interdiction or detection of raiding forces while they are still in transit is almost impossible.

Capable defense is the primary goal of these smaller powers. The population and industrial centers of most worlds are concentrated in just a few individual locations, making the common defense far easier. Though some independent-minded people choose to live in remote locations, they must live with the daily dangers associated with that choice. Except for the wealthiest of individuals who can afford to hire their own loyal protection, most who choose this path for themselves unfortunately either end up paying a "tribute" to a local strongman or pirate or end up dead. Unfortunately, this is a way of life not uncommon throughout the Periphery.

Each large city can usually call upon some sort of a garrison force (often including a few 'Mechs) in addition to a local citizen-soldier brigade (composed of volunteers or conscripts). Some cities even still build walls, though mostly as a means of controlling the flow of ground traffic or as a barrier to the elements instead of actual defenses.

Of course, the old saying that "the best defense is a good offense" applies doubly to the Periphery. Every power is constantly on the watch, prepared to launch their own attack if they discover their enemy is ready to do the same. Unfortunately, it is that same self-perpetuating cycle that truly prevents these lesser states from achieving anything more than they have. Such is the way of the Periphery.

ASTROKASZY

Astrokaszy is far more barbaric than just about any other world in the Periphery, including worlds controlled by the likes of Paula Trevaline. Located in the near-Periphery rim between the Free Worlds League and the Marian Hegemony, this desert planet has become home to the dregs of humanity. Few records exist of Astrokaszy's earliest days, but what few are available indicate that the world became one of the many destinations for refugees and broken mercenary bands fleeing the horrors of the Succession Wars. With almost nothing to offer potential invaders, Astrokaszy simply existed for many years. By the beginning of the thirtieth century, bands of nomads and traders wandered the vast wastelands between the various city-states that had grown on the planet, lending a distinctly Arabic flavor to Astrokaszy. Almost naturally, the various warlords began to style themselves princes and sultans of their own caliphates.

Though almost perpetually plagued by small bandit groups that could make it nowhere else, Astrokaszy nearly dragged itself out of the depths of chaos. That is, until Caesar Marius O'Reilly descended on the world almost forty years ago to punish it for a purported attempt on his life. Though the Free Worlds League Military intervened, the damage had already been done and Astrokaszy slid even further down the ladder towards complete chaos. The few bastions of technology and true civilization were wiped out in the fighting. Barbarism and piracy again became the norm on the world, with the various surviving caliphates preying on each other while roving marauders preyed on them all.

Matters improved a bit in the quarter century following the Hegemony invasion, though mostly as a result of more people finding their way to the world, especially following conflicts like the Fourth Succession War and the Canopian-Andurien War against the Capellan Confederation. During the 3040s and '50s, Astrokaszy became known as something more than just an exotic and barbaric world—it became a smuggler's paradise. Astrokaszy naturally kept to themselves and could easily be bought off. Arms smugglers and black marketers commonly used the Astrokaszy system for exchanges while mercenary groups took advantages of the world's vast wastelands for combat practice.

That fact drew the Marian Hegemony again to the world along with the Word of Blake, the latter trading weapons and other high technology to the former. Caesar Sean O'Reilly, fresh from victory over the Lothian League, turned his attentions to the Magistracy of Canopus, a mistake that again brought war to Astrokaszy. This time, fortunately, the fighting was restricted to just a few select locations, as Magistracy and Capellan forces sent to deal with the Blakist and Hegemony-supported forces made a point to limit collateral damage. Again the world's precarious power structure was thrown into chaos, one that it is just now emerging from.

With no centralized government, defense of Astrokaszy is literally left to the individual. Several of the world's various sultans and caliphs do possess a few ancient BattleMechs, but for the most part they cannot afford to hire actual mercenaries. In fact, most would prefer to lure a mercenary band to the world and then shanghai them, turning them into slaves and keeping the 'Mechs for themselves. The few caliphs who have actually tried to do so have paid for that mistake with their lives—it seems the roving bands of bandits who were once mercenaries avenged their fallen brothers.

Following the Magistracy-Capellan action, Astrokaszy became the subject of a thousand and one rumors. Some claimed there was an ancient Star League depot located on the planet. Others said the Successor States were using the world as a proving ground for new weapons. A few somehow even combined those two rumors and claimed that descendants from the SLDF were using

LESSER PERIPHERY STATES



Astrokaszy as a staging point before reentering the Inner Sphere. At the core of all these rumors is a single common thread—that weapons unheard of in the Periphery have been seen in the deep deserts. A few Clan 'Mechs have been spotted on the world still sporting Smoke Jaguar colors, though they actually made the trek to Astrokaszy in search of the rumored depot. Whatever the actual source is, it is bringing the attention of many fortune hunters and raiders back toward the world.

INTERSTELLAR RELATIONS

No power within the Inner Sphere or the Periphery maintains any sort of official embassy on the world or even recognizes it as an independent power. Citizens from just about every major power are present on Astrokaszy, though, for one reason or another. As a result, each of the Successor States undoubtedly keeps some sort of attaché or intelligence team on the world, if for no other reason than to see if the rumors floating around are actually true.

FIEFDOM OF RANDIS

The world of Randis is home to one of the last remaining bastions of hope in the galaxy—the Brotherhood of Randis. Though no one can positively determine exactly when Randis was colonized, it somehow became a destination for the refugees and deserters looking to escape the ravages of the Succession Wars. Without the resources of a Great House or a large corporation to underwrite their colonization efforts, the world's first inhabitants had to overcome both the vastness of space and their new home's native environment in order to build their new civilization. Many did not survive. Those that did, however, found at least a shadow of what they were looking for: a world far away from the war and intrigue plaguing the Inner Sphere. Though not immune to the problems of humanity, the people of the world, known as Hope persevered.

As the Succession Wars dragged on, more and more of the dregs of humanity found their way into the Periphery. Piracy, always a problem that had plagued the outer reaches, became a veritable way of life as people became more and more disenfranchised during the long decades of war. This world, stranded among the vast expanses of space past the Taurian Concordat, was no exception. The soldiers and citizens who simply sought a new life among the stars were forced to deal with local pirates just to survive. In many cases they turned directly to piracy, lured in by the potential rewards. It was during these "formative" years that the world slowly transformed into a crossroads of sorts, with pirates and other traders from across the Periphery using the system to trade and exchange their goods. The world's name changed to reflect its changed position, and it quickly became known as Lost Hope.

It wasn't until the middle of the Third Succession War that matters began to change. Erdelmaine Randis left the Free World's League military in disgust, traveling for years throughout the Inner Sphere on a quest worthy of Diogenes. With no simple answers at hand, he eventually found himself on Lost Hope amid a group of broken and dispirited MechWarriors who were looking for answers. Together, they found a new beginning. In 2988, Randis announced the formation of the Brotherhood of Randis. The people of the world rallied behind his cause and renamed the planet in honor of the man who brought about this change.

Since then, life on Randis has changed significantly for the better. The reforms of Erdelmaine Randis brought new hope, not only to his own people, but to people scattered throughout the Periphery. As word of his work spread, a new generation of "seekers" found their way to Randis, hoping against hope that the rumors were true. The world's population grew slowly, and the influx of new dreams brought a renewed sense of pride in Randis' people and the quality of living grew.

Unfortunately, those same rumors also brought with them renewed raids and attacks, with the Brotherhood barely hanging on against that constant threat for the next half century. Even when there were no resources to try to plunder, shady MechWarriors came to Randis to prove themselves against the vaunted Brotherhood.

It wasn't until 3037 that Randis took its next and greatest leap [*Something that can be credited solely to Galahad Frews.—CSJ*]. The Brotherhood reevaluated itself and, after instituting a new training regimen, became the fighting force they were destined to be. Soon afterward, Randis became not only a lone haven for the free, but one rid of the daily threat of violence from outlaw bands.

Today, inhabitants have finally linked their cities by modern rail. The world's three largest cities have now turned into true commerce centers, each with its own spaceport. Though the standard of living still hovers below that of the average "civilized" world, life on Randis is the best it has ever been, certainly better than most Periphery worlds can boast.

Name: Fiefdom of Randis

Capital World: Randis

Number of Worlds: One

Political Leader: Grand Knight Lucas Beckett

Military Leader: Grand Knight Lucas Beckett

Approximate Population: 8,000

Self-Sufficiency Index: 88 percent

The Brotherhood itself is dedicated to both spiritual and humane ideals, with honor and justice being the most prevalent. Its current leader is a neophyte to the political makeup of his region of space, however, making the not-insignificant Brotherhood potentially easy to influence.

INTERSTELLAR RELATIONS

A mere blip on the map of any major power, the Fiefdom of Randis has no official contact with any nation. Both the Federated Commonwealth and the Taurian Concordat are aware of the tiny nation. Neither imposes any special requirements on those travel-



LESSER PERIPHERY STATES

Name: Franklin Fiefs

Capital World: Novo Franklin

Number of Worlds: One

Political Leader: Various Petty Warlords

Military Leader: Various Petty Warlords

Approximate Population: 117,000

Self-Sufficiency Index: 73 percent

A microcosm of the problems have plagued the Inner Sphere since the fall of the Camerons, the world of Novo Franklin is an excellent candidate for the testing of our preparations on a smaller scale before the time prophesied comes.

ing to and from the world, with or without wares. The minions of the Tortuga Dominions are also well aware of Randis' existence, as are most pirates and outlaws operating on that side of the Periphery, especially following the Brotherhood's successful action on Antallos in 3051.

FRANKLIN FIEFS

Refugees fleeing a Kurita incursion into the Outworlds Alliance first settled the world of Novo Franklin in 2598. Looking for a new world to call their own, these refugees found a world rich in water and arable land, two details that became a beacon call throughout the region. As more and more refugees made their way to this world, dozens of farms and agricultural concerns sprouted up across the planet. Few major communities sprung up on the world, however. Its inhabitants were content to simply work the land and trade with each other for whatever they needed.

Within just a few years of its colonization, a social pecking order of sorts developed on Novo Franklin. Several powerful families gobbled up less productive

farms, while dozens of smaller concerns banded together into co-ops to themselves keep from being taken over. When the chaos was over, the leaders of these fifty or so major farms had tightened their grips over their own territories. Within a decade of Novo Franklin's colonization, each had become the warlord of a miniature city-state.

Even with these problems plaguing the world, news of the great successes and bountiful lands there brought more and more hopefuls to Novo Franklin. Some paid their own way to the world while others were brought with the promise of a chance to shape their own life. Nearly all ended up working the farms, indentured to the world's ruling families.

Remarkably little has changed since those early years, with a constant state of war existing between the various farms/city-states. Just as eras of war and peace, prosperity and depression swept through the Inner Sphere, so too did they wrack Novo Franklin. Alliances were made and broken, wars were won and lost, revolutions came and went. Technology that had reached a parity with the Inner Sphere was suddenly reduced to ashes by petty neighbors. In fact, Novo Franklin's history closely resembles that of half a dozen worlds throughout the Inner Sphere, with but one significant difference—alone among the stars, Novo Franklin never had the economic and military might of an interstellar power to pull it from the brink of collapse.

Today, the world continues to exist as it has for centuries. Save for the ruling class, the level of education is poor. Even the "gentry" class is far below the standard set by many nations, though, due to its limited access to outside information. The overall standard of living is actually relatively high, a fact directly attributable to the world's agricultural bounty. On the other hand, many within the working/peasant class are clearly dissatisfied with the way they are treated by their leaders. Though the punishment for revolt is swift and final, the people of three different city-states have successfully overthrown their warlords. This has naturally lead to a growing popular uprising on the world, one that many of the militias on Novo Franklin are having increasing difficulties in putting down. For now, the ruling families still maintain their hold over the world, though that grip is growing ever more tenuous as the days pass.

INTERSTELLAR RELATIONS

A single world against a backdrop of thousands of inhabited worlds, like both Astrokaszy and Randis, Novo Franklin has no official contact with any major recognized power. The Niops Association is just a few light years distant, however, and several of Novo Franklin's city-states actively trade with the tiny power, assuring that the resources needed to keep the world and its society functioning are present.

That single fact also represents one of the most confusing aspects about the world. Somehow, every city-state seems to have access to the resources they need to remain viable. Likewise, though the different factions continue to war with each other, only a mere handful have ever fallen. That fact, when combined with the sudden coalition forces that spring up to fight any significant invaders and with the continued low-level conflict that has served to keep the lowest classes in place, is enough to surmise the existence of an agreement of sorts between Novo Franklin's powers. Only time will tell how that invisible connection will survive the popular uprising.

MICA MAJORITY

The iceball worlds of the Micanos star system were first settled in the latter half of the Twenty-sixth century by the Draconis Combine. Three of the system's planets were rich with minerals and valuable ores, so despite severe environmental conditions, the Combine quickly set up mining efforts on each, building a number of expensive environmental domes to support the worker populations. Profits from the mines quickly offset these costs and more than made up the price of operating such a remote operation.

LESSER PERIPHERY STATES



The price for mining the system was measured in more than just money, though. Rather than pay the exorbitant cost of importing experienced miners, the Combine populated the mining "camps" with political prisoners, protesters and other enemies of the state. Conservative estimates indicate that within the first decade well over half of the miners died. Of course, with nothing able to survive on the surface of these worlds and escape from the mines meaning certain death, work continued on. The mines continued to operate even during the Succession Wars. Its remote location and easily defended facilities actually protected it while other similar colonies within the Inner Sphere fell.

As time passed, however, the Combine could not afford to keep the forced mining operation running indefinitely. The expense of using the worlds as a prison became too much to bear, and rather than spend years and untold fortunes in relocating the prisoners, the Draconis Combine simply pulled out and declared the Mican worlds independent.

Where other such prison worlds might have simply ceased to exist, the Mican worlds continued on and even prospered. Those sentenced to the Micanos system were not true criminals, but simply those who vocally disagreed with the Combine and its Coordinator. The Mican prisoners on the whole were well educated and already had a well-established social order. Left to their own devices, they continued on and returned to mining the worlds. Trade convoys still used the huge station located near the system's zenith jump point, so this new Mican Majority had few problems establishing a link outside their system.

Unfortunately, by the time the Combine had left, most of the readily accessible ore deposits had already been depleted. With no other choice, miners began to work in remote locations throughout the system. This was enough to keep the Majority viable, but the costs in both men and material climbed steadily year after year.

Today, the majority of the mining within the system is based within the asteroid belt and the resulting product is far less than it ever has been. Many of the domes have been converted throughout the years to agricultural use, producing barely enough to sustain the Majority's people. The Majority does field a tiny militia bolstered by a mercenary company, though raids are infrequent. The only recorded invasion was almost thirty years ago by "Lady Death" and her forces. She voluntarily pulled out within less than a month. Quite simply, the Mican Majority offers potential invaders no appreciable opportunity for quick gains.

In fact, beyond the environmental domes that represent nothing more than curiosities today, the Majority offers only two attractions. The first is the zenith-point space station, which in addition to being the Majority's only link to the rest of the galaxy has become a crossroads of sorts for Periphery drifters. Nearly half of the station is devoted to massive bazaars and their accompanying taverns, shops, brothels, parts dealers and the like. If it can't be found there, someone who is there can find it.

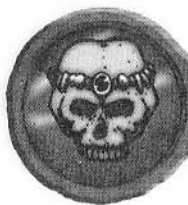
The second attraction is an industry of sorts that has grown within just the past decade. The Mica Majority has become a destination for wealthy Spheroid thrill-seekers looking to experience life as a miner for a few weeks. Though no one knows exactly how this burgeoning "industry" began, Mican miners are more than happy to take the money of rich Spheroids in trade for throwing them in the mines and punishing them just like the Combine taskmasters used to push them.

INTERSTELLAR RELATIONS

The Mica Majority is a relatively well-known name, what with its long history as a mining colony. Even though the Majority's output has fallen to a mere fraction of what it was fifty years ago, its government hosts an auction of sorts at least once every year. Representatives from the Federated Commonwealth, the Outworlds Alliance and even the Combine, as well as countless private concerns and individual merchants, still make the journey to barter, trade and bid for Mican products and resources. Beyond that, its government does little else for its people, leaving them mostly to their own devices and therefore keeping no official relations with any other power.

NEW ST. ANDREWS

Out past the Circinus Federation lies the unremarkable world of New St. Andrews, one barely even visited by those looking to prey on their fellow man. The history of the world lies in some of the earliest days of the Free World's League. Among the many smaller nations the League gobbled up was the Stewart Confederation, a nation whose people descended almost exclusively from Scotsmen native to the Terran British Isles. Rather than bow their will to the League, quite a few of the Confederation's people found sanctuary in the Rim Worlds Republic, where they were actually accorded a significant level of freedom. Of course, that only lasted until Stephan Amaris launched his bloody coup on the Star League. Again the expatriates of the Stewart Confederation were turned into refugees looking for a new home, this time by General Kerensky's assault upon Amaris' Republic.



LESSER PERIPHERY STATES

Name: United Colonies of New St. Andrews

Capital World: New St. Andrews

Number of Worlds: One

Political Leader: Council President

William Stewart

Military Leader: Captain Michael Nelson

Approximate Population: 135,000

Self-Sufficiency Index: 90 percent

The world of New St. Andrews is nothing more than a curiosity to historians and tourists. It has no significant military or political use and the inhabitants are wary of outsiders. An invasion by an outside force would be the only kind of event that could unite these squabbling siblings, a fact that we have already seen both the inception and conclusion of on a much larger scale.

They eventually came upon the world they called New St. Andrews and set out to forge a new life for themselves. With the confusion wrought by the Star League war against Amaris, history simply lost track of the refugees for quite a number of years. The expatriates, when they fled the Rim Worlds Republic, had the opportunity to gather only a few supplies and little technology, so when they reached New St. Andrews, they were forced to turn to the livelihood of their forefathers to survive—farming and herding.

Of course, the failings of humanity overcame them as they did every other independent nation in history. In the case of these four Scottish Clans—Brannigan, MacGregor, Sterling and Stewart—the precedent had been set many centuries before. While each of the four extended families settled a different section of the planet, they soon came into conflict with each other, oftentimes over the simplest of matters. That they had no way to replicate the weapons of mass destruction that were ravaging the Inner Sphere at the time was the only reason they did not destroy one another.

Fortunately for the people of New St. Andrews, the leaders of Clans MacGregor and Stewart eventually saw the larger picture. They realized that if they continued on with their feuding, they would either wipe themselves out completely or would again fall to one of the Periphery's many powers, several of whom had by then sent expeditions to the world. The two Clans united, building a new and thriving society together. Of course, they did so realizing that both Clans Brannigan and Stirling, reduced to mere

husks of what they once had been, would undoubtedly turn their attentions toward them, jealous of their prosperity.

That did happen, with the survivors of the other two Clans commonly going to any lengths to steal what they need or destroy it, lest anyone else be able to use it. Because of the preparations of the two stronger Clans, none of the attacks have yet caused any significant harm to the planet's economy. Both the MacGregors and the Stewarts are committed to rebuilding ties with their fallen brothers. It is a stark irony, considering the parallels that can be drawn to both the state of matters in the Periphery as well as the rest of the Inner Sphere.

Since the bonding of the two Clans, New St. Andrews' population has steadily climbed and, though not on par with even the standard throughout the Periphery, its level of technology no longer relies completely upon manual labor and beasts of burden. Unfortunately, that advancement comes with a price. Once considered nothing more than an agricultural world where Periphery wanderers could replenish their water supplies and possibly gather some local food, New St. Andrews is becoming more and more of a target for pirates and raiders.

INTERSTELLAR RELATIONS

The past several decades have brought a steadily increasing trade to the world as agricultural products and minerals are exported to nations and worlds that need them. Though export is low and mostly based off of a barter system, the resulting trade income is enough for the world's leaders to hire a mercenary unit for protection. New St. Andrews is still too small and insignificant to be recognized as anything but a "known world out past the Circinus Federation" to the nations of the Inner Sphere. On the other hand, both the Federation and the growing Marian Hegemony have recognized the world's potential bounty. With the Hegemony still uniting the Palatinate into its folds and the Federation watching the Hegemony cautiously, neither is currently capable of mounting any sort of assault.

NIOPS ASSOCIATION

This most populous of the lesser Periphery powers has its roots in one of the Star League's many expensive and far-reaching scientific experiments. The Star League Astronomical Office found what they considered the perfect location to research stellar evolution in the Niops system, and officially colonized Niops VII in 2741. Designed to be a fully self-sufficient, ongoing, multi-generation project, the Star League poured the equivalent of trillions of C-Bills into building the research colony. When it was done, they transplanted more than fifty thousand scientists, technicians, teachers and other professionals and their families to Niops VII and let it go on its own.

Used to working independently, the people of the Niops colony simply continued working on their project after they lost all contact with the Star League following the Amaris Coup. Very few even showed any concern at the lack of communication from the Star League after years had gone by. Considering that their work wouldn't produce any true results for decades, possibly even centuries, they continued to send progress reports into the ether without need for response. At the time, there was no one left in the Inner Sphere that even knew anything about the project. By the time the Succession Wars erupted, the Niops system existed only on forgotten, archival star charts.

LESSER PERIPHERY STATES



The Niops system remained isolated from outside contact for nearly six decades, but the end of the First Succession War changed that. Refugees from each of the Great Houses fled into the Periphery, looking to escape the death and destruction. Many disappeared. Some managed to find worlds that they could colonize. One large group of Capellan refugees chanced upon the Niops system, bringing with them word of the Amaris Civil War and the subsequent First Succession War.

News of the wars brewing in the Inner Sphere brought the scientists of Niops out of their work-imposed ignorance. For once, they gathered together to decide on a course of action. The great majority agreed that they should remain aloof. All progress reports ceased and, if the rumors can be believed, they even dismantled part of their HPG to completely cut any potential communications. At the same time, they overwhelmingly agreed to accept the Capellan refugees into their colony, placing the mostly unskilled mass to work on the farms and in the factories.

Social strata quickly formed, with the scientists and other educated people forming the leadership while the uneducated masses remained subservient. The leaders of the colony maintained a monopoly on the advanced education system, limiting enrollment in specialized training programs (equivalent to advanced secondary and university level education) to the few select. At the same time, they provided their rapidly growing lower class a safe and relatively prosperous life. As the population grew, they added settlements on both Niops V and VI and continually built a military that could deal with the odd pirate raid. Through it all, they continued on with their research.

Within the past decade or so, the leaders of the Niops Association nearly had a popular uprising on their hands. Whether the rumors that outsiders had anything to do with that can be believed or not, the fact of the matter is that the Niops economy slowly spiraled as farm production dropped and mining operations netted less raw materials. Rather than look toward outsiders for help, though, the Association's leaders simply turned to their increasingly rebellious population. They cast aside much of the leadership structure that had served them for centuries and gave their less-educated working class a full say within their new government. No longer able to blame all of their woes on an uncaring leadership, the population of the Niops Association has refocused its energies back toward stabilizing its economy, a task it has done marvelously.

Name: Niops Association

Capital World: Niops VII

Number of Worlds: Three

Political Leader: Director Rayanne Nellis

Military Leader: Brigadier L. Jamison Fallon

Approximate Population: 19,200,000

Self-Sufficiency Index: 98 percent

Our efforts to build a relationship with the Association have met with failure. Nevertheless, the Association remains a surprising bastion of knowledge in the wilds of the Periphery. I am certain Caesar O'Reilly will turn his attentions toward this valuable system.

INTERSTELLAR RELATIONS

The leaders of the Association initially began to seek interstellar contracts and trade agreements to help alleviate their economic woes. Little to their surprise, matters had not changed significantly in the centuries that they had remained isolated. The Marian Hegemony had just conquered the Lotharian League, so the Association was naturally wary of announcing their existence to that nation. Likewise, as soon as they contacted the Circinus Federation, it was obvious that any extended relations with that nation would only lead to difficulties. They courted the Illyrian Palatinate briefly and did likewise with several of the Inner Sphere powers, including the Word of Blake if the rumors are accurate, but eventually none of those relationships proved necessary. With word of the Association slowly making its way around the Inner Sphere's scientific communities, however, astronomers and other interested parties have made Niops VII a Mecca of sorts. The Association has no qualms about this and has profited from the increased travel and the often-significant fees they charge for access to their research.

RIM COLLECTION

The Rim Collection is a small nation of six worlds that at one time belonged to the Rim Worlds Republic. Left independent by General Kerensky's drive upon the Amaris Republic three centuries ago, these six worlds remained only loosely allied until the 3040s, when a Unification Movement finally succeeded and brought the six worlds together under a central government.

Though not the primary force behind the Unification Movement, Professor James Moroney was one of the major influences in the Movement. At one time a professor of social sciences at the University of Regulus in the Free Worlds League, Moroney was imprisoned and tried on charges of treason and sedition due to his public statements. Being a native of Andurien and with the war of Andurien secession still waging, Moroney escaped the death penalty but was banished from the realm. He arrived on the Lyran world of Aberystwyth, only to suffer a similar fate. With little money and no other place to go, Moroney and his family made a new home for themselves on Gillfillan's Gold. Moroney's reputation caught up with him, though, and his speeches soon became the clarion call for unification.

While he was simply looking for a place to live in peace, Moroney did not shy away from his convictions. He accepted the Presidency of the Collection when it officially formed in 3048. He and the rest of the ruling council immediately went to work on uniting the six-world Collection into something resembling a nation. Unfortunately, the provisions of the Rim Collection Charter allowed



LESSER PERIPHERY STATES

Name: Rim Collection

Capital World: Gillfillan's Gold

Number of Worlds: Six

Political Leader: President William Roberts

Military Leader: Colonel Jerry Able

Approximate Population: 8,340,000

Self-Sufficiency Index: 87 percent

The Rim Collection has turned from a curiosity into a power that bears watching. We have, of course, already sent emissaries and communications specialists into the Collection to aid them in their understanding of the future. At the same time, should they choose to accept our offers, we already have mercenary units that can take up station there in preparation for the time prophesied.

each world almost complete authority over matters pertaining to their own world, a fact that slowed the process of integration.

Matters came to a head in 3060 with the assassination of President Moroney. Having supported the strengthening of the national government and, by extension, the stripping of power from the member worlds, Moroney became embroiled in yet another political firestorm. For their own selfish reasons, each of the six planetary councilmen lobbied opposition to Moroney's stance. Moroney had the support of many local politicians as well as the military, though he was never willing to take the next logical step for the good of the Collection. It was actually the radical opposition that made the decision for the Collection.

With Moroney assassinated by a bomb that killed dozens of innocents and left many more homeless, Councilman William Roberts took action. As the leading voice of the opposition, Roberts easily won the presidency. He had been Moroney's friend since the beginning and had only recently opposed him, on grounds that the expansion of presidential powers would likely prove disastrous in the long run. Now president, Roberts found that his own opposition movement was the real problem, with the powers wielded by the planetary Councilmen interfering with both the investigation of Moroney's assassination as well as the good of the Collection.

Calling upon the very same group of military and civilian leaders he had opposed for so long, President Roberts placed the entire Collection under martial law for a period of six months while he disassembled the opposition and built a new, more centralized government. At the same time, he did everything within his power to foster better relations between worlds and forge new contacts for the entire Collection. With matters improving after that six-month period, Roberts easily won the presidential re-election. The majority of the newly expanded Council consisted of those same political and business leaders who had been advocating this change for years.

The benefits of more prosperous economy have already paid off, especially with the recent defeat of Morrison's Extractors. On the other hand, the recent rise of pirate activity along the Lyran rim is giving this tiny nation reason to pause. Rumors of invulnerable legions of BattleMechs are constantly making their way through the Periphery, putting even the mighty Lyran Alliance, tied up as it is in its raging civil war, on alert for potential threats from beyond. *[Especially following the loss of the majority of the Seventh Crucis Lancers RCT and the inability of the Ninth Lyran Regulars to track down the pirate bands that have been giving them so many troubles. —CSJ]* Though it still has far to go, the Rim Collection is finally on its way to prosperity.

HUNTER'S PARADISE

Hunter's Paradise is a world filled with strange and exotic predators, several jumps past the Collection's borders into the Deep Periphery. Centuries ago Star League biologists and zoologists studied this world and its environs until a conglomerate of investors literally turned the planet into a big-game hunter's paradise. Wealthy hunters and zookeepers from across the Human Sphere converged on the world to take down some of the largest and most dangerous predators ever seen. The Amaris coup and resulting wars put an end to that industry and the world slipped into obscurity.

When Collection scouts rediscovered the world and its abandoned jump station, President Moroney immediately poured what resources he could into reactivating the station and building the infrastructure to reopen the hunter's resort. Realizing his nation did not have the capability to completely reopen the world as it once was, he settled with the exportation of exotic animals to interstellar zoos, primarily those in the Lyran Alliance.

Within a year of Councilman Robert's elevation to president, he put Moroney's plan to reopen the world into action. Now open for more than two and a half years, the world is just beginning to attract the interstellar clientele it once did, with all trade passing straight through the Rim Collection. By all accounts, several Clansmen have even made their way covertly to the world to test their mettle against the dangerous world.

Unfortunately, with the FedCom Civil War already spiraling out of control and the rest of the Inner Sphere apparently becoming caught up in a new age of war, the future of this Rim Collection protectorate remains uncertain. For now, though, it is rapidly becoming the Collection's cash cow.

INTERSTELLAR RELATIONS

President Roberts realized many years ago that the Collection's only hope for eventual economic success was to court the nearby powers. While Moroney was campaigning for the strengthening of presidential powers, Roberts focused most of his attention at forging relationships with the Free Worlds League and the Lyran state. Both nations have since signed trade agreements with



President Roberts. The Lyran Alliance also provides military escort of shipments between their two nations. The Alliance has gone so far as to send their Eleventh Arcturan Guards on joint exercises with the Collection military, though the coming of the Civil War has put any such future operations on indefinite hold. At the same time, both ComStar and the Word of Blake are still negotiating for HPG contracts within the Collection.

PERIPHERY INDEPENDENTS

Having traveled across the Periphery myself, I can say for a certainty that there are many more inhabited worlds throughout the Human Sphere than are marked on the common star maps. Many estimates say there are thousands of such worlds scattered throughout our slice of the galaxy, some as much as two thousand light years away from Terra. In my opinion, those estimates are likely conservative, missing the actual mark by quite a margin.

Humans are a rather adventurous lot. We are willing to stray beyond our home, beyond our experience to set off into the wild unknown. We have proven that fact countless times in our past, from the Romans to Christopher Columbus, to the expeditions made possible by Kearny and Fuchida. Perhaps it is something ingrained in us since our expulsion from Paradise, or perhaps it is simply our base greed driving us to conquer new and uncharted lands. Whatever the genesis of the motivation, humanity has the genetic need to discover and colonize new lands.

Unfortunately, very few of those worlds have ever managed to achieve anything resembling the success of even Astrokaszy. History is, after all, rife with stories of those who set off on their own to make a new life and only succeeded in losing everything. Time after time, we have seen that the only successful expeditions have been those that were supported in some way. At the height of the Star League era, a colonizing expedition of even ten thousand people could hardly have been expected to survive a few years without either receiving technological support from its home or lapsing back to a barbaric level of technology. Of course, with the various eras of war we have experienced over the past eight centuries of space exploration, quite a few colonizing expeditions set out with just that latter goal in mind: eking out a simple existence away from the intrigues and wars of the Inner Sphere.

It is therefore quite unsurprising that life on the majority of the uncharted inhabited worlds throughout the Periphery has degenerated into simple subsistence living—farming, hunting and gathering—using only the most basic of technologies known to us today. Persistent rumors tell of worlds where colonists have degenerated even further, where life can be compared to medieval times. While on one hand we have to feel sorry for many of these souls, at least they do not have the pall of pirates and bandits hanging over their heads. With nothing to offer, no technology or resources to steal, these people are simply left alone.

LEGITIMATE WORLDS

The worlds I describe in the paragraphs below are those that “made it,” managing to somehow maintain a level of technology and civilization that most other independent worlds lost. At the same time, each also hovers at or below the standard of living set by the average Periphery world. Still, every one of these worlds is in some way unique and valuable and that makes them targets.

Herotitus

Herotitus is a world known throughout colonized space. Whether famous or infamous, it has built a reputation as an anarchistic world where anything goes. Take the worst attributes of Canopus and Astrokaszy, mix them with some inevitable chaos, and you begin to see the picture. It has never supported a standing military, instead operating on the principle that it is easier to suborn an invader than to fight one off. Located between the Capellan Confederation and the New Colony Region, Herotitus is just a few jumps from three of the five Successor States as well as two of the major Periphery states, making it a popular destination for hedonists from all over the Human Sphere.

Herotitus has been the center of activity for the New Hedon movement since the end of the thirtieth Century, with their “industries” concentrated primarily within Herotitus’ few cities, leaving the rest of the world to farmers and ranchers. The power of the New Hedons on Herotitus is quickly fading, though, as a wave of Fundamentalist Christianity is sweeping through those outlying areas and infecting the cities themselves. Already New Hedons are beginning to look for a new home as they are pressured more and more to convert or to leave.

[I have included information on two additional worlds that bear watching, if for only the reason that The Puppet Primus is also keeping a watch over these worlds as well. It is unlikely that she will attempt to use these two planets against us. We cannot forget, however, that Blake himself always insured that he was prepared for the worst. As Humanity slowly slides toward the days prophesied, this is especially important. —CSJ]

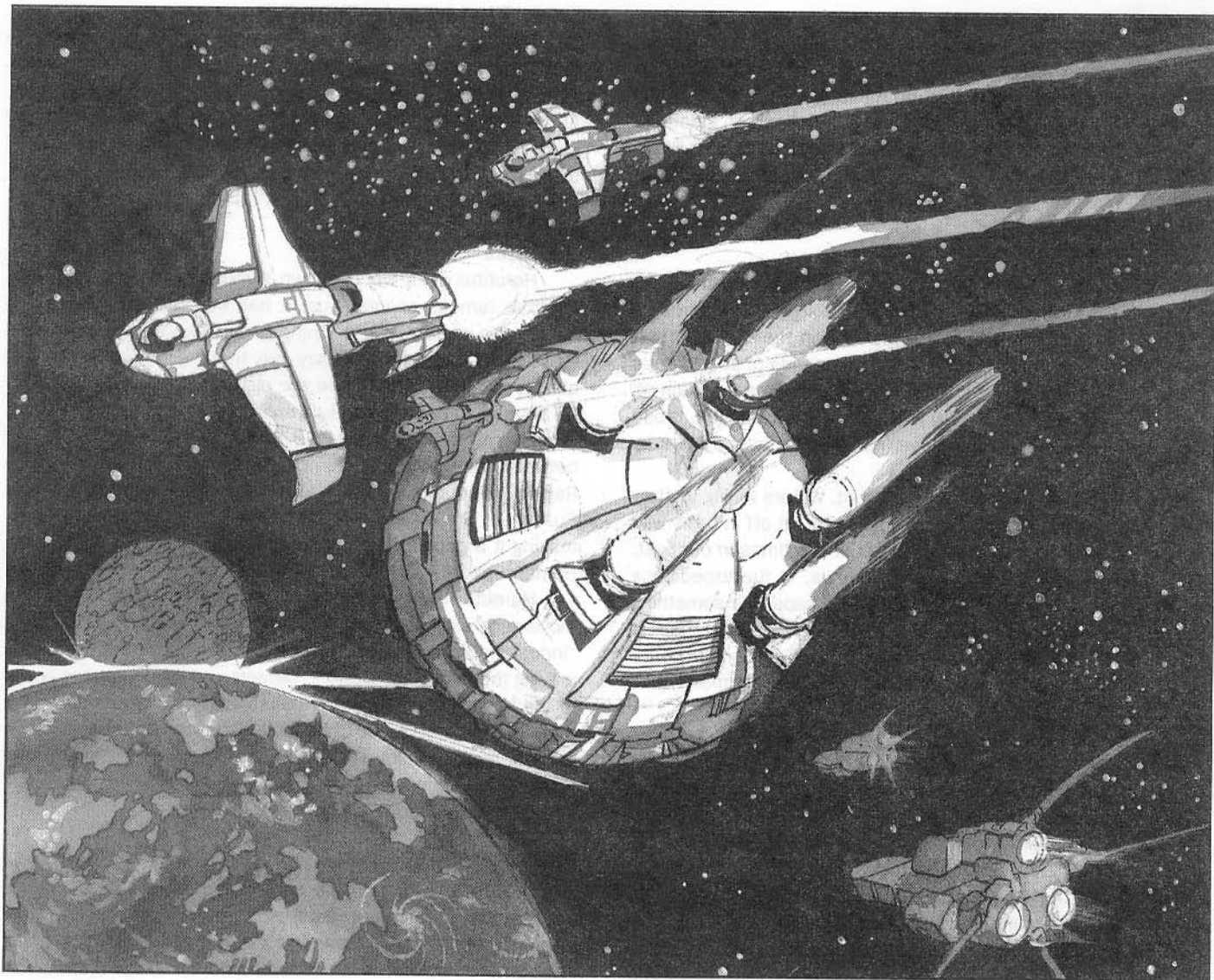
Alfirk

The world of Alfirk was colonized in the Twenty-second century, and has managed to thrive in the centuries since with literally no outside trade or contact. None, that is, until ComStar’s Explorer Corps discovered them. They offered the colony medicine and other modern necessities, as well as information about the potential enemies they could encounter in the Deep Periphery (the world is some 700 light-years from Terra).

The people of Alfirk present no potential threat to us or anyone else, but they do present an opportunity for us to bring enlightenment to them – enlightenment both technological and philosophical.



LESSER PERIPHERY STATES



Farstar

The Federated Commonwealth took possession of the world of Farstar following the Fourth Succession War and has used it as a listening post and assembly point for operations aimed at the Draconis Combine. Communications intercepted within the past year indicate the world is experiencing troubles, though those troubles do not seem to be related to the Civil War raging throughout the old Federated Commonwealth. In fact, the world has been silent for more than three months. F-C naval assets were dispatched to verify the status of the world, but the events that have played out on Kathil and Galax have kept the AFFC from sending the forces needed.

Farstar does represent a nearly perfect Periphery base of operations within that region. I already have ships enroute to Farstar to determine the fate of the F-C forces based there and to verify the base's true functions.

PIRATE WORLDS

Most of the planets recognized as pirate worlds were colonized by those looking to escape humanity's worst side. Instead, they found themselves caught up with the worst of the worst. Life on these worlds isn't necessarily bad, except for the citizens who reject the lawlessness and wanton cruelty. For them, life on one of these worlds can easily become a fate worse than damnation.

Antallos

A conglomeration of interstellar trading concerns colonized Antallos in the last century of the Star League. Since opening its halls more than three centuries ago, the world has been known as a trader's crossroads, where literally anything and everything can be had—if the price is right. Following the fall of the Star League, Antallos also became a Mecca for pirates and other misanthropes looking for a world on which to hide.



The world is host to a score of independent city-states, but none so large and well known as Port Krin. Various pirates and strongmen lay claim to the world's other cities. "The Port" is an open and neutral city, at least in that anyone who has tried to forcibly take or to bully himself into control of the city has ended up dead within hours of trying.

Though life on Antallos is difficult, the world's economy is surprisingly sturdy. That is largely due to the pirates and fortune hunters who have come to Antallos in search of a long-rumored Star League cache more than anything else. Since the end of the Clan War and the destruction of Clan Smoke Jaguar, a number of disgraced Clansmen have found their way to Antallos, taking up residence in and around Port Krin. Some of them look like they are out to kill anyone and everyone who cross their path, but a few have realized their lot in life and are slowly being turned into bandits themselves. Of course, the rumors that a Clan "Dark Caste" settlement has somehow been there for decades are nearly impossible to confirm, but the fact those Clansmen are beginning to "fit in" lend some credence to that rumor.

Pain & The Rack

Life on these two worlds ruled by Morrison's Extractors is cruel and difficult. These worlds are even targeted by other pirate bands looking to make a name for themselves or simply to feed off the riches stolen by the Extractors. The Extractors themselves have eased up on the few thousand "free" people who call Pain and The Rack home, realizing that they need their citizens to maintain what little civilization they have. On the other hand, the Extractors have, over the years, taken thousands more prisoners and turned them into slaves. Even the most believable estimates can only narrow down the combined population of these worlds to between fifteen and twenty thousand, more than half of which are slaves. Conditions are poor, even in King Hopper Morrison's own palace—a complex of prefabricated buildings. By all accounts, the people who are the best off are those who keep to themselves on Pain's far continent, Hades.

Pirates Haven Star Cluster

Even today, few facts are known about the Pirate's Haven Star Cluster. A tightly packed cluster of fifty stars, the Pirate's Haven is literally just that. Various reports have identified at least two dozen different pirate bands that have regularly used the Cluster within the past decade, but the few military expeditions sent into the Cluster have turned up very little. The tightly packed stars, including several binaries and even a rare trinary system, wreak havoc with sensors and communications. More than a few expeditions have never returned from the Cluster, likely victims of jumps that took them too close to some celestial body. I've also heard reports of even more pirate ships lost that same way. By all accounts, there are several planets within

the Cluster's systems. Because of the nature of the Cluster, however, no one can last more than a few hours on the surface of any of these planets without some sort of protective gear—the visible radiation alone is just too much.

