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ANOTHER SCAN FROM
The Dragon Princess

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FASA Corporation
P.O. Box 6930
Chicago, IL 60680



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THE INNER SPHERE: 3050

THE INNER SPHERE: 3050

TOP SECRET: TREWTHE LEVEL ACCESS ONLY

Wolf's Dragoons makes its living fighting harder, faster, and better than anyone else in the Inner Sphere. To do that depends as much on our intelligence-gathering abilities as on our military training and skill. For that reason, Colonel Wolf has commissioned this volume, which summarizes the crucial political, military, economic, and social changes of the past 20 years.

Before the Fourth Succession War, the Inner Sphere had not changed appreciably for hundreds of years. Over the past two decades, however, the war and its aftermath resulted in a slew of alliances, assassinations, intrigues, secessions, and wars being played out by a new cast of powerful people.

Most of the reports on the states of the Inner Sphere were prepared by other intelligence agencies, both friendly and hostile. Several were supplied to us voluntarily, and the rest were obtained through our Wolfnet operatives. Apparently, the heads of the Great Houses also realize that knowledge is power, for we find them preparing similar updates, which is how we came to obtain them.

It is usually obvious when a particular author has a bias, but readers may assume that the information provided in the reports is generally as accurate as those intelligence agencies could compile. Where clarification or expansion of the text was necessary, I have added brief Editor's Notes.

The sections on military deployment and capabilities were prepared by Wolfnet, as were the updates on personalities and weapons technology. These military deployment tables will be invaluable to future operations, for they pinpoint the location, condition, and commanding officer of every major 'Mech unit in the Inner Sphere and Periphery.

Major Dimja Sneuth, Wolf's Dragoons Intelligence Network (Wolfnet)
Outreach, Sarna March, Federated Commonwealth
January 7, 3050



HISTORICAL OVERVIEW

MAP OF THE INNER SPHERE

3030

Immediately following
the 4th Succession War

THE INNER SPHERE: 3030

TOP SECRET: TREWTHE LEVEL ACCESS ONLY

Lyran Commonwealth

Free Worlds League

Tikonov Republic

Capellan Confederation

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HISTORICAL OVERVIEW

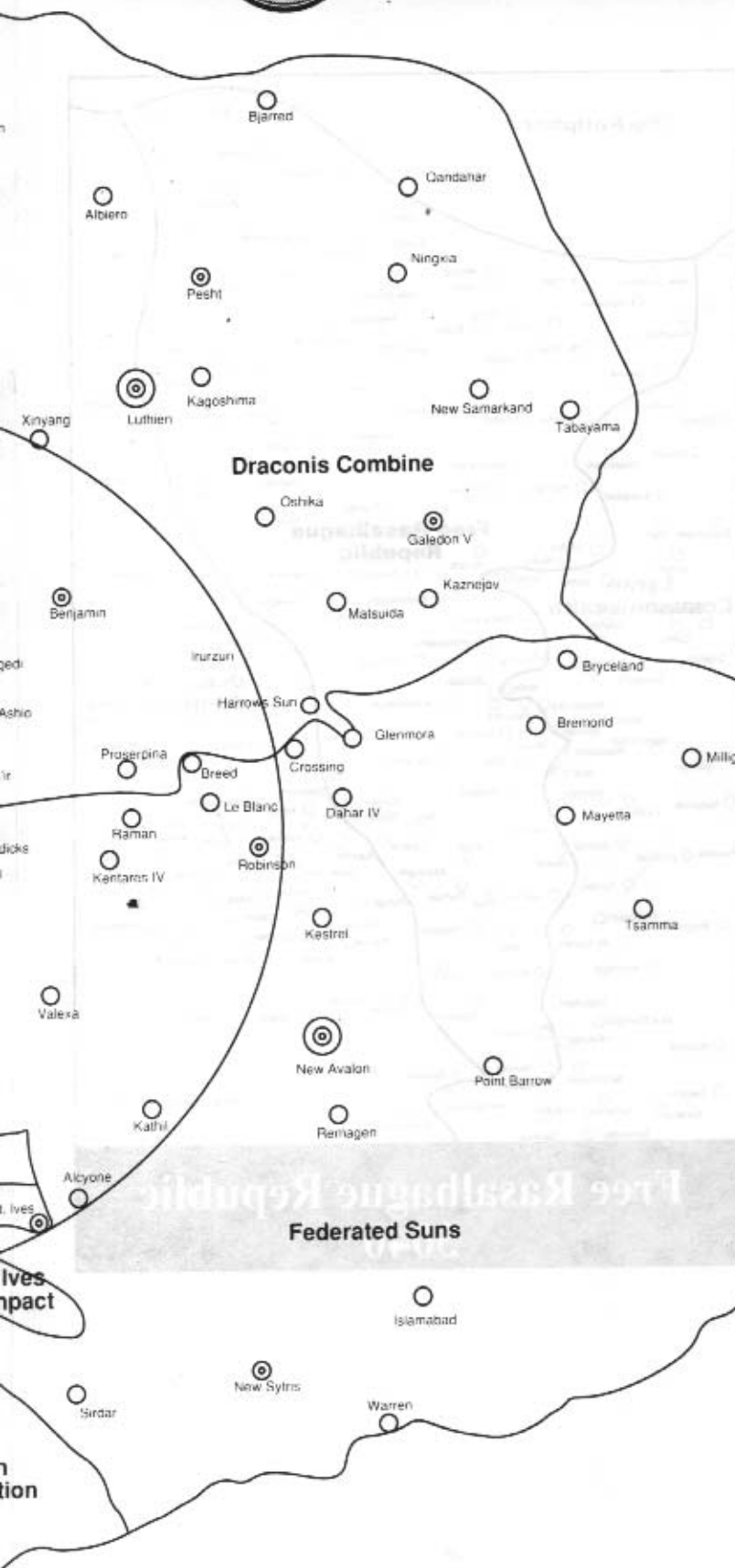
HISTORICAL OVERVIEW: 3030-3050

The overview briefly sketches the major political events since 3030 and the end of the Fourth Succession War. Individual chapters on the various powers provide fuller details.

NEW GOVERNMENTS

All of the Successor States were reshaped by the Fourth Succession War of 3028-30. The Capellan Confederation lost half its star systems to the Federated Suns, leaving Clans and Liao only the Capellan and Sian Commonwealths. The Draconis Combine gained 15 from the Galt and Grewal systems of the Federated Suns, while losing 63 star systems from its Rastan, Galt, Benjamin, and Dion districts to the Lyran Commonwealth. By 3034, the Lyans had to give up many of these systems when the Free Rasalhague Republic declared its independence. Though the Free Worlds League lost 13 systems, it had not been as heavily involved as the other four powers in the war. Spheria and so was not as damaged. Meanwhile, the unification of the Federated Suns and the Lyran Commonwealth continued apace. The union of the most powerful military and the richest economy of the inner Sphere ought to have made every other power's leader tremble. After all, the rules of the Successor States had been fighting one another for dominion ever since the fall of the Star League, and now one had been able to gain a position strong enough to become First Lord over all the rest. Suddenly, it seemed possible that the day might be at hand for the Draconis-Suns alliance was sealed by the bonds of matrimony as well as by signature. Indeed, Hanson gave the name "Victor" to the first child of his marriage to Melissa Steiner. That son would inherit interests of both the Federated Suns and the Lyran Commonwealth, making him the most powerful man alive.

In addition to the Free Rasalhague Republic, several other new states came into being when the war ended. Liao, formerly a duchess of the Capellan Confederation's Sian Commonwealth, now rules the independent Sian Compact, which has close bonds with the Federated Suns. In 3030, the Ducy of Andurien seceded from the Free Worlds League and allied with the Lyran Commonwealth. The two then invaded the Capellan Confederation, which ultimately threw them off. By 3037, the Free Worlds League joined the Lyran Commonwealth. The Lyran Free Republic also had its first moment of independence, but long after the Fourth War's end, however, the citizens of Liao voted to join the Federated Commonwealth, becoming part of the Sian March.





HISTORICAL OVERVIEW

HISTORICAL OVERVIEW: 3030-3050

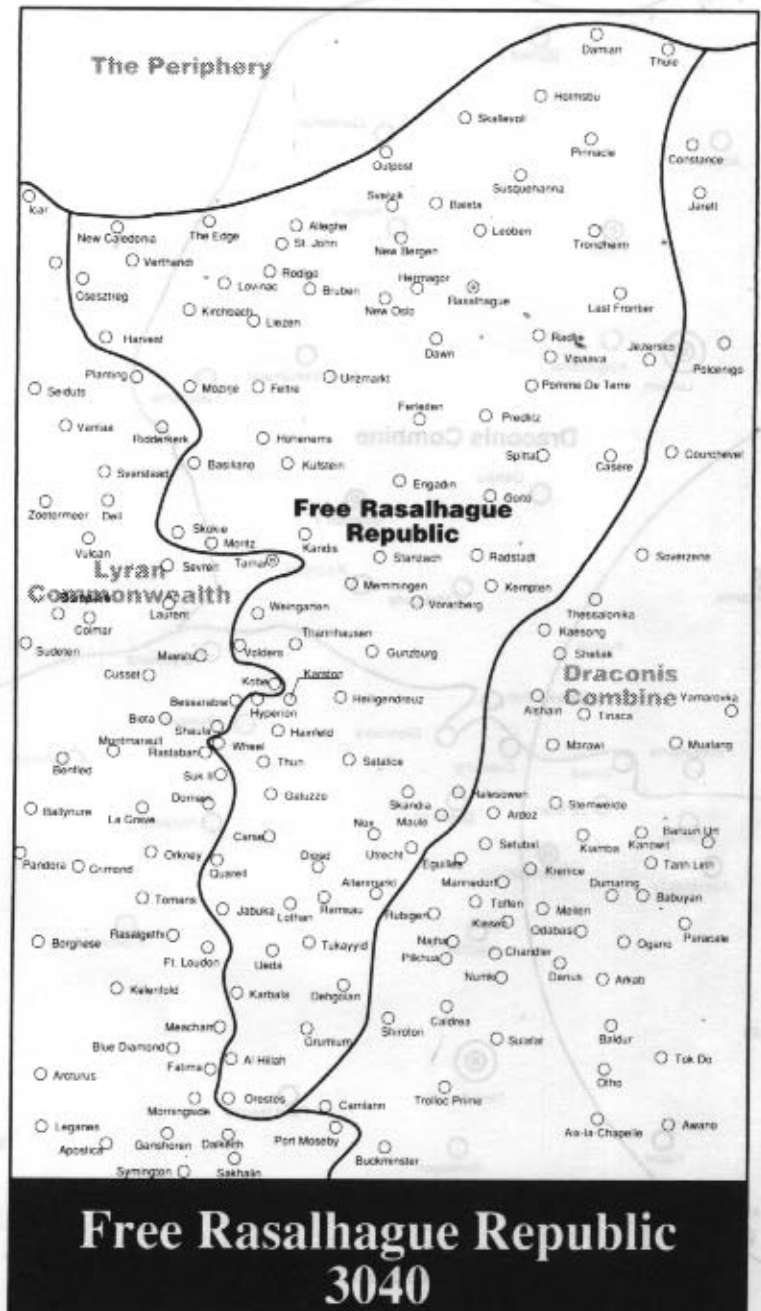
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In addition to the Free Rasalhague Republic, several other new states came into being since the war. Candace Liao, former Duchess of the Capellan Confederation's St. Ives Commonality, now rules the independent St. Ives Compact, which has close bonds with the Federated Suns. In 3030, the Duchy of Andurien seceded from the Free Worlds League and allied with the Magistracy of Canopus. The two then invaded the Capellan Confederation, which ultimately threw them off. By 3037, the Free Worlds League forces, led by Thomas Marik, won Andurien back. The Tikonov Free Republic also had its brief moment of independence. Not long after the Fourth War's end, however, the citizens of Tikonov voted to join the Federated Commonwealth, becoming part of the Sarna March.





HISTORICAL OVERVIEW

NEW LEADERS

As might be expected in a 20-year period, new leaders have emerged throughout Human-occupied space.

Chancellor Maximilian Liao, unable to cope with the loss of half his realm, the death of Pavel Ridzik, his commanding officer, and the defection of his daughter Candace, went quietly insane soon after the end of the Fourth War. Duchess Romano Liao took over, reigning with a cruelty that rivals her father's. Maximilian Liao is believed to have committed suicide in 3036, though the circumstances of his death may indicate that he was actually the victim of foul play.

In 3030, Captain-General Janos Marik of the Free Worlds League suffered a severe stroke that kept him bedridden for months, followed by years of rehabilitation. While he was recuperating, his son Duggan vied with cousin Duncan Marik for leadership of the Free Worlds League. In 3031, Janos's younger son, Thomas Marik, left his post as a ComStar precentor and appeared before the FWL Parliament with documents proving that Janos had legally appointed him as successor.

This was not the end of the struggle for power, however. In 3035, Duncan Marik survived a bomb that killed the recently recovered Janos Marik, Duggan, and apparently Thomas. Friends rescued Thomas, however, and he spent a year in recovery on Terra. Thomas then returned to replace Duncan as Captain-General and rules the Free Worlds to this day. He has succeeded in strengthening and unifying this formerly fragmented state.

Coordinator Takashi Kurita also suffered a stroke, most likely while present at the wedding celebration for Hanse Davion and Melissa Steiner on Terra. It is possible that this stroke was partly responsible for Takashi's poor judgment in conducting the Combine's defense during the Fourth War. By contrast, his son Theodore made a name for himself because of his skillful leadership in the Fourth War, and his star has risen steadily ever since. Shortly after the war's end, Takashi named his son Deputy for Military Affairs, or Gunji no Kanrei, which gave Theodore a free hand in rebuilding and revitalizing the Combine military.

Theodore has become a popular hero in the Draconis Combine, and many would like to see him depose his father. After a long history of strained relations, father and son currently present a united front to the outside world. They have apparently reached some compromise, with Theodore content to wield his considerable military and popular influence, while Takashi uses his power as titular head to sponsor social changes that have helped him win back the people's confidence.

On the day Victor Steiner-Davion comes into his inheritance, he will rule both the Federated Suns and the Lyran Commonwealth as the Archon Prince. That day is not yet at hand, however. Hanse Davion still rules as Prince of the Federated Suns, and his wife has reigned as Archon of the Lyran Commonwealth since Katrina Steiner's resignation in 3039. Archon Melissa continues to be well-loved by her people, and has also won the respect of the conquered people in the Sarna March. That did not come easily, but rather was the result of more than ten years of persistent effort. Melissa Steiner-Davion made many goodwill visits to worlds in the mostly hostile Sarna region and sponsored a campaign to educate the people to their new rights and responsibilities as citizens of the Federated Commonwealth. Ryan Steiner, leader of the

separatist movement in the Isle of Skye, is a thorn in the Archon's side, but his movement does not have the popular support he needs to bring off revolt.

Hanse Davion has been less successful than his wife at resolving problems of state. His prestige suffered when he sent in troops to put down the Skye rebellion of 3034, for it made him look like a heavy-handed despot while Ryan Steiner played the role of diplomat and peacemaker in the region. Then, in 3039, Davion launched a massive, four-pronged invasion of the Draconis Combine, intending to finish off the Kuritans for good. Instead, Theodore Kurita pushed the Federated Commonwealth forces out of the Combine through a mixture of military skill, clever strategy, and sheer bluff.

Theodore Kurita had foreseen the invasion. When it came, not only did the Davion forces face stiffer resistance than expected, but Theodore launched a counterinvasion that threatened Robinson, capital of the Draconis March. Within just eight months of the initial invasion, most of the Federated Commonwealth troops had been withdrawn from the Combine.

ARMING OF COMSTAR

Primus Julian Tiepolo died of a heart attack just before the end of the Fourth Succession War. Replacing him was Myndo Waterly, who was both younger and more aggressive than Tiepolo. As a member of the First Circuit, it was Waterly who had instigated the Communication Interdiction against the Federated Suns, allegedly in retaliation for a Davion attack on the ComStar station on Sarna. As the new Primus, Waterly lifted the Interdiction, but only after forcing Hanse Davion to grant ComStar the right to station troops, including BattleMechs, at its HPG stations in the Federated Suns. Eventually, Waterly also persuaded the other rulers of the Inner Sphere to accept ComStar troops on their worlds.

By 3043, the number of Com Guards had reached such large numbers that the First Circuit created the office of Precentor Martial to manage and coordinate ComStar's military forces. Anastasius Focht, a man of mysterious background but obvious military skills, was appointed head of the Com Guards.

In addition to this show of military muscle, Primus Waterly has stepped up the activities of ROM. This created so much tension with the Federated Suns that Hanse Davion launched Operation Flush to purge his realm of ROM spies. This has led to an all-out, though secret, war. Thousands of agents on both sides have died, which is one reason that Hanse Davion's intelligence did not accurately gauge the strength of the Draconis Combine prior to the War of 3039.

ComStar is no longer a neutral agency, but now actively takes side in political conflicts. Waterly apparently negotiated an agreement with Theodore Kurita in September 3030, giving the Combine new 'Mechs and other weapons in exchange for the stationing of ComStar troops in the Kurita realm. ComStar also midwived the birth of the Free Rasalhague Republic, and possibly negotiated for the help of the Draconis Combine in the same talks with Theodore. ComStar also helped Thomas Marik claim his place as ruler of the Free Worlds League. Thomas, however, has proven to be a strong, able leader rather than a mere puppet of his former ComStar masters.