Rezак's Hole

Vance Rezак may have his own estate of sorts in Port Krin, but he stages all of his operations off a world called Rezак's Hole. Located somewhere on the Draconis Combine's Peirphery border—he and his crew are very careful about giving away the location of the world—by all accounts it is unimportant. It offers little in the way of use except for its strategic location, giving Rezак and his Damned easy access to the Combine's haunches. The region that is normally lightly protected is now almost wide open, following the Combine's massive realignment of forces to deal with the Ghost Bears and the FedCom Civil War.

Star's End

Like Rezак's Hole, Star's End offers only one real benefit: the world is shrouded in an asteroid field, making it almost impossible to get to. On the other hand, the fact that the world exists within an asteroid field means that the New Belt Pirates must continually be on the watch lest meteors and other space debris smash their bases.

The New Belt Pirates themselves are almost always on the prowl and by all accounts leave only a token force behind to protect the world. Those same rumors also say that the asteroid field is mined heavily and that the pirates have set up numerous defensive layers, a fact easily believed based on Susie "One-Eye" Morgaine-Ryan's legendary "caution"—or paranoia.

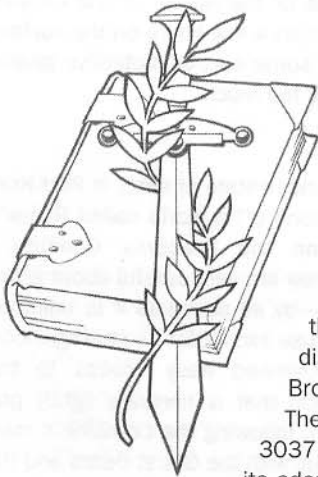
Tortuga Dominions

The worlds of the Tortuga Dominions have, it seems, been under the thrall of a pirate leader since they were colonized during the last years of the Reunification World by the Federated Suns' 237th Light Cavalry Regiment. Like many other Periphery worlds, Tortuga Prime and its surrounding systems became destination for countless refugees of war. The disgruntled 237th became known as the Pirates of Tortuga and plagued humanity for centuries, until the AFFC finally crushed the Pirates in 3042 and captured their leader, Paula Trevaline (who has recently managed to escape the dungeons of New Syrtis, if the rumors are true). The rogue mercenary band, Fuchida's Fusiliers, took over where she left off after breaking their contract with the AFFC rather than face the Clans.

Life in the Tortuga Dominions is surprisingly good. The worlds are able to support each other and they even have a thriving light industry. Though the Fusiliers succumbed to some of the more vile temptations of piracy, they leave the people of the Dominions alone, save for extracting their yearly levies.



MILITARIES OF THE LESSER STATES



THE BROTHERHOOD OF RANDIS

Erdelmaine Randis had quite a task ahead of him when he landed on Hope in 2988. Disillusioned by years of fruitless service in the Free Worlds League Military, Randis wandered the galaxy until he discovered both a purpose in life and a cause. Drawing upon his years of military service as well as his love of history, he took the world's dispossessed and disenfranchised MechWarriors and built a cadre of warriors dedicated to defending the people of Randis, not preying upon them. Though harsh and often brutal, Randis' efforts were largely successful.

Unfortunately, even Randis' expertise could not completely reform the group of rogues he had molded into his warrior brotherhood. While motivated, they lacked the skills of their historical predicates, a fact that nearly cost them everything. As it was, the Brotherhood of Randis barely survived the final years of the Succession Wars. The few operations the Brotherhood undertook ended in near disaster. The only factor that prevented the Brotherhood and Randis itself from falling was that the Brotherhood was able to put up an organized defense against wholly unorganized opponents.

The Brotherhood's turning point came with the ascension of Brother Galahad Frews to Grand Knight in 3037. He redirected the Brotherhood's energies toward developing better warriors, not just brutally hazing its adepts to see who could survive the initiation. Frews slowly built up the Brotherhood, turning them into a force both driven and skilled. The true test of the new Brotherhood came in 3051, when Grand Knight Frews lead them to Antallos. There the Brotherhood held off the much stronger Fuchida's Fusiliers while plundering a long-forgotten Star League cache for themselves. Energized by their victory and strengthened by the 'Mechs they recovered from the cache, the Brotherhood struck out anew.

Over the course of the last decade, the Brotherhood of Randis has made a name for themselves, proving truly to be a beacon of sorts deep in the Periphery. Word of the Brotherhood has even reached the Clans, prompting two expatriate Clan warriors to make the trek to Randis.

The insignia for the Brotherhood is an olive branch crossed over a sword, both set upon a large tome. The brothers paint their 'Mechs in blue with silver highlights.

OFFICERS

Lucas Beckett made his way to Randis in late 3060 and quickly proved not only his proficiency, but also his dedication to the Brotherhood's ethos. Once a Smoke Jaguar Star Commander but born into Clan Cloud Cobra's Josian Cloister, Beckett already espoused many of the same ideals as the Brotherhood and had little difficulty adapting to their ways. Within just two years' time, Beckett had not only infused the Brotherhood with a number of Clan ideals, but had also succeeded Galahad Frews as Grand Knight. Beckett is an outstanding war leader, a trait that only lately has truly manifested itself, though he is still relatively naive to the political machinations common to the Inner Sphere and Periphery.

Brother Galahad Frews still wields considerable influence, both within the Brotherhood as well as with Randis' people. In fact, many look to him to reclaim his position as Grand Knight and, in doing so, crush the pro-Clan movement "festering" on the world. Frews is completely dedicated to the Brotherhood's ideals and causes, however, and will not make any move that could harm the Brotherhood as a whole.

TACTICS

Spurred on by the battles they have fought over the past decade, as well as by the influence of Grand Knight Beckett and his Clan training, the Brotherhood favors straight-up fights with honorable opponents but will naturally seek out the most advantageous terrain. They will always prepare for the worst and, if needed, will launch lightning attacks with concealed units, attack in waves and attempt to break an enemy with multiple feints and flanking maneuvers.



The Brotherhood of Randis Battalion/Veteran/Fanatical

CO: Grand Knight Lucas Beckett

The Brotherhood boasts enough Knights-MechWarrior to fill nearly two battalions and has slightly more than a score of Knights-Candidate, yet they field only thirty functional BattleMechs as well as three more they are currently

piecing together. Nevertheless, or perhaps because of these facts, the Brotherhood remains a powerful force in their sector of space, especially considering that more than half of their 'Mech complement is composed of Star-League era machines. In addition, Grand Knight Beckett and Brother Carson brought their OmniMechs with them following the destruction of their Clan.



FIEFDOM MILITARY FORCES

The private militaries fielded by the various city-states that dot Novo Franklin are relatively powerful when compared to the militias commonly found throughout the Periphery. Unfortunately, there is little cooperation between these forces; alliances traditionally last only as long as the latest crisis. These forces also tend to suffer from an overall lack of training and a poor supply situation. With almost no heavy industry on the planet, the warlords must rely heavily on expensive interstellar trade to keep their own city-states functioning. This also means that they can ill-afford to outfit their militaries more than they already have.

OFFICERS

With no official military schools beyond the most simplistic of basic military training camps, Novo Franklin has rarely produced any worthy military leaders. In fact, the current recognized "expert" is General William O'Connor, the son of a now-retired AFFC Marshal. O'Connor left the Albion Military Academy on New Avalon after a mere four months and proceeded to spend the next five years of his life wandering the Periphery with his father's old *Enforcer*. He found a place for himself on Novo Franklin, where two decades later, with his only true military education learned while living in his father's household, he is considered the best military mind on the world.

TACTICS

The tactics commonly employed on Novo Franklin revolve almost exclusively around the infantry formations that represent the great majority of the forces available. Individual 'Mechs and armored vehicles are commonly attached to infantry companies or battalions, though usually only to add a level of intimidation. Before General O'Connor's appearance, it was almost unheard of for entire 'Mech lances, let alone companies, to operate together as a unit.



O'Connor's Bulldogs Company/Regular/Reliable

CO: General William O'Connor

O'Connor's ten light and medium 'Mechs represent the single largest 'Mech unit on the planet, which by extension makes the Fiefdom of Galus the most powerful of Novo Franklin's city-states. The Bulldogs are also one of the handful of units that have actually operated off Novo Franklin, most recently in conjunction with Gibson's Crushers when warriors from both units tracked down and destroyed a pirate band had plagued a number of fiefdoms for the past two years.



1st Harn Heavy Division 2 Lances/Green/Reliable

CO: War Master Stephen Gould

In and among the First Division's battalions of infantry are interspersed six BattleMechs and three heavy tanks. These nine critical war machines rarely operate as anything but infantry support, following the defeat General O'Connor's infantry handed them two years ago. None of the 'Mechs or tanks have been reassigned away from their own infantry units, lest the Harn Fiefdom lose any more 'Mechs.



Celt Warriors Lance/Green/Unreliable

CO: General Gil Rogers

Five BattleMechs, including General Rogers' single stock *Banshee*, comprise the majority of the Celt Warriors'

firepower. It is safe to say that they are the only reason the Celt Fiefdom, the smallest of the city-states, still exists.



Gibson's Crushers Lance/Regular/Unreliable

CO: Colonel Willy Gibson

In direct contrast to tradition, Colonel Gibson organized his four 'Mechs and two tanks into a single unit that actually trains together on a regular basis. A close associate of General O'Connor, Gibson has begun to model the New Saar Fief's military after the model set by O'Connor. Unfortunately that move, while strengthening New Saar as a whole, has garnered nothing but suspicion and recrimination from Gibson's warlord.



Trellis Fief Militia Lance/Green/Fanatical

CO: Warlord Jessica Kolbe

Though the Trellis Fief officially fields six BattleMechs, its techs are lucky if they can keep three operating at any one time. In fact, at least one of the six machines, more often two, is partially disassembled at all times, with a number of critical systems installed in the other 'Mechs just to keep them operational. The Fief's techs continually rotate these "donation" machines (as they call them) to give the impression that their militia is more powerful than it actually is.



MILITARIES OF THE LESSER STATES

LARSEN'S LONERS (MICA MAJORITY)

Once a part of the mercenary Bullard's Armored Cavalry, the members of Larsen's Loners set out on their own after the Armored Cavalry disintegrated in the Chaos March. While each of the surviving Loners planned to head their separate ways, then-Captain Gary Larsen's brother, Eric, offered them a unique opportunity. As head of one of the travel companies that was bringing wealthy thrill seekers to the Majority, Eric Larsen hired the Loners to provide security for these tourists and several primary facilities.

Originally contracted to Larsen's travel company, the Loners have since signed a new contract directly with the government of the Mica Majority, a fact prompted by Eric Larsen's appointment as the Majority's Chief Minister. The Loners have had to deal with only a few minor incursions, but their new contract also places them directly in control of the Majority's almost insignificant citizen's brigade, a fact that can only improve the militia's performance.

The insignia for Larsen's Loners is a skull, wearing a drill instructor's hat, with a cigar in his mouth.

OFFICERS

Colonel Gary Larsen has, in little over six years, gone from company commander within a larger mercenary unit to leader of his own mercenary unit to commander of an entire militia. Larsen has become understandably frustrated with the increasing political and financial problems he has had to deal with. He commonly passes off many of these duties to his few subordinates, giving him more time to train with his MechWarriors and militia soldiers.

TACTICS

The Loners have become masters of the terrain surrounding the Majority's most important facilities, preparing minefields and hardened defensive positions that will make any enemy pay dearly for every meter they gain.



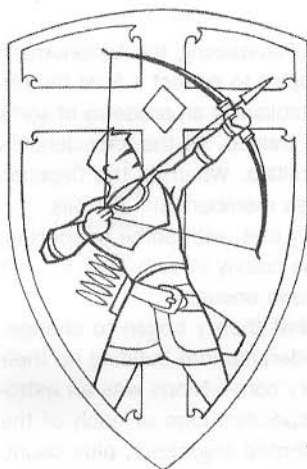
Larsen's Loners

4 Lances/Veteran/Reliable

CO: Colonel Gary Larsen

The Loners consist of fifteen medium and heavy BattleMechs, each relatively recent Inner Sphere designs. The Loners rarely have the chance to operate as a complete unit, though frequent rotations mean that no Loner has problems adjusting to tactical reassignments or the improvisations often needed to make their operations work.





NELSON'S LONGBOWS (NEW ST. ANDREWS)

The genesis of the Longbows rests in the Andurien-Magistracy war against the Capellan Confederation some thirty years ago. Every original member of the Longbows was an officer within the Capellan military and, though each believed in the justness of the war against the invaders, they could not in good conscience follow the orders they received on Gunthar. Instead of razing a city of more than fifty thousand Capellans just to eradicate a mixed battalion of 'Mechs and vehicles, the eight MechWarriors followed Captain Nelson into mutiny and disappeared with their 'Mechs into the fog of war.

Since then, the Longbows have wandered the Periphery, looking for employers who could be trusted to not place them in that situation again. They have worked primarily for the Magistracy of Canopus, though the contract they just signed with William Stewart on behalf of New St. Andrews seems to be just the kind they are looking for.

The unit's crest shows a bowman drawing his bow back, set upon a blue shield with a white cross.

OFFICERS

Captain Nelson has led his Longbows since the beginning. Though he is now past the age where most MechWarriors retire, he still leads his unit into battle on a regular basis.

TACTICS

The unit gets its name from the four *Longbows* that it fields, plus three other machines that also primarily mount LRM racks. The *Longbows* naturally prefer to fight from range, commonly using spotters to allow them to decimate an enemy without being seen. With most of their potential opponents configured for close-in attack, the Longbows have been very successful over the years.

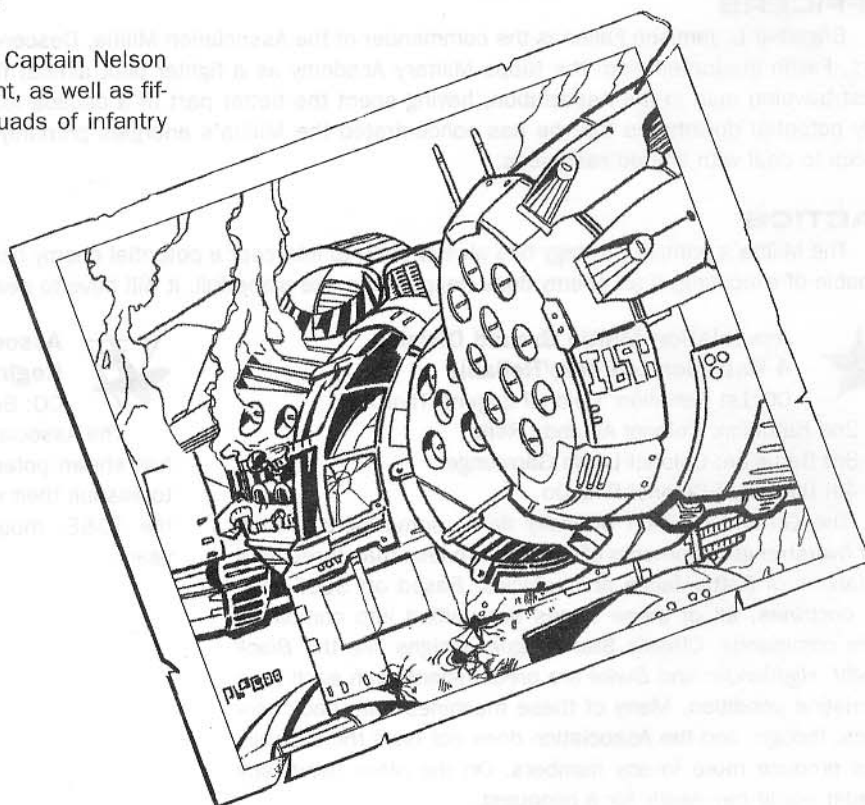


Nelson's Longbows

2 Companies/Regular/Fanatical

CO: Captain Michael Nelson

Since leaving the Capellan Confederation, Captain Nelson has added four MechWarriors to his complement, as well as fifteen various armored vehicles and several squads of infantry specially-trained to be spotters.





MILITARIES OF THE LESSER STATES

NIOPS ASSOCIATION MILITIA

With the Niops colony intended from the beginning to be self-sustaining, the Astronomical Office coordinated with the SLDF to provide some military support to protect it from the riff-raff that even then wandered the Periphery. This included establishing an academy of sorts where succeeding generations of Niops soldiers could be trained. As the Association's population swelled, the militia simply added to those facilities. When as the Capellan refugees landed, it very easily incorporated quite a few new members into its rolls.

The Niops garrison was formed primarily as an infantry unit, with some supporting mechanized and air support. SLDF advisors felt that, with the colony in easy contact with the Star League, these few additional assets would be more than enough.

Following the arrival of the Capellan refugees, though, that theory began to change. Word of the First Succession War shocked the Association's leadership into building up their militia. They did not have anything approaching a complete memory core—Niops was an astronomical research station after all—but they did have the technical specifications of each of the assorted combat vehicles they had been assigned. They also had many talented engineers, plus count-

less research labs and repair bays. So while they had neither the need nor the capability to construct the manufacturing facilities needed to build mass quantities of war machines, they could slowly build one at a time by hand. In this way, over the course of a century Niops built up a powerful 'Mech force, in addition to an especially significant aerospace fighter complement.

Since then, the Niops Association has had to call upon its militia only infrequently. Pirate raids and isolated expeditions came and went during the more than two hundred years of the Succession Wars, but the Association has never had to contend with any significant invasion or military threat. While fortunate, it also means that the Association Militia has had few chances to prove itself outside of its training cycles. Only its aerospace units are considered anything but green. Then again, it is they who are truly the Association's first line of defense.

The Militia's insignia is a play on that of the entire Association. It takes as a standard the Niops sun with the three stars arrayed above it—representing each of the three inhabited worlds—and adds a stylized Cameron Star zooming around the sun.

OFFICERS

Brigadier L. Jamison Fallon is the commander of the Association Militia. Descending from a long line of Association Militia officers, Fallon graduated from the Niops Military Academy as a fighter pilot almost fifty years ago. By all accounts, he is also the most traveled man in the Association, having spent the better part of a decade learning what he could of the Inner Sphere. His only potential downfall is that he has concentrated the Militia's energies primarily on the aerospace forces, forcing the ground forces to deal with limited resources.

TACTICS

The Militia's primary strategy has always been to intercept a potential enemy before it reaches the planet, a mission it is quite capable of executing. If an enemy does happen to make planetfall, it will have to deal with an entrenched and powerful militia.



Association Militia Ground Division 4 Battalions/Green/Reliable

CO 1st Battalion: Colonel Eugene Thorpe

CO 2nd Battalion: Colonel Amanda Reitz

CO 3rd Battalion: Colonel Lewis Garraunge

CO 4th Battalion: Colonel Fritz Do

The Ground Division officially fields somewhere around four overstrength regiments of troops, with less than three total battalions of BattleMechs and vehicles. Based off SLDF combat doctrines, all of these forces are unified into combined-arms commands. Classic Star League designs like the *Black Knight*, *Highlander* and *Burke* are predominant, with each kept in pristine condition. Many of these machines date back centuries, though, and the Association does not have the capability to produce more in any numbers. On the other hand, any invader would pay dearly for a conquest.



Association Militia Air Division Regiment/Regular/Reliable

CO: Brigadier L. Jamison Fallon

The Association actively fields a heavy force of fighters and has shown potential raiders numerous times the folly of trying to assault their worlds. Again, Star League machines dominate the TO&E, though many have seen modifications over the years.



ABLE'S ACES (RIM COLLECTION MILITIA)

The mercenary unit Able's Aces formed just prior to the War of 3039 and spent almost seven years in the employ of the Federated Commonwealth, seeing action on all fronts. Unfortunately for the Aces, their size prevented them from both receiving any of the large contracts and operating independently. That dilemma led to the end of their association with the AFFC, when an Aces' company commander refused an order that would have destroyed his entire command just so that the rest of the FedCom regiment could get into an ambush position. Following that incident—and already fed up with the types of contracts they were being offered—the Aces left the AFFC's employ.

Unwilling to work for any other Inner Sphere power, the Aces hoped to sign a contract with one of the larger Periphery nations. As soon as they made a supply run on Gillfillan's Gold, however, their goals changed. Recognizing the potential the Collection held, Major Jerry Able negotiated a unique contract with soon-to-be President Moroney. The Aces would stay within the Collection and train its nascent militia, forming the core of its military. As payment, they accepted a significant landhold on Otisberg.

In the past decade and a half, the Aces have indeed built a strong and capable militia, as evidenced by the campaign Morrison's Extractors waged on the Collection just a year ago. Assigning almost a regiment and a half to the operation, the bandits expected to roll over a weak and pacifistic Rim Collection. Instead, they found deeply entrenched combined arms unit on each of the worlds they landed on. The campaign lasted less than two months and ended with the Extractors in full retreat. The newly energized Collection Militia, still led by Able's Aces, are currently making plans hunt the Extractors down and destroy them once and for all.

Since joining the Rim Collection, Able's Aces has changed its insignia to reflect that affiliation. It now shows the four playing cards, each an ace, surrounded by seven total stars, one slightly smaller and more afiel than the other six.

OFFICERS

Colonel Jerry Able is happiest when he is commanding his troops, but that has not stopped him from playing the political game in the Collection's Council, where he has repeatedly voiced his opposition toward hiring any new mercenary units. His has also been the lead voice in opposing any relations with the Word of Blake, who have apparently offered to release mercenary forces under their contract to help with the defense of the Collection. With this long-time mercenary officer, however, it is difficult to tell if this stance is because of jealousy or natural concern.

TACTICS

The Collection Militia is a combined-arms unit that has actively trained together across the worlds they have been assigned to. Infantry formations and their light armor support, though not detailed below, are quite adept at distracting and bogging down even large enemy forces while their 'Mech forces move in for the kill. The militias are also adept at city fighting, though they will try to keep the battle from entering populated areas at all costs.



Able's Aces Battalion/Veteran/Reliable

CO: Colonel Jerry Able

The Aces still form the core of the Collection's military, leading the militias of the worlds to which they are assigned.



2nd Collection Armored Battalion Battalion/Veteran/Reliable

CO: Major Angela Huan

The Second Battalion fared the best against the Extractors and are now considered the Collection's best home unit.



1st Collection Armored Battalion Battalion/Regular/Fanatical

CO: Major Lawrence Updike

The first of the Collection's three 'Mech units, the First Battalion suffered heavy losses against Morrison's Extractors on Waypoint, but have filled their complement with recent academy graduates.



3rd Collection Armored Battalion Battalion/Green/Reliable

CO: Major Billy Wayne

The Third Battalion was formed from the salvage the Extractors left behind and, though operational, remains in training on Otisberg.



PIRATES OF THE PERIPHERY

UNDER THE JOLLY ROGER

Stories of Periphery pirates have been a staple of holovid broadcasts for years. But the vast majority of those stories are fictional, fanciful tales—long on fantasy and short on fact. The following section provides a rare, first-hand account from Paula “Lady Death” Trevaline herself, the former ruler of the Periphery bandit kingdom known as the Tortuga Dominions. In exchange for strategic intelligence on certain star systems, Trevaline agreed to compile an overview of pirate groups operating in the Periphery.

—CSJ

THE FALLEN

Throughout mankind’s history, storytellers have romanticized pirates, portraying them as the freest of all souls, forced to take to the open seas—or in this case, the solar currents—by the tyranny of oppressive governments or by deprivation and hopelessness. Forced to survive by the same cunning savagery that rules lower beasts, the pirate lives life on the forward edge of the frontier.

But real pirates are far less noble and lead far less romantic lives than those of the popular imagination. Most are simply unable and unwilling to adjust to life among civilized, law-abiding people. They care little for high-sounding ideals such as “freedom” or “justice.” They take up lives of piracy for the simple, unsophisticated and ignoble pleasures of battle and pillaging, or to satisfy their greed and lust for power—the same impulses that motivated the founders of the so-called “civilized” states.

Any honest student of human history will tell you that piracy has existed alongside civilization since mankind first took to the Terran seas—before then, in fact, if you count the highwaymen and brigands who roamed the lawless countryside. For as long as frontiers free of the control of strict authority have existed, pirates, bandits and rooks have plied their trade. When mankind made its leap to the stars, a whole new lawless frontier was created, and ambitious individuals quickly exploited the opportunities it presented. Indeed, most revisionist historians conveniently gloss over the fact that Rudolph Ryan, a recognized pioneer of space colonization, was in fact a smuggler and anti-Alliance subversive. And Ryan wasn’t the only pirate whose reputation would be sanitized in later years.

Dig deeply enough in any Great House’s backyard, and you will unearth skeletons—and not the pristine bleached bones of laboratory displays. You’ll find yellowed bones, some with pieces of rotting flesh still attached, often displaying the cracks and splinters of old trauma. Ever wonder why the memoirs of Reynard Davion are available in only “edited” or “abridged” editions? The founder of the Capellan Confederation, Elias Jung Liao, was a known terrorist responsible for many atrocities. And this is not buried information—the Capellans are almost proud of the fact. When the old Terran Hegemony sent an ambassador to Liao, the despot returned to Terra only the ambassador’s head—well-pickled of course. No one can say that Elias did not know how to send a message. I wish I’d known him. You might even call the Confederation the very first of the bandit kingdoms, though it’s sheer power forced the “civilized” nations to recognize its legitimacy long ago.

Similar figures can be found in the histories of the Periphery nations. For example, the Rim Worlds Republic was founded by a murderous renegade on the run. The Magistracy of Canopus was founded by the Centrella family, the descendants of a Free Worlds League deserter and freebooter. The Tortuga Dominions, my old stomping grounds, were settled as a pirate domain from the start, its leaders offering no excuses or pretenses. The Dominions were founded by the remnants of the Federated Suns’ own 237th Light Cavalry regiment. (Is that personal enough for every Fed-Suns native who has ever denounced us pirates as “outsiders?”)



WARS AND NEW PIRATES

As long as the nations of the Periphery and the Inner Sphere make war on one another, they will produce a steady supply of pirates, for wars always create large numbers of military-trained personnel. Inevitably, some of those personnel become disaffected with the system and seek to use their training for their own gain. Similarly, wars inevitably create power vacuums and ripe opportunities for seizing weapons and supplies.

The Succession Wars and the recent war against the Clans provide examples of these truths. For instance, the Federated Suns' callous treatment of Fuchida's Fusiliers during the Clan invasion drove the mercenaries to the Dominions, where they set themselves up in my old position. Now House Davion has to contend with both of us.

We pirates are legion, born again into each generation, rising from the conflicts that mankind loves to visit on itself.

ORGANIZATION AND TACTICS

Pirate organization and tactics can vary drastically. A few generalizations can be made, however.

BATTLEMECHS

Most pirate bands do not maintain large 'Mech forces. The costs of maintaining such complex machines are quite high, and most pirate bands need little more than a company's worth of BattleMechs. Typically, pirates use BattleMechs to intimidate their targets—to cow the local populace or run off the local militia's armored vehicles. Pirates strike fast and hard, take what they want, then fade away *before* organized, large-scale forces engage them in battle. Hence, most bands do not worry about meeting large ground forces.

Typically, only bandit kingdoms deploy 'Mech forces of battalion-size or larger. Why? Because pirate bands turn into "kingdoms" when they grow too large to stealthily move among back worlds and are forced to stake claims over territory. And because a bandit kingdom cannot afford to lose its operations base, it must stand and defend it from attacks—hence the employment of larger 'Mech forces. (Incidentally, this need to defend territory is a bandit king's greatest weakness. It's how the Davion RCT was able to track me and finally bring down Lady Death. Rest assured I won't make the same mistake again.)

AEROSPACE

The ability to intercept, board and plunder commercial cargo vessels is just as crucial to pirates now as it was to brigands in the mid-sixteenth century. Consequently, aerospace assets are more important to pirate forces than BattleMechs.

Elite aerospace pilots are highly valued among pirates, as a mere handful of elite pilots can cripple a DropShip escort and render a commercial JumpShip ready for boarding. Pirate pilots tend to experience high attrition rates, however, and most are green, rather than elite. Green flyers are much less effective than elite pilots and typically deploy in larger groups

DropShips and JumpShips

Successful piracy also requires DropShips, JumpShips and crews to operate them. After all, a pirate force must be able to transport its men *and* return with the booty. Multiple DropShips are a necessity—at least one for armed forces, and one for cargo. A pirate band that tried to get by with one DropShip (unless it was something like an old *Fortress-Class* vessel)—would be starving in less than a

THE LADY DEATH

[For the sake of completeness, Precentor ROM Alexander Kernoff had this short bio of Paula Trevaline put together. An extraordinary woman both in her abilities and her extreme sociopathy, she must be watched carefully lest her burning desires get in the way of our path. —CSJ]

Name: Paula "Lady Death" Trevaline

Birthplace: Tortuga Prime

Birthdate: Unknown (Approximate Age: 71)

Last Known Location: Pirates' Haven Star Cluster

Trevaline cuts a remarkable figure. Five foot ten and muscular, Trevaline sports shoulder-length red hair streaked with red-steel gray. Her eyes are slate. A faint, claw-like scar mars the left; her right eye is set off by a scorpion tattoo above it.

Born to a pirate gunnery master in the Tortuga Dominions, Paula Trevaline has known no other way of life but savagery and piracy. She killed her first rival at age eleven, though the circumstances of the dispute are lost to time. She then clawed her way onto the Tortuga City's ruling Council of the Damned by age nineteen. At twenty-three she defeated then-ruling pirate monarch Calvin Bar-Dyness for ultimate control of the Dominions.

Known for her cruelty and savage disposition, the so-called Lady Death was a scourge of House Davion and several nearby Periphery realms for twenty-seven years. Trevaline's peers were Redjack Ryan, Maria Morgraine and Hendrick Grimm, the most ruthless bandit kings of their day. No record exists of any formal challenges to her rule, though it is widely known that she employed a small army of cut-throat assassins and was not above disposing of potential rivals herself, usually by means of poisonous coatings on her fingernails.

House Davion sent the Ninth Regimental Combat Team into the Periphery in 3042 to hunt down and destroy Trevaline. The Davion RCT incurred heavy losses—nine hundred infantry dead or severely wounded, a battalion of armored vehicles lost, an entire wing of aerospace fighters (including two DropShips) and two companies of BattleMechs destroyed—but captured Lady Death and

Continued on p. 124



PIRATES OF THE PERIPHERY

brought her to New Syrtis, where she was incarcerated in a maximum-security prison for twenty-two years before her recent escape.

Since regaining her freedom, Trevaline has ensconced herself in the Pirates' Haven star cluster—within easy striking distance of the Federated Suns, Taurian Concordat and the Tortuga Dominions. She has already struck at two Davion and one Concordat world with stunning success and is believed responsible for no less than eight raids in the spacelanes.

year if its members didn't mutiny before then.

Pirate DropShip crews must be well trained in high-speed approaches and the efficient transfer of cargo. Crewmen must be proficient in zero-G combat as well, the better to repel boarders or make assaults against target vessels.

The skill and daring of pirate JumpShip navigators are legendary. The need for stealth often requires pirate JumpShips to enter systems at "pirate points," a dangerous proposition that civilian JumpShips rarely attempt. Consequently, pirate leaders value their navigators over all other assets.

ARMOR AND INFANTRY

Pirates tend to prefer BattleMechs over armor and infantry because armor and infantry provide less "bang for the buck." Armor and infantry lack the intimidation factor and raw firepower of 'Mechs. Rather than filling up their cargo holds

with armored vehicles and infantry troops, most pirates prefer to stick to 'Mechs and reserve cargo space for the spoils of battle.

Typically, pirates employ armored vehicles and infantry only for the defense of their bases or bandit kingdoms. I have never kept a standing army, nor will I. Every man and woman, from the lowliest slave to my personal accountant, is expected to pick up a weapon to defend against an attacking force, even if it is just a club. To say that such irregular forces will never stand up in battle is a blind assertion made by generals who take too much pride in their standing armies. Go talk to the survivors of the Ninth RCT, who had to wade through sixty thousand screaming fanatics on Tortuga Prime to get to me. Ask them about their casualties. If they say they lost anything less than two battalions of infantry before falling back the first time, they're lying. Eventually they used 'Mechs to stomp past my living shield and lost three of those before coming to grips with me personally.

Specialists

There are a few types of specialists that I do not draw from the general population or my space-faring crews—assassins, demolitions experts, interrogators and torturers (yes, these are two very different specialties). I prefer such talents to be found among my MechWarriors when possible, but if someone really knows his job I'm willing to make the occasional exception. I do love to watch a professional at work.

ART OF THE BLUFF

Pirate economics 101: the more mouths you have to feed, the less left over for you. This simple truth has led to three basic rules for choosing crew size and composition: take only as many as you need, find pirates with multiple specialties and bluff.

Lying is not a sin that pirates fret over, and it isn't difficult to make a few dozen pirates seem like a horde. The enemy can never be sure if those four DropShips are filled with ace pilots and well-armed boarding crews, or if you are barely running them with skeleton crews. Faked radio traffic is also good way to hide the size of your force. I once convinced a JumpShip captain that two hidden shuttles were actually my second and third JumpShips! Old Hendrick Grimm would often chuck a few dozen extra spacesuits out the airlock when boarding targets to convince his targets that they were being swarmed. I know he took a *Behemoth* with only five actual boarders this way. Vance Rezak borrows this trick from time to time when spread too thin, or so I hear.

Perhaps the most commonly used bluff is the practice of "flying false colors," a tactic as old as the Trojan horse. In the old days a pirate could simply fly a false flag up his mast to lull a target as he approached. Now the same effect is produced with IFF transponders, stolen codes, inside information and, at times, incredible acting. The trick is to make the prey think you are a friendly, or at least a neutral, force. Susie "One-Eye" Ryan recently used this tactic to make a successful surprise attack on the colony on the planet Kore. Passing your vessel off as a supply ship or making "garrison inspections" are favorite plays. Get yourself a couple of uniforms, convince your target that you've arrived to inspect the troops, then let them line themselves up and fire away!

Sometimes the oldest tricks are the most effective. For example, a Liao Warrior House recently used the old Trojan horse ploy. They took a JumpShip and scuffed it up a bit until it looked like it had been through the proverbial wringer. The guys at the local recharge station hauled it into their maintenance bay no questions asked. After all, how could it be a threat? It contained no DropShips and its power reserves registered as minimal. They were quite surprised when several crack infantry teams came pouring out and quickly captured the station.



INTERDICTING JUMPSHIPS

Interdicting JumpShips is probably the most profitable activity for the modern-day pirate. Typically, pirates lay in wait at known jump points, waiting for potential targets. I like this idea because it allows me to sit with a charged superconductor ring, ready to jump away if something untoward happens—such as a military escort crossing my path. Some pirates enjoy the surprise strike; they jump into the point after the target vessel and catch it with its solar sails unfurled. I've also blackmailed engineers into sabotaging the engines of targeted ships and compromised navigators so that they "misjump" their ships right into my hands.

Whatever method they employ, pirates are always careful not to destroy JumpShips. Doing so borders on sacrilege. First of all, you lose the cargo if the target is destroyed. Second, destroying a JumpShip means there's one less ship out there to transport potential booty in the future. Finally, anyone who destroys a JumpShip is sure to attract the attention of the Great Houses. Typically, pirates disable targeted JumpShips by clipping their solar sails or coring their engine rooms and blowing their helium tanks. Both of these tactics leaves the vessel temporarily dead in space but does no irreparable harm. Unfortunately, newer JumpShips feature lithium-fusion batteries, so a good pounding that cracks the superconductor ring is about the only way to stop one before it jumps back out of the system.

Eventually you have to board the disabled vessel. Many pirates use shuttles to send expendable boarding crews onto captured JumpShips before they dock with them because docking with an unsecured vessel is an invitation to disaster. Derrick "Bloody Rick" Searcy, for example, hooked his DropShip up to an innocent looking JumpShip, and suddenly the vessel jumped some thirty light years—right into a waiting armada of League military vessels.

Then there's the Monopole Incident. After capturing a Monopole Lines JumpShip, Redjack Ryan began to dock his DropShip *Voracious* with the vessel. Suddenly the JumpShip's docking clamp blew outward in a perfectly engineered blast, doing little damage to the JumpShip but nearly gutting the *Voracious*. Ryan was understandably miffed, and after he destroyed three other Monopole JumpShips in retaliation, Monopole scrapped its anti-piracy program as inefficient. However, the possibility that another line or JumpShip captain may decide to take such a shot at pirates always remains.

RAIDING PLANETS

Raiding planetary targets is much riskier than interdicting JumpShips. Traveling in and out of the planetary system, dealing with the locals, dealing with the armed resistance—all these factors increase the vulnerability of the pirate band. But the rewards are far greater as well.

Usually a planetary target yields a much greater selection of booty. JumpShip jobs are like "grab bags"—you take what you get, whether it's foodstuffs or a shipment of germanium. On the other hand, a planetary raiding party can set down and run through its "shopping list." Munitions, fuel stores, foodstuffs, local gold reserves, prisoners to ransom, unexpected salvage—planetary targets usually offer a smorgasbord of booty to choose from.

How to handle a planetary raid? I like to do them as quickly and violently as possible. Generally you won't have to worry about damaging a precious JumpShip or the like, so you're free to let loose the hounds. Bark at the defenders hard enough and they'll roll over. Then you can walk out with the governor's family jewels in your hand, so to speak.

Coming in under stealth or false colors and coming in at pirate points is almost mandatory, as you'll need the element of surprise. Once on the ground or once your cover is blown, you want to neutralize any point of resistance. This might mean strafing the local spaceport and dropping in a 'Mech company to take out the local garrison lance, or simply landing a DropShip on the local police headquarters.

Keep your opponents off-balance and afraid. Never let them see arguments or fighting between pirates. Never show compassion. Defiance in any form must be dealt with immediately and severely. Do *not* settle in and waste time trying to get every last nickel hidden in someone's mattress. Get in, grab what you need and get the hell out! Only the foolish, desperate or suicidal wait around long enough for their opposition to get its act together.

MR. BONES

During Terra's "golden age of piracy" in the mid-1500s, French pirate captains often kept two battle standards. A black standard served as a simple declaration of intent. A blood red standard signified that no quarter would be given. This red flag was commonly known as the *jolie rouge*, literally "pretty red." English pirates anglicized the term to Jolly Roger.

Over time, pirates began decorating the black standard with white design elements such as skeletons, guns, swords and treasure chests. These black ensigns served as the pirates' personalized standards. As battles became more brutal, especially between pirates with vendettas against one another, the red flag was dispensed with altogether. The pirates' rules of engagement became part of their personal reputations, and the name "Jolly Roger" came to denote the personalized standards.



PIRATE UNITS



LADY DEATH: HAVEN'S DAME

My fall from power taught me a hard lesson about the perils of ruling a bandit kingdom. For that reason alone I did not return to the Tortuga Dominions. Instead, I sent out a call for recruits willing to fight under my banner and set course for the Verdigris system. Of the thousands of bandits who responded, I selected only the best, of course. The rest I directed to the star cluster called the Pirates' Haven. After acquiring a *Merchant*-class JumpShip, my new crew and I made for Althea's Choice, where we picked up supplies in a quick raid and added a second DropShip.

From there, we made for the Haven, a cluster of stars containing no less than fifty planetary bodies. Some have wild and erratic orbits. Others are held in the awkward gravitational grips of multiple stars. The center of the cluster holds a protostar, torn apart and kept from fully forming by the same powerful gravitational forces that make JumpShip approaches a deadly game. Once inside this chaotic, dangerous area of space, we made landfall on the single habitable planet in the cluster (only a few dozen pirate navigators know how to approach it safely and I now control seven of them).

At the time, the planet was still the personal stronghold of Bloody James Kaiten. Unfortunately for Bloody James, he was barely holding onto the planet. Still, he did not go quietly into that good night—he went kicking and thrashing and finally choking on his own tongue. The rest of the Haven cluster was handed to me by acclamation.

Now, my band—the Death's Consorts—and I rule unchallenged. Our machines are painted bone gray with black trim and the insignia of Haven—a dagger driven through a skull with red glowing eyes. Each member of the Consorts also displays a personalized tombstone on his 'Mech or fighter, inscribed with his name. My personal crest is an ebony scorpion, polished and shiny and dripping venom from its stinger, set against a red field.

OFFICERS

Jaxon is a Smoke Jaguar renegade who initially refused a life of piracy. I ran across him on Althea's Choice, where he refused to vacate the DropShip we captured. After exchanging a few insults, he challenged me to single combat. Apparently he had never handled an old-fashioned bullwhip, the weapon I chose for our little duel. He conceded after I removed his left eye with a whip strike. I would have broken most men with much less.

TACTICS

I stand by my own advice. Get in, get what you want, get the hell out. If I stand and fight, it is always on my terms. And if you think I will volunteer any more of my tactical planning, lover, you're dreaming. We simply destroy without mercy those who stand against us. That's as good as it gets.



Death's Consorts

2 Battalions/Veteran/Fanatical

CO: Paula "Lady Death" Trevaline

1st Batt: Jaxon

2nd Batt: Gary "Teak" Tiqualmie

I acquired a *Masakari* from Vance Rezak for Jaxon, though he insists on calling it a *Warhawk*. He also forces his battalion to use the Clan organization of five 'Mechs to a lance, which he insists on calling a "Star." This puts his battalion at nine 'Mechs over the usual standard. Whatever his quirks, I can't argue with his successes. I would rate two of his "Trinaries" as elite troops.