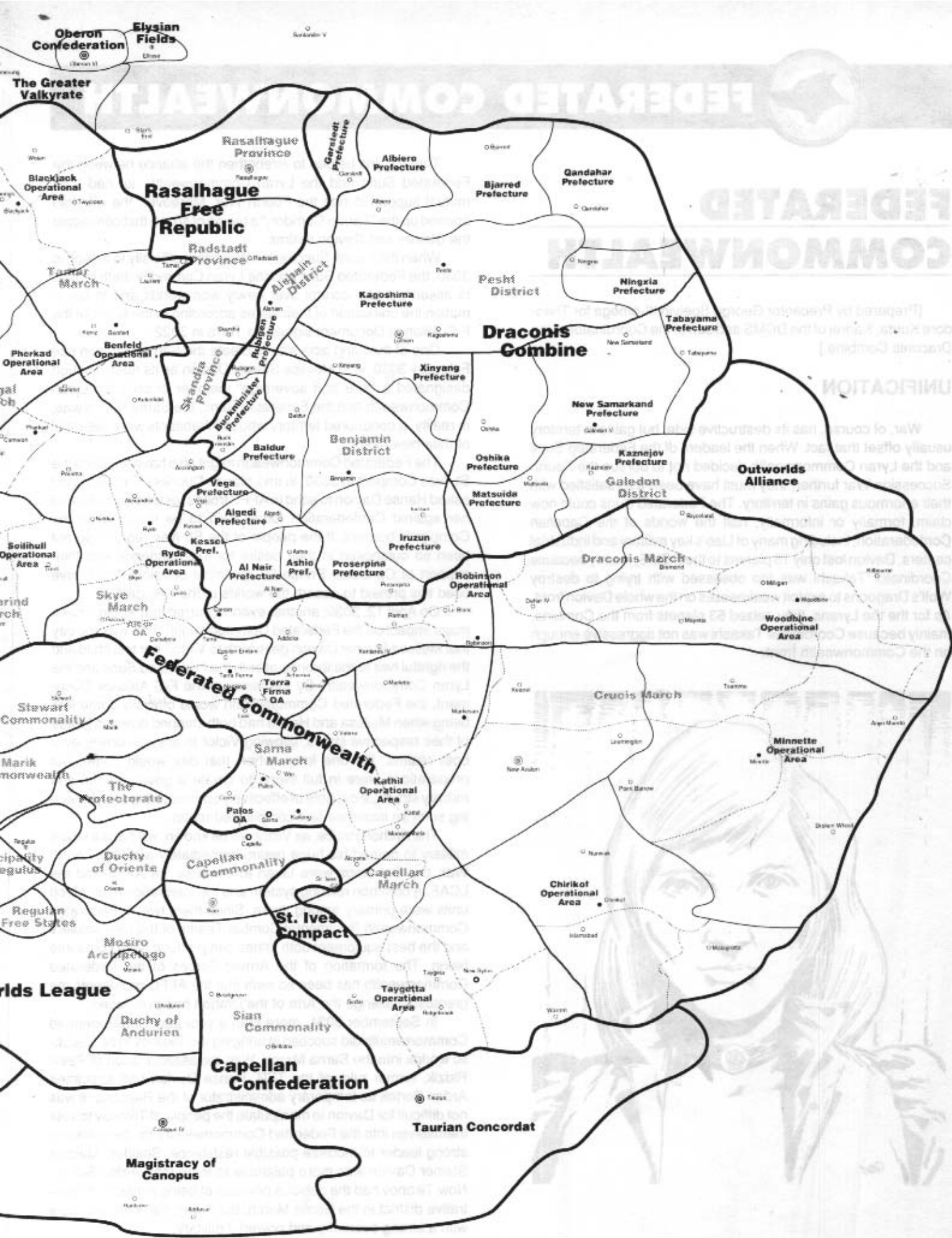


AND MAJOR PERIPHERY STATES

MILITARY/POLITICAL SUBDIVISION AS OF 3050

The War of 3039 between the Federated Commonwealth and the Draconis Combine is perhaps the most significant event of the last 20 years. Rather than duplicating the history of the event in the update for each of those two states, we have prepared a separate chapter that treats only the startling events of that war.







FEDERATED COMMONWEALTH

FEDERATED COMMONWEALTH

[Prepared by Precentor George Spelvin III-omega for Theodore Kurita, Kanrei of the DCMS and son of the Coordinator of the Draconis Combine.]

UNIFICATION

War, of course, has its destructive side, but gains in territory usually offset that fact. When the leaders of the Federated Suns and the Lyran Commonwealth decided not to pursue the Fourth Succession War further, they must have been well-satisfied with their enormous gains in territory. The Federated Suns could now claim, formally or informally, half the worlds of the Capellan Confederation, including many of Liao's key military and industrial centers. Davion lost only 15 planets to the DCMS, mainly because Coordinator Takashi was too obsessed with trying to destroy Wolf's Dragoons to exploit weaknesses on the whole Davion front. As for the the Lyran, they seized 53 planets from the Combine, mainly because Coordinator Takashi was not aggressive enough on the Commonwealth front.



These gains helped to strengthen the alliance between the Federated Suns and the Lyran Commonwealth, as had their mutual support during the Fourth War. Moreover, the war had opened up the "Terran Corridor," a region of space that connected the Steiner and Davion realms.

When the Fourth Succession War came officially to an end in 3030, the Federated Suns and the Lyran Commonwealth moved to assert political control over newly won worlds and to set in motion the unification of their states according to the terms of the F-C Alliance Document signed on Terra in 3022.

One of their first acts was to create the Sarna March in late February 3030, with Melissa Steiner Davion as its ruler. Though designated a "free and sovereign" member of both the Lyran Commonwealth and the Federated Suns, the Sarna March was, in reality, a conquered territory whose inhabitants were resentful of their new rulers.

The Federated Commonwealth might also have annexed the St. Ives Compact in 3030. In mid-March, Duchess Candace Liao asked Hanse Davion to send in AFFS troops, ostensibly to defend her against Confederation forces said to be massing on the Compact's borders. If the people of the St. Ives region had not been so outspoken in their desire for independence and their support of Candace, Prince Davion most certainly could have used this pretext to absorb the worlds of the Compact.

On April 12, 3030, another event occurred that would have a major impact on the Federated Commonwealth. This was the day that Melissa Steiner Davion gave birth to Victor, her first child and the rightful heir to the thrones of both the Federated Suns and the Lyran Commonwealth. By the terms of the F-C Alliance Document, the Federated Commonwealth would officially come into being when Melissa and Hanse had both stepped down as heads of their respective states, allowing Victor to assume power over both realms. No one knew when that day would come, but preparations were in full swing to create a governmental and military structure capable of effectively administering and protecting such an immense and complicated realm.

The Archon Prince, as Victor will be known, will have a single military to defend his huge realm. Immediately after the Fourth War, the first steps were taken to combine the AFFS and the LCAF. A common ranking system and the integration of all 'Mech units were primary among these. Since then, twelve Federated Commonwealth Regimental Combat Teams of the best soldiers and the best equipment both states can produce have come into being. The formation of the Armed Forces of the Federated Commonwealth has been so swift that the AFFC represents the greatest challenge the Arm of the Dragon has ever faced.

In September 3031, more than a year later, the Federated Commonwealth did succeed in bringing the Tikonov Free Republic worlds into the Sarna March. With the assassination of Pavel Ridzik, former ruler of the TFR, Hanse Davion had appointed Ardan Sortek as temporary administrator of the Republic. It was not difficult for Davion to manipulate the people of Tikonov to vote themselves into the Federated Commonwealth, for there was no strong leader to mobilize possible resistance. Besides, Melissa Steiner Davion was more palatable to them than Ardan Sortek. Now Tikonov had the dubious privilege of being a minor administrative district in the Sarna March, but it was also part of a state with a strong economy and powerful military.



OPPOSITION TO ALLIANCE

The people of the Lyran Commonwealth and the Federated Suns are not unanimous in their support of unification, however. Factions within both states have attempted to agitate the citizenry enough to prevent the merger. In the Federated Suns, the dissidents are confined to small groups of extreme nationalists. In the Commonwealth, the resistance is larger and more organized, led by Duke Ryan Steiner, a second cousin to Melissa Steiner. After the death of Duke Aldo Lestrade, Ryan took over control of the late Duke's separatist movement. Though the separatists' only real base is among rich nobles and intellectuals, they have stirred up trouble for the Steiner government.

When the Free Rasalhague Republic claimed Combine and Commonwealth worlds for its new state in 3034, the Steiner government had little choice but to recognize the Rasalhague Republic. In 3029, Archon Katrina Steiner had signed the Intention of the Free Rasalhague Peoples, which recognized the Tyr movement as the legitimate government of Rasalhague. The Combine's willingness to give up worlds to the FRR forced the

Lyran to do the same, or else appear to be hypocrites. This concession did not occur without bitter protest from the Duke of Tamar, who believed all those worlds belonged to the Tamar Pact. The Duke and his son-in-law, Ryan Steiner, continue to agitate for the return of those planets to this day.

When the Free Rasalhague Republic came into being, the separatists in the Federation of Skye saw it as a rallying cry to launch their own bid for independence. Carried out against Ryan Steiner's orders, the Skye separatist demonstrations provoked harsh actions from the garrisoning troops in the region, many of which were former AFFS units. This gave Duke Ryan the opportunity to shame the Federated Suns. By successfully negotiating a peaceful end to a confrontation between Davion soldiers and separatists holding a steel factory on the planet Skye, he was able to show that Prince Hanse had overreacted to the situation.

The Skye Crisis was a setback for Prince Hanse militarily, too. If he had not been diverted by this internal crisis, the Fox would surely have launched his inevitable attack on the Draconis Combine several years sooner than he did.





FEDERATED COMMONWEALTH

WAR OF 3039

As it was, the invasion did not come until 3039, and then without cause or provocation. Four major thrusts into the Combine, three from the Federated Suns and one from the Commonwealth, were intended to bypass frontline defenses and strike at rear worlds. The massive assault was alleged to be for the purpose of winning back the worlds the Combine had taken from Davion in the Fourth War, yet that seems a feeble excuse for such a massive offensive.

The strength and honor of the new DCMS created by the honorable Kanrei soon put a halt to the Prince's grand schemes. The Combine's Mech regiments, many unknown to the Federated Suns before their appearance on the battlefield, easily contained the initial thrusts. Then, when the Kanrei's counter-attack threatened Robinson, the capital of the Draconis March, Prince Hanse saw the folly of his plan and was forced to scale down his expectations and ultimately call off the invasion. The Kanrei's organizational and recruiting skills were responsible for most of the surprises the Combine gave the invaders, but House Davion also was hampered by its intelligence wars with Our Blessed Order's ROM.

[EDITOR'S NOTE: For a full treatment of this war, see **The War of 3039** chapter.]

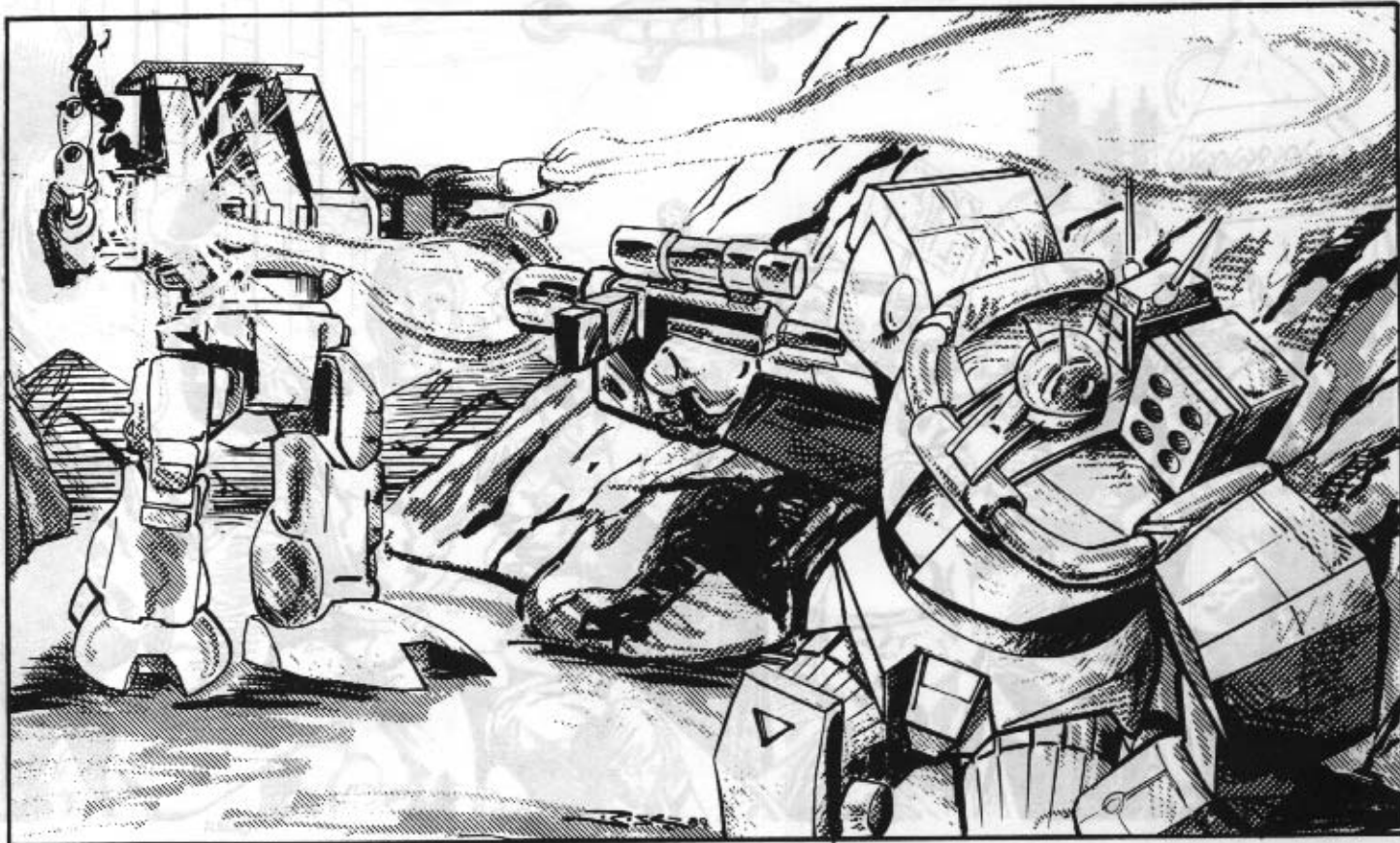
It was in the earliest days of the war, on March 15, 3039, that Katrina Steiner retired as Archon of the Lyran Commonwealth after 32 years of rule. Melissa Steiner Davion took her mother's place. Katrina Steiner died in her sleep January 4, 3040.

POLITICS

THE MARRIAGE

Those who believed that Hanse Davion's greater age and experience would overshadow Archon Melissa have been proved wrong. Even before the Fourth War's end, the young Melissa showed that her mother had trained her well. Gradually assuming control over the Sarna March from the AFFS military, the Duchess made frequent journeys to the region, whose population remained hostile to the occupiers for years. Nor was she shy of taking a stand. When several key worlds in the Sarna March threatened to rebel because of alleged abuses by Davion occupation troops, the Duchess ordered those AFFS units pulled out of the Sarna March, to be replaced by Lyran troops. Melissa's husband may have been the person most surprised by her forcefulness.

The Steiner-Davion marriage has produced a family of five. Besides Victor Steiner-Davion, there are Katherine Morgan Steiner-Davion, born on November 16, 3032; Peter Ardan Steiner-Davion, born February 2, 3035; Arthur Andrew Steiner-Davion, born July 14, 3037; and Yvonne Steiner-Davion, born on the planet Liao in the Sarna March on March 15, 3039. Unlike Victor, who was raised by the Steiners, these four were raised in both capitals. When Victor becomes Archon Prince, Katherine will become regent in the Federated Suns when the court is in Tharkad, while Peter will be regent of the Lyran Commonwealth when the court is in New Avalon.





FEDERATED COMMONWEALTH

OPPOSITION TO THE ARCHON AND PRINCE

Most of the opposition to Archon Melissa's rule has gathered around Duke Ryan Steiner, protégé of the late Alessandro Steiner, the man whom Katrina Steiner deposed as Archon and thus her long-time enemy. Under Alessandro's tutelage, Ryan became a skilled leader, able to bind together the separatists in the Federation of Skye and the influential Hanse-Off movement, which sprang up in 3029 and quickly started chapters throughout the Commonwealth. Ryan's marriage to Moresha Kelswa, the daughter of the Duke of Tamar, further increased his influence.

The first real test of Duke Ryan's powers was during the Skye Crisis of 3034, when separatists staged riots, strikes, and other rebellious acts without Ryan's knowledge. Realizing that he had lost control over many of his agents, Ryan was clever enough to use the fact to his advantage. When the agitators and students from a local university seized the Royal Edinburgh Steelworks and were surrounded by troops from a Davion regiment, the Duke seized his chance. After clashes resulted in death and injury on both sides, Ryan arrived on Skye and offered to mediate the situation. Before long, he persuaded the students to leave the factory.

The prestige Ryan Steiner gained by his ability to resolve the situation peacefully gave him the opportunity to make a case against the merger of the Lyran Commonwealth and the Federated Suns. His rhetoric struck a nerve among the many proud nobles of the region, particularly his warning that the Lyrans and Skye would be culturally overwhelmed if they allowed the Federated Commonwealth to swallow them up. In addition to boosting his popularity, the aborted uprising gave Ryan a chance to purge those "supporters" who had either acted against his orders or were suspected LIC agents. Duke Ryan emerged from the Skye Crisis as an important separatist leader with a much stronger, if smaller, army of staunch followers.

Among the people of the Federated Suns, there is very little organized opposition to the unification of the two great states. Only Aaron Sandoval, Duke of Robinson and former Minister of the Draconis March, has been consistently critical. He believes that the Davion government should pay more attention to retrieving worlds lost from the Draconis March during the Fourth Succession War. After stepping down from active government, the Duke went to New Avalon, where he lobbied, pleaded, demanded, and cajoled everyone he could buttonhole, trying to win support for an attack on the Combine. The War of 3039, in which Hanse Davion mounted a major offensive against the Draconis Combine, was at least partially instigated by the indefatigable Old Duke, as he came to be called after his son James took over as commander of the Draconis March.

GOVERNMENT

The structure of the Federated Commonwealth government has evolved over the past two decades. When possible, it has been patterned on existing departments in both the Commonwealth and the Federated Suns. When the differences between the two are too great, representatives from both departments meet with the Political Formation Committee, which is overseeing the development of the Federated Commonwealth government.

The Archon Prince is the pinnacle of the Federated Commonwealth government. His immediate seconds will be the Archon and the Prince of the Lyran Commonwealth and the Federated Suns, respectively, in his absence.

POLITICAL GOALS

The immediate political goal of the Federated Commonwealth is to continue to develop its governmental system so that it will be fully in place by the time Duke Victor Steiner-Davion assumes his role as the Archon Prince. As for Hanse Davion's long-term goal of unifying the Inner Sphere with himself as the new First Lord of Human space, we have no reason to believe he has abandoned that goal.

The biggest stumbling block for the Davion-Steiner alliance is Our Blessed Order and its growing strength. Forced to bear the disruptiveness of a Communications Interdiction and then to accept ComStar 'Mechs and soldiers to guard his realm's HPG stations, Prince Hanse realizes that ComStar is no longer a neutral party in Inner Sphere politics, but a powerful adversary. To counter the threat, the Prince ordered Operation Flush, unleashing agents from the MIO against ROM agents from Our Blessed Order. Archon Melissa has issued similar orders to her LIC. Many have died in this hidden war.





FEDERATED COMMONWEALTH

ARMED FORCES OF THE FEDERATED COMMONWEALTH

The plan to unify the Lyran Commonwealth Armed Forces and the Armed Forces of the Federated Suns into a single Armed Forces of the Federated Commonwealth began the day after the two realms signed their alliance treaty. The exchange of officers and cadets was a first step. Joint exercises soon followed. The two realms coordinated their attacks during the Fourth Succession War. After the war, a new ranking system was instituted for both militaries. Federated Commonwealth BattleMech and armor regiments were created, a unified curriculum was established in the military academies, and units began to exchange soldiers and equipment.

In early 3041, the AFFC High Command accepted control over the two militaries. Having learned painful lessons during the War of 3039, the AFFC moved away from centralization of power and intelligence. Instead, they established two State Commands, directed by the Field Marshals.

In late 3042, the last vestiges of the LCAF and AFFS were discarded. Soldiers of the newly created F-C units were given special uniforms. The troops of previously existing units kept their traditional uniforms, but they do display the Federated Commonwealth emblem on their uniforms and vehicles.

Uniforms for the AFFC infantry and armor remain the same, though new field and dress uniform designs for both states are expected to appear within several years. Infantry units in the Federated Suns have also adopted the Steiner Clam, the standard infantry helmet of the LCAF.

All medals and decorations of both militaries have been retained. The Federated Commonwealth has added the Federated Commonwealth Medal of Honor, the Federated Commonwealth Star, the Pride of Sarna Medal, the Tikonov Sword, and the St. Ives Diamond. The Order of Davion has been renamed the Order of Steiner-Davion, with its banner altered to give the Davion fox the blue eyes of House Steiner as well as a blue border.

HIGH COMMAND

The FCHC consists of the Prince, the Archon, the Federated Commonwealth Champion, the commanders of the two State Commands, and the chiefs of Military Intelligence and Strategies and Tactics. The High Command decides on strategy for the AFFC and coordinates actions between the two State Commands. Marshal of the Armies is Morgan Hasek-Davion, who commands the AFFC whenever the Prince and the Archon are unavailable. Following are the other members of the High Command:

Field Marshal Ivar Bergstrom, commander, Department of Military Intelligence

Field Marshal Nondi Steiner, commander, Lyran Commonwealth State Command

Field Marshal Jackson Davion, commander, Federated Suns State Command

Field Marshal Michele Bjuti, commander, Department of Strategy and Tactics

Field Marshal Toni Reynolds, commander, Department of Military Education

Field Marshal Lisa Steiner, commander, Department of the Quartermaster

Field Marshal Jessup Winston, commander, Department of the Army and Navy

Field Marshal Thomas Steiner-Green, commander, Department of Military Administration

Marshal Grissom Miller, commander, Department of Mercenary Relations

Field Marshal Tony Banzai, commander, Department of Military Communication and Research

DEPARTMENT OF MILITARY COMMUNICATION AND RESEARCH

The Department of Military Communication and Research is an important secret section of the AFFC. We know there are more than 30 secret research centers assigned to this department, but have not yet penetrated the nature of their research.

[EDITOR'S NOTE: The Wolfnet has learned that this department oversees the manufacture and use of fax machines, as well as research into HPG technology. Because of the importance of these areas of research, members of this department, particularly its commander, Field Marshal Tony Banzai, have been prime targets of ROM agents.]

ORGANIZATION

The creation of the AFFC involved the merger of two divergent military philosophies and separate structures. The Davion concept of Regimental Combat Teams and an appreciation of the value of combined arms had already made an impression on the LCAF before the Fourth Succession War. This influence grew stronger after the war, with the creation of many RCTs attached to Lyran regiments.

Training units of military academies became a growing trend in Davion space and spawned units in the Lyran Commonwealth, Sarna March, and St. Ives Compact as well.

MILITARY
COMMUNICATION
AND
RESEARCH

NO
ADMITTANCE
WITHOUT
AUTHORIZATION





FEDERATED COMMONWEALTH

Between the Fourth Succession War and the War of 3039, the High Command instituted a single organization to reconcile the Davion system of Marches and Polymorphous Defense Zones with the Steiner system of Theaters and Military Districts. Many soldiers in the Federated Commonwealth and elsewhere still use the old terms, but a new system has been superimposed on the old. Replacing the PDZ and covering roughly one-third of a Lyran Theater is a military district called a Command. The term Operations Area replaces the Lyran term Theater and the Davion term Combat Theater. Two or three Operations Areas make up a March. The Marches of the Federated Suns remain intact, and the captured Capellan territories and former Lyran Commonwealth have been divided into the following Marches: Sarna March (former Liao worlds plus four Marik planets captured by the Tikonov Free Republic), Tamar March (roughly Bone, Trelshire, and Tamar Theaters), Skye March (roughly the Federation of Skye plus captured Marik worlds near Terra), Tamarind March (Ford and Cavanaugh Theaters), Periphery March (Timbuktu and Main Street Theaters), and Donegal March (the central area of the Lyran Commonwealth).

With this reorganization came some changes in the way of doing things. Many units received new homeworlds, with Davion and Steiner units often changing places, sometimes for military reasons and other times for political considerations. In addition, the Davion system of March Militias came into common use throughout the Federated Commonwealth.

RANKS

The ranking system of the AFFC is a merger of the Davion and Steiner systems. The ranks, including the position for which each rank is a prerequisite, are as follows:

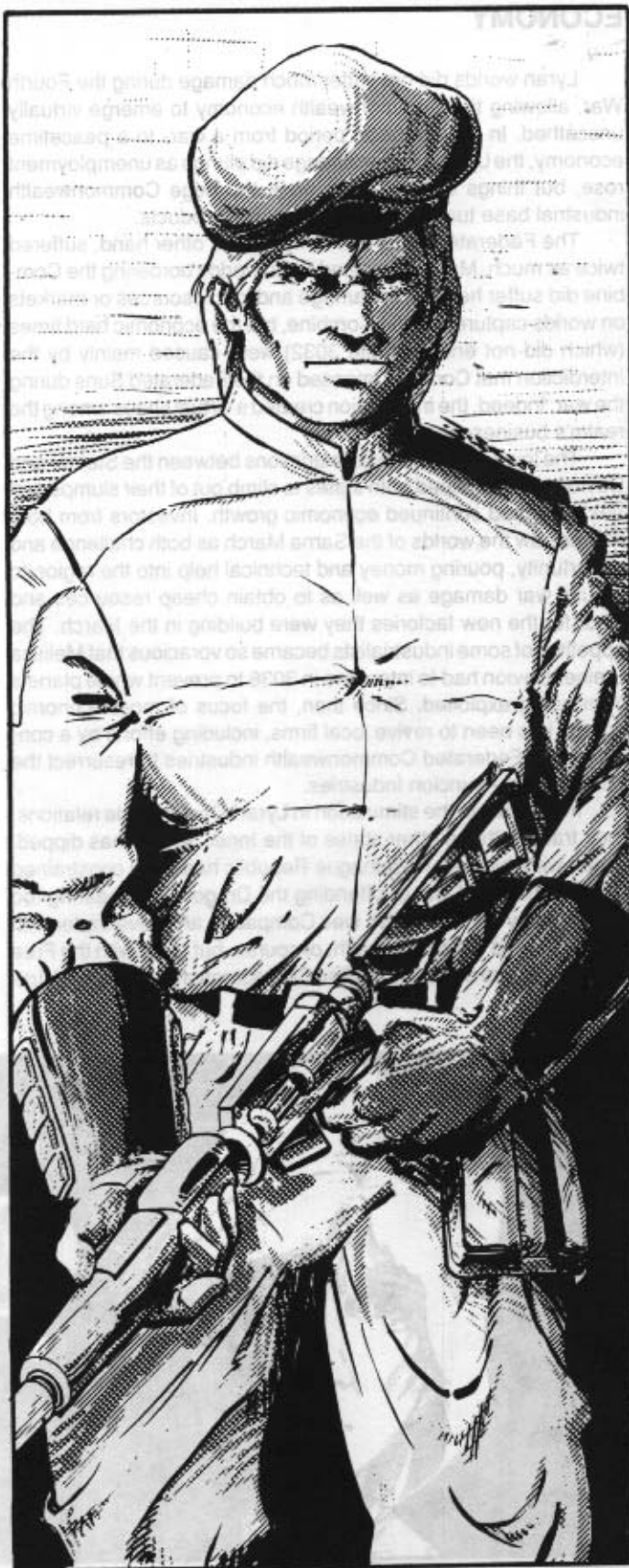
- Marshal of the Armies
- Field Marshal (Head of State Command)
- Marshal (Head of Operations Area)
- Hauptmann General (Head of Regimental Combat Team)
- Leutenant General (Head of Regiment Without RCT)
- Commandant (Battalion Commander)
- Hauptmann (Company Commander)
- Leutenant (Lance Commander)

Enlisted Ranks:

- Sergeant Major
- Sergeant
- Corporal
- Private

DEFENSE INDUSTRY

The Steiner-Davion merger has created a defense industry boom. Though both states suffered a postwar depression in 3031, they were soon pooling their resources to produce more weapons, more efficiently. The focus of the vigorous new industry was 'Mech designs unique to the Federated Commonwealth. It soon became common to see *Zeus*, *Commando*, *Enforcer*, *Valkyrie*, *Hatchetman*, and *Wolfhound* 'Mechs, particularly in the new F-C regiments. Other designs, such as the *Victor*, *Atlas*, *JagerMech*, and the Capellan *Cataphract* were also encouraged.





FEDERATED COMMONWEALTH

ECONOMY

Lyran worlds did not suffer much damage during the Fourth War, allowing the Commonwealth economy to emerge virtually unscathed. In the transition period from a war- to a peacetime economy, the Lyran stock exchange did plunge as unemployment rose, but things calmed down once the huge Commonwealth industrial base turned to more consumer products.

The Federated Suns economy, on the other hand, suffered twice as much. Many Federated Suns worlds bordering the Combine did suffer heavy war damage and lost resources or markets on worlds captured by the Combine, but the economic hard times (which did not end until late 3032) were caused mainly by the interdiction that ComStar imposed on the Federated Suns during the war. Indeed, the interdiction created a virtual chaos among the realm's businesses.

The lowering of all trade restrictions between the Steiner and Davion realms helped both states to climb out of their slumps and has promoted continued economic growth. Investors from both realms saw the worlds of the Sarna March as both challenge and opportunity, pouring money and technical help into the region to rebuild war damage as well as to obtain cheap resources and labor for the new factories they were building in the March. The appetites of some industrialists became so voracious that Melissa Steiner-Davion had to intervene in 3036 to prevent whole planets from being exploited. Since then, the focus of most economic activity has been to revive local firms, including efforts by a consortium of Federated Commonwealth industries to resurrect the once-mighty Asuncion Industries.

In contrast to the stimulation in Lyran-Davion trade relations, their trade with the other states of the Inner Sphere has dipped. Trade with the Free Rasalhague Republic has been constrained by Rasalhagians' fear of offending the Dragon by appearing too eager to buy Lyran. The St. Ives Compact is an active trader with the Federated Commonwealth, of course, but trade with the Free Worlds League and the Capellan Confederation has dropped dramatically.

GOALS AND PROBLEMS

Why the Steiner and Davion families should go to such lengths and take such risks to unite their realms is clear: they want a state that is politically, militarily, and economically strong enough to intimidate rival Houses with the mere flexing of their realm's military muscle.

Because of its immense size, however, the Federated Commonwealth requires a huge central government that is also dependent on the services of ComStar, an avowed adversary, to provide the communications needed to run it. Though a few anti-merger bastions still exist, most notably Duke Ryan Steiner's separatist movement, there is no denying the military strength and economic vigor of the Federated Commonwealth.

After studying the situation, I humbly offer the following suggestions as ways to counter the Federated Commonwealth's growing power:

1. Continue and expand the alliance with ComStar.
2. Seek to revive the Concord of Kapteyn, particularly with the Free Worlds League, which has grown stronger in recent years.
3. Seek to aid dissidents such as Ryan Steiner and the members of the Kelswa family, people who have an interest in stirring up dissension within the Federated Commonwealth.
4. Seek out other allies in the Periphery to harass the Federated Commonwealth.

Most respected Kanrei, may this report please and serve you.





FEDERATED COMMONWEALTH

ARMED FORCES OF THE FEDERATED COMMONWEALTH (Deployment as of 3050)

Commanders: Prince Hanse Davion and Archon Melissa Steiner-Davion
Aide: Marshal of the Armies Morgan Hasek-Davion
Mech Strength: 268 Regiments, 1 Battalions

FEDERATED SUNS STATE COMMAND

Commander: Field Marshal Jackson Davion
Aide: Field Marshal Roman Steiner
Mech Strength: 104 Regiments, 2 Battalions

DRACONIS MARCH

Commander: Field Marshal James Sandoval
Aide: Marshal Henry Capston
Mech Strength: 50 Regiments

COREWARD COMBAT THEATER (Robinson Operations Area)

Theater Commander: Field Marshal Vanessa Bisla
Aide: Hauptmann General Nicholas Stephenson
Mech Strength: 36 Regiments

Addicks PDZ (Addicks Command)

Commander: Marshal Andrew Terlecki
Second-in-Command: Hauptmann General James Parascandolo
Mech Strength: 9 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Addicks DMM (CO: Lieutenant General Nancy Bannson)	Regular	Reliable	Addicks
2nd Davion Guards RCT (CO: Hauptmann General William Kossacks)	Veteran	Fanatical	Caph
MacCleod's Highlanders (CO: Colonel William MacCleod)	Veteran	Reliable	Northwind
Stirling's Fusiliers (CO: Colonel Andrea Stirling)	Veteran	Reliable	Northwind
2nd Kearny Highlanders (CO: Colonel James D. Cochrane)	Regular	Reliable	Northwind
1st Kearny Highlanders (CO: Colonel Edward Senn)	Veteran	Reliable	Errai
22nd Avalon Hussars RCT (CO: Hauptmann General Aileen Lugo)	Veteran	Reliable	Helen
5th Deneb Light Cavalry RCT (CO: Hauptmann General Andrew Terlecki)	Regular	Reliable	Murchison
5th Lyran Regulars (CO: Lieutenant General Jeannine Castro)	Regular	Reliable	Towne

Kentares PDZ (Kentares Command)

Commander: Marshal Neale Wargo
Second-in-Command: Hauptmann General Donna Iona
Mech Strength: 6 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Clovis DMM (CO: Lieutenant General Kingsly Phillips)	Green	Reliable	Cartago
12th Deneb Light Cavalry (CO: Lieutenant General Jeffrey Neece)	Regular	Reliable	Skat
5th Lyran Guards RCT (CO: Hauptmann General Louise Kopper)	Green	Reliable	Markab
3rd Crucis Lancers RCT (CO: Hauptmann General Acabee Zardetto)	Elite	Reliable	Cylene
8th Crucis Lancers RCT (CO: Hauptmann General Charles Swaine)	Regular	Reliable	Mara
1st NAIS Cadet Cadre (CO: Lieutenant General Jonathan Sanchez)	Green	Fanatical	Exeter

Raman PDZ (Raman Command)

Commander: Marshal Melford Dennis
Second-in-Command: Hauptmann General Laura Hamilton
Mech Strength: 10 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Raman DMM (CO: Lieutenant General Renee Mazner)	Green	Reliable	Raman
2nd Chisholm's Raiders (CO: Lieutenant General Helen Eisner)	Veteran	Reliable	Dobson
10th F-C RCT (CO: Hauptmann General James Ito)	Regular	Reliable	Royal
Davion Light Guards RCT (CO: Marshal Jonathan Riffenberg)	Veteran	Reliable	Xhosa VII
1st Chisholm's Raiders RCT (CO: Hauptmann General Arisota Neece)	Green	Questionable	Breed
17th Donegal Guards RCT (CO: Hauptmann General Quitman Brown)	Regular	Questionable	McComb
4th Davion Guards RCT (CO: Marshal Alberta Orsina)	Elite	Fanatical	David
5th Donegal Guards RCT (CO: Hauptmann General Walter Teudesco)	Green	Reliable	Benet III
10th Deneb Light Cavalry RCT (CO: Hauptmann General Jameson Gaston)	Veteran	Reliable	Crossing
Kingston Caballeros (CO: Lieutenant Colonel Gillian Dacy)	Regular	Questionable	Lima

Le Blanc PDZ (Le Blanc Command)

Commander: Marshal Mason Vanderkelos
Second-in-Command: Hauptmann General Vivian Colgate
Mech Strength: 4 Regiments, 1 Battalion