Winged Death

3 Flights/Elite/Fanatical

First Flight, the Scythes, consists of six elite pilots. Second Flight, the Ruby Skulls, consists of veteran pilots. The kicker is Third Flight. Though elite to the man, this flight actually consists of four shuttles and the manpower to pack them tight. These shock-troop boarding parties have already proved their value to me and remain my only standard "infantry."



Haven's Irregulars

5 Regiments/Green/Reliable

The Irregulars consist of four thousand men and women, with more arriving every day. It will take time to place Haven on the same minimum sustenance level that the Dominions already occupies, requiring more raids and piracy for now. What a shame. Given time, I may siphon the bulk of the Dominions into Haven.



VANCE REZAK: BAND OF THE DAMNED



Draconis Combine military leaders seemed to be sending *Sho-sa* Vance Rezak to his death when they ordered his battalion of Pesht Regulars to chase down and destroy the Band of the Damned. Later, DCMS commanders ignored Rezak's requests for supplies, reinforcements and rescue when the Regulars' JumpShip was damaged. When Rezak finally defeated the leader of the Damned, he installed himself as head of the pirates and in good samurai fashion launched a vendetta against his betrayers. I call that justice. I also call it damned amusing.

The Damned maintain their base on a world known only as Rezak's Hole. Like most pirate bases, the exact location is kept a secret. Rezak also maintains large estates on the pirate world of Antallos, where he involves himself in everything from slave trading to illegal arms sales. Recently, the Damned have had several run-ins with Vinson's Vigilantes, the disgraced mercenaries who have set themselves up as Port Krin's de facto guardians. It seems this down-and-out regiment has finally noticed the growing strength of the Damned and thinks to curtail it before the Damned grow too powerful. If so, they are far too late. Indeed, they should be thankful the powerful

The Damned have adopted Vance Rezak's personal insignia—a Black "V" set over a burning fire, inside a circular golden field—as their own. Their machines are painted the same red as the DCMS' First Sword of Light regiment, a calculated insult to be certain.

OFFICERS

Vance Rezak is one of the richest pirates around, though he hides his wealth very well. My own spies have uncovered his influence on New Avalon and Luthien, which means that Rezak's network of informants and crooked politicians likely reaches into the darkest corners and highest offices across the Inner Sphere. So far he seems interested only in selling the information he collects.

"Dicky" Smith, his second, is an unknown. Vague history, carefree—almost careless—attitude, no real cutthroat ambitions. If I wasn't certain of Rezak's own spy network and instincts, I'd say he was a plant sent from an outside military agency to infiltrate the Damned and sell them short.

TACTICS

Rezak's Damned draw many of their battlefield tactics from Combine doctrine, which is not surprising, considering that Rezak was trained at the Sun Zhang Academy. He spends his armor in feints and unsupported charges designed to make an enemy bold and careless, and he wields his 'mechs with a chess master's skill, positioning every piece for the grand sweep. Once his forces are in place and the enemy spread out or bunched as he wants them, the battle is then finished in one glorious samurai-style charge.



Band of the Damned
Battalion/Elite/Reliable
CO: Vance Rezak

Over years of raiding, the Damned have assembled an impressive selection of some of the best machines the Combine has to offer, including a company's worth of DCMS OmniMechs. The Damned also field a striker lance of Omnis fitted with Clan-tech weaponry scavenged during battles with fleeing jaguar renegades. And to top it all off, the Damned have the best support crews of all the Periphery pirate bands, so their machines are always in top fighting condition.



Dark Angels
Squadron/Regular/Reliable
Wing Cmdr: "Snack" Krezciski

Four air lances strong, the Dark Angels field an even mix of heavy and light aerospace fighters. This mix provides the

Damned with flexible air power that can be tailored to each mission. Though the Angels lack the refined expertise of their military counterparts, they more than make up for it with their reckless tactics.



Band of the Damned
2 Battalions/Regular/Fanatical
CO: Rudolph Callalano

One of the few pirate bands to employ armor offensively, the Damned seem to treat their tank crews with casual disregard. Strangely, the group's armor crews display a fanatical loyalty to Rezak, even though they know they are going to be hammered badly in any fight—they usually lose about one-third or more of the vehicles they field in each battle. Despite these prospects, there never seems to be a shortage of would-be tankers clamoring to get into the Damned's armored battalion. The competition itself seems to drive their fervor.



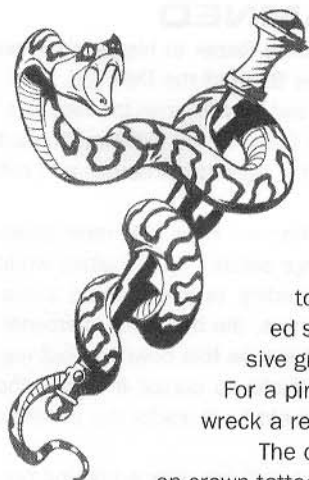
PIRATE UNITS

MORRISON'S EXTRACTORS: NEW KING ON THE BLOCK

As a young company commander in the Circinus Federation's Black Warriors, "King" Hopper Morrison had been looking for a big score all his life. Sent into deep space to search for lostech, he found his meal ticket in the form of a Star League weapons cache. Tipped off by a human "pointer," Morrison and his troops discovered a treasure trove that included two companies' worth of Star League 'Mechs. Morrison soon convinced his unit to go rogue, and the former Black Warriors re-christened themselves Morrison's Extractors.

Rumors of Morrison's discovery spread quickly, and within eight years the Extractors had grown to regimental size. The Extractors continued to grow as the Clan invasion created a number of disaffected soldiers. Only the Extractors' recent disastrous campaign in the Rim Collection slowed down their impressive growth. During this ill-advised vendetta, the Extractors lost two battalions to the Collection's Able's Aces. For a pirate band that is feared from Lyrans space to the Circinus Federation, this kind of setback can severely wreck a reputation.

The crest of Morrison's Extractors is a viper coiled around a scepter. "King" Morrison himself sports a golden crown tattooed on his right cheek and paints the same token on his personal 'Mech. The Extractors paint their vehicles any color they wish, but they always trim their machines with gold.



OFFICERS

One of the most ruthless pirates menacing the space lanes today, Morrison is a cruel and vindictive man. He enjoys causing pain and watching others suffer, and he rarely grants mercy to captured military men. Quite often, he assembles an audience of his most despicable peers to watch and even vote on the best methods to torture unfortunate prisoners to death.

The loss of two battalions in the recent Rim Collection campaign should have been a painful, though not crippling lesson for him. If Morrison would simply walk away from it and rebuild, he would be more dangerous than ever. But personally, I don't see that happening. The man is obsessive, and I believe he'll take the defeat as a personal affront and make war on the Rim Collection. Shortsighted and stupid.

TACTICS

Morrison is infatuated with BattleMechs, and his field tactics reflect this fascination. His preoccupation with the machines has blinded him to the effective uses of aerospace forces and is one of the reasons the Extractors always force ground fighting. Morrison continually tests himself against his enemies—or, more precisely, he tests his army (Morrison tends to command from the rear and moves to the fore of an assault only when the battle is nearly won). Pincer movements and encircling maneuvers are common tactics of the Extractors, who fight most effectively in open field terrain.



Morrison's Extractors 2 Regiments/Regular/Fanatical

CO 1st Regiment: "King" Hopper Morrison

CO 2nd Regiment: Marie "Stalker" Stalter

First, it was the promise of new technology that drove the Extractors to willingly follow Morrison wherever he led them. Now, they are driven by a quest to avenge their defeat in the Rim Collection. Another such defeat, however, and that fanatical loyalty might begin to slip. "Midnight" Stroud will certainly be watching, as he is the most competent commander under Morrison and the most likely to raise a mutiny.

In light of Second Regiment's recent catastrophe, Marie Stalker was promoted to command of the regiment. Her new regiment, however, is only one battalion strong at present. Rebuilding could take the better part of year even if Morrison accepts unblooded warriors—something he has been unwilling to do in the past but may resort to now.

About one quarter of the Extractors use Star League 'Mechs or machines based on Star League lostech designs.



Morrison's Air Extractors Squadron/Green/Reliable

Wing Cmdr: Sally "Trips" Hawkins

The Air Extractors' duty consists primarily of reconnaissance and flying high cover. They have never participated in anything as basic as piracy against a JumpShip.



NEW BELT PIRATES: HARASSING THE CLANS

When Clan Jade Falcon smashed the Greater Valkyrate, Susie "One-Eye" Morgraine-Ryan was forced to abandon her parents' bandit kingdom and flee into the deeper Periphery. Eventually she found her way to Star's End, a pirate world protected by an asteroid field salted with minefields and defensive laser turrets. There she met Morgan Fletcher II and the remnants of the Belt Pirates. Exaggerating her "victories" against the Falcons—bald-faced lying is another term for it—she convinced Fletcher to combine his forces with hers and share command of the "New Belt Pirates."

Despite a partnership founded on lies—the best kind, when you are planning treachery—the New Belt Pirates have managed to strike back at the invading Clans successfully. Striking from their well-protected base, they have made constant raids against the Clans and have become quite a bothersome thorn in the side of the invaders.

The run of successes have attracted smaller pirate bands and even fragments of shattered Inner Sphere military units to Star's End, eager to contribute to the resistance.

Despite their success, Morgraine-Ryan and Fletcher have begun to doubt the value of their partnership. Fletcher controls the bulk of their shared forces and support structure, while Susie commands the smaller, more experienced units. Susie also displays the same renowned ambition and double-dealing ways of her parents. That a showdown is coming, no one doubts. The question is when. The answer: as soon as either one figures out how to live without the other.

The New Belt Pirates paint their 'Mechs black or dark blue with stellar patterns. Morgraine-Ryan's BattleMech has a black hole painted directly over the "heart" of her machine. The group's crest is a skull set on a circular black field, wearing a crown of gold and rubies. A thick band of stars crosses the field behind the skull.

OFFICERS

Susie "One-Eye" Morgraine-Ryan is the daughter of pirate lords Redjack Ryan and Maria Morgraine. Though beautiful (despite her nickname, she has both eyes and no visible scars), she is a borderline sociopath who enjoys the taste of blood and couldn't be trusted with an armed squad watching her. Susie has gone off on two unsuccessful solo quests recently, which has convinced Fletcher that she's looking for a way to grab enough power to challenge him for sole control of Star's End.

TACTICS

Until recently, the New Belt Pirates have used standard pirate tactics. They hit hard then quickly fade, leaving their opponents no time to organize an effective response. When pressed into combat, the pirates strike hard and fast at one side, fade back, then probe outward again, then fade. As the enemy force waits for the grand rush that never materializes, its strength is slowly chipped away until it finds itself outnumbered. These tactics have especially frustrated the Clans, who approach battle straightforwardly.



New Belt Pirates

2 Battalions/Regular/Fanatical

1st Batt: Morgan Fletcher II

2nd Batt: Susie "One-Eye" Morgraine-Ryan

Both battalions field near-equal numbers of Clan OmniMechs, recent Inner Sphere designs and machines that might have seen duty during the Reunification War. The Second Battalion is only two companies strong currently, though all of its members are veterans. Reportedly, Morgraine-Ryan is forming a third company around a newer pirate recruit. Known simply as "Plague," this pirate works as her right hand and general enforcer, often sharing command responsibilities.



Susie's Valkyries

Wing/Elite/Fanatical

Wing Cmdr: Takki "Topper" Midora

Morgaine-Ryan realizes that aerospace is often the key to a pirate band's long-term survival. Consequently, she has

shrewdly worked over the New Belt Pirates' aerospace forces, creating an elite crew loyal only to her.



Star's End Armored Infantry

Regiment/Regular/Fanatical

Infantry Cmdr: Zania "Zany" Courschew

Keeping Star's End safe from would-be invaders and treachery from his partner, Morgan Fletcher is also the acting commander of a full armored infantry regiment. The regiment includes two companies of armored vehicles, some artillery forces, two companies of jump-capable infantry and a special-forces detachment that includes a squad of four battlesuit troops outfitted with Clan Elemental suits. The captain of this squad, Mikal, is a disgraced Elemental who managed to adapt the suits for use by smaller, Inner Sphere troops.



PIRATE UNITS

TORTUGA FUSILIERS: PRIDE OF THE DOMINIONS

The Tortuga Dominions remains a solid island of six worlds in the dead region of space between the Concordat and the Outworlds Alliance. Far from trade routes and lacking any substantial industry, the Dominions depend on the spoils of piracy and have long served as a staging area for marauders. The system's most notable world, Tortuga Prime, is distinguished only by its position at the center of the Dominions and the pirate city Raider's Roost. After I was brought down in '42, no one was able to fill the power vacuum. The Dominion worlds existed as a collection of sustenance-level planets until 3054, when Fuchida's Fusiliers arrived.

Betrayed by the Federated Commonwealth and ordered to the front as a sacrificial offering to the Clan juggernaut, the Fusiliers broke their contract with the Commonwealth and escaped into the Periphery. When they appeared in the Tortuga Dominions, the populace saw them as a means to recover their influence. The Fusiliers closed the borders for better than a year. When they emerged, it was as if the Dominions had suddenly awakened after a twelve-year stupor. Their raids against House Davion were almost as damaging as my own had been, and they lost no time targeting the Taurian Concordat and Outworlds Alliance as well. Of course, lately they've stopped their raids in the Concordat, conceding the territory to me and the pirates of the Haven.

The Fusiliers have since dropped many of their long-standing traditions and now claim the name of their new home, as well they should. The Tortuga Fusiliers employ a paint scheme of black touched with a shocking blue. Their insignia is a pair of dice inside a wine goblet—what they like to refer to as "loaded dice."

OFFICERS

Twyla "The Major" Sumeral is the Fusiliers' old unit commander. By all reports she has adjusted to life as a pirate queen quite well. If she has a weakness, it is her tendency to take most people, even fellow pirates, at their word. Twyla is known to keep her pledges at all costs. If betrayed, however, she will declare a feud that lasts until her opponent is dead.

TACTICS

The Fusiliers have a real knack for urban combat, which they developed after they lost their inhibitions against little things like walking through buildings or planting minefields in parks. One of their favorite tactics (which I have already appropriated) is using jump-capable 'Mechs to corral and crush enemy forces. Their "Canyon of Death" tactic involves locating any non-jumping 'Mechs pinned between buildings, then jumping their own 'Mechs onto the surrounding rooftops. The crossfire is nothing short of murderous.



Tortuga Fusiliers **Battalion/Veteran/Reliable**

CO: Twyla "The Major" Sumeral

The Fusiliers had expanded to two battalions until my call for recruits went out. Apparently, some Fusiliers decided to leave their units to join me—a decision their fellow Fusiliers didn't take too well. Some fighting erupted, including one pitched firefight that destroyed a lance who wished to leave First Battalion. When all was said and done, the Fusiliers had lost two companies. The unit has since reorganized into a battalion of four companies. Each company can operate on its own or within a larger battle group.



Tortuga Corsairs **2 Wings/Regular/Questionable**

Wing Cmdr: Cameron "Hot Seat" Kline

For years the Tortuga Dominions had maintained a large spacefaring fleet, largely composed of space vessels captured during raids against enemy shipping. Now its once-proud fleet

consists of a small number of JumpShips and supporting DropShips. The Tortuga Corsairs represent the Fusiliers attempt to rebuild an aerospace assault force to interdict shipping and support planetary raids. The Corsairs field nineteen aerospace fighters of medium weight or better. Quickly neutralizing space vessels is the Corsairs' specialty.



1st Tortuga Infantry (Scalphunters) **Regiment/Regular/Reliable**

Infantry Cmdr: Ryan "Lady Killer" Coleman

The Fusiliers' relationship with the Dominions has provided them with access to considerable manpower, and the Scalphunters is an attempt to make that manpower pay. Organized along the lines of a formal military unit, this infantry regiment is trained in crowd control as well as battlefield tactics. Hmmm, I wonder if the Fusiliers have something big planned.



SHEN-SÈ TIAN: THE DARK DAYS BAND

The Capellan-St. Ives war created a flood of refugees, deserters and unemployed MechWarriors who drifted out to the Periphery. Some became freelance guns for hire. Others found quiet corners of space where they could settle down and forget. A good number turned to piracy.

Shen-sè Tian (literally, "dark days") is composed almost solely of such people.

Ironically, the group contains a strong mix of both Capellan nationals and St. Ives deserters. Even as their former states have settled their differences and formed one nation again, so have these warriors.

These pirates have ensconced themselves in and around the New Colony Region located between the Magistracy of Canopus and Taurian Concordat. Apparently, they've found a marginally habitable world near the center of the region, and they use this world as a base for their attacks. I find it most satisfying to keep their secret for now, but this may change depending on the reception they give my "ambassador." Given our shared interests, though, I think I may be able to work with this pirate band. In the meantime, they continue to raid New Colony worlds as well as targets within the Concordat and Magistracy. In response, Emma Centrella has strengthened nearby Magistracy Forces, though so far no Magistracy unit has met



the pirates in decisive action.

The pirates' crest consists of a man-dragon hybrid with bloody bar-bell whiskers, green scales and a mouth of sharp teeth. This figure is set on an ivory field, edged in red. The unit's 'Mechs and machines are painted a tan-colored brown with green trim.

OFFICERS

Troi Eskins is the glue that holds this unit together. A charismatic man as well as a gifted leader, I find his desertion rather improbable. I've heard whispers of a girlfriend in a noble house and death warrants, so perhaps his arrival in the Periphery is not exactly undeserved. Without Eskins, this regiment would very likely break down into smaller groups, like so many other drifting among the interstellar flotsam.

TACTICS

Generally, the pirates have found themselves facing Colonial Marshals, and they've made good use of their superior numbers. The outlaws routinely strike at multiple targets, gathering widespread resources in a short amount of time. This pattern enabled them to bait a trap for the Red Chasseurs recently. On Brisbane, the Chasseurs assumed *Shen-sè Tian* had split up, when in fact a second pirate battalion had sneaked in unnoticed. The surprise of two companies springing up behind them drove the Chasseurs into a defensive engagement, which allowed the pirates to escape.



Shen-sè Tian Regiment/Regular/Questionable

CO: Colonel Troi Eskins

1st Batt: Major Kerry Wung

2nd Batt: Major Hap Tu Ling

3rd Batt: Major Sanya Jess

The three listed battalions are a misleading estimate of the pirates' strength. At least a fourth of each battalion is down for maintenance and repairs at any given time, a problem that will not be solved any time soon unless the pirate band can entice better support crew personnel and establish some kind of discreet supply line. Raiding for parts and supplies has done little to help the problem, as very few Periphery targets contain parts for newer Capellan 'Mechs.



Shen-sè Tian 2 Squadrons/Green/Questionable

Wing Cmdr: Rochenka Gorov

The twelve aerospace fighters that form the *Shen-sè Tian* aerospace forces do not suffer from the same problems as the BattleMech units of the group; many of the parts and services that the fighters need can be found within the Periphery. However, the group's pilots are relatively young and inexperienced, which limits their effectiveness.



THE BIRTH OF NEW LEGENDS

Here are a number of pirate bands who don't rate independent reports—yet. But never sell a pirate short—some of these bands are quite deadly. Of course, some are led by toothless old dogs who only remain in power because their bands are too stupid to depose them.

CAPTAIN "REDEYE" LAUDIN

Operating from a region of space on the rimward edge of the Rim Collection, Captain "Redeye" Laudin's crew plagues both the Collection and Circinus Federation. The group has made shipping raids into the Lyran Alliance as well, striking as deep as the system of Halfway. To my knowledge Laudin has never attacked a ground-based target.

Laudin is easily recognizable by his left eye, which is almost completely red from burst blood vessels. (According to rumors, Laudin was once addicted to a retinal hallucinogenic.) The band's crest shows a fiery sun reflected in the pupil of a half-lidded eye.

THE RED CORSAIR

I don't know what kind of game someone is trying to play. The original Red Corsair was little more than a hoax, perpetrated fifty years ago by Lyran rebels for reasons on which I will let others speculate. Her "return" in 3055 and the subsequent "sightings" since then are undoubtedly rumors, scams and the work of posers. No matter how lethal this "new" Corsair is, she had best stay away from the rest of us—pirates hate pretenders.

Her crest—for what little it is worth—is a red rose, with a bright drop of blood hanging from one thorn.



THANOS' TERRIBLES

Thanos' Terribles would be just one more unremarkable pirate band if not for its leader. A despicable man who has raised treachery to new levels, Thanos is a connoisseur of pain, misery and death. He interests me.

Operating in the desolate space around Antallos, the Terribles are masters of the inside job. They regularly infiltrate garrison forces and targeted vessels, blackmail their soldiers and crews, or compromise them with promises of easy riches. Never content to rely on a single individual, Thanos often works no less than three insiders on any one job. At best, only one escapes with his life—the others are left to authorities or killed outright. The survivor is well rewarded but just is as likely to be sacrificed on the next mission.

The Terribles paint their machines blood red. Their insignia is a downward-pointing dagger dripping with blood, a set of skeletal bat wings arching back from the hilt.

DARK

Clan renegades have been drawn to Antallos for years. But the destruction of Clan Smoke Jaguar created the largest influx of Clan warriors that ever hit the so-called "pirate capital." Of all the bands of ex-Clanners, the Dark is the largest group, approximately a battalion strong. These former Clan warriors keep to themselves, raiding or dueling for their needs and refusing any contact with other pirates. Only one pirate band has tried to force contact with the Clan group, wanting to deal for Clan technology. Dark killed every last pirate and dumped their ruined 'Mechs in a large pile outside Port Krin as a reminder to others.

Dark is named for the Clan bandit caste, the so-called Dark Caste. "We are Dark," is the only thing the group's members will reveal about themselves to outsiders. The band's insignia is the upper half of a jaguar skull with gold fangs, set on a black circular field.

MARK BRADY GANG

The Mark Brady Gang is another pirate band operating out of Antallos. The band concentrates almost exclusively on ground-based targets in the Combine, Federated Suns and

Outworlds Alliance. The gang actually uses 'Mechs to blast apart bank vaults or kick in the sides of jewelry stores, making withdrawals the real old-fashioned way. The group members enjoy cultivating their image as old-time Western outlaws, some going so far as to paint black bandannas over the "faces" of their 'Mechs.

The pirates' crest is a red-and-black beaded Gila monster. The Gang also tends to adopt Wild West emblems for personal insignia. Among the known members are "Bullet," "Tin Star," "Noose" and "Whore."

JEWEL'S PICAROONS

For most of their existence, the Picaroons raided targets within the Free Worlds League, Hegemony, Magistracy and a number of smaller independent Periphery worlds. Recently, the Magistracy of Canopus granted the band a Letter of Marque. (As part of the agreement, the band agreed not to attack targets in the Magistracy or the Niops Association.) Now considered Canopian privateers, the Picaroons have turned their weapons against the Marian Hegemony in reprisal for recent attacks coordinated by a Word of Blake splinter faction.

The emblem of the Picaroons is a jaunty, wide-brimmed hat festooned with a blue feather. Their leader, known only by the name Jewel, has a reputation for slap-and-dash tactics that she probably picked up from bad holovids about old sea pirates.

THE MARCADIA BROTHERS

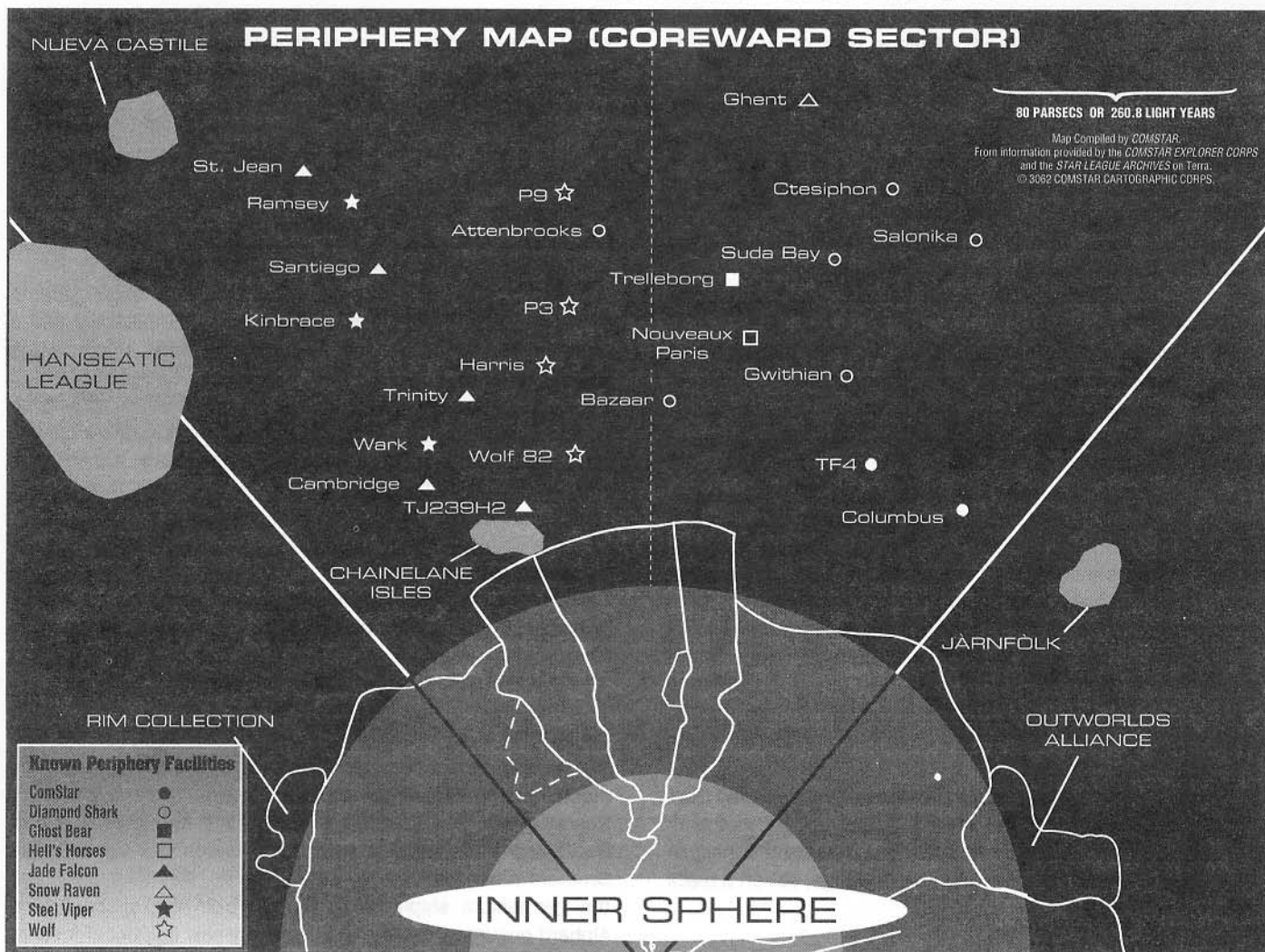
Operating in the pirates' paradise located between the Circinus Federation and the Magistracy of Canopus, the twin Marcadia Brothers command an *Invader*-class JumpShip complemented by two *Overlords* and an old *Fortress* DropShip. Rounding out the Marcadias' forces are two companies of BattleMechs and an elite company of aerospace fighters. The Brothers have quickly become the top dogs of their area, and the germanium shipment they lifted from the spaceport on Alphard ensures they'll be making many new influential friends.

The Marcadia Brothers' crest depicts a pair of twins, rendered with a bright nova touching each twin's head. This nova symbolizes the brothers' uncanny rapport, which enables them to coordinate superbly timed assaults.



FIELD MANUAL: PERIPHERY

DEEP PERIPHERY



To the masses of unbelievers, the Periphery is the dregs of the universe. Beyond the Periphery is nothing but empty space. Despite the arrival of the Clans from their deep-periphery fastness, the idea of a void beyond known space remains ingrained in the Spheroid mentality. They forget that the great serpent, Amaris, used these distant reaches to train his army of subjugation. We, the enlightened few, remember the truth.

The Deep Periphery is home to thousands of settlements, some still primitive agrarian colonies while others are, if not technologically advanced, comfortable with the workings of machinery. Many of these settlements number only a few hundred people or are limited to a single world. A few, however, are proto-nations, larger in some cases than Inner Sphere states like the occupied Free Rasalhague Republic or the former St. Ives Compact. Here too, most are of little threat to our plans and have little potential to advance our cause. There are, however, excep-

tions. Two regions in particular, ironically both toward the Clan homeworlds, offer opportunities and danger in equal measure.

The Hanseatic League spreads its mercantile tendrils across the Deep Periphery, its influence extending from Clan Space to the Inner Sphere. Though militarily weak, the Hansa's networks of contacts—their worlds are a clearinghouse of goods and information—could be of considerable benefit, as would their knowledge of the "uncharted regions."

The cluster of worlds known as Nueva Castile is of less significance at first sight. Locked in a cycle of conflict between two factions, the Castillians and Umayyads, this perpetual warzone is the principal buyer of mercenary troops in the region. Though deep-seated animosities exist between the two factions, it is apparent that the Hansa have played a significant role in prolonging the conflict, controlling as they do the flow of arms, information and mercenaries. There are many lessons to be learned here.



HANSEATIC LEAGUE HISTORY

The Hanseatic League came into existence in the late twenty-ninth century, founded by exiles from the Lyran Alliance who sought to escape the provisions of Archon Elizabeth Steiner's Military Disaster Order. Clinging to their Germanic heritage, the settlers named their new world Bremen and set about building a home for themselves. Within a few decades, their influence spanned a dozen worlds in a three hundred-light year sphere, in which they served as both couriers and messengers, the only link between the scattered worlds. The strength of the merchant-settlers grew and, in 2891, they officially allied and named themselves the Hanseatic League after an ancient Terran mercantile alliance.

At first, the League handled economic matters. By 2920, however, the ruling Council of Merchants dictated policy to many of the "independent" colonies in the Hansa sphere. When several colonies sought to throw off Hansa influence, the Council authorized the formation of security force to "maintain order" and protect Hanseatic interests. At first these were mercenaries, hired from the Periphery states or through secretive contacts in the Inner Sphere. By the mid-thirtieth century, the League had brought in equipment from the Inner Sphere and formed its own army. Hansa merchants also obtained design schematics for modern war machines, though production levels were never very high. Their vehicle and fighter production facilities were also of comparable quality to those in the Successor States, allowing them to field a substantial conventional force.

In the early days, Inner Sphere contact with the Hansa was at their instigation. Over the last fifty years, however, a number of adventurous Periphery and Inner Sphere merchants have sought them out. Some members of the Hansa sought to drive the interlopers away. They contested this threat to their trade and communication monopoly, and thus to their control of the two-dozen worlds in the League. This strategy soon proved impractical.

In 3011, the Council agreed to designate three worlds—Lübeck, Bergen and Bruges—as open worlds, accessible to all. Attempts to contact other worlds in the League would continue to be met with deadly force. Within a few years, the open worlds were a hive of activity, a clearinghouse for goods and information throughout the region coreward of the Inner Sphere. Until a dozen years ago, Spheroid and Periphery merchants were the principal visitors to the world, supplemented by representatives from Nueva Castille looking to purchase mercenary contracts. The Clan invasion changed that.

Having previously pursued an isolationist policy and only trading covertly with the League, Clan merchants appeared openly on the trade worlds in the 3050s, caring little for Hanseatic restrictions on where they could and could not travel. Fortunately for the Hansa, the Clans have little interest in suborning the largely backward worlds of the League

and have restricted themselves to trading basic goods. They have, however, reacted in typical Clan fashion—with violence—to attempts by the League to enforce its will, both inside the League and elsewhere in the Deep Periphery. The best example of this came in 3055 when a Hanseatic merchant-captain sought to scare off a lone Merchant Caste JumpShip of Clan Diamond Shark near the Chainelaine Isles. Scarcely had he finished gloating about the JumpShip's "flight" than a Diamond Shark warship appeared in system and demonstrated the Clan's commitment to free trade: Two Hansa JumpShips and their attendant DropShips were destroyed and several other vessels sustained considerable damage. Wisely, the fleet's new commander withdrew, his predecessor having been killed in action. Hansa-Clan interactions have been frosty ever since, though neither has allowed this to interfere with their trade. This has, however, convinced the League to make an "executive decision" to focus its current expansion efforts Rimward and anti-Spinward of its current territories.

The last decade has also seen the arrival of many Inner Sphere intelligence agents on the trade worlds, usually disguised as merchants. At first they sought the location of the Clan Homeworlds, but in recent years their efforts have focused on gathering news of events within the Clan Sphere. Most of these operatives belong to the ComStar Explorer Corps, the Lyran Intelligence Corps and House Kurita's ISF.

In response, the Clans have dispatched a number of watch agents to the worlds, who are also charged with identifying—and eliminating, when appropriate—Dark Caste operatives in the region. This mélange of Periphery, Clan and Inner Sphere groups, legitimate and otherwise, results in a deadly game of cat and mouse, something our own ROM agents have exploited on several occasions. Likewise, Hanseatic agents frequently play the various factions off against each other as a means of driving up the value of their goods and information, though they go to strenuous efforts to avoid excessive bloodshed.

THE HANSEATIC SECURITY FORCE

The prime functions of the Hanseatic military are to ensure compliance with League regulations and to control access to League worlds by outsiders. Though comprised of a combined arms force, the vast area they have to patrol and the rarity of their equipment hamper their efforts. Much of the hardware used by the Hansa is comparable with 3025-era Inner Sphere designs, though a few more modern designs have crept in over recent years thanks to the increased volume of trade with the Inner Sphere and the desire of Spheroid Governments to exploit the League.

STRUCTURE

Officially, the HSF is grouped into seven units, with six Regional Defense Forces making up the bulk of the League's armor and 'Mechs, and the Convoy Protection Force, com-



HANSEATIC LEAGUE

prised of fighters, marines and the league's few assault DropShips. Each RDF answers directly to the Council of Merchants and is commanded by the captain-general of the unit's 'Mech forces. This officer has almost total control over the forces in his charge and is responsible for keeping them supplied with food and equipment. In return, this merchant-commander receives a proportion of the trade revenue from his area of responsibility. The captain-general can reap substantial profits from this "tithe," but is also responsible for making up any shortfall. Occasionally, Hansa politics will lead to an RDF being deliberately starved of cash so as to discredit (or pauper) the captain-general, but merchants who engage in such brinkmanship risk weakening the League's defenses and thus their profitability.

The standard RDF deployment is a combined arms force, usually a 'Mech company backed by one or two composite battalions of infantry and armor. Where the situation prompts it, more hard-hitting units may be formed. In its entire history, however, the League has never deployed 'Mechs above battalion strength.

Convoy protection deployments are handled on a case-by-case basis. Where a single merchant vessel is traveling through the Deep Dark, it may be accompanied by a fighter squadron or perhaps a military DropShip, with marines deployed on both JumpShip and DropShip(s). Where several merchants travel together, the HSF often assigns a militarized JumpShip with combat DropShips and fighters as a chaperone vessel. Such units represent the League's main means of projecting its influence, intimidating unaffiliated traders and cowing potential buyers and sellers.

RANKS AND UNIFORMS

The military is not a major aspect of Hansa life, though the merchants and armed forces maintain a close relationship and overlap at the most senior levels. The Hanseatic rank structure is somewhat abbreviated when compared to that of most Inner Sphere units, with a common uniform for all bar the highest and lowest ranks. Promotion within the HSF is principally by merit, but upon qualifying for their next rank each officer must pay a "ransom" to the RDF's captain-general before they are allowed to take up their new post. A few "social" officers do make it into the HSF, though most muster out after a few years when inscrutability of the force's Examining Board becomes apparent.

Captain-generals wear a white uniform comprised of a heady woolen jacket over a red shirt, and white stirrup pants with black boots. Gold epaulets decorate the jacket and a red banded golden sash completes the uniform. The number of bands on the sash indicates the seniority of the captain-general, each narrow band signifying a year's service and each broad band ten years.

Junior officers wear a uniform closely modeled on that of the captain-general, save that the jacket and trousers are ash-gray. Black epaulets decorate the jacket and upon them are the officer's rank insignia. Junior officers wear a simple black belt in lieu of a sash.

Enlisted soldiers wear a functional gray jumpsuit instead of jacket and pants, over which they add body armor and equipment harnesses as appropriate to their tasks. The flak vest and helmet of the Hansa infantry is closely modeled on that of the Lyrans Alliance and from a distance is indistinguishable.

Captain-General

The most senior officers in the HSF, captain-generals command Hansa trading vessels and their attached military contingents, as much involved with the buying and selling of goods as the command of an armed force. Though there may be several captain-generals in any fleet, a strict seniority system allows the HSF and merchants to maintain a coherent chain of command. Though rarely deployed in such numbers, captain-generals also oversee each distinct regiment within a RDF. The commander of the BattleMech force serves as supreme commander of the RDF and governor of the worlds in his charge.

Major

Majors serve as the executive officers of a battalion or a vessel. They are the principal officers charged with overseeing combat deployments and are among the best tacticians in the HSF. The rank insignia of a major is a golden disc.

Commander

Commanders oversee company-sized deployments and usually oversee events on the battlefield, leading their troops from a 'Mech or command tank. Their insignia depicts a half-shaded golden disc.

Lieutenant

Lieutenants are the most junior officers in the HSF and command squads of troops. Lieutenants also form the mainstay of Hansa MechWarriors, aerospace pilots and tank commanders. Troops belonging to merchant families usually enter the HSF at this rank, provided they can pay the requisite "ransom" to the RDF commander. The insignia of a lieutenant takes the form of a golden ring.

Soldier

The rank of soldier encompasses the vast majority of HSF infantry and marines. Most are serfs and have few prospects for advancement.



HANSEATIC SECURITY FORCE UNITS

Little over-arching command structure exists for the HSF. Each RDF and Convoy Escort operates independently, responsible only to the Council of Merchants on Bremen. The quality of troops and equipment varies wildly between the commands, with the best equipment assigned to the prestigious RDF 1 and the Convoy Escorts. This isn't to say the equipment used by the Hansa isn't in good working order—HSF technicians are well trained—but access to parts can be problematic. Likewise, most Hansa troops are well trained but lack the combat experience of their Castillian or Periphery neighbors, especially in large-scale operations. Most HSF troopers rarely encounter anything more significant than pirate bands, though the number of these has increased markedly in recent years, especially on the coreward border of the League.

Members of the HSF wear the Hansa patch, an archaic sailing ship on a red disc, on both shoulders. The number of each RDF appears on the ships' sail, while Convoy escorts display a large C.

★ **Regional Defense Force 1** **'Mech Regiment,** **5 Conventional Regiments/Veteran/Fanatical**

CO: Captain-General Albert Snow

Aide: Major Jory Hammerfeld

RDF 1 guards the heartland of the League, notably Bremen and the open worlds of Lübeck, Bergen and Bruges. Drawn from the other units, they are among the most experienced troops in the HSF and frequently practice defensive operations on the worlds in they charge. Over the years they have practiced a wide range of scenarios, ranging from a pirate raid to a full-fledged clan assault. While not always victorious, their skill is unquestionable and any attempt to invade these worlds would result in substantial casualties. In addition to its combat role, the unit practices ceremonial drills. A lance of 'Mechs permanently stands guard outside the Council building on Bremen.

Captain-General Snow is the cousin of Liam Snow, the current head of the Council of Merchants. Rumor suggests that Albert gained his position as the head of RDF 1 and thus the most senior member of the HSF, as part of the deal that secured Liam the chair. Whether this is true or not, Captain-General Snow is an accomplished commander, well liked by his troops.

★ **Regional Defense Force 2** **'Mech Regiment,** **4 Conventional Regiments/Regular/Reliable**

CO: Captain-General Ri Blum

Aide: Major Gemma Berg

Charged with defending a swath of worlds on the League's Spinward border, RDF 2 is the least mobile of the HSF units. Since the contretemps with the Diamond Sharks, RDF 2 has drilled constantly, establishing a series of defensive positions across its worlds. Captain-General Blum fears that one-day the Clans will strike into his defense zone and overrun the League. The occasional Clan merchant crossing into the Defensive Zone throws Blum into a frenzy, but Clan forces have only twice engaged members of RDF 2, and on those instances only after being attacked by over-eager pilots. Many in the Council recog-

nize Blum's paranoia, but several councilors sympathize with his plight and believe that one day the Clans *will* attack the League in force. They are thus reticent to replace an officer who is otherwise a superb leader (and an outstanding merchant).

★ **Regional Defense Force 3** **'Mech Regiment,** **4 Conventional Regiments/Regular/Reliable**

CO: Captain-General Cynthia Hickock

Aide: Major Alfredo Garcia

Often the first point of contact for merchants inbound from the Inner Sphere, the troops of RDF 3 are consummate professionals despite the dilapidated state of their equipment.

Unusually, Captain-General Hickock served as a mercenary before joining the HSF, fighting various bandits in the Deep Periphery at the controls of her venerable *Orion*. Hickock even served two tours of duty in Nueva Castile, on both occasions with the Umayyads. Returning to her homeworld of Lübeck, she purchased a commission in the HSF where her experience earned her a rapid series of promotions. She is disliked by many on the Council as an "upstart," having made her money through mercenary work rather than trade, but none doubt her abilities.