Unit Name	Experience Level	Loyalty	Homeworld
Robinson DMM (CO: Lieutenant General Hector Primus)	Green	Reliable	Le Blanc
1st Robinson Rangers RCT (CO: Hauptmann General Mai Fortuna)	Veteran	Fanatical	Robinson
1st New Ivaarsen Chasseurs (CO: Lieutenant General Kristi Johnson)	Elite	Fanatical	New Ivaarsen
3rd NAIS Cadet Cadre (CO: Lieutenant General Carlos Post)	Green	Fanatical	Tarkio
Robinson Academy Training Battalion (CO: Kommandant Samuel O'Day)	Green	Reliable	Robinson

Dahar PDZ (Dahar Command)

Commander: Marshal Clair Hamilton
Second-in-Command: Hauptmann General Salvatore Herrmann
Mech Strength: 6 Regiments, 2 Battalions

Unit Name	Experience Level	Loyalty	Homeworld
Dahar DMM (CO: Lieutenant General Brian DeWaters)	Regular	Reliable	Tishomingo
1st Ceti Hussars RCT (CO: Hauptmann General Vance Lamont)	Regular	Reliable	Glenmora
Simonson's Cutthroats (CO: Colonel Jeri Simonson)	Veteran	Questionable	Barlow's End
17th Avalon Hussars RCT (CO: Hauptmann General Nasha Tajurga)	Regular	Reliable	Cassias
3rd Lyran Guards RCT (CO: Marshal Paul Zardetto)	Veteran	Fanatical	Cimeron
Sakhara Academy Training Battalion (CO: Kommandant Elkin Odds)	Green	Reliable	Sakhara V
Fuchida's Fusiliers (1 Battalion) (CO: Major Twylla Sumerai)	Regular	Questionable	Udibi
Martian Cuirassiers (1 Battalion) (CO: Major Jayne Purdie)	Green	Questionable	McGehee



FEDERATED COMMONWEALTH

EDGEWARD COMBAT THEATER (Woodbine Operations Area)

Commander: Marshal Claudia Saunders

Second-in-Command: Hauptmann General Walther Gothard

Mech Strength: 14 Regiments

Bremond PDZ (Bremond Command)

Commander: Hauptmann General Mary Tallman

Second-in-Command: Lieutenant General Brian Gruber

Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
Bremond DMM (CO: Lieutenant General Syraman Simpreeni)	Regular	Reliable	Bremond

Bryceland PDZ (Bryceland Command)

Commander: Marshal George Simenon

Second-in-Command: Hauptmann General George Powell

Mech Strength: 5 Regiments, 1 Battalion

Unit Name	Experience Level	Loyalty	Homeworld
Bryceland DMM (CO: Lieutenant General Oci Begurnson)	Regular	Reliable	Bryceland
11th Avalon Hussars RCT (CO: Hauptmann General Justin Leabo)	Regular	Reliable	Kesai IV
1st Conroe Training Battalion (CO: Kommandant Edward Vishlo)	Green	Reliable	Conroe
3rd Lyran Regulars (CO: Lieutenant General Bannion Gessern)	Regular	Reliable	Pitkin
1st Crucis Lancers RCT (CO: Hauptmann General Ivor Wasjinji)	Regular	Fanatical	Tancredi IV
Lindon's Regiment (CO: Colonel Sarah Lindon)	Veteran	Reliable	Kennard

Mayetta PDZ (Mayetta Command)

Commander: Hauptmann General Vonda DeGreer

Second-in-Command: Lieutenant General Petra Nichols

Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
Mayetta DMM (CO: Lieutenant General Kirk "The Trekkie" Yalos)	Green	Reliable	Mayetta

Milligan PDZ (Milligan Command)

Commander: Hauptmann General Uston Vewas

Second-in-Command: Lieutenant General Lynn Merrow

Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
Milligan DMM (CO: Lieutenant General Juan Nishioka)	Green	Reliable	Milligan

Kilbourne PDZ (Kilbourne Command)

Commander: Marshal Lisa Talrude

Second-in-Command: Hauptmann General Frannie Assure

Mech Strength: 5 Regiments, 2 Battalions

Unit Name	Experience Level	Loyalty	Homeworld
Kilbourne DMM (CO: Lieutenant General Mariva Kelly)	Green	Reliable	Kilbourne
Kilbourne Academy Training Battalion (CO: Kommandant Nilson Sven)	Green	Reliable	Kilbourne
Greenburg's Godzillas (CO: Colonel Sarah Dosimion)	Veteran	Reliable	Sterlington
3rd Dismal Disinherited (CO: Colonel Timothy Green)	Green	Reliable	Boondock
2nd Dismal Disinherited (CO: Colonel Richard Edwards IV)	Regular	Reliable	Cohay
1st Dismal Disinherited (CO: General Enix Hildred)	Veteran	Reliable	Millray
Clifton's Rangers (1 Battalion) (CO: Major Marc Clifton)	Green	Questionable	Abbeville





FEDERATED COMMONWEALTH

CAPELLAN MARCH

Commander: Field Marshal Leah Thomas
Aide: Marshal Linda Archer
Mech Strength: 30 Regiments, 1 Battalion

COREWARD COMBAT THEATER (Kathil Operations Area)

Commander: Marshal Suzanne Zellner
Second-in-Command: Hauptmann General Christopher Tice
Mech Strength: 9 Regiments

Valexa PDZ (Valexa Command)

Commander: Marshal Vivian Chou
Second-in-Command: Lieutenant General Quentin Drathers
Mech Strength: 2 Regiments, 2 Battalions

Unit Name	Experience Level	Loyalty	Homeworld
Valexa CMM (CO: Lieutenant General Sarah Delittle)	Regular	Reliable	Valexa
1st Aragon Borderers (CO: Lieutenant General Barrie Salsburg)	Veteran	Reliable	New Aragon
1st Bell Training Battalion (CO: Kommandant Paula Quarmy)	Green	Reliable	Bell
Goshen War College Training Battalion (CO: Kommandant Archibald Enoch)	Green	Reliable	Goshen

Kathil PDZ (Monongahela Command)

Commander: Marshal Killian Reason
Second-in-Command: Hauptmann General Piper Burullo
Mech Strength: 2 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
1st Kathil Uhlans (CO: Lieutenant General Andrew Redburn)	Regular	Fanatical	Kathil
2nd NAIS Cadet Cadre (CO: Lieutenant General Helen Sanderson)	Green	Fanatical	Beten Kaitos

Alcyone PDZ (Alcyone Command)

Commander: Hauptmann General Kinsely Crossburns
Second-in-Command: Lieutenant General Ashton Cumberland
Mech Strength: 4 Regiments, 1 Battalion

Unit Name	Experience Level	Loyalty	Homeworld
Alcyone CMM (CO: Lieutenant General Dan Kendall)	Regular	Reliable	Alcyone
5th Syrtis Fusiliers RCT (CO: Hauptmann General Nathaniel Hasek)	Green	Reliable	Cammal
1st Kittery Borderers (CO: Colonel Leslie Casey)	Regular	Reliable	Kittery
8th Donegal Guards RCT (CO: Marshal Isador Bertini)	Veteran	Reliable	Monhegan
1st Kittery Training Battalion (CO: Kommandant Raul Bethune)	Green	Reliable	Kittery

EDGEWARD COMBAT THEATER (Taygeta Operations Area)

Commander: Marshal Jennifer Lawson
Second-in-Command: Hauptmann General Winston Ashely
Mech Strength: 21 Regiments, 1 Battalion

New Syrtis PDZ (New Syrtis Command)

Commander: Hauptmann General Angelo Ciampa
Second-in-Command: Lieutenant General Peter Zaro
Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
New Syrtis CMM (CO: Lieutenant General Tia Caruthers)	Green	Questionable	New Syrtis

Sirdar PDZ (Sirdar Command)

Commander: Marshal Hugh Tietjan
Second-in-Command: Hauptmann General Adam Korsant
Mech Strength: 13 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Sirdar CMM (CO: Lieutenant General Russel Ito)	Regular	Reliable	Sirdar
4th Donegal Guards RCT (CO: Marshal Adolf Steinglatz)	Veteran	Reliable	Velhas
3rd Ceti Hussars RCT (CO: Hauptmann General Kellie Lee-Merrow)	Regular	Reliable	Manapire
4th Illician Lancers (9th Rangers) (CO: Colonel Kenneth Koppell)	Green	Reliable	Immenstadt
3rd Illician Lancers (4th Rangers) (CO: Colonel Alicia Ramaley)	Regular	Reliable	Gientworth
2nd Illician Lancers (21st Rangers) (CO: Colonel Roy Barnard)	Regular	Reliable	Mendham
1st Illician Lancers (59th Strike) (CO: General Brenda Bradley)	Veteran	Reliable	Jonzac
Davion Assault Guards RCT (CO: Marshal Stephan Cooper)	Veteran	Reliable	Frazer
15th Deneb Light Cavalry RCT (CO: Hauptmann General Michael Lipstein)	Regular	Reliable	Verlo
Hansen's Roughriders (CO: Colonel Wolfgang Hansen)	Veteran	Questionable	Bromhead
1st Federated Suns Armored Cavalry (CO: Lieutenant General Rudolph Chapman)	Elite	Fanatical	Zilang
1st Capellan Dragoons (CO: Lieutenant General Ulso Dripe)	Regular	Questionable	Horsham
2nd Ceti Hussars RCT (CO: Hauptmann General Oscar Carlson)	Veteran	Reliable	Uravan

Altair PDZ (Ridgebrook Command)

Commander: Marshal Gil Carlson
Second-in-Command: Hauptmann General Salvatore Watsellburg
Mech Strength: 4 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Ridgebrook CMM (CO: Lieutenant General Seth Miller)	Green	Reliable	Ridgebrook
Lexington Combat Group (3 Regiments)			
32nd Recon (CO: Major General Malcolm Feinman)	Veteran	Reliable	Lindsay
Marie's Golden Hammers (CO: Colonel Marie Stevens)	Regular	Reliable	Midale
Frederic's Gazelles (CO: Colonel Frederic Zaffson)	Regular	Reliable	Brockway



FEDERATED COMMONWEALTH

Warren PDZ (Warren Command)

Commander: Hauptmann General Killian Quasho
Second-in-Command: Lieutenant General Coaler Merrick
Mech Strength: 3 Regiments, 1 Battalion

Unit Name	Experience Level	Loyalty	Homeworld
Warren CMM (CO: Lieutenant General Martin Maser)	Green	Reliable	Warren
2nd Albion Training Cadre (CO: Lieutenant General Joey Zibler)	Green	Fanatical	Enchi
8th Syrtis Fusiliers RCT (CO: Hauptmann General Poliak Ramsey)	Regular	Reliable	Lothair
11th Donegal Guards (CO: Hauptmann General Cyrus Andes)	Green	Questionable	Hyalite

CRUCIS MARCH

Commander: Field Marshal Ardan Sortek
Aide: Marshal Simon Gallagher
Mech Strength: 24 Regiments, 1 Battalion

COREWARD COMBAT THEATER (Markesan Operations Area)

Commander: Marshal Aileen Young
Second-in-Command: Hauptmann General Nicholas Davis
Mech Strength: 6 Regiments

Achemar Combat Region (Marlette Command)

Commander: Hauptmann General Peter Chesterton
Second-in-Command: Lieutenant General Mary Lyman
Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
Marlette CMM (CO: Lieutenant General Dennis Waxon)	Regular	Reliable	Marlette

Kestrel Combat Region (Kestrel Command)

Commander: Hauptmann General Phillip Abrams
Second-in-Command: Lieutenant General Christopher Espinosa
Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
Kestrel CMM (CO: Lieutenant General Vivian Petty)	Regular	Reliable	Kestrel

New Avalon Combat Region (New Avalon Command)

Commander: Marshal Sharon Zardetto
Second-in-Command: Hauptmann General Gilliam Davis
Mech Strength: 4 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
New Avalon CMM (CO: Lieutenant General Carl Gustafson)	Regular	Reliable	New Avalon
1st Davion Guards RCT (CO: Marshal Bishop Sortek)	Elite	Fanatical	New Avalon
Davion Heavy Guards RCT (CO: Marshal Ann Adelmans)	Elite	Fanatical	New Avalon
Team Banzai (CO: Doctor Anna Banzai)	Elite	Fanatical	New Avalon

EDGEWARD ALPHA COMBAT THEATER (Chirkof Operations Area)

Commander: Marshal Gilbert Akers
Second-in-Command: Hauptmann General James Flinn
Mech Strength: 10 Regiments

Nunivak (formerly Remagen) Combat Region (Nunivak Command)

Commander: Hauptmann General Brenda Mast
Second-in-Command: Lieutenant General Victoria Seymour
Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
Remagen CMM (CO: Lieutenant General Bertram Winn)	Regular	Reliable	Nunivak

Islamabad Combat Region (Islamabad Command)

Commander: Hauptmann General Lucille Carton
Second-in-Command: Lieutenant General James Brady
Mech Strength: 4 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Islamabad CMM (CO: Lieutenant General Zeller Shuftan)	Green	Reliable	Islamabad
The Fighting Urakhai (3 Regiments)			
8th Striker (CO: General Bryan Holstead)	Veteran	Reliable	Verdigreis
Roman's Bar Hounds (CO: Colonel Randy Roman)	Regular	Reliable	Caldwell
DeMaestri's Sluggers (CO: Colonel Francis DeMaestri)	Regular	Reliable	Montour

Malagrotta (formerly Kearny) Combat Region (Malagrotta Command)

Commander: Hauptmann General Daniel Ralacy
Second-in-Command: Lieutenant General Rosemary Harshman
Mech Strength: 5 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Malagrotta CMM (CO: Lieutenant General Eda Shrake)	Green	Questionable	Malagrotta
The Dioscuri (2 Regiments)			
Castor (1st Regiment) (CO: Colonel Timothy Nels)	Regular	Reliable	Vackisufalu
Pollux (2nd Regiment) (CO: Colonel Brenda Nels)	Regular	Reliable	Great Gorge
19th Arcturan Guards (CO: Lieutenant General Jadwiga Poole)	Green	Questionable	Armington
Markson's Marauders (CO: Colonel Richard "Little Dick" Markson II)	Regular	Reliable	Estuan





FEDERATED COMMONWEALTH

EDGEWARD BETA COMBAT THEATER (Mineite Operations Area)

Commander: Marshal Jonathan Steiner-Sortek
Second-in-Command: Hauptmann General Helen Halbrington
Mech Strength: 8 Regiments, 1 Battalion

Point Barrow Combat Region (Point Barrow Command)

Commander: Hauptmann General Sheridan Miley
Mech Strength: 1 Battalion

Unit Name	Experience Level	Loyalty	Homeworld
Point Barrow Academy Training Battalion (CO: Kommandant Severine Brint)	Green	Reliable	Point Barrow

Tsamma Combat Region (Tsamma Command)

Commander: Hauptmann General Jeremy Swaine
Second-in-Command: Leftenant General Jocasta Zibler
Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
Tsamma CMM (CO: Leftenant General Ann-Marie Cassidy)	Regular	Reliable	Tsamma

Anjin Muerto Combat Region (Anjin Muerto Command)

Commander: Hauptmann General Suzanne Lipstein
Second-in-Command: Leftenant General Harold Halbrig
Mech Strength: 2 Regiments, 1 Battalion

Unit Name	Experience Level	Loyalty	Homeworld
Anjin Muerto CMM (CO: Leftenant General Mary Skipworth)	Regular	Reliable	Anjin Muerto
Vandelay's Valkyries (CO: General Faith Vandelay)	Regular	Questionable	Okefenokee
Barber's Marauder II's (1 Battalion, formerly Miller's Marauders) (CO: Major Susan Barber)	Veteran	Reliable	Rentz

Broken Wheel Combat Region (Broken Wheel Command)

Commander: Hauptmann General Albert Carson
Second-in-Command: Leftenant General Robin Maynard
Mech Strength: 4 Regiments, 2 Battalions

Unit Name	Experience Level	Loyalty	Homeworld
1st Screaming Eagles (CO: Colonel Paul Hokola)	Regular	Reliable	Maam
1st Argyle Lancers (CO: Colonel Vincent Bannock)	Veteran	Reliable	Skeppta
2nd Screaming Eagles (CO: Colonel Zarfina Warrick)	Regular	Reliable	Sodertalje
1st Albion Training Cadre (CO: Leftenant General Derrick Gray)	Green	Fanatical	Morven
Filtvet Academy Training Battalion (CO: Kommandant Diana Jousma)	Green	Reliable	Filtvet
1st Brockton Training Battalion (CO: Kommandant Leslie Stokoi)	Green	Reliable	Brockton

LYRAN COMMONWEALTH STATE COMMAND

Commander: Field Marshal Nondi Steiner
Aide: Marshal Xerxes Davion
Mech Strength: 154 Regiments, 1 Battalion

SARNA MARCH

Commander: Field Marshal David Sandoval
Aide: Marshal Stephen Davion
Mech Strength: 48 Regiments

PALOS OPERATIONS AREA

Commander: Marshal Joseph Goff
Aide: Hauptmann General Nathan Steiner-Armstrong
Mech Strength: 22 Regiments

Corey Command

Commander: Marshal Carmen Marsh
Second-in-Command: Hauptmann General Randolph Valencia
Mech Strength: 11 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Corey SMM (CO: Leftenant General Moses Faraday)	Green	Questionable	Corey
4th F-C RCT (CO: Hauptmann General Fiona Degrew)	Regular	Reliable	Lesalles
8th F-C RCT (CO: Hauptmann General Mitchell Weintraub)	Regular	Reliable	Second Try
6th Syrtis Fusiliers RCT (CO: Hauptmann General Orville Corn)	Elite	Reliable	Wazan
15th Arcturan Guards (CO: Leftenant General Suzanne Wright)	Regular	Reliable	Elnath
2nd Robinson Rangers (CO: Leftenant General Cluey Montserrat)	Regular	Reliable	Phact
Lone Star Regiment (CO: Colonel George Brown)	Veteran	Questionable	Raballa
12th Vegan Rangers (4 Regiments) Alpha Regiment (CO: General Tom Stancel)	Elite	Reliable	Campertown
Beta Regiment (CO: Colonel Miller al-Nahib)	Veteran	Reliable	Tsinghai
Gamma Regiment (CO: Colonel Connie Desantis)	Veteran	Reliable	Old Kentucky
Delta Regiment (CO: Colonel Alex Greene)	Regular	Reliable	Chamdo

Kaifeng Command

Commander: Marshal Florence Heilman
Second-in-Command: Hauptmann General John Myers
Mech Strength: 7 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Kaifeng SMM (CO: Leftenant General Cyndi Fallon)	Green	Questionable	Kaifeng
3rd F-C RCT (CO: Hauptmann General Gregory Sykes)	Regular	Reliable	Sarna
20th Avalon Hussars RCT (CO: Hauptmann General Jack Roberts)	Veteran	Fanatical	Truth
Sarna Martial Academy Training Group (CO: Leftenant General Glenn Myopps)	Green	Questionable	Sarna
36th Lyran Guards RCT (CO: Marshal Harold Andrews)	Regular	Reliable	Tsingtao
5th Syrtis Fusiliers RCT (CO: Hauptmann General Clarence Long)	Green	Reliable	Bora
Grim Determination (CO: Colonel Hardy Haarhar)	Regular	Reliable	Sarmaxa



FEDERATED COMMONWEALTH

Wei Command

Commander: Hauptmann General Clement Nim-so
Second-in-Command: Lieutenant General Nguyen "Scott" Ky
Mech Strength: 4 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Wei SMM (CO: Lieutenant General Dianne Glow)	Green	Questionable	Wei
5th Crucis Lancers RCT (CO: Hauptmann General Olaf Richardson)	Veteran	Fanatical	Shensi
5th F-C RCT (CO: Hauptmann-General James White)	Green	Reliable	Tsitang
3rd Donegal Guards (CO: Hauptmann General Thanom Hammerskjold)	Elite	Reliable	Styk

TERRA FIRMA OPERATIONS AREA

Commander: Field Marshal Ivan Steiner
Aide: Marshal Francis Bergsma
Mech Strength: 26 Regiments

Achernar Command

Commander: Hauptmann General Susie terHorst
Second-in-Command: Lieutenant General Richard Kleindienst
Mech Strength: 5 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Achernar SMM (CO: Lieutenant General Walter Flostet)	Green	Questionable	Achernar
Tikonov Martial Academy Training Group (CO: Lieutenant General Greg Murray)	Green	Questionable	Tikonov
2nd Crucis Lancers RCT (CO: Hauptmann General Anne Sung)	Regular	Reliable	Tikonov
Laurel's Legion (CO: Colonel Constance Laurel)	Regular	Reliable	Tigress
New Hessen Armored Scouts (CO: Colonel Fillippe Asaeu)	Regular	Questionable	New Hessen

Liao Command

Commander: Marshal Esau Esom
Second-in-Command: Hauptmann General Alvar Adams
Mech Strength: 6 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Liao SMM (CO: Lieutenant General Henry Akbar)	Green	Questionable	Liao
1st F-C RCT (CO: Marshal Vonda DeGreer)	Veteran	Reliable	Gan Singh
1st Kestral Grenadiers (CO: Marshal Andrew Cunningham)	Elite	Fanatical	New Canton
Eridani Light Horse (3 Regiments) (CO: General Adriana Winston)			
71st Light Horse (CO: Colonel Cleveland Alfieri)	Veteran	Reliable	Saiph
21st Striker (CO: Colonel Edwin Amis)	Veteran	Reliable	Tall Trees
151st Light Horse (CO: Colonel Charles Antonescu)	Elite	Reliable	Menkalinan

Nanking Command

Commander: Marshal Alan Cline
Second-in-Command: Hauptmann General Clifford Byas
Mech Strength: 12 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Nanking SMM (CO: Lieutenant General Grace Arminius)	Green	Questionable	Nanking
2nd F-C RCT (CO: Marshal Lao Tsu XI)	Regular	Reliable	Hsien
1st Republican (CO: Lieutenant General John Joseph Atherton)	Veteran	Questionable	Talitha
2nd Republican (CO: Lieutenant General Lyman Babbitt)	Veteran	Questionable	Wasat
3rd Republican (CO: Lieutenant General Robert Baker)	Veteran	Questionable	Van Diemen IV
4th Republican (CO: Lieutenant General William "Bud" Baranov)	Green	Questionable	Hall
5th Republican (CO: Lieutenant General Abder-Rahman Barton)	Green	Questionable	Elgin
Wolf's Dragoons (5 Regiments) (CO: Colonel Jaime Wolf)	Elite	Reliable	Outreach

Epsilon Eridani Command

Commander: Marshal Abdul Beaufort
Second-in-Command: Hauptmann General Frederick Augustus Bell
Mech Strength: 3 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Epsilon Eridani SMM (CO: Lieutenant General Pierre Benton)	Green	Questionable	Epsilon Eridani
30th Lyrans Guards RCT (CO: Marshal Vincent Tanner)	Regular	Reliable	New Home
6th F-C RCT (CO: Hauptmann General Isabella Rahm)	Regular	Reliable	Small World

TAMAR MARCH

Commander: Field Marshal Cynthia Franks
Aide: Marshal Ralph David Blount
Mech Strength: 38 Regiments, 1 Battalion

BONE AND TRELLSHIRE THEATERS (Blackjack Operations Area)

Trellshire Commander: Marshal Kevin Dranby
Aide: Marshal Nicholas Corby
Bone Commander: Marshal Lynn Zellner
Aide: Marshal Roy Kozlowski
Mech Strength: 19 Regiments, 2 Battalions

Hot Springs Command

Commander: Hauptmann General Frances Bissell
Second-in-Command: Lieutenant General Isaac Bonney
Mech Strength: 3 Regiments, 1 Battalion

Unit Name	Experience Level	Loyalty	Homeworld
Hot Springs TMM (CO: Lieutenant General Abu Bourgeois)	Green	Reliable	Hot Springs
39th Avalon Hussars RCT (CO: Hauptmann General Bella Bragg)	Regular	Reliable	Newtown Square
17th Skye Rangers (CO: Lieutenant General Mitchell Simons)	Elite	Questionable	Barcelona
Blackjack Training Battalion (CO: Kommandant Dean Bristow)	Green	Reliable	Blackjack



FEDERATED COMMONWEALTH

Wotan Command

Commander: Marshal Robert Bryant

Second-in-Command: Hauptmann General Abigail Burne-Jones

Mech Strength: 10 Regiments, 1 Battalion

Unit Name	Experience Level	Loyalty	Homeworld
Wotan TMM (CO: Lieutenant General Ansel Cabrillo)	Green	Reliable	Wotan
8th Arcturan Guards RCT (CO: Hauptmann General Frederic Anderson)	Green	Reliable	Here
2nd New Ivaarsen Chasseurs (CO: Lieutenant General Jacob Greenville)	Regular	Fanatical	Anywhere
1st Grave Walkers (CO: Colonel Dennis Merwin)	Regular	Reliable	Bone-Norman
2nd Grave Walkers (CO: Colonel Jason Merwin)	Regular	Reliable	Apollo
Somerset Academy Training Battalion (CO: Kommandant Brooks Campi)	Green	Reliable	Somerset
Winfield's Regiment (CO: Lieutenant General Davis Winfield)	Elite	Reliable	Winfield
12th Star Guards (4 Regiments)			
1st Regiment (CO: Colonel Charles Francis Carranza)	Veteran	Reliable	Steelton
2nd Regiment (CO: Colonel Franklin Pierce Marinetti)	Regular	Reliable	Toland
3rd Regiment (CO: Colonel Hannah Catlin)	Veteran	Reliable	Icar
7th Regiment (CO: Colonel Henry Esterhazy)	Green	Reliable	Bensinger

Twycross Command

Commander: Marshal Herbert Chandrasekar

Second-in-Command: Hauptmann General James Cherenkov

Mech Strength: 6 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Twycross TMM (CO: Lieutenant General John Cicero)	Green	Reliable	Twycross
41st Avalon Hussars RCT (CO: Hauptmann General Ivan Terokopf)	Regular	Reliable	Planting
24th Arcturan Guards RCT (CO: Marshal Grace Shremp)	Veteran	Reliable	Dell
10th Donegal Guards RCT (CO: Marshal Sarah Steiner)	Regular	Reliable	Chateau
12th Donegal Guards RCT (Acting CO: Lieutenant General Jeremy Hawksworth)	Regular	Reliable	Trell I
1st Lyran Regulars (CO: Lieutenant General Ostola Stellwar)	Veteran	Reliable	Ridderkerk





FEDERATED COMMONWEALTH

TAMAR THEATER (Benfled Operations Area)

Commander: Marshal Richard Steiner II
Aide: Hauptmann General Rebecca Simons
Mech Strength: 18 Regiments, 2 Battalions

Laurent Command

Commander: Hauptmann General Maude Kiskadden Clurman
Second-in-Command: Lieutenant General Samuel Gagarin
Mech Strength: 5 Regiments, 1 Battalion

Unit Name	Experience Level	Loyalty	Homeworld
Laurent TMM (CO: Lieutenant General Walter Comstock)	Green	Reliable	Laurent
5th Davion Guards RCT (CO: Hauptmann General William Galloway)	Veteran	Reliable	Bessarabia
25th Arcturan Guards RCT (CO: Hauptmann General Gilda Felra)	Regular	Reliable	Sevren
26th Lyran Guards RCT (CO: Marshal Joy Corelli)	Veteran	Reliable	Tamar
Tamar War College Training Battalion (CO: Kommandant Charles Estienne)	Green	Questionable	Tamar
1st Lyran Guards RCT (CO: Hauptmann General Jane Craigie)	Veteran	Reliable	Maestu

Koniz Command

Commander: Hauptmann General Joseph Cummings
Second-in-Command: Lieutenant General George Dalrymple
Mech Strength: 6 Regiments, 1 Battalion

Unit Name	Experience Level	Loyalty	Homeworld
Koniz TMM (CO: Lieutenant General Konrad Davis)	Green	Reliable	Koniz
23rd Arcturan Guards RCT (CO: Hauptmann General Nadine Killson)	Veteran	Reliable	Carse
33rd Avalon Hussars RCT (CO: Hauptmann General John Yapt)	Veteran	Fanatical	Suk II
Gray Death Legion (CO: Colonel Grayson Carlyle)	Elite	Fanatical	Sudeten
Pandora College Training Battalion (CO: Kommandant Cyrus Hubbard)	Green	Reliable	Pandora
The Knights of St. Cameron (2 Regiments)			
1st Regiment (CO: General Felix Dewey)	Green	Reliable	Rastaban
2nd Regiment (CO: Colonel Mortimer Dewey)	Green	Reliable	Domain

Kelenfold Command

Commander: Hauptmann General Stella Dmowski
Second-in-Command: Lieutenant General Edgar Forbes-Robertson
Mech Strength: 7 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Kelenfold TMM (CO: Lieutenant General Endre Douglass)	Green	Reliable	Kelenfold
4th Lyran Regulars (CO: Lieutenant General Cynthia Wellers)	Regular	Reliable	Menkent
13th Donegal Guards (CO: Lieutenant General John Stokoi)	Green	Reliable	Meacham
Blue Star Irregulars (3 Regiments)			
1894th Light Horse (CO: Colonel Alexander Duff Gordon)	Veteran	Reliable	Rasalgethi
Avatars of Painful Death (CO: Colonel Elizabeth Duvalier)	Veteran	Reliable	Tomans
21st Rim Worlds (CO: Colonel Jean Louis Edison)	Regular	Reliable	Ft. Loudon
Hermann's Hermits (CO: Colonel Hermann Aufklopfen)	Regular	Questionable	Fatima

SKYE MARCH

Commander: Field Marshal James Ellis
Aide: Marshal David Hayes Etherege
Mech Strength: 27 Regiments

RYDE THEATER (Ryde Operations Area)

Commander: Field Marshal Rainer Poulin
Aide: Marshal Ivan Hasek
Mech Strength: 16 Regiments

Accrington Command

Commander: Marshal Spiro Fairchild
Second-in-Command: Hauptmann General Kathleen Heany
Mech Strength: 6 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Accrington SMM (CO: Lieutenant General Shmuel de Fermat)	Green	Reliable	Accrington
4th Deneb Light Cavalry RCT (CO: Hauptmann General Jeri Harrison)	Regular	Reliable	Dalkeith
3rd Royal Guards RCT (CO: Marshal Harrison Bradford)	Elite	Fanatical	Port Moseby
20th Arcturan Guards RCT (CO: Hauptmann General Brian Kincaid)	Veteran	Reliable	Aubisson
19th Lyran Guards RCT (CO: Marshal Tommy 'Too Old' Gaherty)	Veteran	Reliable	Baxter
Hsien Hotheats (CO: Colonel Gnaeus Fitzgerald)	Regular	Reliable	Shionoha

Alexandria Command

Commander: Hauptmann General Marcus Ford
Second-in-Command: Lieutenant General Emilio Bosch
Mech Strength: 3 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Alexandria SMM (CO: Lieutenant General Conrad Potter Franco)	Green	Reliable	Alexandria
9th F-C RCT (CO: Hauptmann General Alvin Kimmel)	Green	Reliable	Kimball II
4th Skye Rangers RCT (CO: Hauptmann General William Harrison von Frisch)	Elite	Questionable	Kornephoros

Lyons Command

Commander: Marshal Carl Ethan Gaines
Second-in-Command: Hauptmann General Ernst Arkwright
Mech Strength: 7 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Lyons SMM (CO: Lieutenant General Kingsley Gardner)	Green	Reliable	Lyons
10th Lyran Guards RCT (CO: Marshal Kelly Devers)	Green	Reliable	Skondia
8th Deneb Light Cavalry RCT (CO: Hauptmann General Lisa Aileen Bortman)	Regular	Reliable	La Blon
11th Lyran Regulars (CO: Lieutenant General Jeremy Donner)	Green	Reliable	Sabik
Narhal's Raiders (2 Regiments)			
1st Regiment (CO: Lieutenant-General Thomas Gerould)	Regular	Reliable	Imbros III
2nd Regiment (CO: Colonel Pedro Antonio Giraudoux)	Regular	Reliable	Yorii
Vinson's Vigilantes (CO: Colonel Pada Vinson)	Green	Questionable	Dromini VI



FEDERATED COMMONWEALTH

WYATT THEATER (Alcor Operations Area)

Commander: Field Marshal Sarah Joss

Aide: Marshal Daniel Bishop

'Mech Strength: 11 Regiments

Denebola Command

Commander: Hauptmann General Edward Goldberg

Second-in-Command: Lieutenant General Isaac Schoendienst

'Mech Strength: 5 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Denebola SMM (CO: Lieutenant General Josef Gould)	Green	Questionable	Denebola
12th F-C RCT (CO: Hauptmann General Carl Bert Gregg)	Green	Reliable	Marcus
17th Arcturan Guards RCT (CO: Hauptmann General Allan Nacine)	Regular	Reliable	Wyatt
11th Lyrans Guards RCT (CO: Marshal Sharon Byran)	Elite	Reliable	Callison
Harlock's Warriors (CO: Colonel Samantha Viele)	Regular	Reliable	Phecda

Gacrux Command

Commander: Hauptmann General Ivan Guerin

Second-in-Command: Lieutenant General William Foxwell Hahnemann

'Mech Strength: 5 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Gacrux SMM (CO: Lieutenant General Afonso Hamsun)	Green	Questionable	Gacrux
32nd Lyrans Guards RCT (CO: Marshal Gustav Van Buren)	Green	Reliable	Solaris
10th Skye Rangers (CO: Lieutenant General Tjuli Bakkish)	Veteran	Questionable	Zaniah
1st Kell Hounds (1st and 2nd Battalions) Elite (CO: Lieutenant Colonel Dan Allard)	Elite	Fanatical	Summer
11th F-C RCT (CO: Hauptmann General Amos Bronson Harrington)	Green	Reliable	Skye

Nekkar Command

Commander: Hauptmann General Louisa May Hawkyns

Second-in-Command: Lieutenant General Frances Linacre

'Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
Nekkar SMM (CO: Lieutenant General Isabella Held)	Green	Questionable	Nekkar



TAMARIND MARCH

Commander: Marshal John Herrick

Aide: Hauptmann General Kurt Ramsay

'Mech Strength: 15 Regiments, 1 Battalion

FORD THEATER (Solihull Operations Area)

Commander: Marshal Caesar Steiner

Aide: Hauptmann General Felix Zellner

'Mech Strength: 9 Regiments, 1 Battalion

Trent Command

Commander: Hauptmann General Richard Hine

Second-in-Command: Lieutenant General Nelson Wilmarth

'Mech Strength: 4 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Furillo TMM (CO: Lieutenant General Thomas Hogarth)	Green	Questionable	Furillo
7th Donegal Guards (CO: Hauptmann General Daniel Voss-Steiner)	Regular	Reliable	Rahne/Fianna
15th Lyrans Guards RCT (CO: Marshal Gina Ciampa)	Elite	Fanatical	Hesperus II
3rd Davion Guards RCT (CO: Marshal Jim Seymour)	Veteran	Fanatical	Hesperus II

Dar-es-Salaam Command

Commander: Marshal Ira Hopkins

Second-in-Command: Hauptmann General Edwin Jiminez

'Mech Strength: 5 Regiments, 1 Battalion

Unit Name	Experience Level	Loyalty	Homeworld
Dar-es-Salaam TMM (CO: Lieutenant General Shalom Hubble)	Green	Reliable	Dar-es-Salaam
14th Lyrans Guards RCT (CO: Marshal Emily Stevens)	Veteran	Reliable	Ford
2nd Donegal Guards RCT (CO: Marshal Hiram Trainer)	Veteran	Reliable	Hyde
4th Crucis Lancers RCT (CO: Hauptmann General Andrew Giggins)	Veteran	Reliable	Giausar
Cranston Snord's Irregulars (1 Battalion) (CO: Colonel Rhonda Snord)	Veteran	Fanatical	Clinton
Gregg's Long Striders (CO: Colonel Gregg Car)	Green	Questionable	Launam