Alfredo Garcia is a conservative tactician, usually reacting to an enemy's actions rather than just reacting. To some extent, his caution has hampered the unit's battlefield abilities, but his considered approach to command means that his forces are rarely ambushed or otherwise outsmarted.

★ **Regional Defense Force 4** **'Mech Regiment,** **4 Conventional Regiments/Veteran/Reliable**

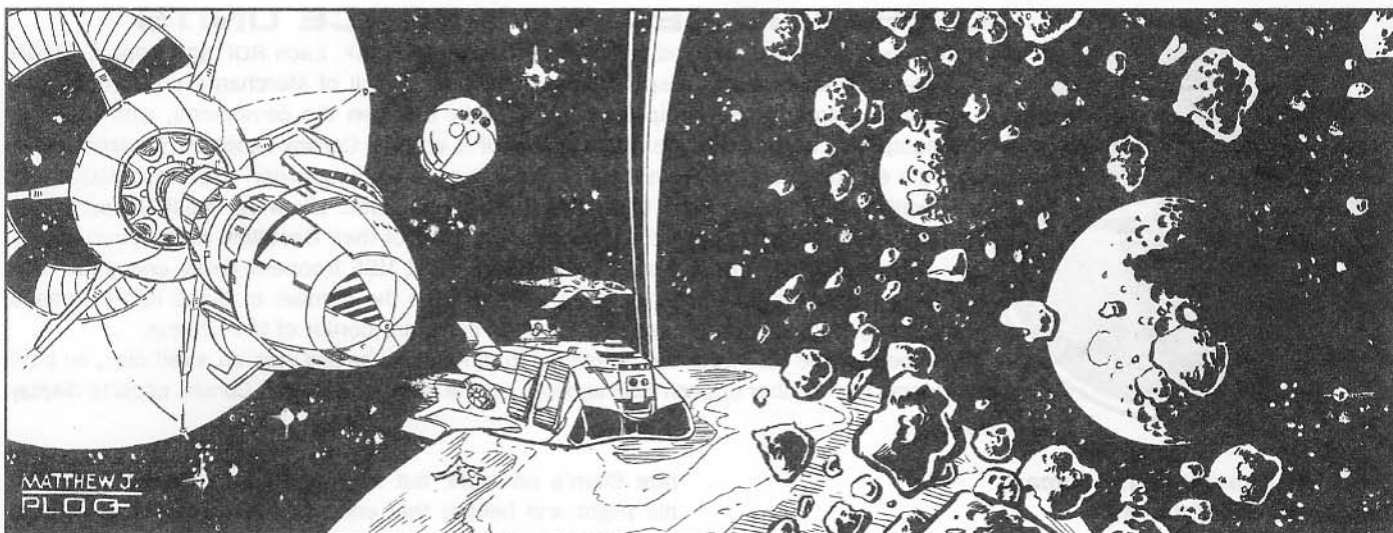
Co: Captain-General Lars Muldoon

Aide: Major Hohiro Watanabe

The five regiments of RDF 4 have gained considerable experience in anti-pirate operations over the last decade. Unlike other units of the HSF, who wait passively for hostile forces to engage them, task forces from RDF 4 stage hunter-



HANSEATIC LEAGUE



killer raids against targets suspected of harboring pirates. Their tactics are brutal, often involving "object lessons" to settlements harboring (or suspected of harboring) pirate bands.

Unknown to Captain-General Muldoon, several companies within the unit are in league with major trading houses and have been known to "accidentally" damage Hansa interests belonging to their rivals. Major Watanabe is a willing accomplice in the scheme, drawing up unit assignments to favor these "hit squads," though he is even beginning to have qualms about some of the unit's tactics.

★ **Regional Defense Force 5** **'Mech Regiment,** **4 Conventional Regiments/Green/Reliable**

CO: Captain-General Jona Were

Aide: Major Aimee

RDF 5 is assigned to the quiet anti-Spinward border of the League and have substantial supply problems. The worlds in their charge see little reason to fund the RDF to the fullest extent. Rather than making up the shortfall from his own pocket, Captain-General Were has allowed stock levels to plummet. Rumor among the troops suggests that the captain-general isn't even spending the full tithe on equipping the unit, but is rather lining his own pockets with the proceeds and forcing the unit's technicians to jury-rig repairs.

Major Aimee, a renegade Clan MechWarrior formerly of the Smoke Jaguars, finds Were's lackluster efforts abhorrent but lacks the political or economic contacts to displace her superior. Indeed, Aimee owes her position to the Were family, Councilor Jessica Were having sponsored her rapid ascent through the HSF command.

★ **Regional Defense Force 6** **'Mech Regiment/Green/Reliable**

CO: Captain-General Manfred Gilbert

Aide: Major Ilya Kormarov

Based on Bergen and assigned its own Convoy Escort detachment, RDF 6 serves as a mobile reserve for the HSF. Comprised entirely of 'Mechs second only to those of RDF 1 in quality, the unit spends much of its time traveling between the HQ worlds of each RDF, liaising with the command staff of the units they are expected to support in a crisis. Made up largely of light and medium 'Mechs, RDF 6 favors mobile warfare. Its warriors are adept at hitting targets on the move. Unfortunately, the unit has seen little action in the last few years and much of their experience exists on paper only. The unit's performance under true combat conditions remains unknown.

★ **Convoy Protection Force** **Fleet/Veteran/Fanatical**

CO: Captain-General Hortense Meldrew

Aide: Major Lucas Abaya

The least cohesive of the HSF units, the Convoy Protection force is scattered across League space. Its troops rarely remain on any given world for more than a week. The marines assigned to CPF units are among the best warriors in the League, and only members of the wealthiest and most prestigious merchant families gain admittance.



NUEVA CASTILE

HISTORY

Seeking to avoid the rising tide of feudalism sweeping the Inner Sphere and the depredations of war that was slowly engulfing the known universe, Terran colonists from Iberia founded Nueva Castile—New Castile—in 2392. They never knew of the Golden Age of the Star League, nor its downfall, nor the apocalyptic conflict that followed. Instead, they led a pastoral existence, with technology used sparingly. The people knew of other worlds—a handful of JumpShips continued to ply the interstellar void, conveying goods and messages between the nine colonies—but few had any desire to see other worlds or to know what was going on in the “old universe.” Save for the occasional famine and the predation of native carnivores, they were happy. That happiness could not last.

In 2830, after more than four hundred years of relative peace, an invasion force arrived in the Granada system and assaulted the planet. Carried by a single JumpShip, the invaders used war machines alien to the Castilians—BattleMechs. There was little the planetary militias could do to hold back the invaders and over the next two decades world after world fell to the invaders. By 2855 only one world, Asturias, remained free and that was under threat of imminent conquest. The assault force never gave their name, but the Castilians named them the Umayyads, after the Castilian’s ancient foe. The name stuck, and within a few years the invaders began to use this name for themselves.

For a time, it seemed that that nothing could stop the Umayyad horde, but in 2857, their leaders began to squabble among themselves during the landings on Asturias. It has been suggested their war leader died in that year, but little solid evidence exist. Indeed, the Umayyads themselves have little knowledge of their existence before arriving in Nueva Castile, and may have deliberately purged their data cores of such information. They know they fled a war in their homeworlds, possibly the Succession Wars or even the Exodus Civil War, but this is little more than rumor passed down from generation to generation. Surprisingly, history is the one subject the Umayyads are ignorant in. Their sciences and arts are highly developed and, for all their warlike trappings, their culture is much more sophisticated than that of the Castilians.

In any case, the Umayyad disarray allowed the army of Asturias to counterattack and seize several working BattleMechs. Within five years the Castilians had reverse-engineered ‘Mech technology and began fielding their own designs, albeit initially powered by internal combustion engines. Taking advantage of the continuing confusion among the invaders, the Castilians began a war of re-conquest that has raged almost constantly for the last two centuries.

The tides of war have shifted constantly in Nueva Castile, with each faction having its successes and failures. Over the centuries, however, events have shifted in favor of the natives

(though on Asturias, the Castilian and Umayyad bloodlines are intermingled) with today only two worlds, Cordoba and Granada, left in Umayyad hands.

Fortunately for the Umayyads, the curse of disunity that plagued their conquest now afflicts their enemy. Rivalries among the Castilians have hampered efforts to liberate these last two worlds and adventurous Umayyad units have resumed raiding the seven worlds held by the Castilians (Asturias, Leon, Castille, Aragon, Navarre, Valencia and Galicia). Indeed, the Fourth Brigada’s recent assault on Cordoba could easily have turned into a rout were it not for the efforts of Lucius Polen, who led an ferocious, but ultimately suicidal, counterattack that halted the Umayyads long enough for the rest of the unit to withdraw.

Contacts with the mercantile Hanseatic League have allowed both sides to field “modern” war machines, comparable to the Inner Sphere at the end of the Third Succession War, in exchange for exclusive trade rights with both parties. The Hansa also broker mercenary contracts for the warring parties, drawing troops from their own sphere of influence and even the Inner Sphere. Such troops are welcomed with open arms by both sides with the hope the outsiders will give them the decisive edge they need to end the years of bloodshed. Outside involvement other than the Hansa-sponsored efforts is strongly discouraged by the League, who warn outsiders to allow the Castilians and Umayyads to “resolve their internal dispute.” Evidence suggests, however, that without Hanseatic interference the conflict would have been resolved one way or another many years ago. In some regards, the Hansa manipulation mimics the policies of our Blessed Order before the rise of the False Primus, sowing discord among the unworthy and allowing no side to dominate.

UMAYYAD CALIPHATE STRUCTURE, RANK AND UNIFORMS

The Umayyads use a feudal structure, with military command and nobility inextricably intertwined. Unlike the Castilians, the Umayyads are staunch believers in democratic principals. However, membership of the military is restricted to those who can trace a lineage back to the original invaders. The Umayyad military is a meritocracy, allowing even the lowest sayifa to ascend the chain of command and become an *atabeg* if they show sufficient prowess on the field of battle and as a leader. The command structure reflects their dual role as nobles and warriors, with senior commanders—*atabegs* and the *Caliph*—holding the reins of political power in addition to leading the armed forces.

Unit commanders are responsible for outfitting their troops and no one uniform dominates in the Umayyad military, rather there is a hodgepodge of outfits with companies and occasionally battalions, wearing similar garb. Vehicle paint schemes are even less consistent than uniforms, with each pilot or crew expending considerable effort to decorate their mounts, a



NUEVA CASTILE

source of considerable pride and status among the warriors.

Atabeg

With at least ten years military service, *atabegs* are the most senior field commanders in the Umayyad armed forces, responsible for leading a regiment into battle and ensuring its needs are met. Each also leads an Umayyad city-state from which they draw the personnel and resources needed by the unit. *Atabegs* are identified by the gold circlet around their foreheads.

Amir mi'a

The most senior of the lesser officers (*amirs*), the *amir mi'a* command battalions and must have at least five years military service before taking their post. Each is an accomplished tactician and leader, appointed by the *atabeg* after consultation with the other *amir mi'a* in the regiment. The ability to work harmoniously with their peers has been a requisite for Umayyad officers since the dark days during the abortive conquest of Asturias. The insignia of the *amir mi'a* is a golden star worn on the collar or lapel.

Amir kabir

Comparable with Inner Sphere captains, the *amir kabir* command companies and are the principal battlefield commanders in the Umayyad armed forces. Each must have at least two years military experience, at least six months of which must be as an officer. Their insignia is a miniature sword.

Amir 'ashara

Amir 'ashara are warriors who have demonstrated command ability and are being given the opportunity to prove their worth. They command vehicle and 'Mech lances or infantry squads. A silver rectangle serves as their insignia.

Safiya

Most warriors enter the Umayyad military as *safiya*, rank and file troops, each of whom is watched closely by their superiors for leadership potential. Those who demonstrate the requisite attributes, courage, intelligence and wisdom, may find themselves quickly promoted to the rank of *amir 'ashara*, though no stigma is attached to a warrior who remains a *safiya* for their entire career. *Safiya* wear no insignia.

CASTILIAN PRINCIPALITIES STRUCTURE, RANK AND UNIFORMS

The Castilians quickly learned the art of warfare after the invasion, forging a strong military and duplicating many of the systems and technologies of the Umayyad interlopers. Like the invaders, the Castilians use a feudal system though it is more rigid and based on birth status. Officers are born to their rank and feudal relationships also govern the command structure of the Castilian units, proving both a strength

(because of the loyalty of the troops) and a weakness (rivalries between commanders).

The most powerful of the Castilian warlords serves as ruler of the Castile, nominally elected by his peers (the *príncipe*) though this is usually a pro-forma recognition of his preeminent status. The king rules for life and has absolute power. Questioning the king's judgment is punishable by execution. The king distributes the wealth of the Principality to the units as he sees fit, thus retaining his favor is essential to the smooth running of the military. Jockeying for position is central to life for a Castilian noble and assassination is a common practice.

All Castilian troops wear a rust-red jacket and black trousers. An ornate sash around the waist supports the soldier's sidearm or dagger (a matter of personal preference). Rank insignia appear on the jacket collar and the right shoulder. Unit insignia and the Castilian emblem, a golden crown, appears on the left shoulder.

Príncipe

The *príncipe* are the hereditary rulers of the Castilian petty kingdoms, each holding noble rank equivalent to an Inner Sphere duke. Their right of command is near absolute, with only the king able to overrule their decisions, military or political. Each *príncipe* commands a combined arms regiment and wears a white cross on their collar and shoulders.

Comandante

Often close relatives of the *príncipe* they report to, each *comandante* commands a battalion and holds noble rank equivalent to a marquis. Unlike the *príncipe*, each *comandante* does not automatically gain command of their unit but rather is appointed to the post by their superiors. *Comandantes* use a trio of white chevrons as rank insignia.

Major

Like a *comandante*, *majors* are appointed to their post by the *príncipe* and rely on his good graces to retain the position. Each commands a company of troops and uses a pair of white chevrons as their insignia.

Captain

Captains command lances and squads and use a single chevron as rank insignia. Though technically Castilian nobles of this rank are comparable to a baron, they are little regarded by their superiors. They may be appointed—or dismissed—by any senior officer and many find themselves relegated to the ranks of *caballero* for petty infractions.

Caballero

Caballeros are the Castilian line troops. Most are commoners, but a few are *captains* who have fallen foul of their superiors and relegated to the front-line as punishment.

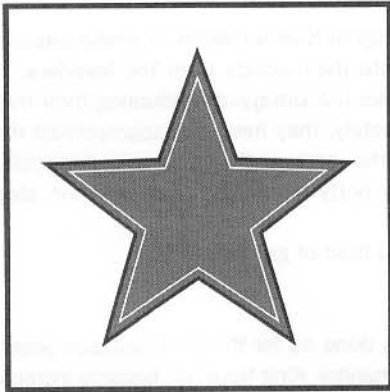


UMAYYAD UNITS

For all its sophistication and emphasis on the arts and learning, the Umayyad Caliphate is a martial society. Its warriors gather in three corps, each comprised of several regional levies. An honor code binds these disparate feudal levies into a cohesive whole, stressing personal bravery and comradeship with other warriors. Any hint of cowardice will blight a warrior's career, and each guards their honor jealously. Duels are common and usually fought with swords rather than firearms, though the *atabegs* discourage fights to the death as warriors are too precious a commodity to waste on petty infighting.

The Caliphate's equipment is maintained in good working order, but most vehicles have been passed down from generation to generation, patched up and repaired as needed. To some Umayyads, the honor of their vehicle is as important as their own and they strive to live up the reputation established by their forebears.

The insignia of the Umayyad Caliphate depicts a red star on a white backdrop, the only common element in the Caliphate's disparate uniforms.



OFFICERS

Lise Burrill has held the post of Umayyad *Caliph* for the last six years. Elected at the annual meeting of *atabegs* on Granada, her role is to formulate policy for the entire Umayyad military and to resolve disputes among the *atabegs*. Originally, the post of *Caliph* was for life, but when *Caliph* Joshua Murray attempted to install his son as his successor, the *atabegs* voted to limit the post to one year. *Caliph* Burrill's tenure has been one of the most successful in recent years, with both the defeat of a Castilian assault on Cordoba and raids against the Castilian worlds.

TACTICS

The Umayyad military stresses combined-arms operations. All units above lance size mixes 'Mechs, armor and infantry. Occasionally 'Mech forces may deploy alone, but this is only for specific missions, typically lightning raids in which armor and infantry would hinder the operation.



1st Corps 5 Combined Arms Regiments/Veteran/Fanatical

CO: *Atabeg* Andrew Faulkner

Aide: *Amir mi'a* Lucy Price

First Corps is the elite of the Umayyad military, serving as a mobile reserve and a key element in the Caliphate's offensive capabilities. Their code of honor fosters a strong bond among the unit's members, but it also fosters a sense of machismo that has occasionally resulted in disaster.

Atabeg Faulkner is unusual among the Umayyad commanders in that he prefers to lead from the front, commanding the Corps' raids against Castilian worlds. This has twice earned him a reprimand by the caliph, but has earned him considerable respect from the troops in his charge.



2nd Corps 3 Combined Arms Regiments/Veteran/Fanatical

CO: *Atabeg* Thanh Brach

Aide: *Amir mi'a* Jack Frey

Though smaller than the more prestigious First Corps, the Second Corps, which is based on Cordoba, excels at assault operations and is the principal fighting force of the Caliphate.

To bolster their strength, the Second Corps fields an additional 'Mech battalion that lends an extra edge in offensive operations. These additional armor units proved invaluable in beating back the assault of the Castilian Fourth Brigada. Indeed, were it not for the valiant sacrifice of the Castilian commander, the Brigada would have been enveloped and destroyed by the more mobile Umayyad forces. *Atabeg* Brach personally saluted the bravery of Lucius Polen, sending a message of condolence and respect via Hanseatic intermediaries. He received no reply, but expected none.



3rd Corps 3 Combined Arms Regiments/Regular/Reliable

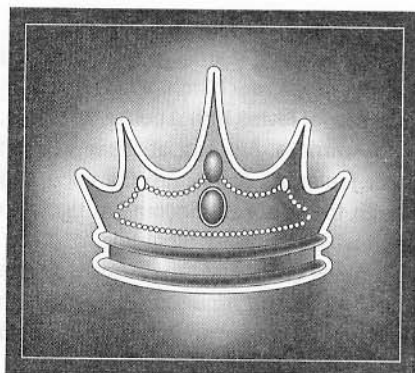
Co: *Atabeg* Ian Palmer

Aide: *Amir mi'a* Claudia Roman

The weakest of the Umayyad units, the Third Corps is ill suited to offensive roles. They have earned a reputation, however, for innovative defensive tactics. Though lacking any integral 'Mech forces, Third Corps fields a double-strength engineering detachment who are well-versed in the art of creating field works and camouflaged positions. With the unit firmly ensconced on Granada as a permanent garrison, *Atabeg* Palmer is unconcerned by the unit's offensive failings.



NUEVA CASTILE



CASTILIAN UNITS

Little remains of the agrarian culture of the original Nueva Castile. A single passion consumes modern Castilians, the desire to liberate their worlds from the invaders. In doing so, they have in many ways become more like the Umayyads, adopting their military trappings, tactics and technologies. Unfortunately, they have not appropriated the invader's thirst for knowledge, appreciation of the arts and democratic principals. Instead, they are an autocratic regime, driven by petty squabbles and only one step short of warring among themselves.

The Castilian flag depicts a golden crown on a field of green.

OFFICERS

King Joseph Noye rules the Castilians and has done so for the past nineteen years. Once a conscientious overlord and inspirational commander, King Noye has become increasingly brutal since an assassination attempt four years ago. His wife and daughter died in the attempt, and Noye ordered both his bodyguard and the suspected perpetrators executed as revenge. The nobles tread lightly round him and recent months have seen a calming of his behavior, though his subordinates believe it is just an interlude in his cruelty.

TACTICS

Castilian tactical doctrine is closely modeled on that of the Umayyads, with combined arms operations predominating.

★ 1st Brigada 6 Combined Arms Regiments/Regular/Fanatical

CO: *Príncipe* Edgar Buck

Aide: *Comandante* Robert McAlpine

Based on Asturias, the homeworld of King Noye, the First Brigada of the Castilian armed forces favors assault tactics and uses heavier 'Mechs and vehicles than normally found in the Castilian military. Comprising a 'Mech battalion and six regiments of support troops, the First were once the spearhead of the Castilian "Reconquista." Since Noye's rise to power, however, they have remained on Asturias to defend it against Umayyad assaults, seeing little combat and losing much of the edge they were once famous for. Though sometimes denigrated as "parade ground soldiers," the First remains a potent force and is usually victorious in exercises against other corps. Only the Second regularly beats the First, leading to considerable rivalry between the two units and their commanders.

★ 2nd Brigada 6 Combined Arms Regiments/Veteran/Reliable

CO: *Príncipe* Angelo Bergman

Aide: *Comandante* Kelly Weber

The only Castilian unit based on the same world as Umayyad forces, the Second is almost continuously involved in conflict with the invaders. Scarcely a week goes by without some form of raid or counter-raid. Except for a combined operation with the Fourth Brigada, however, pitched battles have been rare in recent years. Though larger than their Castilian opponents, the Second Brigada lacks the mass to throw back the 'Mech-heavy Umayyad unit. Instead, they exploit the speed of their light 'Mechs and tanks (supported by a full reg-

iment of mechanized infantry) by outmaneuvering their opponents, drawing them into ambushes and making pinprick strikes before withdrawing.

★ 3rd Brigada 6 Combined Arms Regiments/Regular/Reliable

CO: *Príncipe* Irwin Seale

Aide: *Comandante* Tilda Isham

A garrison force spread across the worlds of Leon, Castile and Aragon, the Third is responsible for guarding the industrial heartland of the Principalities. Over the years they have become pawns of the feuding nobles on the three worlds, each of whom seek to use the force to advance their own goals. The unit's training schedule has suffered considerably, most notably in urban warfare exercises. None of the nobles wish 'Mechs and armor to exercise in *their* holdings. Resultingly, the unit is ill-suited to combat in the cities or industrial complexes that are their primary responsibility.

★ 4th Brigada 6 Combined Arms Regiments/Green/Reliable

CO: *Príncipe* Masahiro Khondji

Aide: *Comandante* Guillaume Hodge

After many years of petitioning, the Fourth were finally allowed to leave their defensive cantonments on Navarre, Valencia and Galicia, travelling to Cordoba as part of the campaign to liberate the world from the Umayyad. What should have been the units' finest hour turned into a disaster, with almost a third of the Brigada's strength falling to the enemy before the unit was able to extricate itself. Tarred as cowards and failures, the unit withdrew to its bases to rebuild.



PERIPHERY MILITARY DEPLOYMENT TABLE

(Deployment as of 1 January 3064)

[Units in *Italics* are currently stationed in the Capellan Confederation]

MAGISTRACY ARMED FORCES

Commander: Magestrix Emma Centrella
Aide: Senior General Hadji Doru
BattleMech Strength: 16 regiments

UNAFFILIATED MAF UNITS

Unit Name	Exp	Loyalty	Homeworld
Magistracy Cavaliers	Reg	Rel	Thraxa/Gambilon
1st Canopian Brigade	Grn	Ques	Addasar/ Crawford's Delight
Colonial Marshals	Vet	Ind	New Colony Region

MAGISTRACY ROYAL GUARDS

CO: General Vernyce Alkobar
Aide: Colonel Claire Duckworth

Unit Name	Exp	Loyalty	Homeworld
Raventhir's Iron Hand	Vet	Fan	Canopus IV
1st Canopian Cuirassiers	Vet	Fan	Canopus IV/Gallis
2nd Canopian Cuirassiers	Vet	Rel	Pella II

CHASSEURS À CHEVAL

CO: General Cynthia Evans
Aide: Colonel Finn Garion Hardy

Unit Name	Exp	Loyalty	Homeworld
1st Canopian Light Horse	Vet	Fan	Brixtana/Altorra
2nd Canopian Light Horse	Vet	Fan	Fanadir/Megarez
3rd Canopian Light Horse	Reg	Ques	Andherlwin

CANOPIAN FUSILIERS

CO: General Sandra Aupriz
Aide: Colonel Hunter Layton

Unit Name	Exp	Loyalty	Homeworld
1st Canopian Fusiliers	Elite	Rel	Lindermarle/Bethonolog
2nd Canopian Fusiliers	Vet	Fan	Bass/Marantha
3rd Canopian Fusiliers	Elite	Fan	Denbar/Milos

CANOPIAN HIGHLANDERS

CO: General Oscar Long
Aide: Colonel Amy Lambert

Unit Name	Exp	Loyalty	Homeworld
1st Magistracy Highlanders	Vet	Fan	Detroit/Fronc
2nd Magistracy Highlanders	Vet	Rel	Luxen/ Dainmar Majoris

RAVENTHIR CUIRASSIERS

CO: General Mavis Cooper
Aide: Colonel Hanna Lewis

Unit Name	Exp	Loyalty	Homeworld
1st Raventhir Cuirassiers	Reg	Ques	Cate's Hold/Early Dawn
2nd Raventhir Cuirassiers	Grn	Rel	Weistheimer/Ballad II

TAURIAN DEFENSE FORCE

Commander: Protector Grover Shraplen
Aide: Senior Marshal Boris Tharn
BattleMech Strength: 17 Regiments, 2 Battalions

TAURIAN GUARD

Commander: Marshal Robere Caul
Aide: Colonel Alice Hastings

Unit Name	Exp	Loyalty	Homeworld
Taurian Guard	Vet	Rel	Hyades Cluster
Concordat Commandos	Vet	Rel	Hyades Cluster/ New Ganymede

I CORPS

Commander: Marshal Kai Shoguwa
Aide: Comptroller Adam Meisner

Unit Name	Exp	Loyalty	Homeworld
Concordat Jaegers	Vet	Rel	New Vandenberg/ Regis Roost
Red Chasseurs	Vet	Ques	Laconis/Brisbane/ Landmark

II CORPS

Commander: Marshal Luke Bonilla
Aide: Colonel Armand Quentin

Unit Name	Exp	Loyalty	Homeworld
Hyades Light Infantry	Reg	Rel	Amber Grove/ Sterope/Grossbach

III CORPS

Commander: Senior Marshal Boris Tharn
Aide: Colonel Victor Sharpe

Unit Name	Exp	Loyalty	Homeworld
Pleiades Hussars	Reg	Fan	Jansen's Hold/New Vallis
1st Taurian Lancers	Grn	Fan	Mithron/Iliushin/ Atreus Prime

IV CORPS

Commander: Marshal Alexia Dare
Aide: Comptroller Talon Black

Unit Name	Exp	Loyalty	Homeworld
Pleiades Lancers	Vet	Rel	Styk
2nd Taurian Lancers	Reg	Rel	Denbar

V CORPS

Commander: Marshal Amanda Revin
Aide: Brigadier Jason Batavia

Unit Name	Exp	Loyalty	Homeworld
3rd Taurian Lancers	Grn	Rel	Perdition/Logan's Land

VI CORPS

Commander: Marshal (Baron) Cham Kithrong
Aide: Comptroller Rand Allison

Unit Name	Exp	Loyalty	Homeworld
1st Taurian Pride	Grn	Ques	Errod's Escape/ Tyrrhenia/Mirfak
2nd Taurian Pride	Grn	Ques	Lastpost/Marknick

MARIAN HEGEMONY ARMED FORCES

Commander: Caesar Julius O'Reilly
Aide: Imperator David Gladding
BattleMech Strength: 6 Legions, 1 Cohort (approximately 6 regiments)

Unit Name	Exp	Loyalty	Homeworld
I Legio	Vet	Fan	Alphard
II Legio	Reg	Fan	Illyria
III Legio	Reg	Rel	Ballalaba
IV Legio	Vet	Rel	Trasjkis
V Legio	Grn	Rel	Lothario
VI Legio	Reg	Ques	Alphard
Cohors Morituri	Reg	Ques	Marius' Tears



FIELD MANUAL: PERIPHERY

ALLIANCE MILITARY CORPS

Commander: President Mitchell Avellar
Aide: Senior Chairman Maurice Avellar
Aerospace Strength: 5 Wings, 5 Squadrons
BattleMech Strength: 1 Regiment, 1 Battalion

Unit Name	Exp	Loyalty	Homeworld
1st Wing	Elite	Fan	Alpheratz/ Rudolpho/ Jordan Wais
2nd Wing	Elite	Fan	Dneiper/Risin
3rd Wing	Elite	Fan	Ramora/Tellman IV
4th Wing	Elite	Rel	Lushann/Calish II/ Sevon
5th Wing	Elite	Fan	Ferris
Alliance Borderers	Vet	Rel	Ramora
Alliance Grenadiers	Vet	Rel	Ferris
Avellar Guards	Reg	Rel	Alpheratz
1st Legion	Grn	Ques	Dneiper/ Prinis Prime/Risin
2nd Legion	Reg	Rel	Lushann/Sevon

CIRCINUS FEDERATION

Commander: Federation President H. R. "Little Bob" McIntyre
Aide: Colonel Fritz Donner
BattleMech Strength: 4 Battalions

Unit Name	Exp	Loyalty	Homeworld
Black Warriors	Vet	Rel	Circinus
McIntyre House Guard	Reg	Fan	Circinus

LESSER PERIPHERY STATES

FIEFDOM OF RANDIS

CO: Grand Knight Lucas Beckett
Aide: Brother Galahad Frews
Strength: 1 Battalion

Unit Name	Exp	Loyalty	Homeworld
Brotherhood of Randis	Vet	Fan	Randis

FRANKLIN FIEFS

Strength: Fewer than 2 Battalions

Unit Name	Exp	Loyalty	Homeworld
Fiefdom Military Forces	Grn	Rel	Novo Franklin

MICA MAJORITY

CO: Colonel Gary Larsen
Aide: Major Laren Larson
Strength: 1 Company

Unit Name	Exp	Loyalty	Homeworld
Larsen's Loners	Vet	Rel	Mica II, V & VII

NEW ST. ANDREWS

CO: Captain Michael Nelson
Aide: Lieutenant John Haddemiah
Strength: 2 Companies

Unit Name	Exp	Loyalty	Homeworld
Nelson's Longbows	Reg	Fan	New St. Andrews

NIOPS ASSOCIATION

CO: Brigadier L. Jamison Fallon
Aide: Colonel Eugene Thorpe
Strength: 4 Battalions

Unit Name	Exp	Loyalty	Homeworld
Niops Association Militia	Grn	Rel	Niops V, VI & VII

RIM COLLECTION

CO: Colonel Jerry Able
Aide: Major Lawrence Updike
Strength: 4 Battalions

Unit Name	Exp	Loyalty	Homeworld
Able's Aces	Vet	Rel	Gillfillan's Gold, Otisberg & Hunter's Paradise
1st Collection Armored Battalion	Reg	Fan	All Dawn & Waypoint
2nd Collection Armored Battalion	Vet	Rel	Slewis & Caldarium
3rd Collection Armored Battalion	Grn	Rel	Otisberg

PIRATES OF THE PERIPHERY

Unit Name	Exp	Loyalty	Homeworld
Death's Consorts	Vet	Fan	Pirates Haven
Band of the Damned	Elite	Rel	Rezak's Hole/ Antallos
Morrison's Extractors	Reg	Fan	Pain/The Rack
New Belt Pirates	Reg	Fan	Star's End
Tortuga Fusiliers	Vet	Rel	Tortuga Prime
Shen-sé Tian	Grn	Ques	New Colony Region

DEEP PERIPHERY

HANSEATIC LEAGUE

Commander: Council of Merchants
Aide: Captain-General Albert Snow
BattleMech Strength: 6 Regiments

Unit Name	Exp	Loyalty	Homeworld
Regional Defense Force 1	Vet	Fan	Bremen
Regional Defense Force 2	Reg	Rel	Antwerp
Regional Defense Force 3	Reg	Rel	Gateway
Regional Defense Force 4	Vet	Rel	Riga
Regional Defense Force 5	Grn	Rel	Tomalov
Regional Defense Force 6	Grn	Rel	Bergen
Convoy Protection Force	Vet	Fan	None

NUEVA CASTILE: Umayyad Caliphate

Commander: Caliph Lise Burrill
Aide: Atabeg Andrew Faulkner
BattleMech Strength: 4 Battalions

Unit Name	Exp	Loyalty	Homeworld
First Corps	Vet	Fan	Granada
Second Corps	Vet	Fan	Cordoba
Third Corps	Reg	Rel	Granada

NUEVA CASTILE: Castilian Principalities

Commander: King Joseph Noye
Aide: Principe Edgar Buck
BattleMech Strength: 2 Regiments

Unit Name	Exp	Loyalty	Homeworld
1st Brigada	Reg	Fan	Asturias
2nd Brigada	Vet	Rel	Cordoba
3rd Brigada	Reg	Rel	Castile
4th Brigada	Grn	Rel	Valencia



RULES

This section provides new rules for use with *BattleTech* and *BattleForce 2 (BF2)*. References to the *BattleTech Master Rules* are abbreviated as *BMR*.

The *Unit Assignment Tables* enable players to generate *BattleTech* forces quickly for pick-up games. *Periphery Regiments* provides optional rules for the various forces described in this manual, as do the individual subsections for each military. *New Equipment* and *New BattleMech Variants* provide descriptions and game information for new weapons and vehicles.

UNIT ASSIGNMENT TABLES

The 'Mech and vehicle assignment tables in this section can be used alone or with the *Creating Scenarios* rules (see p. 97 of *BMR*) and the standard MechWarrior Assignment Tables (see p. 90, *MW3*). The Random 'Mech and Vehicle Assignment Tables in this book are designed for use with *Periphery* regiments but can be used to determine the composition of any Inner Sphere force. When creating non-*Periphery* regiments, however, use the Random 'Mech Assignment Table from the appropriate *BattleTech Field Manual*, the *BMR*, or *MW3* for the most accurate force composition.

Additional guidelines for assigning 'Mechs are listed in the individual unit rules provided in this section.

ASSIGNING 'MECHS

After determining the weight classes of the 'Mechs in each force (p. 104, *BMR*), use the appropriate Random 'Mech Assignment Table, p. 146-147, to determine the specific 'Mech designs for each force. If desired, players may select from the *Random 'Mech Assignment Table: Periphery* (p. 146-147).

The letters above the columns in each table represent equipment ratings. Equipment ratings for all the military units are listed in the individual unit rules in this section. When assigning 'Mechs for a unit, select from the table column that corresponds to the unit's equipment rating. Note that an equipment rating is often an average of the ratings for the unit's component parts. Therefore, a company with an equipment rating of B may include an "A" lance, a "B" lance and a "C" lance.

If desired, players can ignore the equipment ratings listed

for units and determine the ratings themselves. Each player may simply set an equipment rating for his force (Equipment Rating C is considered average) or make a 1D6 roll to determine the force's equipment rating: a result of 1 provides a rating of A; a result of 2-3, a B rating; and 4-6, a C rating.

Using similar equipment ratings for opposing sides in a battle will increase the likelihood of an evenly matched contest.

Assigning 'Mechs and Vehicles in MechWarrior

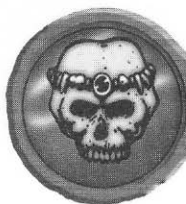
The *Random 'Mech Assignment Table: Periphery* can also be used to assign the starting 'Mech or vehicle for a new MechWarrior character who comes from the *Periphery*. In this case, use this table instead of the *Vehicle Assignment Table* (pp. 91-92, *MW3*). Base the character's equipment rating on the character's current regiment (or the regiment with which he last served).

If the character has not served in a regiment, assume he has a rating of C. Increase the rating by one level for every two of the following traits the character possesses: Land Grant, Title, an appropriate Contact, Well-Connected, Social Standing of 7 or higher, or a Tour of Duty (only one Tour of Duty Path counts toward this total). Decrease by one level for every two of the following: Bad Reputation, Poverty, Owns Vehicle, Ne'er-Do-Well (Life Path). The rating cannot be increased above A or below C.

ASSIGNING PILOTS

After determining 'Mechs and other battlefield units, assign pilots using the Random Experience Level Table and the Random Skills Table (Expanded) (p. 108, *BMR*).

If playing elements from a specific unit, consult the unit description in this book. Each unit (and sub-unit) has a rating of *Elite*, *Veteran*, *Regular* or *Green*. If playing an *Elite* unit, add a +4 modifier to the Random Experience Level roll and a +2 modifier to the Random Skill roll. If playing a *Veteran* unit, add +2 to the Random Experience Level roll and +1 to the Random Skill roll. If playing a *Regular* unit, apply no modifiers. If playing a *Green* unit, apply a -2 modifier to the Random Experience roll and -1 modifier to the Random Skill roll.



RULES

RANDOM 'MECH ASSIGNMENT TABLE: PERIPHERY

Light 'Mechs (20 to 35 tons)

2D6 Periphery C

- 2 THE-S Thorn [20]
- 3 HER-1A Hermes [30]
- 4 PNT-9R Panther [35]
- 5 SDR-5V Spider [30]
- 6 UM-R60 UrbanMech [30]
- 7 JVN-10N Javelin [30]
- 8 FS9-H Firestarter [35]
- 9 COM-2D Commando [25]
- 10 JR7-D Jenner [35]
- 11 UM-60L UrbanMech [30]
- 12 MON-67 Mongoose [25]

Magistracy of Canopus A

- EGL-2M Eagle [25]
- D9-G9 Duan Gung [25]
- JR7-K Jenner [35]
- ABS-3L Anubis [30]
- ZPH-1A Tarantula [25]*
- SDR-7M Spider [30]
- RVN-3L Raven [35]
- JVN-10P Javelin [30]
- ABS-3R Anubis [30]
- JA-KL-1532 Jackal [30]
- RTX-1-O Raptor [25]

Equipment Rating

Magistracy of Canopus B

- RVN-3L Raven [35]
- HMR-3M Hammer [30]
- JR7-D Jenner [35]
- UM-R60 UrbanMech [30]
- FS9-S Firestarter [35]
- JVN-10F Javelin [30]
- SDR-5V Spider [30]
- PNT-9R Panther [35]
- COM-2D Commando [25]
- SDR-7M Spider [30]
- WLF-1 Wolfhound [35]

Taurian Concordat A

- ABS-3L Anubis [30]
- FS9-S Firestarter [35]
- JR7-K Jenner [35]
- JVN-10F Javelin [30]
- UM-R63 UrbanMech [30]
- COM-2D Commando [25]
- JVN-10P Javelin [30]
- SDR-5V Spider [30]
- RVN-3L Raven [35]
- SDR-7M Spider [30]
- D9-G9 Duan Gung [25]

Taurian Concordat B

- SDR-7M Spider [30]
- MON-67 Mongoose [25]
- FS9-M Firestarter [35]
- COM-2D Commando [25]
- JR7-D Jenner [35]
- JVN-10 Javelin [30]
- FS9-H Firestarter [35]
- UM-60L UrbanMech [30]
- JVN-10P Javelin [30]
- RVN-3L Raven [35]
- PNT-10K Panther [35]

Medium 'Mechs (40 to 55 tons)

2D6 Periphery C

- 2 HBK-4P Hunchback [50]
- 3 CN9-A Centurion [50]
- 4 TBT-5N Trebuchet [50]
- 5 HCT-3F Hatchetman [45]
- 6 BJ-1 Blackjack [45]
- 7 ASN-21 Assassin [40]
- 8 WTH-1 Whitworth [40]
- 9 HBK-4G Hunchback [50]
- 10 DV-6M Dervish [55]
- 11 VL-2T Vulcan [40]
- 12 MHL-X1 Marshal [55]

Magistracy of Canopus A

- VND-4L Vindicator [45]
- HER-5S Hermes II [40]
- HUR-R4L Huron Warrior [50]
- HBK-5N Hunchback [50]
- CN9-D Centurion [50]
- MHL-2L Marshal [55]
- TBT-7M Trebuchet [50]
- SNK-1V Snake [45]
- BJ2-OD Blackjack [50]
- TR1 Wraith [50]
- MS1-O Men Shen [55]

Equipment Rating

Magistracy of Canopus B

- BJ-3 Blackjack [45]
- ENF-5D Enforcer [50]
- CDA-2A Cicada [40]
- VND-1R Vindicator [45]
- HBK-4P Hunchback [50]
- TBT-5N Trebuchet [50]
- BJ-2 Blackjack [45]
- VND-3L Vindicator [45]
- TBT-7M Trebuchet [50]
- WCT-4M Watchman [40]
- CDA-3M Cicada [40]

Taurian Concordat A

- BJ-2 Blackjack [45]
- ENF-5D Enforcer [50]
- HCT-3F Hatchetman [45]
- DV-7D Dervish [55]
- ENF-4R Enforcer [50]
- MHL-X1 Marshal [55]
- TBT-5N Trebuchet [50]
- KW1-LH2 Lineholder [55]
- VND-3L Vindicator [45]
- MHL-2L Marshal [55]
- BJ-3 Blackjack [45]

Taurian Concordat B

- BJ-3 Blackjack [45]
- HBK-5N Hunchback [50]
- MHL-X1 Marshal [55]
- TBT-5S Trebuchet [50]
- HBK-4G Hunchback [50]
- VND-1AA Vindicator [45]
- ENF-4R Enforcer [50]
- HCT-3F Hatchetman [45]
- DV-7D Dervish [55]
- HCT-5S Hatchetman [45]
- TBT-7M Trebuchet [50]

Heavy 'Mechs (60 to 75 tons)

2D6 Periphery C

- 2 GLT-4L Guillotine [70]
- 3 GHR-5N Grasshopper [70]
- 4 DRG-1N Dragon [60]
- 5 CPLT-C1 Catapult [65]
- 6 QKD-4G Quickdraw [60]
- 7 GHR-5H Grasshopper [70]
- 8 JM6-S JagerMech [65]
- 9 ON1-K Orion [75]
- 10 CTF-1X Cataphract [70]
- 11 CPLT-C4 Catapult [65]
- 12 BL-7-KNT Black Knight [75]

Magistracy of Canopus A

- TSG-9H Ti Ts'ang [60]
- HRC-LS-9000 Hercules [70]
- GAL-1GLS Gallowglas [70]
- ON1-M Orion [75]
- THR-1L Thunder [70]
- CTF-3L Cataphract [70]
- GHR-5J Grasshopper [70]
- WR-DG-02-FC War Dog [75]
- BNDR-01A Bandersnatch [75]
- CTF-3D Cataphract [70]
- JN-G8A Jinggau [65]

Equipment Rating

Magistracy of Canopus B

- GLT-5M Guillotine [70]
- TMP-3M Tempest [65]
- GHR-5N Grasshopper [70]
- THR-1L Thunder [70]
- CPLT-C4 Catapult [65]
- CTF-2X Cataphract [70]
- ON1-K Orion [75]
- CPLT-C3 Catapult [65]
- CTF-3L Cataphract [70]
- QKD-5M Quickdraw [60]
- GAL-1GLS Gallowglas [70]

Taurian Concordat A

- HEL-3D Helios [60]
- ON2-M Orion [75]
- CPLT-C3 Catapult [65]
- QKD-5M Quickdraw [60]
- CPLT-C1 Catapult [65]
- GHR-5J Grasshopper [70]
- CTF-3D Cataphract [70]
- CPLT-C4 Catapult [65]
- GHR-5N Grasshopper [70]
- CTF-3L Cataphract [70]
- TSG-9H Ti Ts'ang [60]

Taurian Concordat B

- GHR-5N Grasshopper [70]
- BL6-KNT Black Knight [75]
- CPLT-C4 Catapult [65]
- CTF-1X Cataphract [70]
- ON1-K Orion [75]
- GHR-5H Grasshopper [70]
- CPLT-C1 Catapult [65]
- GHR-5H Grasshopper [70]
- QKD-5M Quickdraw [60]
- ON1-V Orion [75]
- GAL-1GLS Gallowglas [70]

Assault 'Mechs (80 to 100 tons)

2D6 Periphery C

- 2 THG-10E Thug [80]
- 3 CGR-1L Charger [80]
- 4 AWS-8Q Awesome [80]
- 5 CP-10-Z Cyclops [90]
- 6 VTR-9B Victor [80]
- 7 ZEU-6S Zeus [80]
- 8 CGR-1A1 Charger [80]
- 9 BNC-3E Banshee [95]
- 10 STK-3F Stalker [85]
- 11 AS7-D Atlas [100]
- 12 HGN-733 Highlander [90]

Magistracy of Canopus A

- Y-H9G Yu Huang [90]
- BNC-3M Banshee [95]
- LGB-7Q Longbow [85]
- VTR-9K Victor [80]
- STK-5M Stalker [85]
- AWS-9Q Awesome [80]
- AWS-9M Awesome [80]
- AS7-D Atlas [100]
- CP-11-G Cyclops [90]
- T-IT-N10M Grand Titan [100]
- PLG-3Z Pillager [100]

Equipment Rating

Magistracy of Canopus B

- DVS-2 Devastator [100]
- EMP-6A Emperor [90]
- STK-3F Stalker [85]
- AS7-D Atlas [100]
- CGR-1A5 Charger [80]
- STK-3F Stalker [85]
- AWS-8Q Awesome [80]
- LGB-7Q Longbow [85]
- VTR-9K Victor [80]
- CP-11-A Cyclops [90]
- AWS-9M Awesome [80]

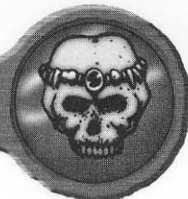
Taurian Concordat A

- PLG-3Z Pillager [100]
- CP-11-G Cyclops [90]
- LGB-7Q Longbow [85]
- BNC-3S Banshee [95]
- VTR-9K Victor [80]
- AS7-D Atlas [100]
- AWS-9M Awesome [80]
- STK-5M Stalker [85]
- ZEU-9S Zeus [85]
- AWS-9Q Awesome [80]
- EMP-6A Emperor [90]

Taurian Concordat B

- STK-5S Stalker [85]
- CP-11-A Cyclops [90]
- CGR-1A5 Charger [80]
- BNC-3M Banshee [95]
- STK-3F Stalker [85]
- AWS-8Q Awesome [80]
- VTR-9B Victor [80]
- ZEU-6T Zeus [80]
- LGB-7Q Longbow [85]
- BNC-3S Banshee [95]
- AWS-9Q Awesome [80]

*This is a four-legged (quad) BattleMech.



RANDOM 'MECH ASSIGNMENT TABLE: PERIPHERY

Light 'Mechs (20 to 35 tons)

2D6 Marian Hegemony

- 2 WLF-1 Wolfhound [35]
- 3 FS9-S1 Firestarter [35]
- 4 JA-KL-1532 Jackal [30]
- 5 JVN-10N Javelin [30]
- 6 PNT-9R Panther [35]
- 7 FS9-H Firestarter [35]
- 8 COM-2D Commando [25]
- 9 JVN-10P Javelin [30]
- 10 PNT-9R Panther [35]
- 11 HMR-3M Hammer [30]
- 12 MON-66 Mongoose [25]

Circinus Federation

- JA-KL-1532 Jackal [30]
- MON-67 Mongoose [25]
- SDR-5V Spider [30]
- FS9-H Firestarter [35]
- JR7-F Jenner [35]
- JVN-10F Javelin [30]
- COM-2D Commando [25]
- WLF-1 Wolfhound [35]
- FS9-S Firestarter [35]
- DRT-4S Dart [25]
- SPR-5F Spector [35]

Equipment Rating

Pirates

- SDR-9K Venom [35]
- PNT-10K Panther [35]
- JR7-D Jenner [35]
- JVN-10F Javelin [30]
- PNT-9R Panther [35]
- COM-2D Commando [25]
- FS9-H Firestarter [35]
- RVN-3L Raven [35]
- SDR-5V Spider [30]
- WLF-1 Wolfhound [35]
- C-SK1 Cossack [20]

Hanseatic League

- FS9-H Firestarter [35]
- THE-S Thorn [20]
- COM-5S Commando [25]
- JR7-D Jenner [35]
- PNT-10K Panther [35]
- JVN-10F Javelin [30]
- FS9-H Firestarter [35]
- UM-R60 UrbanMech [30]
- WLF-1 Wolfhound [35]
- JVN-10N Javelin [30]
- SDR-7M Spider [30]

Castillian/Umayyad

- MCY-98 Mercury [20]
- SDR-5V Spider [30]
- PNT-9R Panther [35]
- FS9-H Firestarter [35]
- COM-2D Commando [25]
- JR7-D Jenner [35]
- FS9-H Firestarter [35]
- UM-R60 UrbanMech [30]
- JVN-10N Javelin [30]
- MON-67 Mongoose [25]
- THE-S Thorn [20]

Medium 'Mechs (40 to 55 tons)

2D6 Marian Hegemony

- 2 CDA-2A Cicada [40]
- 3 CLNT-2-3T Clint [40]
- 4 ASN-40 Assassin [40]
- 5 HBK-4P Hunchback [50]
- 6 DV-6M Dervish [55]
- 7 VND-1R Vindicator [45]
- 8 HBK-5H Hunchback [50]
- 9 ENF-4R Enforcer [50]
- 10 CN9-A Centurion [50]
- 11 BJ-3 Blackjack [45]
- 12 VND-3L Vindicator [45]

Circinus Federation

- CN9-D Centurion [50]
- BJ-3 Blackjack [45]
- ASN-21 Assassin [40]
- ENF-4R Enforcer [50]
- KW1-LH2 Lineholder [55]
- HBK-4G Hunchback [50]
- TBT-5N Trebuchet [50]
- HCT-3F Hatchetman [45]
- CN9-A Centurion [50]
- CLNT-2-3U Clint [40]
- NGS-4S Nightstky [50]

Equipment Rating

Pirates

- FS9-O Firestarter [45]
- WFT-1 Wolf Trap [45]
- BSW-X1 Bushwacker [55]
- HBK-4P Hunchback [50]
- CLN-7V Chameleon [50]
- MHL-X1 Marshal [55]
- KW1-LH2 Lineholder [55]
- VND-1R Vindicator [45]
- DV-7D Dervish [55]
- CLNT-2-3U Clint [40]
- BJ-2 Blackjack [45]

Hanseatic League

- ASN-23 Assassin [40]
- WTH-2 Whitworth [40]
- VL-5S Vulcan [40]
- TBT-5S Trebuchet [50]
- HBK-4G Hunchback [50]
- WTH-1 Whitworth [40]
- CN9-D Centurion [50]
- HCT-3F Hatchetman [45]
- CLNT-2-3T Clint [40]
- WVE-5N Wyvern [45]
- BJ-1 Blackjack [45]

Castillian/Umayyad

- KTO-18 Kintaro [40]
- CDA-2A Cicada [40]
- VL-2T Vulcan [40]
- TBT-5S Trebuchet [50]
- BJ-1 Blackjack [45]
- HBK-4G Hunchback [50]
- HCT-3F Hatchetman [45]
- WTH-1 Whitworth [40]
- CN9-A Centurion [50]
- CLNT-2-3T Clint [40]
- HER-2S Hermes II [40]

Heavy 'Mechs (60 to 75 tons)

2D6 Marian Hegemony

- 2 TMP-3M Tempest [65]
- 3 QKD-5M Quickdraw [60]
- 4 CTF-3D Cataphract [70]
- 5 GHR-5N Grasshopper [70]
- 6 QKD-4G Quickdraw [60]
- 7 ON1-V Orion [75]
- 8 GHR-5H Grasshopper [70]
- 9 CTF-1X Cataphract [70]
- 10 CPLT-C1 Catapult [65]
- 11 CPLT-H2 Catapult [65]
- 12 ON2-M Orion [75]

Circinus Federation

- TMP-3M Tempest [65]
- CES-3R Caesar [70]
- JM6-DD JagerMech [65]
- MLN-1B Merlin [60]
- CPLT-C1 Catapult [65]
- ON1-K Orion [75]
- GHR-5H Grasshopper [70]
- QKD-4G Quickdraw [60]
- CTF-3D Cataphract [70]
- GLT-5M Guillotine [70]
- EXC-C1 Excalibur [70]

Equipment Rating

Pirates

- GAL-1GLS Gallowglas [70]
- CES-3R Caesar [70]
- CTF-3D Cataphract [70]
- DRG-1N Dragon [60]
- GHR-5H Grasshopper [70]
- ON1-K Orion [75]
- QKD-5M Quickdraw [60]
- MLN-1B Merlin [60]
- THR-1L Thunder [70]
- FLS-7K Flashman [75]
- PTR-4D Penetrator [75]

Hanseatic League

- DRG-5K Grand Dragon [65]
- CHP-1N Champion [60]
- CPLT-K2 Catapult [65]
- QKD-4G Quickdraw [60]
- JM6-S JagerMech [65]
- GHR-5H Grasshopper [70]
- GLT-5M Guillotine [70]
- QKD-4G Quickdraw [60]
- DRG-5N Dragon [60]
- ON1-K Orion [75]
- GHR-5N Grasshopper [70]

Castillian/Umayyad

- QKD-4G Quickdraw [60]
- FLS-7K Flashman [75]
- CPLT-A1 Catapult [65]
- ON1-K Orion [75]
- QKD-4G Quickdraw [60]
- GHR-5H Grasshopper [70]
- CPLT-C1 Catapult [65]
- GHR-5H Grasshopper [70]
- CPLT-A1 Catapult [65]
- JM6-S JagerMech [65]
- BMB-10D Bombardier [65]

Assault 'Mechs (80 to 100 tons)

2D6 Marian Hegemony

- 2 T-T-N10M Grand Titan [100]
- 3 CGR-1A5 Charger [80]
- 4 ZEU-9S Zeus [80]
- 5 AS7-D Atlas [100]
- 6 LGB-7Q Longbow [85]
- 7 AWS-8Q Awesome [80]
- 8 STK-3F Stalker [85]
- 9 BNC-3M Banshee [95]
- 10 VTR-9K Victor [80]
- 11 CGR-2A2 Charger [80]
- 12 AWS-9Q Awesome [80]

Circinus Federation

- DVS-2 Devastator [100]
- STK-5M Stalker [85]
- VTR-9S Victor [80]
- LGB-7Q Longbow [85]
- AWS-8T Awesome [80]
- STK-3H Stalker [85]
- AWS-8Q Awesome [80]
- BNC-3S Banshee [95]
- ZEU-9S Zeus [80]
- CGR-1A5 Charger [80]
- HGN-732 Highlander [90]

Equipment Rating

Pirates

- GUN-1ERD Gunslinger [85]
- BNC-3E Banshee [95]
- CGR-SB Charger [80]
- CGR-1L Charger [80]
- VTR-9B Victor [80]
- STK-3F Stalker [85]
- AWS-8Q Awesome [80]
- AS7-D Atlas [100]
- CGR-1A5 Charger [80]
- LGB-7Q Longbow [85]
- EMP-6A Emperor [90]

Hanseatic League

- ZEU-6S Zeus [80]
- LGB-7Q Longbow [85]
- CP-11-A Cyclops [90]
- AWS-8Q Awesome [80]
- VTR-9B Victor [80]
- BNC-3E Banshee [90]
- AS7-D Atlas [100]
- STK-3F Stalker [85]
- CGR-3K Charger [80]
- AS7-S Atlas [100]
- BNC-5S Banshee [90]

Castillian/Umayyad

- CGR-1A1 Charger [80]
- HGN-733 Highlander [90]
- VTR-9B Victor [80]
- AWS-8Q Awesome [80]
- STK-3F Stalker [85]
- BNC-3E Banshee [90]
- ZEU-6S Zeus [80]
- AS7-D Atlas [100]
- CGR-1A1 Charger [80]
- CP-10Z Cyclops [90]
- AWS-8Q Awesome [80]



RULES

RANDOM VEHICLE ASSIGNMENT TABLE: PERIPHERY

Light Vehicles

2D6 (20 to 35 tons)

- 2 Savannah Master Hovercraft [5]
- 3 J. Edgar Light Hovortank [25]
- 4 Hunter Light Support Tank [35]
- 5 Saracen Medium Hover Tank [35]
- 6 Harasser Missile Platform [25]
- 7 Pegasus Scout Hovortank [35]
- 8 Cavalry Attack Helicopter [25]
- 9 Warrior H-7C Attack Helicopter [21]
- 10 Saladin Assault Hovortank [35]
- 11 PKR-T5 Packrat LRPV [20]
- 12 Yellow Jacket Gunship [30]

Medium Vehicles

(40 to 55 tons)

- Regulator Hover Tank [45]
- Vedette Medium Tank [50]
- Condor Heavy Hover Tank [50]
- Light SRM Carrier [40]
- Maxim Heavy Hover Transport [50]
- Drillson Heavy Hover Tank [50]
- Gladius Medium Hover Tank [40]
- Myrmidon Medium Tank [40]
- Goblin Medium Tank [45]
- Fulcrum Heavy Hover Tank [50]
- Hetzer Wheeled Assault Gun [40]

Heavy Vehicles

(60 to 75 tons)

- Zhukov Heavy Tank [75]
- Brutus Assault Tank [75]
- Pike Support Vehicle [60]
- SRM Carrier [60]
- Bulldog Medium Tank [60]
- Manticore Heavy Tank [60]
- Po Heavy Tank [60]
- LRM Carrier [60]
- Patton Tank [65]
- Von Luckner Heavy Tank [75]
- Pilum Heavy Tank [70]

Assault Vehicles

(80 to 100 tons)

- Behemoth Heavy Tank [100]
- Demolisher Heavy Tank [80]
- Partisan Heavy Tank [80]
- Ontos Heavy Tank [95]
- Heavy LRM Carrier [80]
- Schrek PPC Carrier [80]
- Ontos Heavy Tank [95]
- Demolisher Heavy Tank [80]
- Partisan Heavy Tank [80]
- SturmFeur Heavy Tank [85]
- Behemoth Heavy Tank [100]

PERIPHERY REGIMENTS

Each Periphery regiment possesses certain specialties and skills based on its experience and the abilities of its commanders. The regiment descriptions presented earlier in this book discuss these characteristics in detail. The following game rules simulate these characteristics and supplement existing *BattleTech*, *AeroTech 2*, *BattleForce 2* and *MW3* rules. Before using any supplemental rules, the gamemaster and all players should agree on the rules' use before starting play. Similarly, players should feel free to modify any rule that seems inappropriate for their campaign. All of the following rules are considered Level 3 rules and are not appropriate for tournament play.

Many of the following rules were specifically designed for use with *Creating Scenarios* (p. 97, *BMR*). Feel free, however, to use them in other game situations. Unless otherwise stated, the following rules apply to *BattleTech* games only.

USING HIDDEN UNITS RULES

Certain regiments can use the *Hidden Units* rules (p. 77, *BMR*) to set up part or all of their forces when scenario circumstances allow. If the opportunity does not exist, the regiment cannot exercise this option. For example, in a chase scenario both sides move at the start of the game, so *Hidden Units* rules cannot be applied. In a stand-up fight scenario, however, one side can use the *Hidden Units* rules. Players must decide if a scenario accommodates the use of hidden units. In all cases, both players must agree before using the rules in a scenario.

If the rules for a scenario already call for hidden units, the regiment's special ability to set up hidden units has no effect.

RANDOM AEROSPACE ASSIGNMENT TABLE: OUTWORLDS ALLIANCE

Light Fighters

2D6 (20 to 45 tons)

- 2 SYD Z4 Seydlitz [20]
- 3 SPR-H5K Sparrowhawk [30]
- 4 Centurion [30]
- 5 Sabre [25]
- 6 SYD Z1 Seydlitz [20]
- 7 SPR-H5 Sparrowhawk [30]
- 8 SYD Z1 Seydlitz [20]
- 9 Centurion [30]
- 10 SL-21 Sholagar [35]
- 11 SYD Z2 Seydlitz [20]
- 12 SPD-502 Spad [30]

Medium Fighters

(50 to 70 tons)

- IRN-SD1 Ironsides [65]
- CSR-V20 Corsair [50]
- LCF-R15 Lucifer [65]
- SL-17 Shilone [65]
- Lightning [50]
- CSR-V12 Corsair [50]
- Lightning [50]
- SL-17 Shilone [65]
- F-90 Stingray [60]
- CSR-V20 Corsair [50]
- SL-17R Shilone [65]

Heavy Fighters

(75 to 100 tons)

- SL-15R Slayer [80]
- STU-K10 Stuka [100]
- F-100 Riever [100]
- Thunderbird [100]
- SL-15 Slayer [80]
- STU-K5 Stuka [100]
- SL-15A Slayer [80]
- Eagle [75]
- CHP-W5 Chippewa [90]
- STU-K10 Stuka [100]
- RPR-100 Rapier [85]

OVERLAPPING ABILITIES AND ADVANTAGES

If opposing forces possess identical abilities or advantages, the advantages cancel each other out. For example, if two opposing regiments both have the advantage of choosing the side of the map from which they enter, ignore the advantage and use standard rules to determine where the opponents enter.

FORCING THE INITIATIVE

Several Periphery regiments have the ability to force the Initiative and gain bonuses to their Initiative Rolls. The bonus is equal to the number of enemy units the side destroyed in the previous turn, reduced by the number of its own destroyed units.

For example, a side with this capability receives a +2 Initiative bonus if it destroys 4 enemy units and loses 2 of its own during the previous turn.

OFF-MAP MOVEMENT

Some regiments are proficient in tactical movement behind the lines of combat. Regiments with the off-map movement ability may move units off the map during play. These units re-enter play at a predetermined map edge. This ability may be



used only if the scenario type allows for it. For example, an offensive force may not use this ability in breakthrough scenarios; in a hold-the-line scenario, the defending force cannot use off-map movement.

To use the off-map movement ability, the controlling player writes down a specific exit hex and mapsheet for each unit moving off-map, as well as the turn when the unit exits. The controlling player must also write down a specific re-entry hex, mapsheet and re-entry turn for each exiting unit.

Before re-entering the map, an exiting unit must remain off the map for the number of turns it would take to travel from its exit hex to its entrance hex. To calculate this travel time, count the number of blank half hexes along the map edges between the entrance and exit hexes. Then divide this number by the unit's Running/Flank MP rating (round fractions up). The result is the *minimum* number of turns the unit must remain off the map. The controlling player can delay the unit's re-entry beyond this period if he desires but must select the re-entry turn when the unit leaves the map.

Each returning unit re-enters the map in the End Phase of the turn noted on its "written orders." At that time, the opposing player can check the unit's orders to make sure the move was legal. If the move was illegal, the unit is considered destroyed and removed from play. (A move is illegal if the unit does not remain off the map for the required travel time or does not enter at the location and turn noted on its written orders.) In a campaign setting, these "destroyed" units may be brought back into play in a later battle, because they are actually lost rather than destroyed.

If a unit's re-entry hex is occupied by an enemy unit or if the re-entering unit would violate the stacking limits of the hex by entering it, the re-entering unit is placed in a hex of the opposing player's choice, adjacent to the intended entry hex.

Once a returning unit has re-entered the map, any enemy unit adjacent to it may immediately attack it, using the rules for *Pointblank Shots from Hidden Units* (p. 77, *BMR*). The attack does not restrict the attacking unit's ability to make attacks in the following turn.

Units off the map cannot engage in combat. If a force destroys all enemy units on the map before off-map enemy units return, the battle is lost.

OVERRUN COMBAT

Some regiments are capable of "overrun" combat; these forces may fire before enemy forces can move or fire under certain circumstances.

When rolling Initiative for overrun-capable regiments, note the die roll's Margin of Success. Divide the Margin of Success by 2 (round fractions down). The result equals the number of individual units that may move, designate and resolve their firing before any other units move and fire. "Extra" successes do not carry over into later turns (i.e., if the player has more successes than 'Mechs available to move). For example, an over-

run-capable force makes an Initiative Roll of 11, while its opponent rolls only a 6. The overrun-capable force has a Margin of Success of 5, which means two of its units may move and fire before any other units move (5 divided by 2 = 2.5, rounded down to 2).

Units employing the overrun capability do not take part in the normal move/fire sequence. In other words, overrunning units do not count when determining how many units each side must move when alternating turns during the Movement, Reaction and Weapon Attack Phases. Overrunning units make physical attacks as normal during the Physical Attack Phase.

BANKING INITIATIVE

Some regiments have an innate grasp of the ever-changing battlefield. Such units can elect to concede the Initiative then seize it later in combat.

When conceding the Initiative, the controlling player must do so before making his Initiative Roll for the turn. For every two turns a player concedes Initiative, he may seize the Initiative in a subsequent turn. (Initiative is seized before Initiative Rolls are made for the turn.) A player may not "bank" more than two Initiatives (by conceding it in four other previous turns) at any one time. For purposes of other special abilities, consider the opponent to have won or lost the initiative (as appropriate) by a margin of 1.

BATTLEFORCE 2 COMMAND LISTS

The following lists of new commands are for use with the *BattleForce 2* game.

Magistracy Armed Forces Command List

- | | |
|----|-------------------|
| 1 | Jam Transmission |
| 2 | Double-Time March |
| 3 | Stand and Shoot |
| 4 | Double-Time March |
| 5 | Hello, HQ? |
| 6 | Alpha Strike! |
| 7 | Stand and Shoot |
| 8 | Double-Time March |
| 9 | Jam Transmission |
| 10 | Luck of the Fox |

Taurian Defense Force Command List

- | | |
|----|-----------------|
| 1 | Alpha Strike! |
| 2 | Alpha Strike! |
| 3 | Charge! |
| 4 | Charge! |
| 5 | Evasive Action |
| 6 | Evasive Action |
| 7 | Evasive Action |
| 8 | Hello, HQ? |
| 9 | Hello, HQ? |
| 10 | Stand and Shoot |



RULES

Marian Hegemony Armed Forces Command List

- 1 Alpha Strike!
- 2 Ambush
- 3 Charge
- 4 Evasive Action
- 5 Hello, HQ?
- 6 Stand and Shoot
- 7 Careful Aim
- 8 Fall Back!
- 9 Death from Above
- 10 Double-Time March

Outworlds Alliance Military Corps

- 1 Alpha Strike!
- 2 Ambush
- 3 Careful Aim
- 4 Careful Aim
- 5 Evasive Action
- 6 Fall Back!
- 7 Hello, HQ?
- 8 Jam Transmission
- 9 Luck of the Fox
- 10 Luck of the Fox

Circinian Military Command List

- 1 Fall Back!
- 2 Careful Aim
- 3 Evasive Action
- 4 Jam Transmission
- 5 Ambush
- 6 Ambush
- 7 Luck of the Fox
- 8 Double-Time March
- 9 Charge!
- 10 Alpha Strike!

Lesser Periphery States Command List

- 1 Alpha Strike!
- 2 Ambush
- 3 Ambush
- 4 Careful Aim
- 5 Careful Aim
- 6 Fall Back!
- 7 Hello, HQ?
- 8 Jam Transmission
- 9 Jam Transmission
- 10 Luck of the Fox

Bandit Kingdoms Command List

- 1 Alpha Strike!
- 2 Charge!
- 3 Charge!
- 4 Death from Above
- 5 Double-Time March
- 6 Evasive Action
- 7 Fall Back!
- 8 Jam Transmission
- 9 Stand and Shoot
- 10 Stand and Shoot

Deep Periphery Command List

- 1 Alpha Strike!
- 2 Alpha Strike!
- 3 Ambush
- 4 Charge!
- 5 Charge!
- 6 Fall Back!
- 7 Hello, HQ?
- 8 Hello, HQ?
- 9 Stand and Shoot
- 10 Stand and Shoot

MAGISTRACY ARMED FORCES

Unless otherwise noted, all Magistracy Armed Forces (MAF) units roll for lance composition using the Periphery "C" and the Magistracy of Canopus "A" and "B" columns of the *Random 'Mech Assignment Table: Periphery* (p. 146).

MAGISTRACY ROYAL GUARDS

When randomly assigning 'Mechs to the Magistracy Royal Guards, make a 1D6 roll any time a roll produces a result of 12. If the 1D6 result is a 6, the player may choose any 'Mech, regardless of weight class, that appears on any of the following: *Random 'Mech Assignment Tables: Magistracy of Canopus* (p. 146), *Capellan Confederation* (p. 123, *Field Manual: Capellan Confederation*), *Federated Suns* (p. 139, *Field Manual: Federated Suns*) or *Free Worlds League* (p. 126, *Field Manual: Free Worlds League*). If the 1D6 roll produces any other result, and the player must accept the original roll result of 12.

Raventhir's Iron Hand (A)

In any scenario where the Iron Hand is the defender, the unit may use the Off-Map Movement and Overrun Combat special abilities. However, the unit's opponent receives a +1 Initiative bonus for the entire scenario.



1st Canopian Cuirassiers (A)

When using the dropping troops rules (p. 72, *BMR*), the First Canopian Cuirassiers receive a -1 modifier to Piloting Rolls made to determine if they scatter.

2nd Canopian Cuirassiers (B)

When playing a scenario on urban terrain maps, the Second Canopian Cuirassiers receive a +2 Initiative modifier and may use the Banking Initiative special ability.

CHASSEURS À CHEVAL

All Cheval units may use the Overrun Combat special ability.

1st Canopian Light Horse (A)

At the beginning of every fifth turn in a scenario, the First Canopian Light Horse receives a cumulative +1 Initiative bonus.

2nd Canopian Light Horse (B)

If the Second Canopian Light Horse moves more than half of its starting units using Running/Flanking/Overthrust Movement, it gains a -1 to-hit modifier on the subsequent turn. This modifier is not cumulative.

3rd Canopian Light Horse (C)

If the unit loses the Initiative in two consecutive turns, it receives a cumulative -1 Initiative penalty at the beginning of the next turn.

CANOPIAN FUSILIERS

The Canopian Fusiliers comprise the MAF's finest troops. When generating random MechWarriors skills, the controlling player may roll on the Veteran column of the *Random Skills Table* (p. 108, *BMR*).

1st Canopian Fusiliers (C)

The First Fusiliers receive a +1 Initiative modifier whenever they field twelve or fewer units in a scenario. If they field more than twelve units in a scenario, they receive a -2 Initiative modifier.

2nd Canopian Fusiliers (B)

The Second Canopian Fusiliers go berserk and receive a -1 to-hit modifier to all weapon attacks any time they face Star League Defense Force troops. However, the Second Fusiliers receive a -3 Initiative penalty as well.

3rd Canopian Fusiliers (A)

During any turn in which the Third Fusiliers win the Initiative, they may move half of their current units (round down) after all opponent units have moved.

MAGISTRACY HIGHLANDERS

Because of the Highlanders' mercenary past, any MW3 character who serves in the unit automatically receives the Contact/Mercenary (2) Trait.

1st Magistracy Highlanders (B)

All First Magistracy Highlander units receive a -2 to-hit modifier to weapon attacks if none of the units received damage of any kind during the previous turn.

No assault 'Mechs may be selected for the unit when determining forces.

2nd Magistracy Highlanders (C)

The Second Magistracy Highlanders may use the Off-Map Movement special ability.

RAVENTHIR CUIRASSIERS

Any MW3 character who serves in the Raventhir Cuirassiers automatically receives the Title Trait.

1st Raventhir Cuirassiers (C)

The First Raventhir Cuirassiers receive a -1 to-hit modifier to all long-range weapon attacks. Any MW3 character who serves in the First Cuirassiers automatically receives the Contact/Taurian Concordat MechWarrior Trait.

2nd Raventhir Cuirassiers (C)

Any MW3 character who serves in the First Cuirassiers automatically receives the Contact/Capellan Confederation MechWarrior (1) Trait.

INDEPENDENT MAGISTRACY UNITS

Magistracy Cavaliers (C)

When playing a scenario on open terrain, the Cavaliers may use the Banking Initiative and Forcing the Initiative special abilities. When playing a scenario on any other type of terrain, the Cavaliers receive a -1 Initiative penalty.

1st Canopian Brigade (C)

For each First Brigade 'Mech not deployed during a scenario, the unit receives a cumulative +1 Initiative bonus. For every three 'Mechs not deployed, the First receives a cumulative -1 to-hit modifier to all weapon attacks. All bonuses are lost as soon as any of these "reserve" forces enter the map.

Colonial Marshals (A)

The Colonial Marshals may use the Forcing the Initiative, Off-Map Movement, Overrun Combat and Banking Initiative special abilities. However, if the Colonial Marshals field more than two units, they begin to lose the special abilities. For every two units or a portion thereof greater than two, the Marshals randomly lose one of the abilities.



RULES

TAURIAN DEFENSE FORCE

Unless otherwise noted, all Taurian Defense Force (TDF) units roll for lance composition using the Periphery C and the Taurian Concordat A and B columns of the *Random 'Mech Assignment Table: Periphery* (p. 146).

TAURIAN GUARD

When determining lance composition, the player controlling a Taurian Guard unit may choose up to two of the 'Mechs or vehicles he or she wants from the appropriate column and table prior to rolling for selections.

All MW3 characters assigned to a Taurian Guard unit gain 1 free Edge point for the duration of his or her assignment.

Taurian Guard (A)

If the Guard control the fastest 'Mechs in the game, they receive an Edge point. Compare the fastest 'Mech from each Guard lance against the fastest 'Mech of the opposing force. For every functioning Guard 'Mech that is faster, the unit receives a cumulative +1 Initiative bonus, up to a maximum bonus of +3. This bonus may be altered as 'Mechs from either side are damaged.

When operating in urban settings, the Guard's First Battalion receives the Overrun Combat special ability.

Concordat Commandos (A)

When rolling to determine lance weight, the player controlling the Commandos may downgrade the weight class of any single element ('Mech or vehicle) per lance and upgrade an element in another lance by one weight class.

Up to half of the Commando units may start the game off-map and use Off-Map Movement special ability. When all forces are on the map, the Commandos receive the Overrun Combat special ability.

I CORPS

Concordat Jaegers (A)

When assigning 'Mechs, the Jaegers player may roll and select one element per lance from the B column of the *St. Ives* or *Capellan Confederation Random 'Mech Tables*, (p. 123, *Field Manual: Capellan Confederation*).

The Jaegers may force the Initiative per standard rules. In open terrain (no urban environments or heavy woods) the unit gains a +1 Initiative bonus against any other Periphery force.

Red Chasseurs (B)

Prior to starting play, the Chasseurs player may opt to select all of the maps for play and his unit's home edge; in exchange, the player concedes the Initiative in the first four rounds of play (for the purposes of other abilities, consider the Initiative to have been lost by a margin of 1). Alternatively, he

may allow the enemy to choose maps and home edge; in exchange, he may place up to half of his force in hidden positions on the map (as long as the circumstances of the battle allow for the hidden placement).

II CORPS

Hyades Light Infantry (C)

Any time the controlling player rolls a 2 or 12 when rolling to determine lance composition, he may roll on any C, D or E column of the appropriate weight class on any Inner Sphere Random 'Mech Assignment Table (see the appropriate *Field Manual*). If using Battle Values to determine the composition of forces, at least 10 percent of the unit's BV must be devoted to infantry or be lost.

When using the dropping troops rules (p. 72, *BMR*), members of this regiment gain a -2 bonus on landing rolls. No MW3 character assigned to this unit may have TDS.

III CORPS

All MW3 characters assigned to III Corps gain the Disadvantage Quirk/Hatred of House Davion.

Pleiades Hussars (B)

If using BV to determine the composition of forces, at least 10 percent of the unit's BV must be devoted to infantry or be lost.

Any time the Hussars are outnumbered by 2-to-1 or be greater, the unit gains the Overrun Combat special ability and a +2 Initiative bonus.

1st Taurian Lancers (C)

If using BV to determine the composition of forces, at least 20 percent of the unit's BV must be devoted to armor units or lost.

MW3 characters assigned to the Lancers gain 5 Experience Points per month; the point may be assigned to any Career, Tactics or Strategy skill.

IV CORPS

Pleiades Lancers (A)

After rolling for weight and composition of forces, the Pleiades Lancers may sacrifice one fourth of its units to gain a +3 Initiative bonus throughout the game. These units are not destroyed but may not be used during the game.

All MW3 characters assigned to Lancers gain the Disadvantage Quirk/Hatred of House Davion.

2nd Taurian Lancers (B)

If using BV to determine the composition of forces, at least 20 percent of the unit's BV must be devoted to armor units or be lost.

If the Lancers are conducting a defensive urban mission, the controlling player may place up to one fourth of his forces



in hidden positions. Any time the Second Lancers outnumber their opponents by 2-to-1 or more, the unit receives the Force the Initiative special ability.

V CORPS

3rd Taurian Lancers (C)

If using BV to determine the composition of forces, at least 20 percent of the unit's BV must be devoted to armor units or lost.

If elements from different battalions are deployed with the Third Lancers, the unit receives a -1 Initiative penalty for the entire game. Additionally, enemy units may not fire on the unit's infantry if a Third Lancers BattleMech is closer.

All MW3 characters assigned to Lancers gain the Disadvantage Quirk/Rivalry with Vandelay's Valkyries.

VI CORPS

All MW3 characters assigned to VI Corps must take the Disadvantage Quirk/Loyalty to the Calderons if they do not already have it. These characters may use the resulting advantage points to increase other advantages or skills, however.

1st Taurian Pride (C)

Once per lance, the controlling player may select a 'Mech from the appropriate column prior to rolling for any other 'Mechs during lance composition. Additionally, the First Pride receives the Banking Initiative special ability.

2nd Taurian Pride (C)

When Marra Westin is on the field, the Second Pride is considered Elite for purposes of judging special abilities; additionally, the unit gains the Banking Initiative special ability. All of these abilities are lost if Marra Westin's 'Mech is destroyed or crippled, however. If she is killed, the opposing unit receives the Overrun Combat and Force the Initiative special abilities.

MARIAN HEGEMONY ARMED FORCES

Unless otherwise noted, all Marian Hegemony Armed Forces (MHAF) units use the Periphery C and the Marian Hegemony A columns of the *Random 'Mech Assignment Table: Periphery* (p. 146-147) when rolling for lance composition.

I LEGIO MARTIA VICTRIX (A)

I Legio receives a +2 Initiative bonus when fighting as the defender. If a unit is targeted by multiple enemy units and is in partial cover, the unit may force the opponent to roll on the Full-Body Hit Table if the attack succeeds.

II LEGIO CATAPHRACTII (A)

II Legio receives a +1 Initiative bonus, as well as the Overrun Combat and Seize the Initiative special abilities.

III LEGIO LIMITANEI (C)

The III Legio's disorganized style of combat tends to cause it problems when engaging the enemy at any range. The III Legio automatically loses the Initiative for the first three turns of any scenario and receives a +1 penalty on all long and medium range to-hit numbers.

IV LEGIO COMITATENSIS (C)

IV Legio elements receive no penalties for weapon attacks made while walking or cruising. Reduce by 1 all penalties for weapon attacks made while running or jumping.

V LEGIO RIPARIENSIS (A)

The controlling player may place any or all of his force in hidden positions on any city map prior to the start of the game. As long as at least half of the player's force is located on a city map, the entire unit receives the Banking Initiative special ability.

VI LEGIO RIPARIENSIS (C)

Any element of the legion with a walking/cruising movement of 5 hexes or greater may use the Offboard Movement special ability.

COHORS MORITURI (C)

The controlling player may choose to take a +1 penalty to all to-hit numbers or a -1 Initiative penalty throughout the game; in exchange, the unit receives any two of the special formation abilities listed on pages 148 and 149.

The player must make this decision before play starts.

ALLIANCE MILITARY CORPS

Unless otherwise noted, all Alliance Military Corps (AMC) units roll for lance composition using the Periphery C column of the *Random 'Mech Assignment Table: Periphery* (p. 146).

1ST WING/AVELLAR GUARDS

Skilled at pushing the offensive, the First Wing/Avellar Guards may use the Overrun Combat special ability. Members of the First Wing may spend 1 Thrust Point above the standard threshold before a Control Roll is required (p. 8, AT2).

2ND WING/FIRST LONG ROAD LEGION

The Second Wing/First Long Road Legion receive a +1 Initiative bonus when both ground and aerospace forces of the units are active. Second Wing fighters receive a -1 to-hit modifier when performing dive-bombing and level-bombing attacks (p. 26, AT2).

3RD WING/ALLIANCE BORDERERS

When acting as the defender, these units receive the Banking Initiative special ability. Third Wing fighter pilots are adept at atmospheric flight and receive a -1 modifier to Piloting



RULES

Skill Rolls when performing Special Maneuvers in atmosphere (p. 31, AT2).

4TH WING/SECOND LONG ROAD LEGION

These units receive a -1 to-hit modifier when defending in Hold-the-Line scenarios (p. 98-99, BMR). Enemy units firing on Fourth Wing fighters from the ground receive a +1 to-hit penalty (p. 27, AT2).

5TH WING/ALLIANCE GRENADIERS

These units receive a +1 Initiative bonus and may use the Overrun Combat special ability if their opponents are pirates or bandits. Fighters in the Fifth Wing receive a -1 modifier to Control Rolls when crossing from a space hex to an atmospheric interface hex (p. 11, AT2).

CIRCINIAN MILITARY

Unless otherwise noted, all Circinian units roll for lance composition using the Circinus Federation column of the *Random 'Mech Assignment Table: Periphery* (p. 147).

BLACK WARRIORS

To maintain mobility during bandit raids, the Black Warriors field a light force. When rolling to determine lance weight, apply a -3 modifier to the Random Lance Type roll (p. 103, BMR). Adept at hit-and-run strikes, the Black Warriors possess the Off-Map Movement and Overrun Combat special abilities.

MCINTYRE HOUSE GUARDS

As a defensive unit, the Guards field a heavy force. When rolling to lance composition, apply a +3 modifier to the Random Lance Type roll (p. 103, BMR). Because the Guards excel in the defense, up to half of Guard units may begin in hidden positions when the Guards are the defenders in a scenario. Alternatively, the Guards may prepare various defensive measures in up to twenty separate hexes on the map board prior to the start of play. Permitted defensive measures include artillery strikes (p. 70, BMR), conventional or vibrabomb mines (pp. 80-81, BMR). Any single hex can contain only one type of defensive measure.

LESSER PERIPHERY STATES

Unless otherwise noted, all of these units roll for lance composition using the Periphery C column of the *Random 'Mech Assignment Table: Periphery* (p. 146).