Chukchi III Command

Commander: Hauptmann General Vicente Hussey

Second-in-Command: Kommandant Mateo Ipatieff

No 'Mech Regiments

CAVANAUGH THEATER (Bolan Operations Area)

Commander: Marshal Mitchell Henders

Aide: Hauptmann General John Vlachos

'Mech Strength: 6 Regiments

Dixie Command

Commander: Hauptmann General Miguel James

Second-in-Command: Lieutenant General Jean Andrews

'Mech Strength: 2 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Dixie TMM (CO: Lieutenant General Alexander Johns)	Green	Reliable	Dixie
7th Lyrans Regulars (CO: Lieutenant General Clair Hamilton)	Green	Reliable	Loric



FEDERATED COMMONWEALTH

Penobscot Command

Commander: Hauptmann General Marcus Josephson
Second-in-Command: Lieutenant General Vittorio Kane
Mech Strength: 4 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Penobscot TMM (CO: Lieutenant General Hannes Kemble)	Green	Reliable	Penobscot
10th Lyrans Regulars (CO: Lieutenant General Gary Terlecki)	Regular	Reliable	Timbiqui
6th Donegal Guards RCT (CO: Marshal Seamus Kinnell)	Regular	Reliable	Cavanaugh II
42nd Avalon Hussars RCT (CO: Hauptmann General Roger Waters)	Regular	Reliable	Poulsbo

PERIPHERY MARCH

Commander: Marshal Nils Steiner-Davis
Aide: Hauptmann General Horatio King
Mech Strength: 19 Regiments, 1 Battalion

TIMBUKTU THEATER (Venaria Operations Area)

Commander: Marshal Olaf Dinesen
Aide: Hauptmann General Tatyana O'Timmons
Mech Strength: 8 Regiments, 1 Battalion

Teyvareb Command

Commander: Hauptmann General Ali Kollwitz
Second-in-Command: Lieutenant General Muhammed Aldrich
Mech Strength: 3 Regiments, 1 Battalion

Unit Name	Experience Level	Loyalty	Homeworld
Teyvareb PMM (CO: Lieutenant General Ethan Kuhn)	Green	Reliable	Teyvareb
6th Lyrans Guards RCT (CO: Marshal Seth Alpert)	Elite	Reliable	Althastan
Buena War College Training Battalion (CO: Kommandant Florence Ellinwood Landers)	Green	Reliable	Buena
Mobile Fire (CO: Colonel Fred Laurencin)			
1st Battalion	Regular	Reliable	Khon Kaen
2nd Battalion	Regular	Reliable	Madiun
3rd Battalion	Regular	Reliable	Son Hoa

Florida Command

Commander: Hauptmann General Frederick Clayton
Second-in-Command: Lieutenant General Grace Ethel Cecile Rosalie Lee
Mech Strength: 2 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Florida PMM (CO: Lieutenant General Henry Watkins)	Green	Reliable	Florida
8th Lyrans Regulars (CO: Lieutenant General William Korsant)	Green	Reliable	New India

Alekseyevka Command

Commander: Hauptmann General John Lermontov
Second-in-Command: Lieutenant General Melvin Israel Aleixandre
Mech Strength: 3 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Alekseyevka PMM (CO: Lieutenant General Richard Biao)	Green	Reliable	Alekseyevka
11th Arcturan Guards RCT (CO: Hauptmann General Maria Estaban)	Regular	Reliable	Timbuktu
6th Crucis Lancers RCT (CO: Hauptmann General Patricia Vineman)	Veteran	Reliable	Langhome

MAIN STREET THEATER (Tsarahavana Operations Area)

Commander: Marshal Isak Berryman
Aide: Hauptmann General Bernardo Falco
Mech Strength: 11 Regiments

Qanatir Command

Commander: Hauptmann General Steve Loeb
Second-in-Command: Lieutenant General William Schley
Mech Strength: 4 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Qanatir PMM (CO: Lieutenant General Woody Lounsbury)	Green	Reliable	Qanatir
Dismal Disinherited (3 Regiments) (CO: General Salvador Lyly)			
Finn's Plague of Locusts (CO: Colonel Joseph Finn)	Regular	Reliable	Kwangjong-ni
Morrow's Crypt Kickers (CO: Colonel Michael Morrow)	Regular	Questionable	Issaba
Hogan's Hostile LAMs (CO: Colonel Harold Hogan)	Green	Questionable	Lost

Neerabup Command

Commander: Hauptmann General Robert Malthus
Second-in-Command: Lieutenant General Claude Jean Archer
Mech Strength: 4 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Neerabup PMM (CO: Lieutenant General Edward McKenzie)	Green	Reliable	Neerabup
7th Crucis Lancers RCT (CO: Hauptmann General Jasper Zibler)	Elite	Fanatical	Winter
9th Lyrans Regulars (CO: Lieutenant General Lawrence Marlowe)	Green	Reliable	Main Street
22nd Skye Rangers (CO: Lieutenant General Francisco de Argall)	Green	Questionable	Engadine

Chahar Command

Commander: Hauptmann General David Mayer
Second-in-Command: Lieutenant General Joseph W. Waldheim Jr.
Mech Strength: 3 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Chahar PMM (CO: Lieutenant General Alicia Mason)	Green	Reliable	Chahar
15th Lyrans Regulars (CO: Lieutenant General Lisa Orsini)	Regular	Reliable	Hood IV
The Green Machine (CO: Colonel Maxwell Green)	Green	Questionable	Kowloon



FEDERATED COMMONWEALTH

DONEGAL MARCH

Commander: Marshal John Peter Zenger
Aide: Hauptmann General Benjamin McLoughlin
Mech Strength: 6 Regiments, 1 Battalion

ALARION MILITARY DISTRICT (Alarion Operations Area)

Commander: Hauptmann General Fay Nichols
Aide: Lieutenant General Michael Sanchez
Mech Strength: 2 Regiments

Herzberg Command

Commander: Lieutenant General Alba Menken
Second-in-Command: Kommandant Alonso de Turenne
No Mech Regiments

Carlisle Command

Commander: Lieutenant General Luis Mikoyan
Second-in-Command: Kommandant Carlos Altgelt
Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
Carlisle DMM (CO: Lieutenant General Jorge Moholy-Nagy)	Green	Reliable	Carlisle

Noisiel Command

Commander: Lieutenant General Eric Temple
Second-in-Command: Kommandant Fisher Moore
Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
Alarion DMM (CO: Lieutenant General Idi Clarke)	Green	Reliable	Alarion

COVENTRY MILITARY DISTRICT (Coventry Operations Area)

Commander: Hauptmann General Mark Kostic
Aide: Lieutenant General Kimberly Mueller
Mech Strength: 1 Regiment, 1 Battalion

Ellengurg Command

Commander: Lieutenant General Andre Mossbauer
Second-in-Command: Kommandant Roald Aleichem
No Mech Regiments

Adelaide Command

Commander: Lieutenant General Hans Christian Murray
Second-in-Command: Kommandant Carl David Young
No Mech Regiments

Santana Command

Commander: Lieutenant General John Necker
Second-in-Command: Kommandant Joseph Martinez
Mech Strength: 1 Regiment, 1 Battalion

Unit Name	Experience Level	Loyalty	Homeworld
Coventry DMM (CO: Lieutenant General Judith Niemeyer)	Green	Reliable	Coventry
Royal New Capetown Training Battalion (CO: Kommandant Margaret Ochs)	Green	Reliable	New Capetown

Vorzel Command

Commander: Lieutenant General Marian Cottingshire
Second-in-Command: Kommandant Mary Orlando
No Mech Regiments

Hesperus Military District (Incorporated into Ford and Cavanaugh Theaters)

THARKAD MILITARY DISTRICT (Pherkad Operations Area)

Commander: Field Marshal Dean Forney
Aide: Marshal Mitch Simms
Mech Strength: 3 Regiments

Summit Command

Commander: Lieutenant General Maxwell Paganini
Second-in-Command: Kommandant Philip Warren
No Mech Regiments

Porrima Command

Commander: Lieutenant General Robert Parrington
Second-in-Command: Kommandant Sherwood Clements
No Mech Regiments

Cameron Command

Commander: Hauptmann General Jose Peale
Second-in-Command: Lieutenant General Gyula Ho
Mech Strength: 3 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
1st Royal Guards RCT (CO: Archon Melissa Steiner Davion)	Regular	Fanatical	Tharkad
2nd Royal Guards RCT (CO: Marshal Richard Regis II)	Regular	Fanatical	Tharkad
24th Lyran Guards RCT (CO: Marshal Orpheus Thomas)	Green	Fanatical	Donegal

ST. IVES COMPACT

Commander: Duchess Candace Liao
AFFC Liaison: General Simone Devon
Mech Strength: 9 Regiments, 1 Battalion

Unit Name	Experience Level	Loyalty	Homeworld
1st St. Ives Lancers (CO: Colonel Caroline Seng)	Veteran	Reliable	St. Ives
2nd St. Ives Lancers (CO: Colonel Timothy Bairn)	Regular	Reliable	St. Ives
St. Ives Cheveau Legers (CO: Colonel Cynthia Kerr)	Veteran	Reliable	Indicass
Raymond's Armored Infantry (CO: Colonel Samuel Raymond)	Regular	Reliable	Brighton
Aliesha's Mounted Fusiliers (CO: Colonel Aliesha Carling)	Regular	Reliable	Vestallas
Blackwind Lancers (CO: Colonel Leonid Perrin)	Regular	Reliable	Milos
14th Donegal Guards RCT (CO: Hauptmann General W.J. Hardy)	Green	Reliable	Taga
7th F-C RCT (CO: Hauptmann General John Albion Pickett)	Green	Reliable	Nashuar
St. Ives Academy Training Group (CO: Lieutenant General Christian Boehmer)	Green	Questionable	St. Ives
2nd Kell Hounds (CO: Lieutenant Colonel Scott Bradley)	Elite	Fanatical	Ambergrist



WAR OF 3039

[Prepared by Major Deena Trandel, commander of Wolfnet, Military Intelligence Division, Seventh Kommando.]

In April 3039, the Federated Commonwealth mounted a massive invasion of the Draconis Combine in an attempt to crush its long-time enemy and to win back worlds lost in the Fourth Succession War. Attacking along four axes, three from the Federated Suns and one from the Commonwealth, the Davion-Steiner commanders planned to strike so swiftly and with such devastating force that the Combine would topple like a house of cards.

The invasion would probably have come sooner to take advantage of the Combine's weakened military position, but other events in the Inner Sphere had forced Hanse Davion to revise his timetable. The Davion-Steiner alliance was still new, and the Prince wanted to be sure that his position was strong before making his move.

Immediately after the Fourth War, a wave of secessionism swept through the Inner Sphere. First was the Duchy of Andurien in 3030. Then, in 3034, the Free Rasalhague Republic declared its independence, triggering a similar attempt by the Skye separatist movement to pull away from House Steiner. An independent Skye would have cut off the Federated Suns and the Lyran Commonwealth from one another as well as deprived the Lyran of a major portion of their industrial capacity. Before he could attack the Draconis Combine, Hanse Davion had to resolve this internal threat.

By 3039, the Inner Sphere had become relatively quiet once more. The Skye Crisis had died down after Duke Ryan Steiner stepped in to mediate, while Thomas Marik had taken over the squabbling Free Worlds League with a strong hand. At this time, the integration of the AFFS and the LCAF was almost complete.

Using the Skye crisis as his pretext, Davion had begun to shuffle and reassign units, building up his forces in the Isle of Skye and removing a number of elite units from their regular postings. By April 3039, all was in readiness, and the go-ahead order was given.

FIRST WAVE

The F-C invasion of the Draconis Combine was to be carried out in two waves. In the first wave, the invaders would bypass most Kurita border planets and strike at rear worlds of logistical or communications importance. Meanwhile, mercenaries and Davion-supported insurgents would pin down the frontline Combine units.

Field Marshal Nondi Steiner commanded the Commonwealth thrust toward Kessel, Konstance, Vega, Ainas, and Altai. Field Marshal Vanessa Bisla commanded the Dieron thrust, targeting Athenry, Pike IV, Telos IV, Nashira, Biham, Halstead Station, Ancha, and Sadachbia. In command of the thrust into the Benjamin District was Duke James Sandoval, hitting Fellanin II, Sadalbari, Matar, New Mendham, and Marduk. Field Marshal Ardan Sortek was in command of the Galedon thrust toward Elidere IV, Thestria, Huan, An Ting, Capra, and Delacruz. Striking some planets near the border and others deeper in the interior, the Davion forces captured supply and communication centers to confuse and isolate the Kurita forces.

Meeting only light resistance at first, the Davion-Steiner invaders, including many elite units, believed they had caught the Dragon napping. By June, the first wave was proceeding as planned, but a little slower than planned because the Combine was putting up more of a fight than expected. The Kuritans still had not taken anything but a defensive posture, but that soon changed.

The goal of the second wave of the Davion invasion was for the Steiner and Dieron thrusts to link up to isolate Dieron. Similarly, the Benjamin and Galedon thrusts would meet to encircle the Galtor thumb. By then, Davion-fomented rebellions on Galtor III, McComb, Royal, Lima, Harrow's Sun, Bergman's Planet, and New Aberdeen should also be in motion. Mercenaries were assigned to support these revolts.

On July 12, 3039, the same day that Field Marshal Nondi Steiner received the order to begin the second wave, DEST commandos attacked a gathering of the Steiner high command on Vega. Many were killed, and Field Marshal Steiner herself was seriously injured.





COUNTERTHRUST

Contrary to what the F-C commanders believed, their blitzkrieg invasion had not taken the Draconis Combine by surprise. Kanrei Theodore Kurita must have been anticipating the attack for some years because he was more prepared than Hanse Davion could ever have imagined. For almost ten years, the strengthening and revamping of the DCMS had been Theodore's highest priority. He had also made secret deals with ComStar to obtain personnel, materiel, and intelligence assistance. Equally important to his strategy in the War of 3039 was his alliance with the yakuza, a crime organization with many legitimate offshoots.

While the DEST commandos were hitting Vega, other Combine units were attacking Klathandu IV, Breed, Xhosa VII, Exeter, Doneval II, Dobson, Le Blanc, and Rochester. To accomplish these strikes at Davion worlds and Kurita planets behind the F-C advance, the Kuritans had patched together a command circuit that allowed their troops to penetrate to the heart of the Draconis March. Operating between the many uncolonized systems separating Combine and Federated Suns space, this chain of JumpShips contained far more yakuza merchant vessels than military ships.

It was a stunning blow. In the midst of a full-scale invasion by the F-C juggernaut, the Kuritans had mounted an offensive of their own. The units at Davion-occupied worlds like Fellain II, Sadalbari, and Matar fell quickly to the Kurita counterthrust, many of them caught in the midst of preparations for the second wave and hit while still in transports.

From then on, the fighting became ferocious as the Kuritans sprang more surprises. Not only did they possess more equipment and troops than anticipated, but they fielded many 'Mech types with startling new capabilities or adaptations of a type or design not seen in the Inner Sphere since the days of the Star League. It was with such fierce fighting and specialized 'Mechs that the Kuritans drove the First Guards, commanded by Ardan Sortek, from An Ting in August 3039. Without this key system, the F-C thrust into Galedon could not hold.

The mighty army of the Federated Commonwealth suddenly found itself on the defensive. Kurita forces were striking at world after world, coming down hard with previously unknown units and seeming to be everywhere at once. Meanwhile, the raid on Vega had so panicked the Lyrans that their military advances ceased soon after.

In October, only six months after the F-C blitzkrieg began, Theodore Kurita himself commanded the attack on Exeter, putting him in striking distance of Robinson, capital of the Draconis March. To meet that threat, Hanse Davion called off the second wave, and began to reassign his forces to recover lost worlds or to meet the Kurita threat on other planets. By mid-December, only eight months after the start of their attack, F-C forces had withdrawn from most Kurita worlds. Border skirmishes and raids were all that remained of the massive operation.