BROTHERHOOD OF RANDIS

When rolling to determine lance composition, the controlling player may roll on the ComStar column of the *Random 'Mech Assignment Table: Inner Sphere 2* (p. 106, BMR) twice

per lance. Brotherhood units may choose their own home edge unless they are the defenders in a chase scenario. Additionally, the Brotherhood player may choose the maps to be used in the battle or may deploy any or all of his Brotherhood units in hidden positions prior to the start of battle.

FIEFDOM MILITARY FORCES (NOVO FRANKLIN)

The Fiefdom player rolls 1D6 per lance deployed. Divide the result by 3 and round up the result. The final result equals the number 'Mechs in the lance that suffer from unrepaired damage. Choose the affected 'Mechs randomly.

For each damaged 'Mech, roll 1D6, divide by 2 and round up the result. Roll that number of D6s to determine the Critical Hit location to the 'Mech.

Roll Result	Critical Hit Location
1	Engine
2	Sensor
3 or 4	Leg Mounted Actuator (foot, lower, upper or hip, determined randomly)
5	Arm Actuator (hand, lower, upper or shoulder)
6	Heat Sink

After determining the Critical Hit location, randomly assign it to an appropriate slot on the Critical Hit Table of the 'Mech's record sheet.

LARSEN'S LONERS

In any scenario where the Loners are the defenders, the controlling player may set minefields (standard, vibrabomb or command detonated mines). Multiply by 3 the number of Loners 'Mechs fielded to determine how many hexes the minefields may cover.

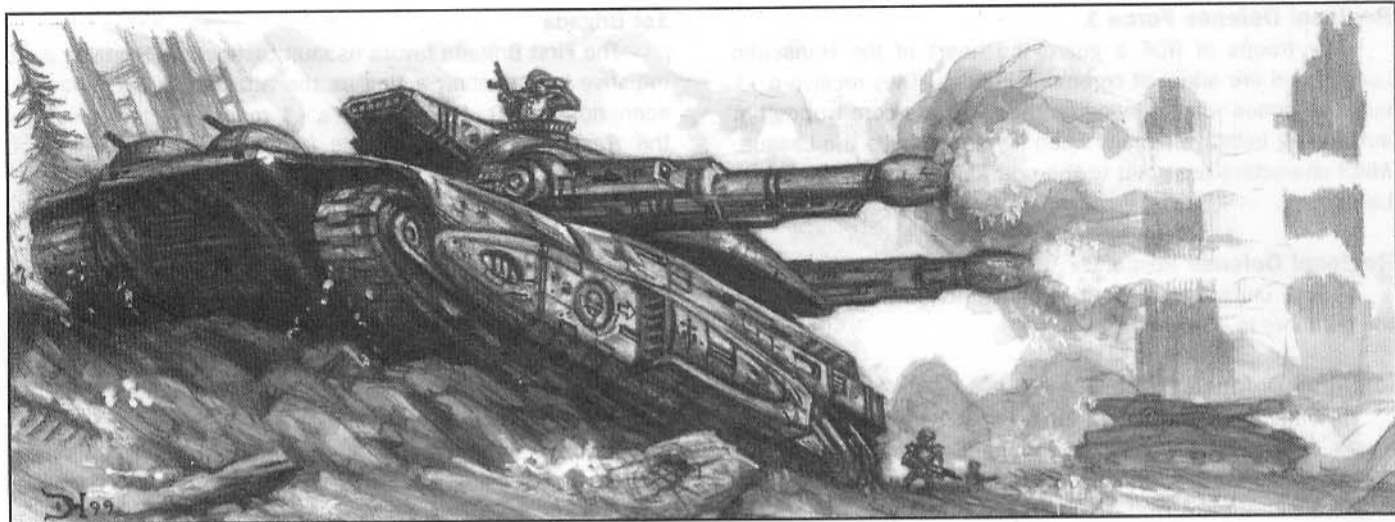
Additionally, the Loners possess the Overrun Combat special ability.

NELSON'S LONGBOWS

When rolling to determine lance weight, apply a +3 modifier. Whenever an assault-class 'Mech is indicated, the Longbows player may simply choose to take a *Longbow* rather than roll for a 'Mech design. When using the LRM Indirect Fire Special Case Rules (p. 80, BMR), Nelson's Longbows ignore the +1 modifier for indirect fire and apply only half the standard modifier for the spotter's movement (round up).

NIOPS ASSOCIATION MILITIA

When rolling to determine lance composition, the Militia player rolls for BattleMechs on the ComStar column of the *Random 'Mech Assignment Table: Inner Sphere 2* (p. 106, BMR). The player rolls for aerospace fighters on the ComStar row of the *Vehicle Assignment Tables: Aerospace Fighters & Military DropShips* (p. 64, AT2).



ABLE'S ACES

If desired, the Aces player may roll on the D or F column of the *Random 'Mech Assignment Table: Federated Suns* (p. 139, *Field Manual: Federated Suns*) or (p. 127, *Field Manual: Lyrn Alliance*). If the Aces outnumber their opponent at any time during the game, the unit gains the Force the Initiative special ability.

BANDIT KINGDOMS

Unless otherwise noted, all of these units roll for lance composition using the Periphery C column of the *Random 'Mech Assignment Table: Periphery* (p. 146).

DEATH'S CONSORTS

Prior to the start of play, the Consorts player may choose one of the following special abilities: Overrun Combat, Off-Map movement or Forcing the Initiative.

All MW3 characters assigned to the Consorts must have at least one negative trait in Bad Reputation. Lady Death does not deal with second-raters.

BAND OF THE DAMNED

If the number of Damned 'Mechs fielded at the beginning of the battle equals or exceeds the number of Damned vehicles the Band gains an Initiative bonus. For every two vehicles fielded, the Band receives a +1 bonus, up to a maximum +3 bonus. Reduce the bonus by 1 for every two vehicles that retreat or are destroyed. Against Combine forces of lesser experience, the Band may use the Overrun Combat special ability.

Rezak possesses the MW3 trait Well-Connected (6). Every character in his band must have at least one Contact (1) somewhere in the Inner Sphere.

MORRISON'S EXTRACTORS

The Extractors possess the Overrun Combat and Bank Initiative special abilities.

However, the unit suffers a +1 penalty when attempting to hit enemy aerospace fighters, in addition to any other appropriate modifiers. Airborne enemy fighters and DropShips gain a -1 bonus when attempting to hit Extractors units.

NEW BELT PIRATES

Any time the Pirates player rolls a "2" or a "12" when determining lance composition, the player may substitute a roll on the corresponding weight class column of any Clan Random 'Mech Assignment Table.

Any MW3 character assigned to the New Belt Pirates gains +6 points to his Survival skill.

TORTUGA FUSILIERS

In urban settings, up to one fourth of Fusiliers units may deploy in hidden positions set prior to the start of play. The Fusiliers possess the Bank Initiatives special ability as well.

SHEN-SÈ TIAN

When determining lance composition, the Shen-sè Tian player may roll on the *Random 'Mech Assignment Table: Capellan Confederation* (p. 123, *Field Manual: Capellan Confederation*), using either the B or C column, up to three times per lance.

DEEP PERIPHERY

HANSEATIC LEAGUE

Unless otherwise directed, use the Hanseatic League column of the *Random 'Mech Assignment Table: Periphery* (p. 147) when determining lance composition for these units.



RULES

Regional Defense Force 1

The troops of RDF 1 guard the heart of the Hanseatic League and are adept at ceremonial duties. They receive a +1 Initiative bonus when fighting on the League's core worlds but suffer a -2 Initiative penalty when fighting outside the League. MW3 characters assigned to the unit gain Protocol/Hanseatic League +1.

Regional Defense Force 2

RDF 2 units receive a +1 Initiative bonus when acting as the defender in a scenario.

Regional Defense Force 3

If outnumbered, RDF 3 units may use the Force the Initiative special ability. When commanded directly by Major Garcia, RDF 3 units suffer a -1 Initiative penalty but cannot be targeted with the Overrun Combat special ability.

Regional Defense Force 4

Because of its frequent anti-piracy missions, RDF 4 is adept at small-unit actions; RDF 4 units receive a +1 Initiative bonus when deployed in forces of company size or smaller. RDF 4 units of battalion size or larger receive a -1 Initiative penalty. MW3 characters assigned to RDF 4 gain Streetwise +2.

Regional Defense Force 5

Because of supply shortages, no 'Mech, vehicle or fighter assigned to RDF 5 may begin a scenario with more than half its standard ammunition load. MW3 characters assigned to RDF 4 gain the following skill bonuses: Technician/Any+2, Scrounge +1.

Regional Defense Force 6

RDF 6 favors fast, mobile warfare. RDF 6 units do not suffer the to-hit penalty for walking if they use less than half their normal walking MP when attacking.

Convoy Protection Force (CPF)

No CPF force may be larger than company strength. Characters assigned to the CPF do not suffer from TDS and must have a SOC of at least 5. CPF infantry characters gain the skill Zero G Operations +3; CPF aerospace pilots gain Tactics/Space +2 and Tactics/Air Support +1 (p. 56, AT2).

NUEVA CASTILE

Unless otherwise directed, use the Castilian/Umayyad column of the *Random 'Mech Assignment Table: Periphery* (p. 147), when determining lance composition for these units. BattleMechs may not comprise more than half of the units deployed in any Castilian force.

1st Brigada

The First Brigada favors assault tactics and receives a +1 Initiative bonus when acting as the attacker in Breakthrough scenarios (p. 99, *BMR*). Apply a +1 modifier when rolling on the *Random Lance Type* table (p. 103, *BMR*) during force assignment.

2nd Brigada

Light and agile, the Second Brigada may use the Off-Map Movement special ability.

3rd Brigada

Third Brigada is ill-suited to urban patrol duties. All Third Brigada units receive a -1 Initiative penalty in any scenario that involves urban maps. In non-urban terrain, the units receive a +1 Initiative bonus and may use the Banking Initiative special ability.

4th Brigada

After their defeat on Cordoba, members of the Fourth Brigada received the Stigma/Coward trait. When fighting Umayyad units, however, Fourth Brigada units receive a +2 Initiative bonus and may use the Force the Initiative special ability.

UMAYYAD UNITS

Unless otherwise directed, use the Castilian/Umayyad column of the *Random 'Mech Assignment Table: Periphery* (p. 147) when determining lance composition for these units.

1st Corps

The Umayyad First Corps are the elite of a warrior society. When determining the skills of pilots (p.108, *BMR*) apply a +1 modifier to roll results. Members of the First Corps may not withdraw from the battlefield unless outnumbered by 2-to-1 or more.

2nd Corps

The Second Corps consists of seasoned warriors who excel in offensive and defensive roles. When acting as the attacker, Second Corps units may use the Overrun Combat special ability. When acting as the defender, Second Corps units may use the Banking Initiative special ability.

3rd Corps

The weakest of the Umayyad units, the Third Corps is ill suited to offensive roles but has earned a reputation for innovative defensive tactics. When serving as defender in a Hide and Seek or Hold the Line scenario, up to one fourth of Third Corps units may begin the game hidden (p. 77, *BMR*) or in Improved Positions (p. 80, *BMR*). When acting as the attacker, Third Corps units receive a -2 Initiative penalty.



MECHWARRIOR RULES

RANK TABLE: NATIONS OF THE PERIPHERY

ENLISTED RANKS

Trait Points	Magistracy of Canopus	Taurian Concordat	Outworlds Alliance	Marian Hegemony	Circinus Federation	Hanseatic League	Umayyad Caliphate	Castilian Principalities
1	Volunteer	Recruit	Defender	<i>Miles</i>	Private	Soldier	<i>Safiya</i>	<i>Caballero</i>
2	First Ranker	Corporal	—	—	—	—	—	—
3	—	—	—	—	—	—	—	—
4	—	Section Leader	Protector	<i>Miles Probatus</i>	Corporal	—	—	—
5	—	—	—	—	—	—	—	—
6	Lance Corporal	Force Sergeant	Guardian	<i>Miles Gregarius</i>	—	—	—	—
7	Star Corporal	Lance Sergeant	—	—	Sergeant	—	—	—
8	Command Sgt.	—	—	—	—	—	—	—
9	Banner Sergeant	Btn. Chief Sgt.	Preceptor	—	—	—	—	—
10	—	—	—	—	—	—	—	—

OFFICER (COMMISSIONED) RANKS

Trait Points	Magistracy of Canopus	Taurian Concordat	Outworlds Alliance	Marian Hegemony	Circinus Federation	Hanseatic League	Umayyad Caliphate	Castilian Principalities
1	—	Coronet	—	<i>Legionnaire</i>	MechWarrior	—	—	—
2	Ensign	Subaltern	Supervisor	<i>Centurion</i>	Lieutenant	Lieutenant	<i>Amir'ashara</i>	<i>Captain</i>
3	Commander	—	Section Leader	<i>Principes</i>	Captain	Commander	<i>Amir kabir</i>	<i>Major</i>
4	Major	Brigadier	Director	<i>Legatus</i>	Major	Major	<i>Amir mi'a</i>	<i>Comandante</i>
5	—	—	—	—	—	—	—	—
6	Force Major	—	—	—	—	—	—	—
7	Colonel	Colonel	Chairman	<i>Prefect</i>	(Colonel)	—	—	—
8	—	—	—	—	—	—	—	—
9	—	—	—	—	—	Captain-General	<i>Atabeg</i>	<i>Príncipe</i>
10	General	Marshal	—	<i>General</i>	—	—	—	—
11*	—	—	Senior Chairman	—	—	—	—	—
12*	Senior General	Senior Marshal	President	<i>Imperator</i>	President	—	—	—

*These ranks are not normally attainable by player characters but are included here for comparison.

This section provides several new Life Paths and other rules that supplement the character-creation rules provided in the *MechWarrior, Third Edition (MW3)*. These rules enable players and gamemasters to create characters who originate in the Periphery.

RANK TRAIT

The *Rank Table: Nations of the Periphery* lists the various levels of the Rank Trait used throughout the nations of the Periphery. This table can be used with the rank table provided in *MW3* (p. 87) if characters with various backgrounds are a part of the same unit.

ADDITIONAL AFFILIATIONS

This section describes additional affiliations that players may choose during MechWarrior character creation. These affiliations

are used in the same way as those found in *MW3*, with any notable exceptions included in the text. All these affiliations comply with the standard rules for character creation provided in *MW3*.

AFFILIATION: BANDIT KINGDOM (PIRATE)

If there is a more disadvantageous birthright, you've never heard of it. Even the most backwater Periphery world usually contains some form of legal livelihood that can lead to better choices, even if it means bartering one's crop for clothing. But the pirate bands and bandit kingdoms? You've been raised on greed and cruelty, nurtured on the misfortune of others. You've grown up with the idea that you can rely on one person only—yourself.

That isn't to say you can't make something better of your-



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self. But it's an uphill struggle all the way. You will be branded an outlaw and untrustworthy simply because of your birth place. Those hooks set themselves deep. You might never shake them free.

So watch your back, shoot first and never underestimate the treachery of a friend.

Game Material

Primary Language: Any

Secondary Languages: Any

Attribute Thresholds: CHA -1, SOC -3, BOD +1, WIL +2

Bonus Skills: Language/Any +1, Perception +2, Choose three: Blades +3, Escape Artist +1, Fast Talk +2, Intimidation +2, Pistols +2, Rifle +1, Scrounge +2, Streetwise/Any +1, Seduction +1, Survival +2

Bonus Traits: Stigma/Bandit Born; may purchase Pain Resistance or Toughness for 1 point less than the usual cost.

Path Restrictions: May not take Nobility (Stage 1), High School, Preparatory School or Military School (Stage 2), University or Military Academy (Stage 3), Postgraduate Studies (Stage 4).

AFFILIATION: CASTILIAN PRINCIPALITIES

Established before the Star League, the nine-world proto-nation of Nueva Castile was an agrarian paradise for many centuries. Its people knew no hardship or strife until the arrival of the Umayyad invaders, who sought to seize Nueva Castile for themselves. The Castilians learned the lessons of war on the battlefield and eventually turned the tide on the invaders. The once-peaceful people are now dedicated to one thing: the liberation of their worlds from the Umayyads, though internal squabbles threaten to undermine their cause.

Game Material

Primary Language: Spanish

Secondary Language: German

Attribute Thresholds: DEX +1

Bonus Skills: Blade +1, Negotiation +1, Protocol/Castilian +2

Bonus Traits: The Castilian feudal system places considerable emphasis on rank and birth status. Characters may not have Rank Traits higher than their Title Traits. Furthermore, each Castilian has the traits Quirk/Honor Code and Quirk/Hate Umayyads.

Path Restrictions: Castilians may not take the University (3) Path.

AFFILIATION: HANSEATIC LEAGUE

The Hanseatic League is the largest and most powerful of the Deep Periphery states, a loose affiliation of worlds bound together by a merchant oligarchy. Its trading parties range as far as the Lyran Alliance, Free Worlds League and Draconis

Combine. Efforts have been made to build trade links to the Clans though the League's relationship with the descendants of the Kerensky Exodus, particularly the Diamond Sharks and Jade Falcon Clans, but these overtures have received a frosty reception. The League tightly restricts access to Hanseatic worlds (only three worlds are "open" to outsiders) and also acts as a clearinghouse for goods and information from the Inner Sphere and Clan Space.

The principal measure of status within the League is wealth; anyone seeking political power must be a master trader or otherwise wealthy. Those without wealth are relegated to an underclass with no representation or influence over League affairs. These "serfs" are obligated to work for their merchant masters to eke out a subsistence living. Little more than slaves, these indentured servants have little hope of gaining their freedom, though occasionally a kind-hearted merchant will free a valued serf and set him up with a business of his own.

Game Material

Primary Language: English

Secondary Language: German

Bonus Skills: Appraisal +1, Negotiation +1, Bureaucracy +1

Traits: Wealth plays a significant role in Hanseatic society; no character may have a SOC value higher than his Wealth Trait (minimum of 2). Characters with the Poverty Trait also gain the Stigma/Serf and In for Life Traits.

Path Restrictions: None. Hanseatic Characters who take the Free Trader or Deep Periphery Trader Paths may add a +1 modifier to their event rolls.

AFFILIATION: MARIAN HEGEMONY

Once little more than a bandit kingdom, the Marian Hegemony somehow managed to convince itself that it was one of the "big boys" in the Periphery. With no nation willing to commit the resources to proving the Marians wrong, the Hegemony continued to grow, eventually maturing into the legitimate nation it is today. Taking on the trappings of ancient Rome, the Hegemony evolved into an interesting civilization, a true cultural and economic power. The only dark spot in it all is the Marians' penchant for looking over their shoulders, always expecting a punitive raid, a tirade from their Caesar or the like—a fact that often prevents all but their most open-minded citizens from truly reaching their full potentials.

Game Material

Primary Languages: English and Latin

Secondary Language: German, Spanish, Greek, Swedish, French

Bonus Skills: History/Marian Hegemony +3, History/Roman Empire +2, Strategy +2

Traits: Toughness, Quirk/Paranoid

Path Restrictions: None



AFFILIATION: Umayyad Caliphate

The Umayyad people arrived on Nueva Castile in the early twenty-ninth century. The invaders came within a hair's breadth of subjugating the nine-world association before internal squabbles among the invaders gave the Castilians a chance to regroup and mount an effective counterattack. Today, the Umayyad Caliphate—ironically, the name was given to the invaders by their Castilian enemy—struggles to survive. The close-knit community's martial traditions and the fractious nature of its opponents are the only reasons the Caliphate has held out so long.

Game Material

Primary Language: Arabic

Secondary Language: English, Russian

Attribute Thresholds: DEX +1

Bonus Skills: Academics +1, Art +2, Protocol/Umayyad +1

Bonus Traits: Rank and status are central to Umayyad military life; all Umayyad officers and MechWarriors must have the Title Trait. Additionally, Umayyad martial culture discriminates against cowards; any character with the Combat Paralysis Trait also receives the Stigma/Coward Trait when dealing with other Umayyads.

Path Restrictions: All Umayyad warriors must take the Nobility Path (1).

ADDITIONAL LIFE PATHS

The following section contains several new Life Path Stages unique to the various Periphery affiliations. Each of the paths below has a unique list of events similar to the paths presented in the *MW3* rulebook. Use the standard rules for determining character events (p. 24, *MW3*), with one exception: instead of rolling 2D6, players roll 2D10 to select an event. In addition, each Edge point spent to affect an event roll on these tables can be used for a re-roll or to modify the result by 1 or 2 points.

PREVIOUS PATH

Each path description lists previous paths—a character must first progress through one of the listed paths before entering the new path.

AFFILIATION: BLACK WARRIORS (CIRCINUS FEDERATION)

Any affiliation. Applicants from beyond the Circinus Federation must have a relevant Bad Reputation or Stigma (per the gamemaster's judgment). Cannot have Combat Paralysis, Disabled, Glass Jaw, Slow Learner or any of the following traits above the lowest possible level: Lost Limb, Poor Vision, Poor Hearing.

The Black Warriors are undoubtedly one of the most cruel and sadistic pirate units operating in the Periphery. If that's not bad enough, the Warriors are sponsored by a nation that con-

tinually espouses its benevolence in an attempt to gain some sort of legitimacy in the eyes of its contemporaries.

Time: 1 year

Attribute Minimums: INT 3

Attribute Thresholds: BOD +1, SOC -5, WIL +2

Traits: Toughness, Stigma/Bandit, Vehicle (2)

Skills: Scrounge +4, Blades +3, Brawling +3

Fields: Basic Training

Events: Do not roll events for Black Warrior Advanced Training

Previous Paths: Any

Next Path: Black Warrior Advanced Training (mandatory, part of this path)

Mandatory Subpath: Black Warrior Advanced Training

Open to Black Warrior Basic Training graduates; Military Academy attendees from outside the Circinus Federation who have been disciplined, disgraced, or expelled or who have a relevant Bad Reputation or Stigma Trait; or military enlistees who have been disciplined, disgraced, or dishonorably discharged or who have a relevant Bad Reputation or Stigma Trait (all prerequisites are subject to the gamemaster's discretion).

Time: 2 years

Traits: Promotion

Skills: Add +1 to three Basic Training Skills and +1 to one other skill

Fields: Choose one of the following fields, subject to the listed restrictions:

Infantry (minimum BOD 4, STR 4)

MechWarrior (minimum DEX 4, RFL 4)

Events: Do not roll events for Black Warrior Advanced Training

Next Path: Black Warrior Hazing (mandatory, part of this subpath)

Mandatory Subpath: Black Warrior Hazing

Open to Black Warrior Advanced Training Graduates or military personnel from outside the Circinus Federation who have been dishonorably discharged or who have a relevant Bad Reputation or Stigma Trait (prerequisites may be set at the gamemaster's discretion).

Time: 1 Year

Attribute Thresholds: WIL +1

Traits: In for Life, Pain Resistance, Poison Resistance

Skills: Survival +6, Intimidation +6

Events: Roll on the Black Warrior Hazing Events table.

Next Path: Tour of Duty: Black Warrior

Black Warrior Hazing Events

- You were involved in a major training accident. [May take no other combat paths, choose three: Amnesia, Combat Paralysis, Disability, Glass Jaw, Lost Limb, Poor Hearing, Poor Vision, Slow Learner]
- You picked the wrong fight. [May take no other combat paths in the Circinus Federation, choose two: Disability



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- (1), Glass Jaw, Poor Hearing, Poor Vision, Slow Learner, Timid, Unattractiveness]
- 4 Accused of being an undercover Inner Sphere agent and "taught a lesson." [May take no other paths in the Circinus Federation, Acting +2, Disabled, Enemy (2), Stigma/Spy, BOD -2]
- 5 You just didn't have the stomach for the bandit lifestyle. [Good Reputation, Stigma/Coward, Timid and may take no more Circinus military paths]
- 6 You're better off outside the cockpit. [Character loses all skills learned in this subpath and may take no more Circinus military paths]
- 7 You graduate but fail the final Black Warrior hazing ritual. [Stigma/Failure and may never take the Tour of Duty: Black Warrior Path, though you are offered a position in McIntyre House Guard]
- 8 You survive training by staying quiet and not standing out. That might work in the Lyrn Alliance, but not here. [+2 to any three skills, but kicked out of the Black Warriors, though you can take a position within the McIntyre House Guard]
- 9 You're good, but not quite as good as everyone else. [Slow Learner and lose half of the skill bonuses learned in this subpath (round up)]
- 10 You're a Black Warrior, but you paid the price of membership. [Addiction (2), Lemon, Streetwise +2]
- 11 You graduate, but only because you owe another Black Warrior "big time." [Contact, Poverty, Quirk/Debt of Honor]
- 12 You're a mean S.O.B. and that's saying a lot compared to some of the other psychos that trained with you. [Bad Reputation (2), Quirk/Sociopath]
- 13 They nearly killed you and you emerged from their hazing a changed man—changed so much, in fact, that you said "to hell" with the Black Warriors and struck out on your own, leaving a pile of Black Warrior bodies in your wake. [+3 to any three field skills, Bad Reputation (3), Vehicle (2), Wealth (2), Quirk/Hunted and may take no more Black Warrior or Circinus-related paths]
- 14 Bandits don't normally work that hard. [+3 to any two AIT skills, Stigma/Studies Hard]
- 15 Not only do you make it into the Black Warriors but you managed to make a few C-bills on the side. [Contact (2), Forgery +1, Gambling +1, Negotiation +1, Owns Vehicle or Wealth (3)]
- 16 You are one bad bandit. [Perception +3, Quickdraw +3, Stealth +3, Quirk/Daring]
- 17 You impressed someone somewhere in between the beatings and torture sessions. [BOD -1, Addiction (2), Contact (2), Custom Vehicle (2), Well-Equipped (2)]
- 18 After your impressive performance, the entire unit knows your name [+4 to any two field skills, Custom Vehicle (2), Wealth (4), Well-Connected]

- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

STAGE 3: CANOPIAN INSTITUTE OF WAR

Magistracy of Canopus Affiliation only, though with an appropriate Contact, Capellan Confederation Affiliation (at the gamemaster's discretion). Cannot have Combat Paralysis, Disabled, Glass Jaw, Slow Learner or any of the following Traits above the lowest possible level: Lost Limb, Poor Vision, Poor Hearing.

Opened only six years ago, the Canopian Institute of War (CIW) has already become the finest MechWarrior training academy in the Periphery and has begun to eclipse some of the smaller academies of the Inner Sphere. From its curriculum to its training practices, the Academy has modeled itself after the Sun Zhang MechWarrior Academy of the Draconis Combine, the largest and arguable most prestigious MechWarrior academy in the entire Inner Sphere.

Time: 3 years

Attribute Minimums: INT 5, WIL 4, SOC 3

Attribute Thresholds: RFL +1, WIL +1, SOC +1

Traits: Contact, Well-Equipped

Skills: Academic/Any Military Science +2, +2 to any two military field skills

Fields: Basic Training

Previous Path: Any path or event roll that would normally allow admission to a military academy path

Next Path: Advanced Individual Training Subpath (mandatory, part of this path)

Canopian Institute of War (CIW) Events

- 2 Your "accident" just broke the academy's million C-bill simulator. [Stigma/Klutz, Bad Reputation (2), lose all skill bonuses from this path; path takes only 1 year instead of 3, may take no additional military paths]
- 3 The local duke will NOT have his son beaten up regardless of what he did. [Demotion, add 1D6 years to the time this path takes, may take no other legitimate military paths]
- 4 Your first live-fire exercise could not have gone more wrong! [Lost Limb (2), Unattractive (Scars)]
- 5 A recruiter from the Magistracy Royal Guards saw your performance ... or lack thereof. [Bad Reputation (3), Timid]
- 6 You've never been on Canopus IV or actually attended a pleasure circus before, or so the story now goes! [Lose half (round down) the skill bonuses from this path, Addiction/Gambling, Addiction/Any (1)]
- 7 Unexplained fires are a matter for the investigators and the courts. [Interest/any +5, Unattractive]



- 8 The police do not take kindly to drunken rafting on the Thetis River outside the Palace of the Magestrix. [Bad Reputation (2), Demotion]
- 9 You went to the pleasure circus, had a few drinks and lost track of time. Nine months later she says it's yours! [Dependent]
- 10 You coasted through school without even trying. [Quirk/Regret Wasting School Years]
- 11 Though uninspiring, you made friends for a life time. [Contact]
- 12 Study, study, study. [+3 to any two non-military field skills]
- 13 You find that you may not be good in a 'Mech but with a knife in hand, you're anyone's match [-2 to any two military field skills, Blades +3, Brawling +3]
- 14 You show enough aptitude that you are given the right to be one of the first to participate in the CIW's first battlesuit training program. [In place of the MechWarrior or Aerospace Pilot Field, may choose Armored Infantry (minimum STR 5, BOD 5) Field]
- 15 The recruiter for the First Canopian Light Horse was very impressed. [+3 to any two skills, Good Reputation (2), Contact (2), Well-Connected]
- 16 On an extended training mission off Canopus IV, you were struck by bandits ... but you struck back! [Toughness, +3 to four military field skills, Well-Connected (4)]
- 17 With exceptional scores and a disposition for dealing well with people, you are chosen to be one of the first Magistracy troops to attend the Confederation's Victoria Academy of Arms and Technology ... you'd better not let the Magistracy down. [Proceed to Stage 3: Academy/Victoria Academy of Arms and Technology (p. 139, *Field Manual: Capellan Confederation*) and go through the academy path, ignoring all skill bonuses, traits, and so on earned from this path. Alternatively, may take OCS. Afterward, return to this point in the life path and continue on.]
- 18 You're a military prodigy. After you graduated at the top of your class, they sent you off to fight in the Confederation-St. Ives War [Combat Sense, Sixth Sense, +4 to five military field skills, Contact (2), may take OCS and/or the Tour of Duty: Xin Sheng (4) Path next, ignoring the path's prerequisites (p. 141, *Field Manual: Capellan Confederation*)]
- 19 [Choose one event or roll twice and apply both events.]
- 20 [Choose two events or roll three times and apply each event.]

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training graduates only

Time: 2 years

Traits: Promotion

Skills: Tactics/Any +4, +3 to any four military field skills

Fields: Choose one of the following fields, subject to the listed restrictions:

MechWarrior (*minimum DEX 4, RFL 4*)

Aerospace Pilot (*minimum DEX 4, RFL 4*)

Events: Do not roll events for Advanced Individual Training

Next Path: Tour of Duty: Inner Sphere (4),

Subpath: Officer Candidate School (OCS)

Entry via event roll only

Time: 1 year

Attribute Thresholds: WIL +1

Traits: Commission (Rank 1)

Skills: Leadership +1, Tactics/Any +2

Fields: Officer Training

Next Path: Per last path followed

STAGE 3: COLLEGIUM BELLORUM IMPERIUM

Affiliation Marian Hegemony only. Cannot have Combat Paralysis or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Vision, Poor Hearing. The character will not be turned away from the academy if the character has questionable events in his or her past, so long as those events would not reflect badly on the "honor" of the Hegemony.

Founded within the past decade, the Collegium quickly became known as a very competent and prestigious institution. Today it is recognized as the Hegemony's premier university. The Caesar has limited enrollment to Hegemony citizens only, but the Collegium seems certain to lift the admission restriction as the Lothian League and the Illyrian Palatinate have recently been added to the Hegemony's fold.

Time: 2 years

Attribute Minimums: INT 3, WIL 4, SOC 2

Attribute Thresholds: INT +1, WIL +1

Traits: Promotion, Well-Equipped, Well-Connected, Quirk/Loyal

Skills: Academic/Marian History +4, Academic/Roman History +4, Language/Latin +4, Tactics/Raiding +4, Perception +2

Fields: Basic Training

Previous Paths: Any path or event roll that would normally allow admission to a military academy path

Next Path: Advanced Individual Training Subpath (mandatory, part of this path)

Collegium Bellorum Imperium Events

- 2 Your first try at command and you blew it. Too bad there isn't enough of those two guys left to fill a shoebox. [Bad Reputation, Enemy (2), Enemy (1), may take no more military paths]
- 3 Somebody saw what you did, it just happened to be the



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- wrong guys—ComStar personnel. At least now you can draw two paychecks—theoretically, at least. [Acting +4, Fast Talk +3, In For Life, Quirk/Paranoid, Contact (2, ComStar agent)]
- 4 Sugar in the gas tank makes it not work. Acetylene in the tank—well, at least the hood ornament survived intact. [Add 1 year to the time this path takes, -1 to all AIT skills, Disabled (2) and choose one: Poor Hearing, Poor Vision, Glass Jaw]
 - 5 A serious accident during training has left you scarred, both inside and out. [Introvert, Timid, Unattractive]
 - 6 That one guy you decided to take out your drunken aggressions on turned out to be a *patrician*. [Enemy (2), Bad Reputation, -1 to two Basic Training field skills, Brawling +5]
 - 7 Canopian pleasure circuses bring a great number of things, not all of which are either good or pretty. [Streetwise +6, Seduction +3, MedTech +3, Disabled and add a year to the time this path takes]
 - 8 Your instructor never really liked your attitude, and you positively hated his. [Enemy]
 - 9 Long hours of training followed by long hours “on the town” do not go together well. [Acting +1, Escape Artist +2, Fast Talk +2, Addiction, -1 to all Basic Training field skills]
 - 10 Well now. Spending that extra time on the range was well worth it. [Pistols +1, Rifles +1]
 - 11 “Hail Caesar! We who are about to die salute you!” [Good Reputation]
 - 12 Your training instructor survived some of the worst fighting ever and so will you. [+2 to any three field skills, Brave]
 - 13 You have decided there is more to life than just being a soldier. [Interest/any two +3, Career/any two +3]
 - 14 An out-of-control ground car was going to hit a *patrician*, but you were in the right place at the right time. [Contact (2), Wealth (2), Promotion]
 - 15 Free time? That’s for people who want to go nowhere. The military is my life and it should be yours as well. [Combat Sense, +3 to half of the Basic Training field skills]
 - 16 You’re a quick study and able to refine your leadership abilities. [Fast Learner, Leadership +3, +3 to any three other skills, Good Reputation and may take OCS next]
 - 17 Being tapped for Word of Blake service is an incredible honor, right? [May take Word of Blake Service Life Path next, but reduce all skill bonuses from all skill fields to +2; you must choose Word of Blake Militia Training and return immediately after that subpath, forfeiting any Vehicle and Promotion Traits earned in the pass, but then may take OCS]

- 18 Congratulations! You finished basic training at the top of your class! Now, do you wish to move on to bigger and better things or stay here and command the troops? [+4 to any four skills, Vehicle (2), Custom Vehicle and either Promotion (4) or may take OCS]
- 19 [Choose one event or roll twice and apply both]
- 20 [Choose two events or roll thrice and apply both]

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training graduates only

Time: 2 years

Traits: Promotion

Skills: Leadership +3, Language/Latin +3, add +2 to three Basic Training skills and +2 to any one other skill

Fields: Choose one of the following fields, subject to listed restrictions:

Aerospace Pilot (*minimum DEX 4, RFL 4*)
Armored Infantry (*minimum STR 6, BOD 5*)
Basic Technician
Cavalry (*minimum RFL 3*)
DropShip Pilot (*minimum DEX 4*)
Infantry (*minimum BOD 3, STR 3*)
MechWarrior (*minimum DEX 4, RFL 4*)
Police Officer

Events: Do not roll events for Advanced Individual Training

Next Path: Tour of Duty: Inner Sphere (4), or Special Training (3, part of this pass; an option if character took Infantry, MechWarrior, DropShip Pilot or Basic Technician in AIT)

Subpath: Special Training

AIT Graduates only

Time: 4 years

Attribute Minimums: WIL 5

Traits: Promotion, Well-Equipped (2)

Skills: +1 to any three Basic Training skills, +1 to half of the character’s AIT skills (rounding up)

Fields: Choose one of the following fields, subject to the listed restrictions:

Aerospace Technician (*Basic Technician Field required*)
JumpShip Pilot (*minimum INT 4, DropShip Pilot Field required, may not have Transit Disorientation Syndrome [TDS] Trait*)
Mech Technician (*Basic Technician Field required*)
Military Scientist (*minimum INT 5*)
Special Forces (*minimum BOD 4, RFL 4; Armored Infantry, Infantry, Marine or MechWarrior Fields required; may not have TDS Trait*)
Vehicle Technician (*Basic Technician Field required*)

Next Path: Tour of Duty: Inner Sphere (4), or Covert Ops (4, Special Forces or Military Scientist Fields only)



Subpath: Officer Candidate School (OCS)

Entry via event roll only

Time: 1 year

Attribute Thresholds: WIL +1

Traits: Commission (Rank 1), Quirk/Fanatical Loyalty, In for Life

Skills: Tactics/Any two +4, Leadership +2, Intimidation +2

Fields: Officer Training

Next Path: Per last path followed

STAGE 3: COLUMBIA ACADEMY

Affiliation: Outworlds Alliance, Taurian Concordat, Magistracy of Canopus, Federated Suns, Draconis Combine, or ComStar only. Cannot have Transit Disorientation Syndrome, Combat Paralysis, Poor Vision or any of the following traits above the lowest level: Disabled, Lost Limb, Poor Hearing.

The premier aerospace training academy in the Inner Sphere and Periphery, Columbia Academy is where the elite pilots and technicians of the Outworlds alliance and its allies hone their skills.

Time: 1 year

Attribute Minimums: INT 5, DEX 4, RFL 4, WIL 3

Attribute Thresholds: RFL +2, DEX +1, SOC +1, CHA -1

Traits: G-Tolerance, Good Reputation (in Outworlds Alliance) (2), Rank (2)

Skills: Academic/Military History +2, Navigation/Space +2, Bureaucracy/Outworlds Alliance +2

Fields: Basic Training (Naval) (p. 62, AT2 or p. 30, *MechWarriors' Guide to the Clans*) OR Basic Technician

Previous Path: Military School (2), Preparatory School (2), Spacer Family (2, AT2, p. 60)

Next Path: Advanced Individual Training Subpath (mandatory, part of this pass)

Columbia Academy Events

- 2 A chance encounter with pirates becomes a nightmare. [DEX -2, Combat Paralysis, Lost Limb (3)]
- 3 A life-support accident causes brain damage. [INT -1, Slow Learner, TDS]
- 4 Horribly burned in a coolant explosion. [Unattractive, Addiction (1, painkillers)]
- 5 You take the heat for another student. [Bad Reputation, this path takes one extra year to complete]
- 6 You're forced to borrow money to stay in the academy and can't pay it back on time. [Poverty, BOD -1, Lost Limb]
- 7 You catch an unknown illness from a captured bandit and the doctors just don't know what to tell you. [MedTech +3, Allergy, Disabled]
- 8 You show up the son of a parliament member. [Bureaucracy/Outworlds Alliance +6, Enemy (2)]
- 9 You constantly get into fights. [Bad Reputation, Brawling +4]

- 10 You don't seem to pay as much attention as some other people, at least to the things they were interested in. [Perception -2, Interest/any +4]
- 11 The library was pretty much your second home. [Academic/any two +3, Interest/any +3]
- 12 Those visiting ground-pounders actually had some marketable skills to teach. [Martial Arts/Military +2, Rifles +2, First Aid +2]
- 13 A training mishap leaves you cold, wet and hungry, so you discovered the miracle of fire all by yourself. [Survival +4, Tracking +3, First Aid +2]
- 14 Some people think you're fairly talented. [Add +3 to any three skills from your chosen field]
- 15 Foreign students are usually the best to latch on to. [Protocol/any +4, Language/any +3, Interest/any two +2, Training +2]
- 16 You supply the other students with "necessities." [Streetwise +5, Scrounge +4, Fast Talk +3, Wealth (3), Well-Connected]
- 17 A pirate attack teaches you some new tricks. [Gunnery/Laser/Space +4, Gunnery/Missile/Space +4, Gunnery/Ballistic/Space +4]
- 18 A training mission teaches you the value of having eyes in the back of your head. [+6 to any one field skill, Perception +4, Sensor Operations +4, Sixth Sense]
- 19 [Choose one event or roll twice and apply both]
- 20 [Choose two events or roll three times and apply each event]

Mandatory Subpath: Advanced Individual Training (AIT)

Time: 2 years

Traits: Natural Aptitude (any one skill from your AIT field)

Skills: Zero-G Operations +6, +4 to any three Basic Training [Naval] or Basic Technician skills and +2 to any two other skills

Fields: Choose one of the following fields, subject to the listed restrictions:

Aerospace Pilot Specialist (*minimum DEX 4, RFL 5, Players can select eight skills from the list, applying +5 points to one, +4 points to a second, +3 points to two others and +2 to the remaining four*) (AT2, p. 62)

Aerospace Technician (*Basic Technician field required*)

DropShip Pilot Specialist (*minimum RFL 5; players can select eight Skills from the list, applying +5 points to one, +4 points to a second, +3 points to two others and +2 to the remaining four*) (AT2, p. 62)

Events: Do not roll events for Advanced Individual Training

Next Path: Tour of Duty: Inner Sphere (4), Tour of Duty: Periphery (4)



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STAGE 3/4: PARAMILITARY SERVICE

This path is open to characters of any affiliation. The character must not have any seriously "questionable" events in his or her history (per the gamemaster's judgment) unless the character has or purchases an appropriate Contact (1) who can conceal such events. This path is unique; it can be taken only as part of Stage 3 or Stage 4. If taken in Stage 3, character may choose to progress through another Stage 3 path simultaneously, adding the time required from both stages together to (but may roll for events on both).

Throughout the Successor States and a few of the Periphery nations, paramilitary organizations help police worlds, support public works and otherwise serve the more trivial needs of the state. In realms that require their subjects to provide some form of military and/or civil service, serving a few years with a paramilitary organization often fulfills these requirements.

Time: +2 years

Attribute Minimums: WIL 3, SOC 2

Skills: Choose two: Arts/any +3, Interest/any +3, Language/any +3, Leadership +3, Protocol/Military +3, Running +2, Tracking +2

Fields: Basic Training (only 2 points per skill)

Previous Path: Any

Next Path: Any

Paramilitary Events

- 2 You were one of the lucky ones. At least you walked away from the accident. [BOD -1, Disabled, Unattractive, Combat Paralysis]
- 3 How could you have been so careless? And the governor's son was among the casualties. [Bad Reputation, Introvert, Enemy (2)]
- 4 How do you get thrown out of a voluntary organization? [SOC -1, Bad Reputation, Lose all bonus skills from this path]
- 5 Had to find out the hard way. Sometimes you just shouldn't push back. [Enemy, Glass Jaw, Martial Arts/Military +4]
- 6 Didn't anyone ever teach you to stand up to bullies? [Timid, Running +4]
- 7 You were supposed to be on duty. [WIL -1, Dependent, Seduction +4]
- 8 That brief taste of action was enough to change you. Of course, whether it was for the better or not is still up in the air. [Choose either Brave and Quirk/Jerk or Introvert, Quirk/Psychosis and Sixth Sense]
- 9 Bad cadet. No citation for you. [Bad Reputation, Bureaucracy/any +4]
- 10 Marching in place. Take your merit badges and be happy. [Administration +3, Career/Soldier +2]
- 11 Kiss the dummy. You spend a great deal of time teaching

CPR at schools. [First Aid +5, Training +2]

- 12 You are a public-relations gift to the organization. Good thing children are so easily impressed. [Gregarious, Good Reputation, Arts/any +4]
- 13 Who would have thought? You're a natural. [Natural Aptitude/any non-combat skill, +5 to this skill]
- 14 Sent in to help run one of the organization's camps. [Choose three: Administration +3, Communications +3, First Aid +3, Interest/any +3, Leadership +3, Swimming +3, Rifles +2, Tracking +2, Training +2]
- 15 Right place, right time, right training. You save the life of a planetary governor. [Good Reputation, Contact (2), Climbing +2, First Aid +2, MedTech +1]
- 16 Falcon Scout? Get serious. [Night Vision, Stealth +4, Survival +4, Tracking +4, Climbing +2, Tactics/Infantry +2]
- 17 You are selected to serve as a liaison between the organization and the government. Lucky you. [SOC +1, Well-Connected (4), Administration/Any +5, Bureaucracy/Any +5, Language/Any +5, Leadership +5, Negotiation +5, Protocol/Any +5, add 2 years to the time of this path]
- 18 All your citations of merit and certificates of accomplishment will not fit on one wall. [Fast Learner, Well-Equipped (4), apply +2 to all field skills and bonus skills learned during this path]
- 19 [Choose one event or roll twice and apply both]
- 20 [Choose two events or roll three times and apply each event]

STAGE 4: BROTHERHOOD OF RANDIS TRAINING

The Brotherhood is open to MechWarriors of any affiliation, though characters must not have any "questionable" events or Quirks in their past (such as sociopathic or homicidal tendencies or any other factors that would prevent the character from acting in a kind and charitable way toward his fellow man; whether or not any potentially questionable characters should be allowed into this path is up to the gamemaster). After successfully completing this path, a character is a Knight of Randis.

The Brotherhood of Randis is seemingly the sole beacon of hope and justice in the Periphery. Many MechWarriors find their way to the world of Randis, but few have the moral and mental mettle to gain admittance into the Brotherhood.

Time: 1D6 years

Attribute Minimums: WIL 5

Traits: Quirk/Honorable, In for Life, Title (5, Knight of Randis)

Skills: Academic/Theology +8, Interest/Meditation +6, Perception +3, +3 to any two field skills

Previous Path: Any, as long as the character is trained as a MechWarrior

Next Path: Tour of Duty: Brotherhood of Randis



Brotherhood of Randis Training Events

- 2 Your actions prove that you do not possess the required moral convictions to remain in the Brotherhood and deserve swift and final punishment. [Lose all traits and half the skills learned in this path, Stigma/Evil, Quirk/Hunted, Bad Reputation (3) and Enemy (2 – Grand Knight Lucas Beckett)]
- 3 That those pirates captured and tortured you does not bother you, for they will soon be shown the light, one way or another. [WIL +2, BOD -1 and choose two: Disabled (2), Lost Limb (3), Poor Hearing (3) or Poor Vision (4)]
- 4 You get word that a close relative has passed away, leaving you the only family member to take care of her children. Now you must make a choice. [Choose either to leave the Brotherhood and gain Dependents (3) and Wealth (2) or stay with the Brotherhood and gain Quirk/Guilt]
- 5 You cannot help but feel that Grand Knight Beckett does not deserve to lead the Brotherhood, so you continually look for a way to remove him and his "kind". [Strategy +6, Enemy (3), Quirk/Hates Clansmen]
- 6 An accident leaves you and a small detachment of Knights floating dead in space for months until someone finally answers your distress call. [Zero-G Operations +6, Scrounge +3, TDS, Quirk/Claustrophobic, STR -1]
- 7 An attack by a band of depraved pirates leaves you wondering if there truly is any hope. [Academic/Theology +3, Combat Paralysis]
- 8 Every order has its own rapscallion and you made sure that was you. [-2 to all skills learned in this path and choose three of the following: Climbing +2, Free Fall +2, Gambling +2, Interest/any +2, Seduction +2]
- 9 While the Periphery is known for its wild societies, you discovered some of its wild animals and their defensive tactics. [Allergy (2)]
- 10 You find the perfect person for you and start a new life on Randis. [Good Reputation, Dependents (2)]
- 11 You see more of the chapel than you do of the battlefields. [Academic/Theology +2, Interest/any two +2]
- 12 The Brotherhood attract all kinds, which provides opportunities to pick up many wonderful skills. [+2 to any three skills the character does not already possess]
- 13 Having spent most of your time on ships traveling the length and breadth of the Periphery, you no longer feel at home on solid ground. [Zero-G Operations +4, Sensor Operations +3, G-Tolerance, Night Vision, BOD -1]
- 14 You have been blessed with a gift. [Natural Aptitude/any]
- 15 You inherit the BattleMech of a fallen Brother. [Vehicle (4), Owns Vehicle]
- 16 Even in the worst of times, you willingly take on the mantle of leadership. [Leadership +6, Strategy +4, Tactics/any two +4]
- 17 Any defeat of Fuchida's Fusiliers is a cause for celebra-

tion, but this is one deserving of illumination in the Brotherhood's sacred annals. [Good Reputation (3), Vehicle (3), Custom Vehicle (2), Wealth (2), Well-Equipped (2)]

- 18 Having set the bar even higher than before, you are the example the rest of the Brotherhood looks to. [Leadership +6, Academic/Theology +4, +4 to any four other skills, Brave, Good Reputation (3), Sixth Sense, Title (+2), Enemy (2)]
- 19 [Choose one event or roll twice and apply both]
- 20 [Choose two events or roll three times and apply each event]

STAGE 4: DEEP PERIPHERY TRADER

Any Periphery affiliation.

While its markets may not be as vast as those of the Inner Sphere, the Deep Periphery offers a host of opportunities for those willing to risk everything on the long journey between the stars.

Time: 2 years

Attribute Minimums: CHA 4

Skills: Appraisal +3, Fast Talk +3, Negotiation +3

Previous Path: Any Civilian path

Next Path: Civilian Job (4), Deep Periphery Trader (4), Free Trader (4), Ne'er-Do-Well (4)

Deep Periphery Trader Events

- 2 Lose your shirt! A business dealing goes horribly wrong and you lose everything! [Lose all Wealth and Well-Equipped Traits]
- 3 Infected! At one of your ports of call you contract a deadly disease and barely survive [BOD -1, STR -2, Poison Resistance, Unattractive]
- 4 Pirate raid! [Bawling +3, Pistols +3, Choose one: Glass Jaw, Lost Limb, Poverty]
- 5 A Clan "customs officer" boards your ship. [Choose two: BOD -1, Bad Reputation, Poverty, Stigma/Smuggler]
- 6 Marooned! Your vessel suffers a mechanical failure and you spend several months awaiting rescue [Poverty, Survival +2, Rifles +1, Navigation/Ground +1. Add one year to the time this path takes.]
- 7 A rival undercuts your business. [Enemy, Poverty]
- 8 Bad year. [Poverty, Bureaucracy/any +3]
- 9 A war breaks out in one of your ports of call and you decide to make a profit running guns [Wealth, Contact (2), Stigma/Gun Runner, Streetwise +4]
- 10 Smuggling provides a range of opportunities. [Disguise +2, Fast Talk +2, Forgery +2]
- 11 A port in every storm, or something like that. [Seduction +3, Dependent]
- 12 Routine business. [+3 to any merchant field skill]
- 13 New markets. [Appraisal +3, Negotiation +3]
- 14 Good year. [Wealth (2)]



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- 15 A contact offers you "favored trader" status. [Good Reputation, Wealth (4)]
- 16 Inroads! You strike a lucrative deal with Clan merchants [Protocol/any Clan +5, Contact (1, any Clan)]
- 17 Eureka! You discover an abandoned cache of goods [Well Equipped (4), Wealth (4)]
- 18 You stumble on a completely untapped market. [Appraisal +5, Negotiation +5, Wealth (5), Good Reputation]
- 19 [Choose one event or roll twice and apply both]
- 20 [Choose two events or roll three times and apply each event]

STAGE 4: TOUR OF DUTY: BLACK WARRIOR

Open only to individuals fighting for the Circinus Federation. Characters possessing the Black Warrior Affiliation gain a +2 bonus to all event rolls during this path.

Unlike most other pirate bands, the Black Warriors and their associated units must maintain some level of legitimacy, a task that often poses moral and political quandaries to the units. While the Warriors have many opportunities to profit, they also encounter many opportunities to court the wrath of the Successor States.

Time: 2 years

Traits: Vehicle (2) for MechWarrior, Aerospace Pilot and Cavalry

Skills: Add +3 to any three skills from your military fields, add +1 to any two other skills

Previous Path: Ne'er-Do-Well (4), Tour of Duty: Black Warrior (4), Tour of Duty: Piracy (4)

Next Path: Tour of Duty: Black Warrior (4)

Black Warrior Training Events

- 2 Captured during bandit raid and interrogated by the world's defenders. [Lose all Vehicle Traits, choose two: Combat Paralysis, Disability, Glass Jaw, Poor Hearing, Poor Vision, Slow Learner and may only take Ne'er-Do-Well Path next]
- 3 You sustained major injuries during a recent raid. [Lose all Vehicle Traits, choose three: Amnesia, Combat Paralysis, Disability (2), Glass Jaw, Lost Limb, Poor Hearing, Poor Vision, Slow Learner and may take no other combat paths]
- 4 You attempted a mutiny and failed. [Acting +3, Cryptography +3, Alternate Identity, Enemy (2), Stigma/Traitor and may take no other paths in the Circinus Federation]
- 5 You become sympathetic with the victims of your raids. [Good Reputation, Stigma/Weak-Willed, Timid and may take no other military paths in the Circinus Federation]
- 6 You are on the losing side of a brawl with another Black Warrior. [Choose two: BOD -2, Disability, Glass Jaw, Poor Hearing, Poor Vision, Timid or Unattractiveness and may

- take no other combat paths in the Circinus Federation]
- 7 Your commanding officer just doesn't like you. [Bureaucracy/Black Warriors +3, Bad Reputation, Demotion, Enemy]
- 8 Not much loot but you did bring something else back from that Periphery outpost. [Allergy (2) and add 1 year to the time this path takes]
- 9 The stress of the bandit lifestyle is getting to you. [Tactics/any +4, Sensor Operations +2, Perception +2, Addiction, Quirk/Paranoid]
- 10 You don't get your fair share of the spoils and turn informant but someone smells a rat. [Acting +3, Enemy]
- 11 Is there honor among thieves? [Perception +2, Quirk/Paranoid, Sixth Sense]
- 12 You survive another year of hectic bandit raids. [+3 to any three skills in your military field, +2 to two other skills]
- 13 You like being a bandit a little too much. [Interrogation +3, Intimidation +3, Scrounge +3, Promotion, Quirk/Gung-Ho, Custom Vehicle (3)]
- 14 Lots of salvage this year [Choose two: Vehicle (3), Owns Vehicle, Custom Vehicle (3)]
- 15 Why do you always get "point?" [+5 to any military skill, add +3 to any three other military skills, Perception +3, EDG +1, Sixth Sense, Stigma/"golden child"]
- 16 Banditry sure is profitable. [Contact (2), Forgery +4, Gambling +4, Negotiation +4 and either Owns Vehicle or Wealth (3)]
- 17 Your actions in the field earn the respect of your partners in crime. [Leadership +5, Tactics/any +5, Brave, Commission, Custom Vehicle, Good Reputation]
- 18 Your exploits make you famous, or is that infamous? [Leadership +5, Strategy +5, Tactics/any +5, Custom Vehicle (2), Enemy (2), Wealth (3), Well-Connected]
- 19 [Choose one event or roll twice and apply both]
- 20 [Choose two events or roll three times and apply each event]

STAGE 4: TOUR OF DUTY: BROTHERHOOD OF RANDIS

Brotherhood of Randis characters only.

Though stationed on Randis, the Brotherhood sees action throughout the Periphery. From former Smoke Jaguar warriors to ex-military personnel to simple bandits, anyone who preys on their fellow man is a likely target of the Brotherhood. The group members alone in the Periphery, dealing out their own brand of justice and sometimes making the ultimate sacrifice.

Time: 2 years

Skills: Academic/Theology +4, +4 to any three skills, +2 to any two additional skills

Previous Path: Tour of Duty: Brotherhood of Randis (4)

Next Path: Tour of Duty: Brotherhood of Randis (4), Travel (4), Ne'er-Do-Well (4); once a character leaves the Brotherhood (to



take part in a different Life Path, for example), that character must reduce his Edge Threshold by one point and spend 1D6 years in study if he wants to return to the Brotherhood.

Events: Roll on the Brotherhood of Randis Training Events Table (p. 164)

STAGE 4: TOUR OF DUTY: NUEVA CASTILE

Castilian, Umayyad or Mercenary Affiliations only.

The war in Nueva Castile has raged for more than two centuries, fueled by bitter hatred between the Castilians and Umayyads and not a little meddling by the Hanseatic League.

Time: 2 years

Attribute Minimums: BOD 5

Skills: Career/Soldier +2, Protocol/Faction +1, Tactics/any +2

Previous Path: Any

Next Path: Tour of Duty: Nueva Castile (4), To Serve and Protect (4)

Tour of Duty: Nueva Castile Events

- 2 The enemy lured you into an ambush. [Any two military field skills +2, Quirk/Hate Enemy and choose two: Amnesia, Combat Paralysis, Demoted, Disabled, Lost Limb]
- 3 Accused of cowardice. [Bad Reputation, SOC -2]
- 4 You are captured by the enemy and ransomed back.

Eventually. [Bad Reputation, BOD -1, Escape Artist +1, Languages/any +2. Add one year to the time this path takes.]

- 5 You are "persuaded" to assist an outside faction in destabilizing Nueva Castile. [Contact, In For Life, Wealth]
- 6 Blood, sweat and tears. You didn't think you would survive that battle. [+2 to all skills in one military field; choose one: Combat Paralysis, Disabled (3)]
- 7 A member of your unit demands a duel to restore a slight to his honor. [BOD -1, Choose one: Blade +2, Martial Arts/Any +2, Pistol +2]
- 8 You find yourself dragged into the pretty politics of the warrior-nobles. [Contact (2), Enemy]
- 9 You manage to bring back considerable battlefield salvage. [Well-Equipped]
- 10 Unholy alliance. Somehow you find yourself working alongside one of the enemy. [Contact/Enemy, Languages/Enemy +2 and remove any Quick/Hate Enemy Traits]
- 11 Garrison duty. Ah, peace and quiet! [+1 to any three skills]
- 12 You are involved in dealings with the Hansa. [Contact/Hanseatic League, Negotiation +3, Protocol/Hanseatic League +3]
- 13 You are dispatched on a diplomatic mission, either to the enemy or to an outside group, in an effort to garner sup-



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port for your cause. [Negotiation +4, Protocol/any +4, Streetwise +4; add one year to the time this path takes]

- 14 The highlights of your year are the great social functions held in the capital. [Protocol/Faction +5, Seduction +4, Arts/any +4]
- 15 You ordered to raid an enemy depot, a mission you pull off with panache! [Career/Soldier +5, +3 to any four field skills, Promotion, Good Reputation]
- 16 Selected for special duties. [Contact (2), next path may be Special Training: Special Forces (3, p. 31, MW3) or Covert Ops (4)]
- 17 You are assigned to the general staff to aid in planning a campaign. [Bureaucracy/any Military +5, Strategy +5; choose one: Promotion (4) and Enemy (1), or Well Connected (4) and Timid]
- 18 You lead your troops in a glorious victory over the enemy hordes. [Good Reputation, Promotion (2), Land Grant, Wealth (4) and Well Equipped (3)]
- 19 [Choose one event or roll twice and apply both]
- 20 [Choose two events or roll three times and apply each event]

STAGE 4: TOUR OF DUTY: PIRACY

Any affiliation.

Very few people set out to be a pirate. It is one of those lifestyles that often sneaks up on an individual and blindsides him. For others, it simply represents a lack of other options. Whatever your reason for turning to piracy, you have embraced a life of banditry and plunder. So take what you need, watch your back and always remember to pack an extra knife.

Time: 2 years

Attribute Minimums: None

Attribute Thresholds: BOD +1, WIL +2 (SOC now has a maximum value of 1, unless player takes alternate identity—pirates do not rate well on the social ladder.)

Traits: Bad Reputation, Enemy, reduce any Vehicle Trait to (0) unless character has the Owns Vehicle trait.

Skills: Add +3 to any three military field skills *or* to any skill listed in the Scout Field; add +1 to any other two skills, including new skills if desired.

Previous Path: Any

Next Path: Civilian Job (4), Ne'er-do-well (4), Free Trader (4), Tour of Duty: Piracy (4), Travel (4)

Events: For characters coming out of Ne'er-do-well or Street Paths or those kicked out of any military path by events, roll events per standard rules. All other characters take a -1 penalty on this first roll. (If repeating this path, the standard penalties apply: -1 modifier on second roll, -2 on third, and so on.)

Tour of Duty: Piracy Events

- 2 You were warned about trusting anyone too much, even a childhood friend. You are sold out to the authorities.

[Enemy (2), Poverty (2), Introvert, Quirk/Vendetta, add 1D6 years to time of this path]

- 3 You'll be back—and they'll be sorry. [Combat Paralysis, Lost Limb (2), Quirk/Vendetta]
- 4 The pirate's life has its traps. [Choose one: Addiction (2), Lost limb (2), or add +1D6 years to time of this path and take Escape Artist +6]
- 5 What goes up must come down. Unfortunately, what came down was almost 5,000 tons of DropShip pieces. [Survival +5, First Aid +3, Scrounge +3 and lose all Wealth and Vehicle Traits]
- 6 There's something to be said for being top dog. [BOD +2, Toughness, Unattractive (scarred), Lost Limb, Quirk/Unable to Refuse Fight, Brawling +4, Pistols +2, Blades +5]
- 7 The weak shall inherit the earth—about ten cubic meters of it over their coffins. [Enemy, Enemy (2), Stigma/Bounty, Bad Reputation (3), +2 any two military skills]
- 8 The big score! But who's holding the marker on this one? [Wealth (6), Enemy (3), Quirk/Paranoid]
- 9 Mercy doesn't pay. [Enemy (2), Stigma/Bounty]
- 10 Slow year and no easy marks. [Poverty, -1 to any two skills improved this path, Scrounge +4]
- 11 Never let it be said that you never try anything new. [Choose one: Forgery +4, Interrogation +4, Whips +4]
- 12 Easy money. [Wealth (2), Enemy (2), Intimidation +3]
- 13 You are one of those fortunate people who enjoy your work. [Gregarious, add +1 to all skills improved this path]
- 14 Reputations have their ups *and* their downs. [Pistols +4 or Blades +4, Quickdraw +3, Enemy (2), Unattractive (dueling scar)]
- 15 It's a lucrative business. Just be careful you don't become your own best customer. [Administration +3, Negotiation +3, Wealth (5), Well-Connected (4), Addiction (1)]
- 16 Something warned you that it was a trap. Always listen to your gut. [Sixth Sense, Escape Artist +4, Perception +4 and add a year to the time of this path.]
- 17 Only the strong survive. [STR +1, BOD +2, WIL +1 and choose either Toughness or Pain Resistance]
- 18 Out clean! You are handed a full pardon—a chance to start a new life. [You can take the pardon, Contact (3), Wealth (2) and continue with *any* Life Path for which you qualify. If treachery is in your blood, you can betray that trust and take Enemy (3), Bad Reputation (5), Stigma/Large Bounty and either Wealth (6) and Well-Equipped (6) or Vehicle (6) and Owns Vehicle.]
- 19 [Choose one event or roll twice and apply both]
- 20 [Choose two events or roll three times and apply each event]



NEW EQUIPMENT

Over the course of the last several decades, the entire Inner Sphere has benefited from the technological advances brought about by the discovery of the Star League Memory Core and the coming of the Clans. The same cannot be said about the Periphery.

Though almost every major power in the Periphery now fields some amount of Lostech or recently developed technology, none gained those technologies through research and development. Instead, they gained them either through negotiations (as with the Magistracy of Canopus and the Taurian Concordat), outright purchase or intrigue. Even then, the level of technology still falls far lower than the Inner Sphere average.

On the other hand, that does not mean that the scientists of the Periphery have not been working to unlock some of those secrets for themselves. Several realms, specifically the Magistracy of Canopus and the Outworlds Alliance have made great strides in advancing their level of technology, though the former only because of its close association with the Capellan Confederation. Others, like the Marian Hegemony, while certainly working on unlocking the secrets of the high-technology they have bought (and stolen) from the Inner Sphere, have focused more on the low-tech approach to upgrading their expanding military.

ROCKET LAUNCHERS

As soon as Sean O'Reilly succeeded his father as leader of the Hegemony, he began a program of expanding not only the rosters of his military, but upgrading its equipment. Eventually, he made several deals with factions within the Word of Blake to supply high-tech BattleMechs and weapons to his legions. At the same time, he directed his scientists to begin developing low-tech weapons that could be both readily mass-produced

PERIPHERY WEAPONS TABLE

Type	Heat	Damage	Minimum Range	Short Range	Medium Range	Long Range	Tons	Critical Slots	Ammo Per Ton
Rocket Launcher 10	3	1/missile	—	1-5	6-11	12-18	0.5	1	—
Rocket Launcher 15	4	1/missile	—	1-4	5-9	10-15	1.0	2	—
Rocket Launcher 20	5	1/missile	—	1-3	4-7	8-12	1.5	3	—

AEROTECH 2 WEAPONS SUPPLEMENT

Type	Class	Heat	Attack Value	Max. Range	Tons	Ammo Per Ton
Rocket Launcher 10	RL	3	6	Medium	0.5	—
Rocket Launcher 15	RL	4	9	Medium	1.0	—
Rocket Launcher 20	RL	5	12	Medium	1.5	—

BATTLEFORCE 2 ROSTER SUPPLEMENT

Name	MP	Damage PB/M/L	Over-heat	Class	Armor/Structure	Point Value	Specials
ABS-3L Anubis	8	1/1/1	—	L	2/1	8	if, ecm
ABS-3R Anubis	8	1/1/1	—	L	2/1	8	if, ecm
CPLT-H2 Catapult	4J	3/2/1	—	H	4/5	14	if
CGR-2A2 Charger	5	2/—/—	—	A	4/6	9	
COM-4H Commando	6	2/1/—	—	L	2/2	6	
CP-11-H Cyclops	4	5/3/—	—	A	5/7	13	
FS9-C Firestarter	6J	2/1/—	—	L	2/3	9	
HBK-5H Hunchback	4	4/3/—	—	M	4/4	9	
JMG-6H JagerMech	4	3/2/—	—	H	5/5	12	
WTH-1H Whitworth	4J	3/2/—	—	M	3/3	10	

PERIPHERY EQUIPMENT COSTS AND BATTLE VALUES

Type	Cost	Ammo Costs (per reload)	Battle Value
Rocket Launcher 10	15,000	1,000	18
Rocket Launcher 15	30,000	1,500	23
Rocket Launcher 20	45,000	2,000	24

and easily retrofitted onto a 'Mech or tank.

The one and only major weapon system to survive initial field tests was one similar in concept to the Draconis Combine's recently developed MRM series of missile launchers. Instead of combining massive launcher racks with a complicated ammunition-feed system, the Hegemony's designers took a far simpler approach by making these new launchers completely self-contained, firing a single flight of unguided high-explosive rockets that are easily reloadable by hand in the field, making them nearly perfect for the still decidedly low-tech Marian legions. The main drawback was that the designers could not incorporate guidance packages into the rockets or the launchers without giving up too much space and mass.

Initially tested in anti-pirate raids and clandestine attacks upon the Circinus Federation and the Magistracy of Canopus, these simple series of rocket launchers proved highly effective.



NEW EQUIPMENT

By the time the invasion of the Illyrian Palatinate rolled around, many of the Palatinate's defenders took a far more cautious stance rather than let a force of otherwise inconsequential 'Mechs or vehicles surround and decimate them with devastating salvos of these rockets.

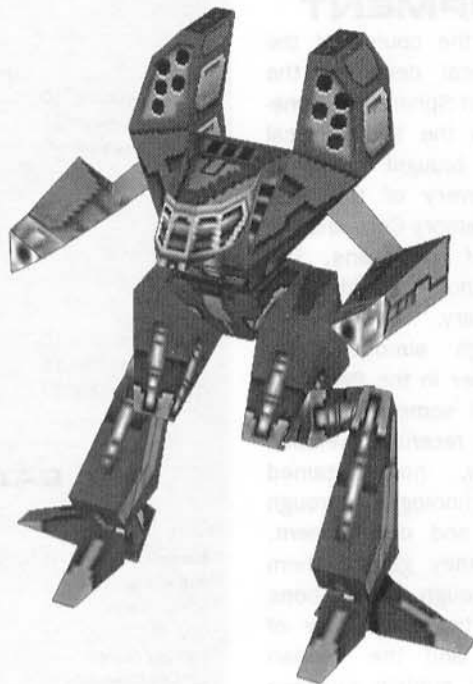
Since the Illyrian conquest, the cat has been let out of the bag, so to speak, and both the Circinus Federation and Magistracy of Canopus are currently testing the limited quantities of this weapon they have been able to either salvage or purchase on the black market. With both of these nations in possession of this new weapon, it is only a matter of time before the Marian rocket launchers become available to anyone and everyone who needs an inexpensive and effective weapon.

Game Rules

Resolve Rocket Launcher attacks in the same way as a One Shot LRM attack consisting of the appropriate number of missiles (as listed in the weapon's name), but with the following exceptions: use the range brackets listed for each specific weapon and apply a +1 modifier to the base to-hit number of the Rocket Launcher attack. As soon as the weapon is fired, the player making the attack should place a mark next to the weapon's critical slot on the Critical Hit Table; each rocket launcher may only be fired once during a game. Rocket Launchers may not make use of any specialized munitions or equipment (such as Artemis IV, NARC homing missiles and the like); ECM suites likewise have no effect on the weapon (though Anti-Missile Systems may be used against a Rocket Launcher attack). Rocket Launchers can be reloaded following a mission for the cost listed in the Periphery Equipment Costs and Battle Values Table (p. 169).

BATTLEMECH VARIANTS

Several new variants on traditional BattleMech designs have appeared within the last few years, as has one entirely new design, courtesy of the Trinity Alliance and the Capellan Confederation. Most have been courtesy of the Marian Hegemony and its military buildup, though the trickle-down theory has brought a few Inner Sphere variants into the Periphery. The great majority of these variants are one-off refits accomplished in the field with parts on hand. Several of these configurations have caught on with the Marian Hegemony's Legions, with scores of 'Mechs refit prior to and during the conquering of the Illyrian Palatinate. BattleMechs such as the *Whitworth*, once considered little more than a minor threat, are now feared on the battlefields of the Periphery, while the *Hunchback* and *Catapult*, always staples of the Legions, have become an even greater threat than they once were; even the much maligned *Charger* 1A1 is finding new life.



ABS-3L ANUBIS

Mass: 30 Tons

Chassis: Detroit Type III Endo

Power Plant: Ceres Motors 240 Extralight

Cruising Speed: 86 kph

Maximum Speed: 130 kph

Jump Jets: None

Jump Capacity: None

Armor: Hellespont Lite Stealth

Armament:

1 Diverse Optics Extended Range Small Laser

4 Sian/Ceres Jaguar LRM-5 Launchers

Manufacturer: Detroit Consolidated MechWorks

Primary Factory: Detroit

Communications System: Ceres Metals Model 666 with Guardian Electronic Countermeasures

Targeting and Tracking System: Dynatec 990

OVERVIEW

The last several years have seen a dramatic increase in the numbers of brand-new BattleMech designs reaching the fields, a fact directly attributable to the continued unlocking of Clan technologies and to a general desire to break with the tra-



ditions and influences of the past. For every one of these new designs that have seen the light of day, twenty or more never made it past the drawing board. The 'Mech known as the *Anubis* was nearly one of these.

Designed by Gittleman and Abzug, a pair of engineers within the Fredonian Industrial Technologies design consortium, the *Anubis* was intended to complement the *Osiris*, a 'Mech they had designed that the Federated Suns' Achernar BattleMechs had already accepted and was retooling one of its lines to build. Achernar turned down the *Anubis* design outright, though, as did the AFFC's Department of the Quartermaster and every other Suns' manufacturer the two took their design to.

The *Anubis* would likely have died there had Gittleman and Abzug not chosen to leave the Federated Suns for the New Colony Region, where Detroit Consolidated MechWorks quickly snapped up the two designers—and their *Anubis*.

CAPABILITIES

In addition to giving the militaries of the Magistracy of Canopus, the Taurian Concordat and the Colonial Marshals a new light BattleMech, the *Anubis* serves a more important role: demonstrating the Capellan Confederation's commitment to the terms of the Trinity Alliance. Construction of the Detroit MechWorks was partially financed by the Capellan Confederation, which has continually kept the facility upgraded with the advances it needs to construct even the most complicated 'Mech designs.

The *Anubis* is the first non-Capellan-produced 'Mech to feature the Confederation's latest technological revolution—Stealth Armor. Though not all of the components are produced on Detroit—the Stealth Armor is shipped in from Sian, for example—the Detroit plant is one of only three in existence that can currently construct BattleMechs incorporating any and all of these advancements.

The 'Mech itself is designed to operate in a supporting role, quickly darting about the edge of a battlefield and laying down a suppressing fire with its battery of Long-Range Missile launchers while other 'Mechs and vehicles dash in under that curtain to engage an enemy directly. With that mission in mind, the designers felt that the 'Mech needed only minimal armor protection, while the addition of the Confederation's Stealth Armor to the design gives it an even greater edge if it does come under fire. The *Anubis* has only limited ammunition reserves however, and must remain within easy reach of a friendly supply line if it is to remain effective on the battlefield.

At the same time, the *Anubis*' integral ECM suite gives the Canopian and Taurian militaries the capability to quickly cripple an enemy's C3 (command, control and communications) system with the strategic placement of just a few *Anubis*' in key positions, a capability that can easily turn the tide of battle.

DEPLOYMENT

The *Anubis* has only been in the field for a few months, but has already made its way to key units within the Magistracy and the Concordat. The Colonial Marshals field the highest concentration of the *Anubis*, though that is hardly surprising considering the fact that the Marshals have always been understrength, even before Governor Maltin's abortive bid for independence.

VARIANTS

Though the *Anubis* has only been in the field for a few months, a variant has already surfaced. Due to the ease with which the new Hegemony Rocket Launcher technology can be added to a 'Mech, an LRM 5 has been removed from each torso and replaced with Rocket Launcher 15, while a Rocket Launcher 10 has been added to the left arm to create the ABS-3R.

Type: **Anubis**

Technology Base: Inner Sphere

Tonnage: 30

Battle Value: 807

Equipment

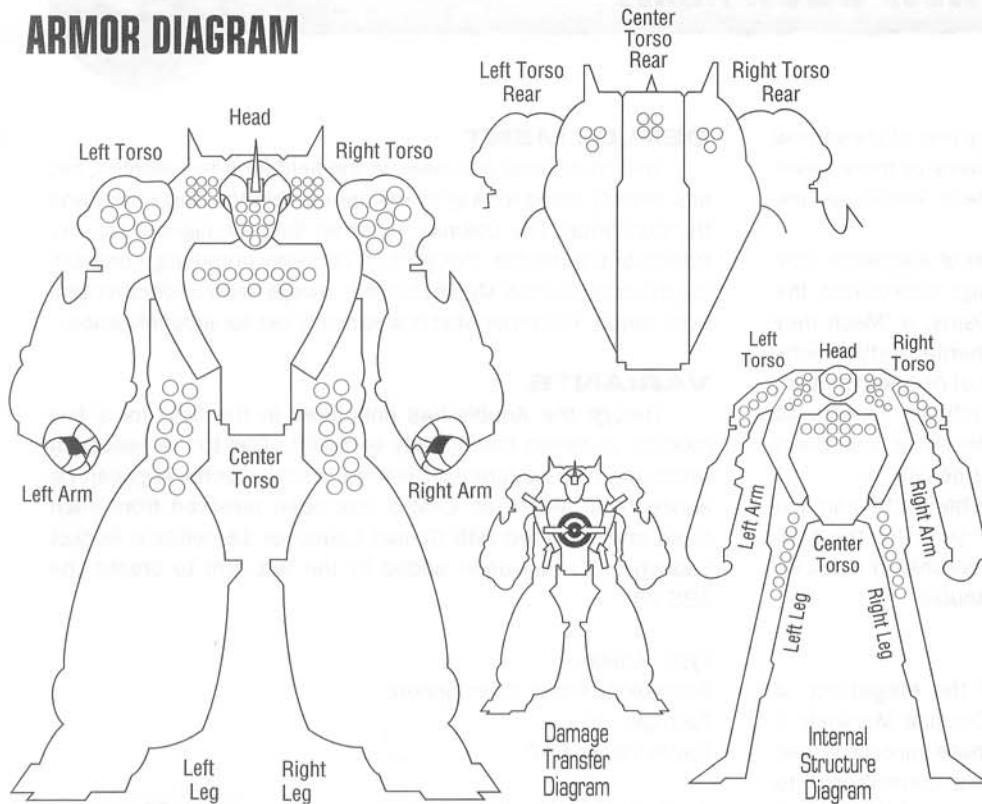
		Mass
Internal Structure:	Endo Steel	1.5
Engine:	240 XL	6
Walking MP:	8	
Running MP:	12	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	88	5.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	10	11
Center Torso (rear)		4
R/L Torso	7	9
R/L Torso (rear)		3
R/L Arm	5	8
R/L Leg	7	12

Weapons And Ammo	Location	Critical	Tonnage
ER Small Laser	LA	1	.5
2 LRM 5	LT	2	2
Ammo (LRM) 24	LT	1	1
2 LRM 5	RT	2	2
Guardian ECM Suite	CT	2	1.5

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ARMOR DIAGRAM



Mech Data

Type: ABS-3L Anubis
Movement Points: Walking: 8
Running: 12
Jumping: 0
Tonnage: 30
Technology Base: 3062
Inner Sphere

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 ER Small Laser	LA	2	3	-	2	4	5
2 LRM 5	RT	2	1	6	7	14	21
2 LRM 5	LT	2	1	6	7	14	21
1 Guardian ECM Suite	CT	0	0	-	-	-	6

Ammo Type

LRM 5

Rounds

24

Total Heat Sinks: 10 (20)

○○○○○○○○○○

Double

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Small Laser
- Stealth Armor

- Stealth Armor
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine
- LRM 5
- LRM 5
- Ammo (LRM 5) 24

- Stealth Armor
- Stealth Armor
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth Armor
- Stealth Armor

Critical Hit Table

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Guardian ECM Suite
- Guardian ECM Suite

Engine Hits ○○○
Gyro Hits ○○○
Sensor Hits ○○○
Life Support ○

Cost: 5,159,765
Battle Value: 807

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Stealth Armor
- Stealth Armor

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

Right Torso

- XL Engine
- XL Engine
- XL Engine
- LRM 5
- LRM 5
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Stealth Armor
- Stealth Armor
- Endo Steel
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth Armor
- Stealth Armor

Heat Scale

Heat Overflow



30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
09
08
07
06
05
04
03
02
01
00

Shutdown

Ammo Explosion, avoid on 8+

Shutdown, avoid on 10+

-5 Movement Points

+4 Modifier to Fire

Ammo Explosion, avoid on 6+

Shutdown, avoid on 8+

-4 Movement Points

Ammo Explosion, avoid on 4+

Shutdown, avoid on 6+

+3 Modifier to Fire

-3 Movement Points

Shutdown, avoid on 4+

+2 Modifier to fire

-2 Movement Points

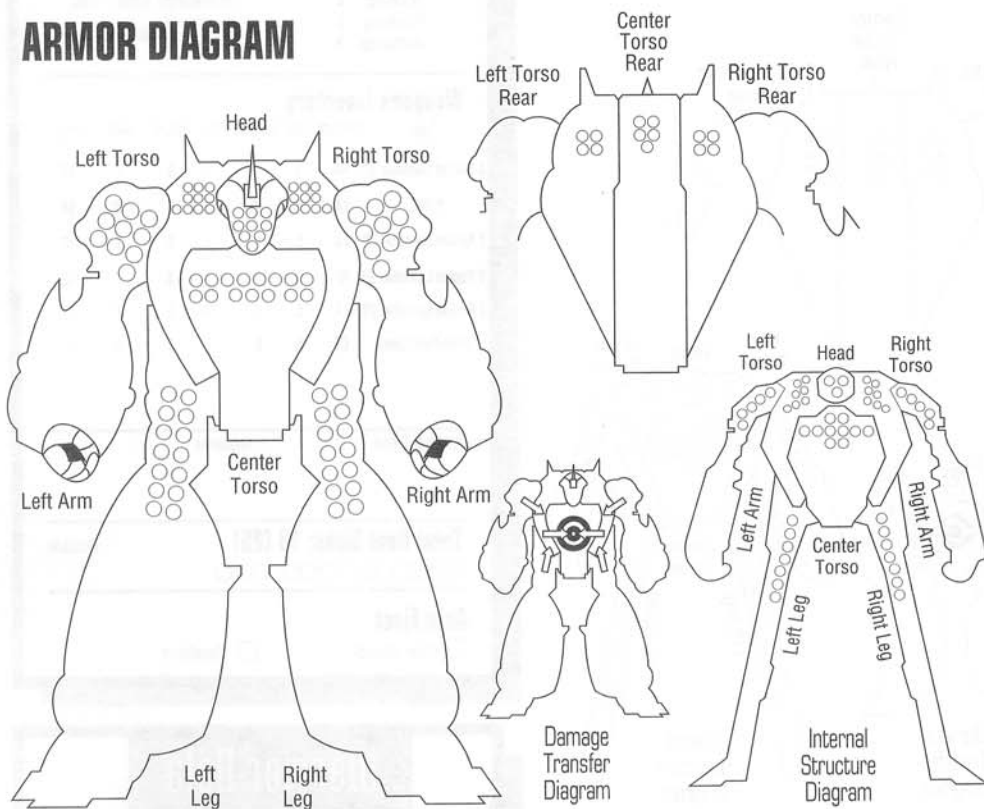
+1 Modifier to Fire

-1 Movement Points

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ARMOR DIAGRAM



Mech Data

Type: ABS-3R Anubis

Tonnage: 30

Movement Points:

Walking: 8

Technology Base: 3062

Running: 12

Inner Sphere

Jumping: 0

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 ER Small Laser	LA	2	3	-	2	4	5
1 Rocket Launcher 10	LA	3	1	-	5	11	18
1 LRM 5	RT	2	1	6	7	14	21
1 Rocket Launcher 15	RT	4	1	-	4	9	15
1 LRM 5	LT	2	1	6	7	14	21
1 Rocket Launcher 15	LT	4	1	-	4	9	15
1 Guardian ECM Suite	CT	0	0	-	-	-	6

Ammo Type

LRM 5

Rounds

24

Total Heat Sinks: 10 (20)

○○○○○○○○○○

Double

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Small Laser
- Rocket Launcher 10

1-3

- Stealth Armor
- Stealth Armor
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Critical Hit Table

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○

Cost: 5,276,765
Battle Value: 845

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Stealth Armor
- Stealth Armor

1-3

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- LRM 5
- Rocket Launcher 15
- Rocket Launcher 15