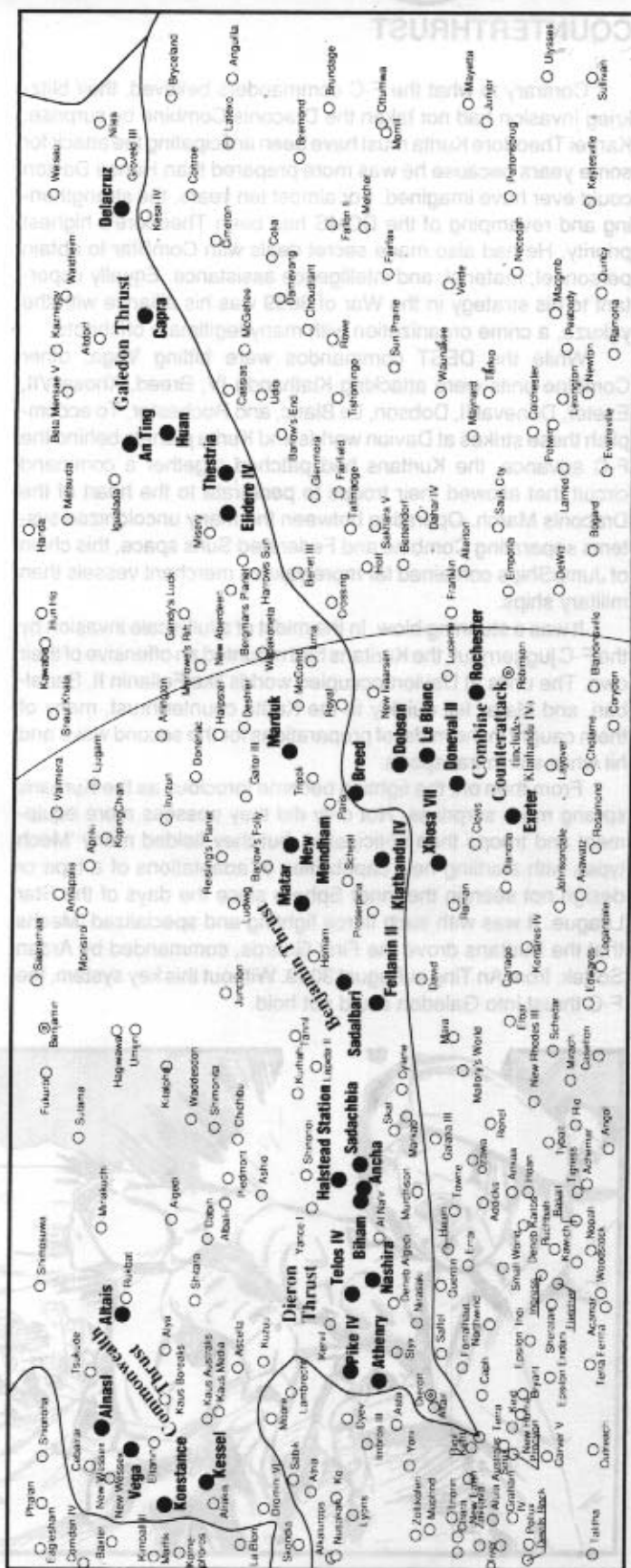
Theodore Kurita had taken an enormous gamble. At the time of the attack on Exeter, his forces were stretched dangerously thin. His troops fought well, even superbly in some instances, but it was Theodore Kurita's sheer craftiness that saved the realm. The ferocity of his troops, the appearance of units unknown to the Federated Commonwealth, and the fast-strike nature of his attacks had created the illusion of greater numbers of troops than he possessed. With the threat to the Federated Suns, Hanse Davion was taking no chances and chose to back off. If Davion had called Theodore's bluff instead, it is likely that the Combine's counterattack would have crumbled.

When the dust settled, Davion gains from the War of 3039 were Royal, Lima, McComb, Murchison, Skat, Cylene, and Markab. On the Steiner front, no planets changed hands. For their part, the Kuritans had successfully defended themselves, as well as winning Saffel, Fomalhaut, and Quentin.





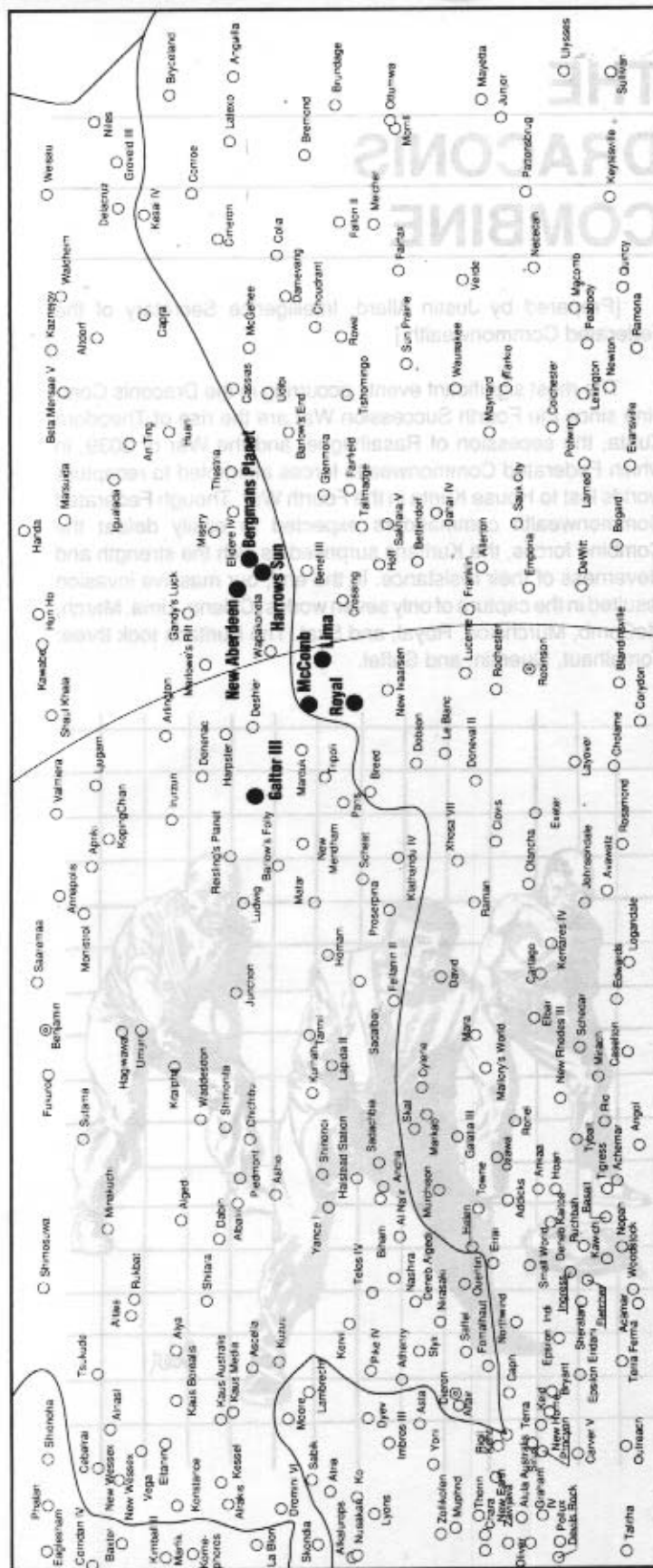
- Indicates planets targeted in main thrusts





War of 3039 Post-War Border

Indicates planets with
FC-incited rebellions





THE DRACONIS COMBINE

THE DRACONIS COMBINE

[Prepared by Justin Allard, Intelligence Secretary of the Federated Commonwealth.]

The most significant events occurring in the Draconis Combine since the Fourth Succession War are the rise of Theodore Kurita, the secession of Rasalhague, and the War of 3039, in which Federated Commonwealth forces attempted to recapture worlds lost to House Kurita in the Fourth War. Though Federated Commonwealth commanders expected to easily defeat the Combine forces, the Kuritans surprised us with the strength and cleverness of their resistance. In the end, our massive invasion resulted in the capture of only seven worlds: Cylene, Lima, March, McComb, Murchison, Royal, and Skat. The Kuritans took three: Fomalhaut, Quentin, and Saffel.



RISE OF THEODORE

Theodore Kurita, Coordinator Takashi's only offspring, may be the most powerful man in the Draconis Combine, even though it is his father who holds the highest title of power. Theodore's rise began with his successes against the Steiner military in the Fourth Succession War. In contrast, Takashi lost the support of many Combine citizens because of his behavior during that conflict.

The Coordinator's obsession with destroying Wolf's Dragoons after the mercenaries left the Draconis Combine in 3028 seemed to border on madness. Coordinator Kurita took the case to a ComStar Review Board, but the Board ruled no fault. While he was concentrating all his energy and attention on the Dragoons along the Davion border, the Combine military effort on the Commonwealth front suffered greatly. Takashi, meanwhile, became increasingly irrational, flying into fits of rage and ranting that he wanted the skins and skulls of the Dragoons' commanding officers.

Constance Kurita, Keeper of the Family Honor, stepped in a few weeks before the war's end, demanding that Takashi undergo intensive medical examination. What the doctors found was that the Coordinator had suffered a stroke severe enough to affect his mental functioning sometime in the previous two years. They also predicted he would suffer another, even more debilitating one unless he underwent a series of operations to remove dangerous blood clots and to repair weakened arteries.

While all this was occurring, Theodore was gaining in prestige and influence in the Dieron Military District. While Warlord Cherenkoff virtually twiddled his thumbs, Theodore went from command of three regiments of misfits to de facto military control of the important Dieron Military District. Through shrewd analysis and daring strategies, he succeeded in reversing the Combine's woeful military situation by stopping the Commonwealth offensive cold.

The Combine still lost more than 50 star systems in the Fourth War and many of its best regiments were mauled, yet the defeat might have been even more devastating if not for Theodore Kurita's brilliance. He emerged from the war as a hero, while Takashi's aura was tarnished. This set off a power struggle within the Combine, though the Dragon realm seems to have emerged stronger rather than weaker from the crisis.

Even after the war was over, Theodore Kurita continued to expand on his power and popularity. As a result of his skillful leadership during the war, he eventually won the support of most of the regiments of the Rasalhague, Dieron, and Benjamin Military Districts. All unwittingly, Theodore had also impressed the yakuza, the Combine's organized crime syndicate, who saw him as a new and potent force compared to the stagnation that Takashi represented. These yakuza later pledged their support to Theodore and helped him resist the Federated Commonwealth's massive invasion of the Combine in 3039.

Takashi has always been harsh toward his son, but he could not ignore Theodore's immense popularity with both the military and the people. In 3030, the Coordinator felt obliged to award Theodore the Order of the Dragon in honor of his achievements during the war. In that year, he also appointed his son Gunji no Kanrei, Deputy for Military Affairs. Takashi may have believed it



THE DRACONIS COMBINE

was a hollow honor, but Theodore leaped at the chance to re-mold the Draconis Combine Mustered Soldiery according to his own desires. As Kanrei, virtually no one stood in his way.

Also at this time, it is believed that Theodore Kurita made a secret deal with Myndo Waterly, Primus of ComStar. We have reason to suspect that Waterly offered to supply House Kurita with 'Mechs, equipment, and troops if Theodore would allow her to station ComStar forces in the Combine and if he would support the creation of the Free Rasalhague Republic. Theodore apparently accepted the deal, because the Draconis Combine quickly recognized the Free Rasalhague Republic after it declared its independence, despite the fact that the Combine had to give up worlds to that new state.

Also in his camp was Constance Kurita, Keeper of the House Honor and head of the Order of the Five Pillars (O5P). As head of the O5P, Constance had access to her Order's considerable intelligence capacities, and she may have been inclined to put this information at Theodore's disposal. The Coordinator's son may also have benefitted from his special friendship with Subhash Indrahara, dreaded Director of the Combine's Internal Security Force.

[EDITOR'S NOTE: Constance and Indrahara must surely have assisted Theodore in keeping secret his marriage to Tomoe Sakade for so long. The two were married in 3019, but Theodore did not reveal the fact to his father until 3033, when Tomoe had already borne him two children, one of them a son. It is well-known that in all those years Takashi was anxious to see his son married and the succession of his line guaranteed by the birth of a child. The Coordinator actually arranged several marriages for his son, but all were canceled for one reason or another.]

THE RONIN WAR

On March 13, 3034, Haakon Magnusson declared himself Prince of the Free Rasalhague Republic, which included most of the former Rasalhague Military District of the Draconis Combine. ComStar quickly recognized the new state, as did Takashi Kurita. The FRR created a buffer state between the Combine and the Lyran Commonwealth, freeing up Combine troops for use on other borders. Only about 20 Rasalhague District worlds remained under Combine control as the Alshain District, while the Lyrans gave up most of what they had captured in the Fourth Succession War. The new Alshain District included ten worlds of the Buckminster Prefecture. Duke Hassid Ricol was appointed Governor, possibly in return for a copy of the Star League library core that the Gray Death Legion had discovered on Helm six years before.

Not all the Warlords of the Combine accepted the decision to recognize Rasalhague's independence. Ivan Sorenson, Warlord of the Rasalhague Military District, was assassinated before he even knew of the Draconis Combine's acquiescence in the FRR's birth. However, the Warlords of Pesht and Dieron Districts, Marcus Kurita and Vasily Cherenkoff, disagreed violently with the decision to surrender Combine worlds and vowed to fight. Under the leadership of Marcus Kurita, the renegade forces attacked the FRR.

Theodore branded these men ronin, declaring that they did not act in the name of the Draconis Combine. Then he sent DCMS troops to cut off the ronin from their supply bases in the Combine and ordered his men to crush any resistance.





THE DRACONIS COMBINE

Vasily Cherenkoff died in the ronin invasion when his *Atlas* was beheaded on Orestes. His second-in-command, *Tai-sho* Dexter Kingsley, withdrew from the fight and swore his allegiance to the Kanrei, which cut off Marcus Kurita's support. In May of 3034, Marcus Kurita was assassinated in his field headquarters on Predlitz. The Kuritans blamed the Lyran Commonwealth, but it is just as likely that one of their own ruling clan wanted the eternally scheming Marcus Kurita out of the way.

The Kanrei benefitted in several ways from the Ronin War. Because he was fighting against rebellious elements in his own military, it was a way of purging those disloyal troops. Warlords Cherenkoff and Marcus Kurita, two adversaries, were also permanently out of the way. Finally, because Theodore withdrew his troops after they had helped to crush the rebels, he raised his stock with the FRR considerably.

THEODORE'S INNOVATIONS

As Kanrei, Theodore has made many changes in the DCMS to make it a stronger, more efficient force. New 'Mech and fighter pilots, many of them yakuza, were trained in the rebuilding of the Ryuken and Genyosha regiments as well as at special field academies. This training stressed practical cooperation rather than political correctness, emphasizing coordination between front and rear echelons and among the various military branches. Early in this training program, Coordinator Takashi had attempted to undercut this new military trend by ordering that the Genyosha and Ryuken be dispersed among the rest of the DCMS in June 3031. Rather than diluting Theodore's ideas, this merely served to disseminate them widely throughout the ranks. The re-formation of the Ryuken and Genyosha, however, was set back severely, and those regiments came back together barely in time for the War of 3039. To our surprise, Theodore was making other major changes in the DCMS.

WAR OF 3039

The success of Theodore's policies became clear during the War of 3039, when Federated Commonwealth forces mounted a four-pronged offensive against the Draconis Combine. Theodore coordinated and planned his defense so skillfully that it caught the Davion invasion force by surprise. The war continued until early 3040, but it soon became the old game of mutual raid-and-reprisal, rather than a major offensive that had the Combine on the run. [EDITOR'S NOTE: For a fuller treatment of the War of 3039, see the chapter by that name.]

Long after the war, Federated Commonwealth military intelligence still has not been able to discern what Theodore Kurita did and how he did it. What is known is that the Draconis Combine fielded a large number of units that we still have not been able to identify. The DCMS also fielded 'Mechs of design seen only in the Com Guards and variants with unexpected capabilities. Warriors should exercise great caution in encounters with any unknown 'Mech type and with Kurita *Chargers*, which may have increased weaponry, or special two-seat *BattleMasters*, which have enhanced communications and command capabilities.

POLITICS

TAKASHI'S STATUS

Much of the blame for the Combine's poor showing during the Fourth War can be laid at the door of Coordinator Takashi Kurita. His erratic behavior shook the confidence of many nobles and other high Combine officials. The only person to challenge the Coordinator's power was the late Marcus Kurita, who made several attempts against Takashi's life and went renegade during the Ronin War. Most Combine officials have been biding their time to see how the chips will fall in the unspoken struggle for dominance between father and son.

Takashi's most important support is among the older officers of the DCMS, mainly because Theodore's sweeping renovations have stripped them of much of their prestige.

THEODORE'S STATUS

Theodore's military successes during the Fourth War and the War of 3039 have solidified his position as the Combine's great military genius, while his rank of Kanrei has given him the power to shape the military with virtually no interference. He can count on the support of most of the younger officers, non-commissioned officers, and enlisted troops, who admire and even revere him. Women and officers from the lower classes, particularly Mech-Warriors, have a special loyalty to Theodore because it was he who removed the barriers that prevented them from rising in rank and importance. Of all Theodore's supporters, however, the yakuza are the most ardent. By acknowledging their value and giving them a chance to assist him militarily, he has won the fervent support of most yakuza clans in the Combine.

The main opponents of Theodore Kurita are the die-hard, older officers of the DCMS, who resent being forced to give up the old ways in which rank alone gave them unquestioned authority. There has been an insidious war within the bureaucracy of the DCMS since Theodore became Warlord, with the older officers trying desperately to hold on to their power while trying to hinder Theodore's reforms. This has been mostly a losing battle, however, as Theodore "requests" more and more of these officers to retire or as they see their most prominent comrades killed.

RECONCILIATION

The truce between Takashi and his son, which began in 3039, seems solid. From what we can gather, the two have agreed to maintain their respective power bases, with Takashi exercising authority over social, economic, and political matters, and Theodore controlling the military. The two are often seen together publicly, and usually with Theodore's wife and children in tow.

That is significant because Theodore's personal life was once a sore point between the Coordinator and his son. For now, Theodore seems content to play the dutiful son in public, no doubt because he and his father realize that public support in the freer, more open Combine society will be the key to their political survival. Both have become conscious of the power of the newly independent Combine media and are learning to make clever use of it.



THE DRACONIS COMBINE

FOREIGN RELATIONS

Relations with other "friendly" realms have suffered while the leaders of the Combine dealt with major internal problems and then the invasion of 3039.

We have learned that there is a movement afoot in the Combine to renew alliances beyond the border of the Combine. Some, perhaps including Theodore, believe that a successful alliance is possible even though the members will be separated by the Federated Commonwealth. Indeed, if ComStar's support of the Combine is as extensive as believed, this could easily give the Combine and any allies special communication and transportation privileges.

An alliance with the Capellan Confederation is unlikely because of the weakness of the Capellan military and Romano Liao's unpredictability. An alliance with the Free Worlds League might be more probable because of that state's proximity, strength, and strong contacts with ComStar. According to latest reports, Combine diplomatic missions have made visits to Captain-General Marik.

BORDER CHANGES

The creation of the Free Rasalhague Republic from the Combine's former Rasalhague District left a band of planets that became the heart of the Alshain Military District. Ruled by the planet Alshain, this District is a long, thin region bordering the new FRR. It consists of the 20 Rasalhague worlds that the Combine did not surrender to the FRR, plus ten worlds from the Buckminster Province. The Alshain District is divided into three Prefectures named for their capitals: Buckminster, Garstedt, and Rubigen.

The reshuffling of Combine assets into the new prefecture allowed Theodore to staff the region with many political allies, including Duke Ricol, formerly of Verthandi. The Duke was named Governor in 3034, directly after the Combine recognized the FRR.