1-3

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth Armor
- Stealth Armor

Heat
Overflow



Heat Scale

30

Shutdown

29

Ammo Explosion, avoid on 8+

28

27

Shutdown, avoid on 10+

26

-5 Movement Points

25

+4 Modifier to Fire

24

Ammo Explosion, avoid on 6+

23

Shutdown, avoid on 8+

22

-4 Movement Points

21

Ammo Explosion, avoid on 4+

20

Shutdown, avoid on 6+

19

+3 Modifier to Fire

18

-3 Movement Points

17

Shutdown, avoid on 4+

16

+2 Modifier to fire

15

-2 Movement Points

14

+1 Modifier to Fire

13

-1 Movement Points

12

11

10

09

08

07

06

05

04

03

02

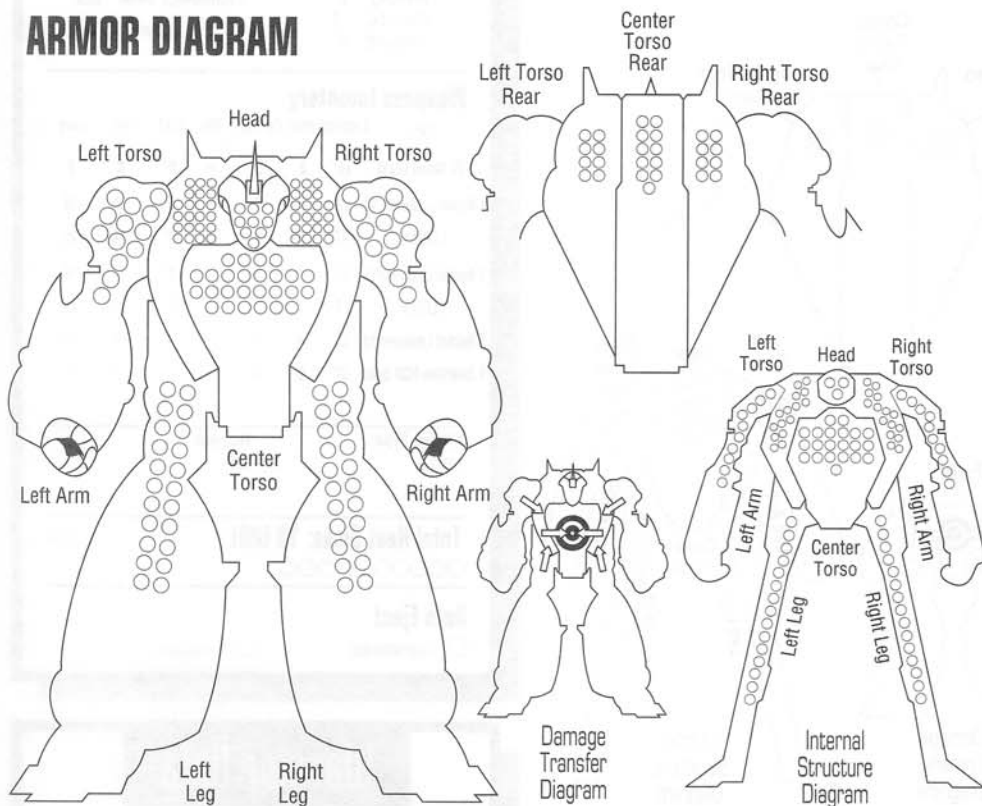
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ARMOR DIAGRAM



Mech Data

Type: CPLT-H2 Catapult
 Movement Points: Walking: 4 Running: 6 Jumping: 4
 Tonnage: 65
 Technology Base: 3062
 Inner Sphere

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
3 Rocket Launcher 20	RA	5	1	-	3	7	12
1 PPC	LA	10	10	3	6	12	18
2 Rocket Launcher 20	LA	5	1	-	3	7	12
2 Rocket Launcher 20	RT	5	1	-	3	7	12
2 Rocket Launcher 20	LT	5	1	-	3	7	12
2 Medium Laser	CT	3	5	-	3	6	9

Ammo Type

Rounds

Total Heat Sinks: 13 (26)

Double

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken: 1 2 3 4 5 6
 Consciousness #: 3 5 7 10 11 Dead

Heat Scale

30	Heat Overflow Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	
04	-1 Movement Points
03	
02	
01	
00	

Left Arm

- Shoulder
- Upper Arm Actuator
- PPC
- PPC
- PPC
- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Roll Again

Critical Hit Table

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Engine
- Medium Laser
- Medium Laser

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○

Cost: 6,034,326
 Battle Value: 1,437

Right Arm

- Shoulder
- Upper Arm Actuator
- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20
- Roll Again

Right Torso

- Jump Jet
- Jump Jet
- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Left Torso

- Jump Jet
- Jump Jet
- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20
- Roll Again

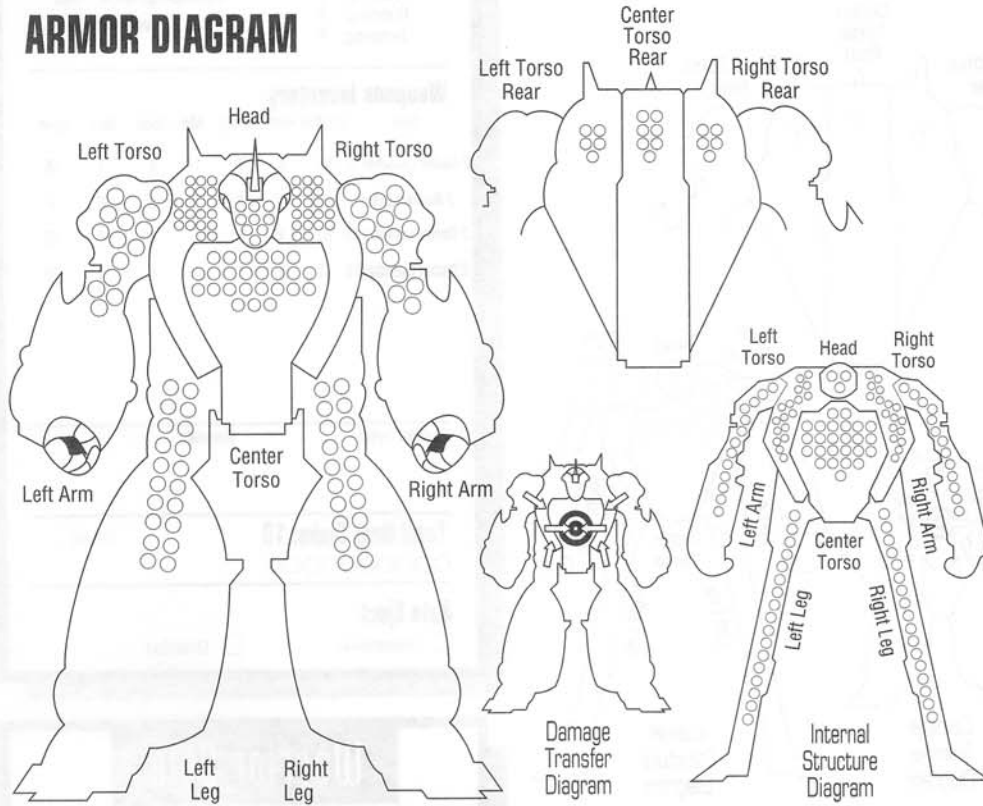
Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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ARMOR DIAGRAM



Mech Data

Type: CGR-2A2 Charger
 Movement Points:
 Walking: 5
 Running: 8
 Jumping: 0
 Tonnage: 80
 Technology Base: 3062
 Inner Sphere

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 Medium Laser	RA	3	5	-	3	6	9
1 Rocket Launcher 10	LA	3	1	-	5	11	18
2 Rocket Launcher 10	RT	3	1	-	5	11	18
2 Rocket Launcher 10	LT	3	1	-	5	11	18

Ammo Type

Rounds

Total Heat Sinks: 10

Single

○○○○○○○○○○

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

Heat Scale

Heat Overflow



Shutdown

Ammo Explosion, avoid on 8+

Shutdown, avoid on 10+

-5 Movement Points

+4 Modifier to Fire

Ammo Explosion, avoid on 6+

Shutdown, avoid on 8+

-4 Movement Points

Ammo Explosion, avoid on 4+

Shutdown, avoid on 6+

+3 Modifier to Fire

-3 Movement Points

Shutdown, avoid on 4+

+2 Modifier to fire

-2 Movement Points

+1 Modifier to Fire

-1 Movement Points

Critical Hit Table

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Rocket Launcher 10
- Rocket Launcher 10
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○

Cost: 7,770,119
 Battle Value: 947

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Rocket Launcher 10
- Rocket Launcher 10
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

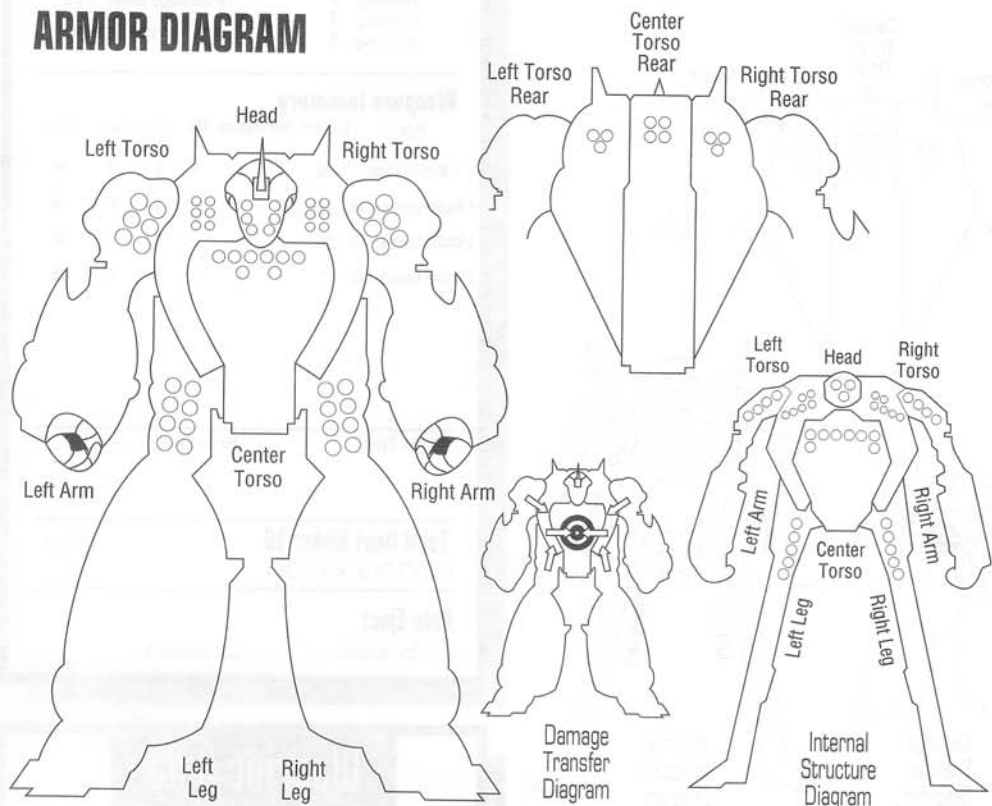
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

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ARMOR DIAGRAM



Mech Data

Type: COM-4H Commando
Movement Points:
Walking: 6
Running: 9
Jumping: 0
Tonnage: 25
Technology Base: 3062
Inner Sphere

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
2 Rocket Launcher 15	RA	4	1	-	4	9	15
2 Medium Laser	LA	3	5	-	3	6	9
2 Rocket Launcher 15	RT	4	1	-	4	9	15
2 Rocket Launcher 15	LT	4	1	-	4	9	15

Ammo Type Rounds

Total Heat Sinks: 10

○○○○○○○○○○

Single

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

Heat Scale

30	Heat Overflow
29	Shutdown
28	Ammo Explosion, avoid on 8+
27	Shutdown, avoid on 10+
26	-5 Movement Points
25	+4 Modifier to Fire
24	Ammo Explosion, avoid on 6+
23	Shutdown, avoid on 8+
22	-4 Movement Points
21	Ammo Explosion, avoid on 4+
20	Shutdown, avoid on 6+
19	+3 Modifier to Fire
18	-3 Movement Points
17	Shutdown, avoid on 4+
16	+2 Modifier to Fire
15	-2 Movement Points
14	+1 Modifier to Fire
13	-1 Movement Points
12	
11	
10	
09	
08	
07	
06	
05	
04	
03	
02	
01	
00	

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Medium Laser

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Heat Sink
- Heat Sink
- Rocket Launcher 15
- Rocket Launcher 15
- Rocket Launcher 15
- Rocket Launcher 15

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Critical Hit Table

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Engine
- Engine
- Roll Again
- Roll Again
- Roll Again

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○

Cost: 1,923,750
Battle Value: 628

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Rocket Launcher 15
- Rocket Launcher 15

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- Heat Sink
- Heat Sink
- Rocket Launcher 15
- Rocket Launcher 15
- Rocket Launcher 15
- Rocket Launcher 15

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

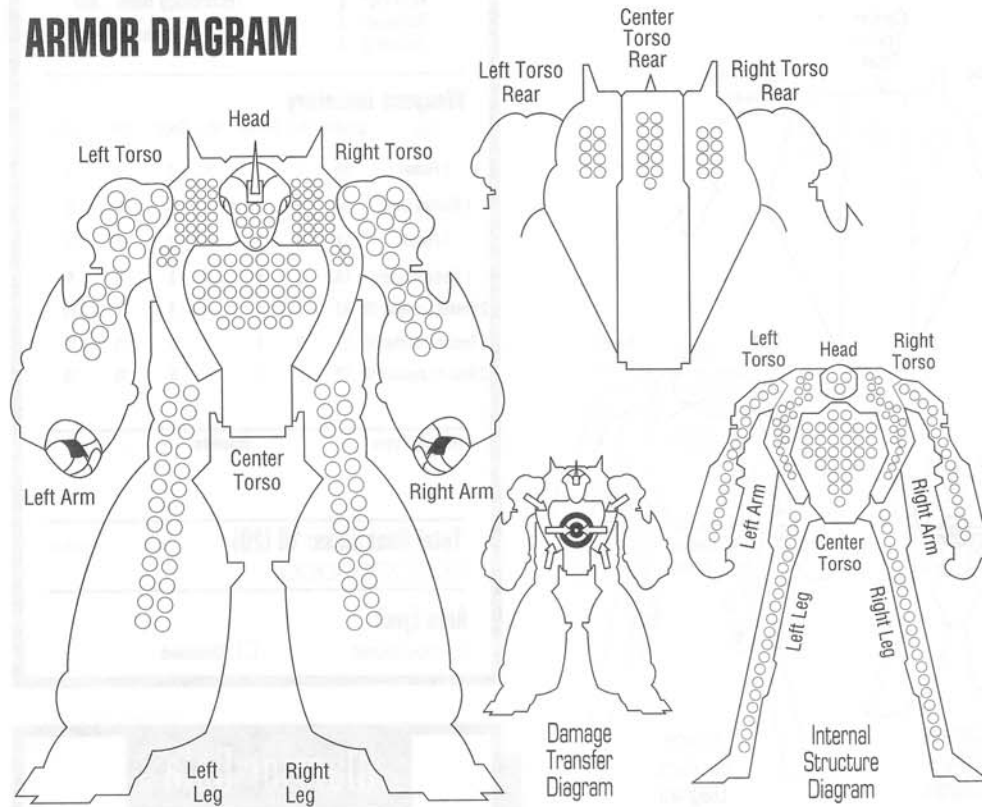
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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ARMOR DIAGRAM



Left Arm

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. Medium Laser
 6. Rocket Launcher 20
- 1-3**
1. Rocket Launcher 20
 2. Rocket Launcher 20
 3. Ferro-Fibrous
 4. Ferro-Fibrous
 5. Ferro-Fibrous
 6. Ferro-Fibrous
- 4-6**

Left Torso

1. Rocket Launcher 20
 2. Rocket Launcher 20
 3. Rocket Launcher 20
 4. Rocket Launcher 20
 5. Rocket Launcher 20
 6. Rocket Launcher 20
- 1-3**
1. Rocket Launcher 20
 2. Rocket Launcher 20
 3. Rocket Launcher 20
 4. Rocket Launcher 20
 5. Rocket Launcher 20
 6. Rocket Launcher 20
- 4-6**

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Critical Hit Table

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
 2. Engine
 3. Engine
 4. Gyro
 5. Gyro
 6. Gyro
- 1-3**
1. Gyro
 2. Engine
 3. Engine
 4. Engine
 5. Ferro-Fibrous
 6. Ferro-Fibrous
- 4-6**

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○

Cost: 9,675,560
Battle Value: 1,333

Right Arm

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. Medium Laser
 6. Rocket Launcher 20
- 1-3**
1. Rocket Launcher 20
 2. Rocket Launcher 20
 3. Ferro-Fibrous
 4. Ferro-Fibrous
 5. Ferro-Fibrous
 6. Ferro-Fibrous
- 4-6**

Right Torso

1. Autocannon 20
 2. Autocannon 20
 3. Autocannon 20
 4. Autocannon 20
 5. Autocannon 20
 6. Autocannon 20
- 1-3**
1. Autocannon 20
 2. Autocannon 20
 3. Autocannon 20
 4. Autocannon 20
 5. Ammo (AC 20) 5
 6. Ammo (AC 20) 5
- 4-6**

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Mech Data

Type: CP-11-H Cyclops
Movement Points:
Walking: 4
Running: 6
Jumping: 0
Tonnage: 90
Technology Base: 3062
Inner Sphere

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 Medium Laser	RA	3	5	-	3	6	9
1 Rocket Launcher 20	RA	5	1	-	3	7	12
1 Medium Laser	LA	3	5	-	3	6	9
1 Rocket Launcher 20	RA	5	1	-	3	7	12
1 Autocannon 20	RT	7	20	-	3	6	9
4 Rocket Launcher 20	LT	5	1	-	3	7	12

Ammo Type

Rounds

Total Heat Sinks: 12 (24)

○○○○○○○○○○○○○○○○

Double

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken: 1 2 3 4 5 6
Consciousness #: 3 5 7 10 11 Dead

Heat Overflow



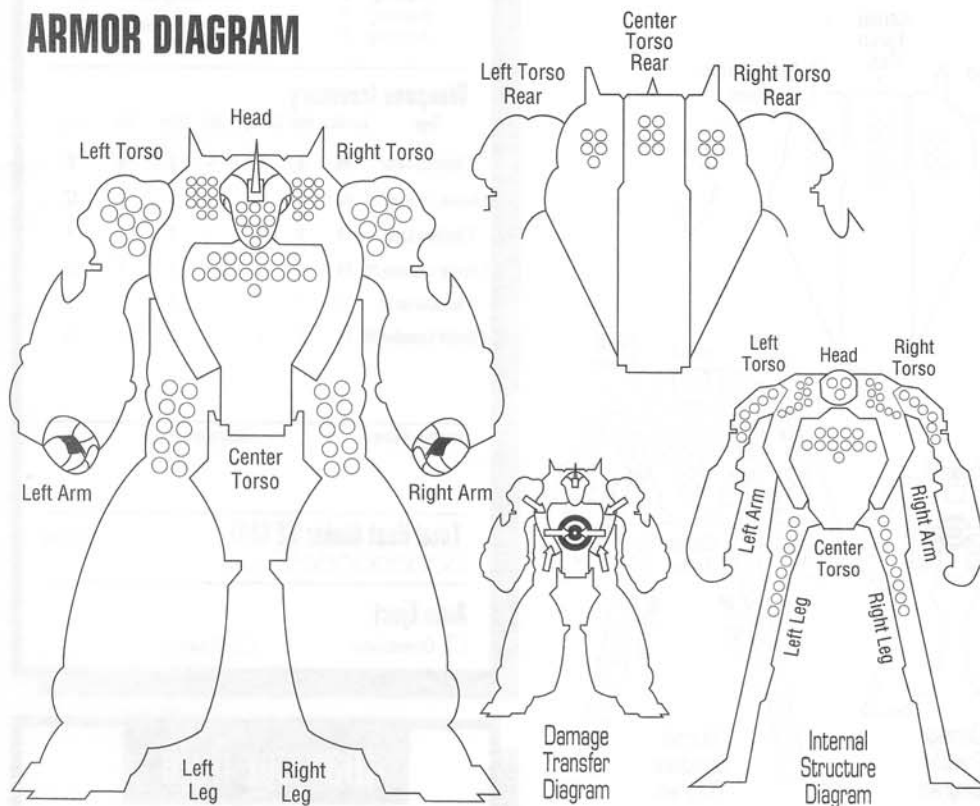
Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

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ARMOR DIAGRAM



Left Arm

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Flamer
 5. Medium Laser
 6. Double Heat Sink
- 1-3
1. Double Heat Sink
 2. Double Heat Sink
 3. Ferro-Fibrous
 4. Ferro-Fibrous
 5. Roll Again
 6. Roll Again
- 4-6

Left Torso

1. Jump Jet
 2. Jump Jet
 3. Jump Jet
 4. Rocket Launcher 10
 5. Rocket Launcher 10
 6. Ferro-Fibrous
- 1-3
1. Ferro-Fibrous
 2. Ferro-Fibrous
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again
- 4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Critical Hit Table

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
 2. Engine
 3. Engine
 4. Gyro
 5. Gyro
 6. Gyro
- 1-3
1. Gyro
 2. Engine
 3. Engine
 4. Engine
 5. Rocket Launcher 10
 6. Rocket Launcher 10
- 4-6

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○

Cost: 3,329,100
Battle Value: 924

Right Arm

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Flamer
 5. Medium Laser
 6. Double Heat Sink
- 1-3
1. Double Heat Sink
 2. Double Heat Sink
 3. Ferro-Fibrous
 4. Ferro-Fibrous
 5. Roll Again
 6. Roll Again
- 4-6

Right Torso

1. Jump Jet
 2. Jump Jet
 3. Jump Jet
 4. Rocket Launcher 15
 5. Rocket Launcher 15
 6. Rocket Launcher 15
- 1-3
1. Rocket Launcher 15
 2. Ferro-Fibrous
 3. Ferro-Fibrous
 4. Ferro-Fibrous
 5. Roll Again
 6. Roll Again
- 4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Mech Data

Type: FS9-C Firestarter
Movement Points:
Walking: 6
Running: 9
Jumping: 6
Tonnage: 35
Technology Base: 3062
Inner Sphere

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 Flamer	RA	3	2	-	1	2	3
1 Medium Laser	RA	3	5	-	3	6	9
1 Flamer	LA	3	2	-	1	2	3
1 Medium Laser	LA	3	5	-	3	6	9
2 Rocket Launcher 15	RT	4	1	-	4	9	15
2 Rocket Launcher 10	LT	3	1	-	5	11	18
2 Rocket Launcher 10	CT	3	1	-	5	11	18

Ammo Type

Rounds

Total Heat Sinks: 10 (20)

○○○○○○○○○○

Double

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

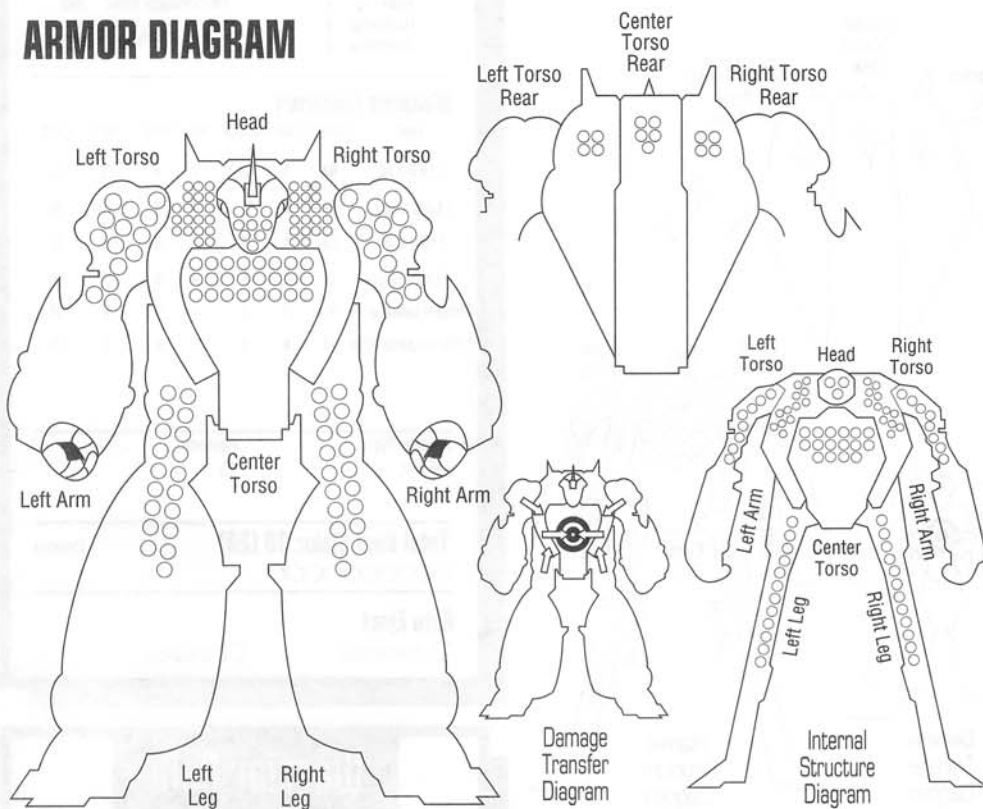
Heat Scale

30	Heat Overflow Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
09	+1 Modifier to Fire
08	
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

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ARMOR DIAGRAM



Mech Data

Type: HBK-5H Hunchback
 Movement Points: Walking: 4
 Running: 6
 Jumping: 0
 Tonnage: 50
 Technology Base: 3062
 Inner Sphere

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 Medium Laser	RA	3	5	-	3	6	9
1 Medium Laser	LA	3	5	-	3	6	9
Autocannon 20	RT	7	20	-	3	6	9
3 Rocket Launcher 20	LT	5	1	-	3	7	12

Ammo Type

Autocannon 20

Rounds

10

Total Heat Sinks: 10

○○○○○○○○○○

Single

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken: 1 2 3 4 5 6
 Consciousness #: 3 5 7 10 11 Dead

Heat Scale

30	Heat Overflow
29	Shutdown
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
09	+1 Modifier to Fire
08	
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

Left Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Laser
 - Ferro-Fibrous
- 4-6
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous

Left Torso (Case)

- 1-3
- Ammo (AC 20) 5
 - Ammo (AC 20) 5
 - Rocket Launcher 20
 - Rocket Launcher 20
 - Rocket Launcher 20
 - Rocket Launcher 20
- 4-6
- Rocket Launcher 20
 - Rocket Launcher 20
 - Rocket Launcher 20
 - Rocket Launcher 20
 - Rocket Launcher 20
 - CASE

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

Critical Hit Table

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- 1-3
- Engine
 - Engine
 - Engine
 - Gyro
 - Gyro
 - Gyro
- 4-6
- Gyro
 - Engine
 - Engine
 - Engine
 - Roll Again
 - Roll Again

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○

Cost: 3,824,500
 Battle Value: 901

Right Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Laser
 - Ferro-Fibrous
- 4-6
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous

Right Torso

- 1-3
- Autocannon 20
 - Autocannon 20
 - Autocannon 20
 - Autocannon 20
 - Autocannon 20
 - Autocannon 20
- 4-6
- Autocannon 20
 - Autocannon 20
 - Autocannon 20
 - Autocannon 20
 - Roll Again
 - Roll Again

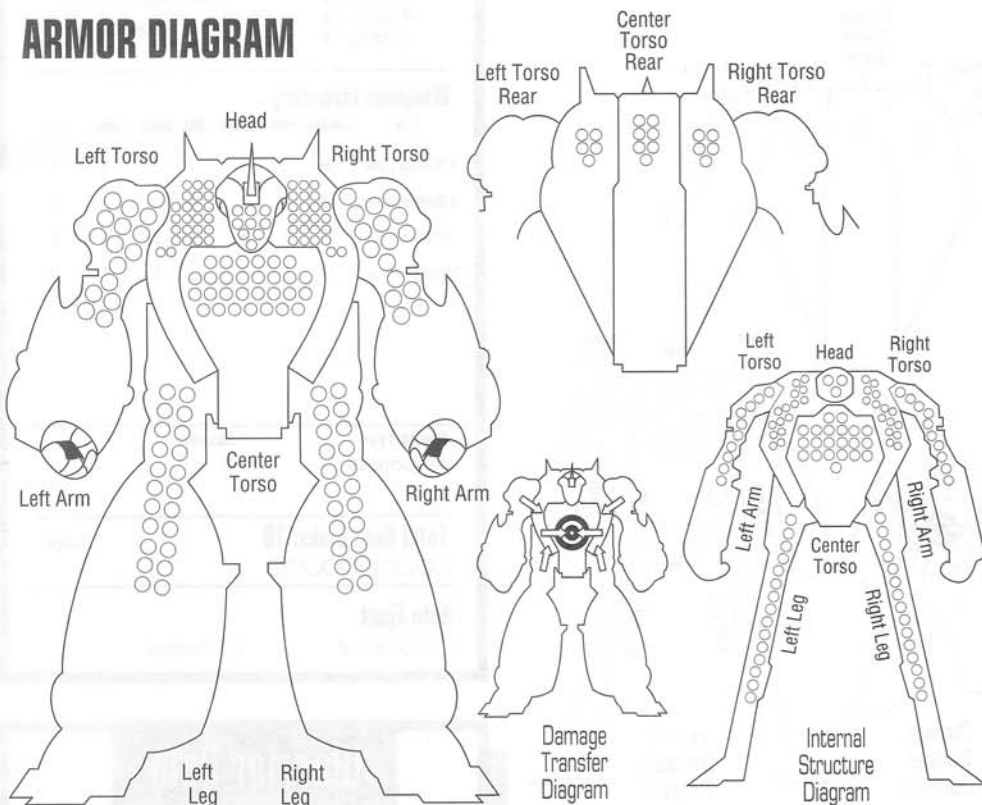
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

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ARMOR DIAGRAM



Left Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. LB 2-X AC
4. LB 2-X AC
5. LB 2-X AC
6. LB 2-X AC
1. Large Laser
2. Large Laser
- 4-6 3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Left Torso

1. Rocket Launcher 15
2. Rocket Launcher 15
- 1-3 3. Rocket Launcher 15
4. Rocket Launcher 15
5. Rocket Launcher 15
6. Rocket Launcher 15
1. Ammo (LB 2-X) 45
- 4-6 2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Critical Hit Table

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
- 1-3 3. Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Engine
- 4-6 3. Engine
4. Engine
5. Roll Again
6. Roll Again

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○

Cost: 5,879,226
Battle Value: 1,203

Right Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. LB 2-X AC
4. LB 2-X AC
5. LB 2-X AC
6. LB 2-X AC
1. Large Laser
2. Large Laser
- 4-6 3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Right Torso

1. Rocket Launcher 15
2. Rocket Launcher 15
- 1-3 3. Rocket Launcher 15
4. Rocket Launcher 15
5. Rocket Launcher 15
6. Rocket Launcher 15
1. Ferro-Fibrous
2. Ferro-Fibrous
- 4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Mech Data

Type: JM6-H JagerMech Tonnage: 65
Movement Points:
Walking: 4 Technology Base: 3062
Running: 6 Inner Sphere
Jumping: 0

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 LB 2-X AC	RA	1	2	4	9	18	27
1 Large Laser	RA	8	8	-	5	10	15
1 LB 2-X AC	LA	1	2	4	9	18	27
1 Large Laser	LA	8	8	-	5	10	15
3 Rocket Launcher 15	RT	4	1	-	4	9	15
3 Rocket Launcher 15	LT	4	1	-	4	9	15

Ammo Type Rounds
LB 2-X 45

Total Heat Sinks: 10 (20)

○○○○○○○○○○

Double

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken 1 2 3 4 5 6
Consciousness # 3 5 7 10 11 Dead

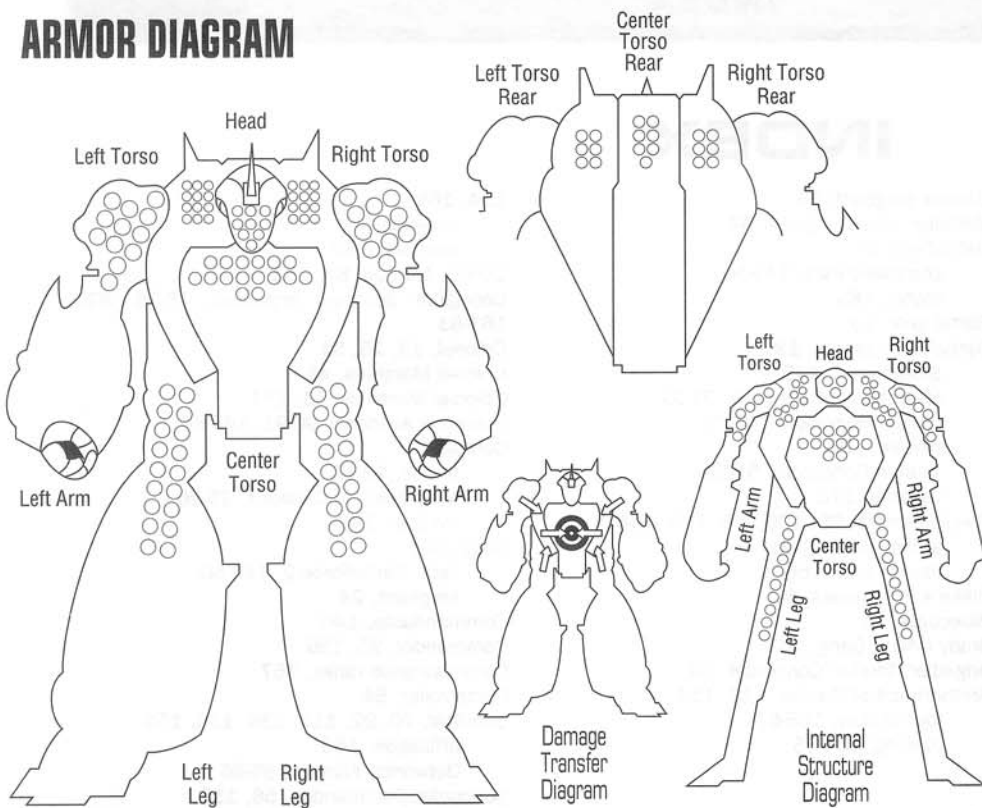
Heat Scale

30	Heat Overflow
29	Shutdown
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

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ARMOR DIAGRAM



Mech Data

Type: WTH-1H Whitworth
 Movement Points: Walking: 4
 Running: 6
 Jumping: 4
 Tonnage: 40
 Technology Base: 3062
 Inner Sphere

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 Medium Laser	RA	3	5	-	3	6	9
1 Medium Laser	LA	3	5	-	3	6	9
8 Rocket Launcher 10	RT	3	1	-	5	11	18
1 SRM 6	LT	4	1	-	3	6	9
1 Medium Laser	RA	3	5	-	3	6	9

Ammo Type

SRM 6

Rounds

15

Total Heat Sinks: 14

○○○○○○○○○○ ○○○○

Single

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

Heat Scale

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
09
08
07
06
05
04
03
02
01
00

Heat Overflow
 Shutdown

Ammo Explosion, avoid on 8+

Shutdown, avoid on 10+

-5 Movement Points

+4 Modifier to Fire

Ammo Explosion, avoid on 6+

Shutdown, avoid on 8+

-4 Movement Points

Ammo Explosion, avoid on 4+

Shutdown, avoid on 6+

+3 Modifier to Fire

-3 Movement Points

Shutdown, avoid on 4+

+2 Modifier to fire

-2 Movement Points

+1 Modifier to Fire

-1 Movement Points

Critical Hit Table

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Laser
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- Heat Sink
 - Heat Sink
 - Heat Sink
 - SRM 6
 - SRM 6
 - Ammo (SRM 6) 15
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

Center Torso

- Engine
 - Engine
 - Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Engine
 - Engine
 - Engine
 - Heat Sink
 - Heat Sink
- 4-6

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○

Cost: 2,877,934
 Battle Value: 951

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Laser
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso

- Heat Sink
 - Heat Sink
 - Heat Sink
 - Rocket Launcher 10
 - Rocket Launcher 10
 - Rocket Launcher 10
- 1-3
- Rocket Launcher 10
 - Rocket Launcher 10
 - Rocket Launcher 10
 - Rocket Launcher 10
 - Rocket Launcher 10
 - Roll Again
- 4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet



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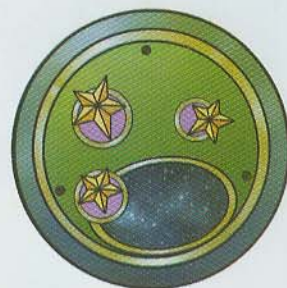
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RANK INSIGNIA

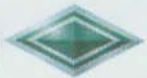
Enlisted:



Volunteer



Star Corporal



First Ranker



Command Sergeant



Lance Corporal



Banner Sergeant

Officers:



Ensign



Colonel



Commander



General



Major



Senior General



Force Major



Raventhir's Iron Hand (Thunder)



Taurian Concordat



Due to his long years of service, this decorated colonel has just been promoted to Marshal and command of a TDF Corps.

RANK INSIGNIA

Enlisted:



Recruit



Corporal



Section Leader



Force Sergeant



Lance Sergeant



Battalion Chief-Sergeant

Officers:



Coronet



Subaltern



Brigadier



Colonel



Comptroller



Marshal



Senior Marshal



Taurian Guard (Grasshopper)





Marian Hegemony



A member of I Legio Martia Victrix (The Praetorian Guard), this infantry trooper is fanatically loyal to the new Caesar.



RANK INSIGNIA

Officers:



Legionnaire



Principes



Centurion



Legatus



General



Caesar

Enlisted:



Miles Probatus



Miles Gregarius



I Legio Martia Victrix
(Gladius Hovertank)



Outworld Alliance



Though scorning his unit's insignia for his own, this pilot is the elite of the elite, a member of 1st Wing Command Regiment.

RANK INSIGNIA

Enlisted:



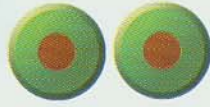
Defender



Protector



Guardian



Preceptor

Officers:



Supervisor



Director



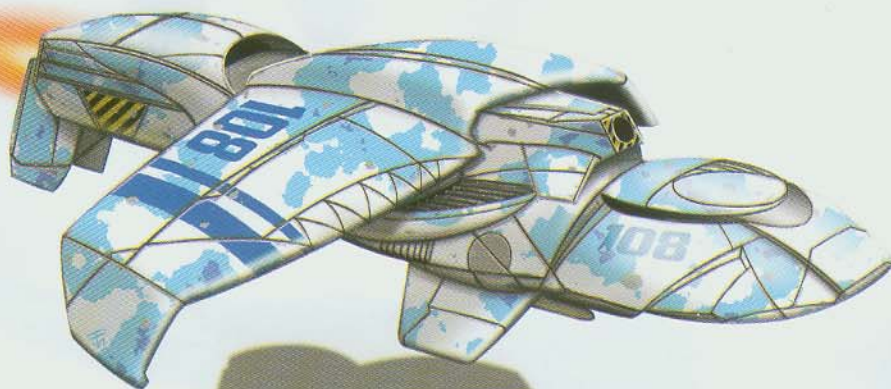
Section
Leader



Chairman



First Alliance Air Wing
(Centurion)





Circinus Federation



Indoctrinated to believe in the superiority of the Federation, this member of the McIntyre House Guard is more fanatical then elite.



RANK INSIGNIA

Enlisted:



Private



Sergeant



Corporal

Officers:



MechWarrior



Lieutenant



Captain



Major



Colonel



McIntyre House Guard (Patton Tank)

Lesser Periphery Powers



Brotherhood of Randis



Fiefdom Military Forces



Larsen's Loners



Nelson's Longbows

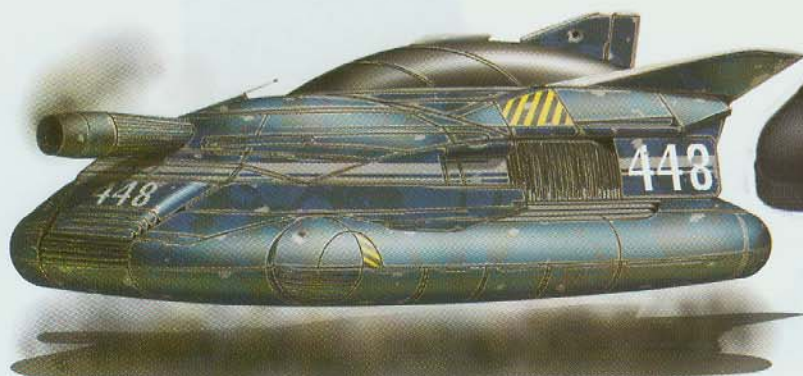


Niops Association
Militia



Able's Aces

Struggling to protect the Rim Collection while they attempt to gain legitimacy, this member of Able's Aces simply tries to survive.



Brotherhood of Randis
(Saladin Assault Hover Tank)



Pirates of the Periphery

Paula "Lady Death" Trevaline before her incarceration, she is one of the most feared pirates to ever sail the void.



Lady Death



Vance Rezak



Morrison's Extractors



New Belt Pirates



Tortuga Fusiliers



Shen-sè Tian



Lady Death (Orion)

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