DCMS

As Kanrei, Theodore has made many sweeping changes in the DCMS through the manipulation of personnel and resources. Among his first actions was the establishment of "Tiger Programs," which resemble the Federated Commonwealth's regional training battalions. Theodore's military changes also include active recruitment of the best warriors for Theodore's loyal regiments, regardless of social rank or sex.

At first, most warriors trained in the ten Tiger Programs were assigned to one of the five Ruyken regiments or two Genyosha regiments. These regiments and the four Legions of Vega were the core of Theodore's support until his father ordered them disbanded in 3031. Even disbanded, however, they served Theodore as his eyes and ears among the other regiments. His secret deals with ComStar and the yakuza also gave him the means to create a number of other private regiments whose skill and loyalty were crucial during the War of 3039, along with the newly reconstituted Ryukens and Genyosha.

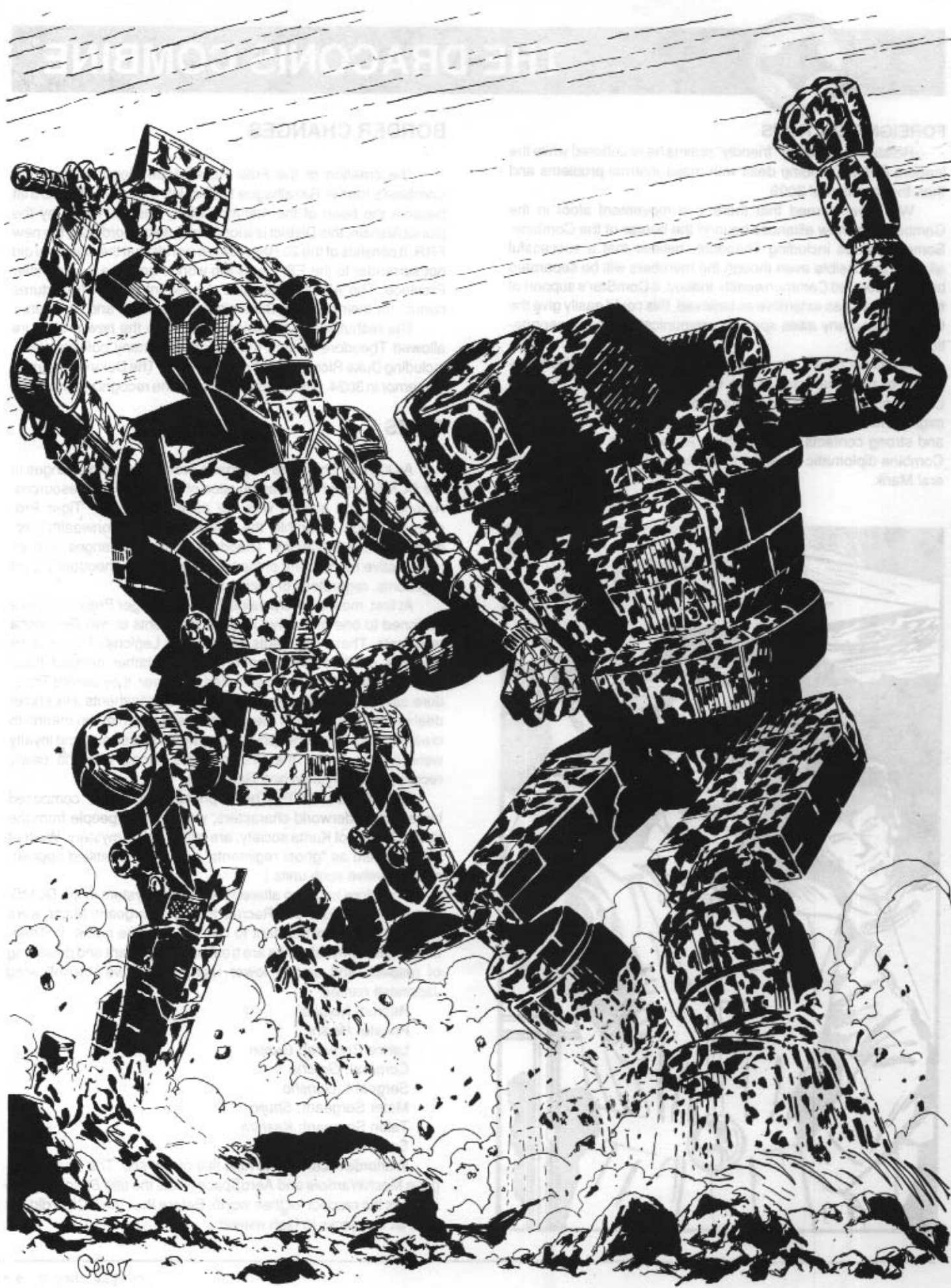
[EDITOR'S NOTE: These private regiments, composed largely of Underworld characters, women, and people from the lower classes of Kurita society, are still largely a mystery. Wolfnet refer to them as "ghost regiments" and have identified approximately twelve such units.]

Theodore has also altered the ranking system in the DCMS. Previously, ranks from Recruit through Sergeant Major were considered too unimportant to rate a Japanese name. In Theodore's new army, all ranks are treated as important and deserving of respect, and so the lower ranks now have the following Japanese names:

Recruit: *Hojuhei*
Private: *Heishi*
Lance Corporal: *Gunjin*
Corporal: *Go-cho*
Sergeant: *Gunsho*
Master Sergeant: *Shujin*
Talon Sergeant: *Kashira*
Sergeant Major: *Sho-ko*

Warlords received the new title of *Tai-shu*. The Kanrei also gave MechWarriors and AeroSpace Pilots the title *Busosenshi* to express his respect for their worth. Before this, the DCMS did not hold its aeroflakes in high esteem.





Geist



THE DRACONIS COMBINE

Theodore altered battlefield tactics as well. In 3036, he wrote a text on his philosophy of combat, *Modern Tactics: The Combined Arms Approach*. It reflected his interest in the combined-service attacks used so successfully by the AFFC. Since then, the DCMS is more likely to attack with groups of units, each from a different military background. This proved especially effective in the Kanrei's defense strategies in the War of 3039.

To the older officers, Theodore's ideas and the influx of warriors from all classes seemed almost heretical, even if effective. As proof, they point to the lack of discipline and honor shown by some younger soldiers.

The military industry of the DCMS is remarkably free of such political divisions because it survives no matter who holds power in the realm. After the creation of the Free Rasalhague Republic deprived the Combine of two 'Mech factories, efforts were made to expand existing facilities. Their increased production, along with the ComStar 'Mechs, have apparently given the DCMS the luxury of surplus 'Mechs and parts.

SOCIAL AND ECONOMIC REFORMS

Believing that the Capellan Confederation's rigorous social stratification was responsible for their defeat in the Fourth War, Coordinator Takashi instituted the Pillar Reforms in 3043. These laws, which relax the restraints on social classes in Combine society, are a major reinterpretation of the Dictum Honorium. The Reforms also allow citizens more privacy than previously. While these reforms may trouble Constance Kurita and the ISF, neither has openly opposed them.

The Pillar Reforms also address the economy. They give corporations greater freedom to chart their own destinies. The reforms also attempt to stimulate inter-realm trade by increasing construction of commercial JumpShips, as well as releasing ships requisitioned by the DCMS decades, even centuries, ago.

Trade with the Federated Commonwealth continues to be forbidden, as it has been for the past 20 years. Trade with the Free Worlds League, the Capellan Confederation, and the Free Rasalhague Republic is encouraged.

The Pillar Reforms seem to have inspired a great sense of optimism among the Combine's ordinary citizens. In addition to enjoying greater personal freedom, people in the Combine have a higher standard of living for the first time in a century.

GOALS AND PROBLEMS

It is likely that the strengthening of the DCMS will continue. Takashi may be wary of the DCMS's loyalty to his son, but the two seem to have an improved relationship. Besides, the Coordinator has a vested interest in making his borders with the Federated Commonwealth secure or in being able to launch an offense. Related to these goals are his recent diplomatic efforts toward the Free Worlds League. An alliance of these two states could complicate the Federated Commonwealth's plans.

It is expected that the Coordinator's social and economic reforms will continue, giving the Combine a strong economy and a contented people in the second half of the 31st Century.

The tensions between Coordinator Takashi and Kanrei Theodore are the biggest potential problem facing the Draconis Combine. Though the dispute between the two seems less public in recent years, it would be naive to believe that it no longer exists.

The history of troubles between the two is mirrored in the DCMS by the older, aristocratic officers loyal to the Coordinator and the younger, more pragmatic officers of the Kanrei's new army. If something were to disrupt the fragile working relationship between the Coordinator and his son, it could wreak havoc on the DCMS and the Combine.

Finally, the increased personal freedoms outlined in the Pillar Reforms have brought a sudden increase in crime and the expression of dissident political opinions. The introduction of even harsher punishments for lawbreakers has not deterred either criminals or dissidents. There are those within the government, notably the ISF and the O5P, who might be provoked to take action against these trends without the Coordinator's permission. Again, this could upset the balance of power and seriously weaken the Combine's position.





THE DRACONIS COMBINE

DRACONIS COMBINE MUSTERED SOLDIERY (Deployment as of 3050)

(NOTES: The specifications of a dozen regiments known to be in the DCMS because of their surprise participation in the War of 3039 cannot be pinpointed accurately due to interference from the Combine government and ComStar. The regiments of this "Ghost Army," as commonly called, are thought to be patterned along the lines of the Ryuken and Genyosha regiments. Regiments are graded according to their loyalty to Coordinator Takashi Kurita; those that follow Kanrei Theodore Kurita are therefore listed as Questionable loyalty.)

Commander: Coordinator Takashi Kurita
Aide: Gunji-no-Kanrei Theodore Kurita
Mech Strength: 99 Regiments

DIERON MILITARY DISTRICT

Commander: Tai-shu Michi Noketsuma
Aide: Tai-sho Michael Sobiroff
Mech Strength: 24 Regiments

Kessel Prefecture

Prefecture Commander: Tai-sho Hasan Yoshio
Aide: Sho-sho Tobias Villagua
Mech Strength: 6 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
3rd Dieron Regulars (CO: Sho-sho Samson Torsibo)	Regular	Reliable	Konstance
12th Sun Zhang (CO: Tai-sa Anthony Fanhorn)	Green	Fanatical	Kessel
11th Legion of Vega (CO: Tai-sa Yoshi Yamasaki)	Veteran	Questionable	Alrakis
40th Dieron Regulars (CO: Tai-sa Oscar Oshion)	Green	Questionable	Asta
22nd Dieron Regular (CO: Tai-sa Jason Ohio)	Veteran	Questionable	Dyev
2nd Genyosha (CO: Tai-sa Laura Nelson)	Elite	Questionable	Moore

Vega Prefecture

Prefecture Commander: Tai-sho Ishan Banjic
Aide: Sho-sho Vincent Gasora
Mech Strength: 3 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
2nd Legion of Vega (CO: Tai-sa Tikov Recardni)	Veteran	Questionable	Vega
5th Amphigean Light Assault Group (CO: Tai-sa Helen Cassidy)	Regular	Fanatical	New Wessex
2nd Dieron Regulars (CO: Tai-sa Jerome Tshilar)	Veteran	Questionable	Cebalrai

Al Na'ir Prefecture

Prefecture Commander: Tai-sho Hosiji Vestuto
Aide: Sho-sho Hector Sesla
Mech Strength: 9 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
5th Sword of Light (1 Battalion) (CO: Sho-sa Hohiro Tastuma)	Green	Fanatical	Dieron
9th Sun Zhang Academy Cadre (CO: Tai-sa Gitaki Hurunko)	Green	Reliable	Dieron
18th Dieron Regulars (CO: Tai-sa Basil Itemji)	Elite	Reliable	Altair
15th Dieron Regulars (CO: Tai-sa Patrick Sanderson)	Regular	Reliable	Al Na'ir
8th Dieron Regulars (CO: Tai-sa Carlos Leighiar)	Veteran	Questionable	Fomalhaut
36th Dieron Regulars (CO: Tai-sa Mason Irajinan)	Green	Questionable	Saffel
Ryukun-ni (CO: Tai-sa Ysabeau Johnson)	Veteran	Questionable	Quentin
41st Dieron Regulars (CO: Tai-sa Elder Valore)	Green	Questionable	Deneb Algedi
1st Shin Legion (CO: Tai-sa Chou Yanyuan)	Veteran	Reliable	Ancha

(NOTE: Shin Legions are expatriates from the Capellan Confederation)

Ashio Prefecture

Prefecture Commander: Tai-sho Brigham Rutledge
Aide: Sho-sho Wendall Hansen
Mech Strength: 4 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
27th Dieron Regulars (CO: Tai-sa Jasick Yoshiro)	Regular	Reliable	Ashio
12th Dieron Regulars (CO: Tai-sa Lacor Walton)	Green	Questionable	Ashio
42nd Dieron Regulars (CO: Tai-sa Isamu Nagasawa)	Green	Questionable	Halstead Station
9th Dieron Regulars (CO: Tai-sa Mao Sheng-jo)	Regular	Reliable	Sadachbia

Algedi Prefecture

Prefecture Commander: Tai-sho Andrew Asaro
Aide: Sho-sho Jeffrey Kornilov
Mech Strength: 2 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
24th Dieron Regulars (CO: Tai-sa Frederick Lugo)	Green	Reliable	Algedi
1st Genyosha (CO: Tai-sa Narimasa Asano)	Elite	Questionable	Shitara



THE DRACONIS COMBINE

GALEDON MILITARY DISTRICT

Commander: Tai-shu Li Dok To
Aide: Tai-sho Jarvek Dolmassay
Mech Strength: 24 Regiments

New Samarkand Prefecture

Prefecture Commander: Tai-sho Wendall Hansen
Aide: Sho-sho James O'Callahan
Mech Strength: 3 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
5th Galedon Regulars (CO: Tai-sa Ivor Sotallarde)	Regular	Reliable	New Samarkand
3rd Prosperina Hussars (CO: Tai-sa Richard Weston)	Elite	Fanatical	Galedon V
2nd An Ting Legion (CO: Tai-sa Ijogi Waters)	Veteran	Fanatical	Galedon V

Kaznejov Prefecture

Prefecture Commander: Tai-sho Hak Su Kim
Aide: Sho-sho Brian Galberston
Mech Strength: 6 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
17th Galedon Regulars (CO: Tai-sa Jon Ziblerston)	Green	Fanatical	Kaznejov
8th Sword of Light (CO: Tai-sa Wendall Boufri)	Regular	Fanatical	Delacruz
4th An Ting Legion (CO: Sho-sho Jophet Pati)	Regular	Reliable	Valentina
Ryukun-san (CO: Tai-sa Sung Kim II)	Veteran	Questionable	Niles
31st Galedon Regulars (CO: Tai-sa Dennis Joshua)	Green	Questionable	Capra
32nd Galedon Regulars (CO: Tai-sa Elizabeth Venga)	Green	Questionable	Huan

Matsuida Prefecture

Prefecture Commander: Tai-sho Henry Sobiroff
Aide: Sho-sho Mitchum Cerel
Mech Strength: 9 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
12th Galedon Regulars (CO: Tai-sa Oscar Bassman)	Green	Reliable	Matsuida
Ryukun-yon (CO: Tai-sa Wilson Vewers)	Veteran	Questionable	Harrow's Sun
2nd Galedon Regulars (CO: Tai-sa Hojim Banjuri)	Green	Reliable	Wapakoneta
8th Galedon Regulars (CO: Tai-sa Hjordis Lee)	Veteran	Reliable	Deshler
21st Galedon Regulars (CO: Tai-sa Adam Sawyer)	Regular	Questionable	Bergman's Planet
33rd Galedon Regulars (CO: Tai-sa Zachary Stevens)	Green	Questionable	New Aberdeen
34th Galedon Regulars (CO: Tai-sa Venn Oblak)	Green	Questionable	Elidere IV
Ryukun-roku (CO: Tai-sa Henrietta Bailey)	Veteran	Questionable	Misery
1st Prosperina Hussars (CO: Tai-sa Jeong Moon Lee)	Veteran	Reliable	Thestria

Oshika Prefecture

Prefecture Commander: Tai-sho U Poi
Aide: Sho-sho Arthur Koop
Mech Strength: 5 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
16th Galedon Regulars (CO: Tai-sa William Tohiro)	Green	Reliable	Oshika
9th Ghost (CO: Unknown)	Veteran?	Questionable	Hachiman?
10th Ghost (CO: Unknown)	Unknown	Questionable	Hachiman?
11th Ghost (CO: Unknown)	Unknown	Questionable	Midway?
12th Ghost (CO: Unknown)	Unknown	Questionable	Midway?

Tabayama Prefecture

Prefecture Commander: Tai-sho Samon Tartikoff
Aide: Sho-sho Joseph Ullors
Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
19th Galedon Regulars (CO: Tai-sa Bobby Bock)	Regular	Questionable	Bad News

BENJAMIN MILITARY DISTRICT

Commander: Tai-shu Boris Petroff
Aide: Tai-sho Fritz Hillinger
Mech Strength: 21 Regiments

Baldur Prefecture

Prefecture Commander: Tai-sho Fenton Worridge
Aide: Sho-sho George Huiwara
Mech Strength: 2 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
2nd Sword of Light (CO: Tai-sa Kelly Tok Do)	Elite	Fanatical	Baldur
6th Arkab Legion (CO: Tai-sa Jusiral Bjutal)	Regular	Reliable	Arkab

Kajikazawa Prefecture

Prefecture Commander: Tai-sho Victor Coale
Aide: Sho-sho Hishu Stonara
Mech Strength: 6 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
2nd Benjamin Regulars (CO: Tai-sa Samson Ashura)	Regular	Questionable	Kajikazawa
17th Benjamin Regulars (CO: Tai-sa Tucker Orsinian)	Veteran	Reliable	Benjamin
1st Ghost (CO: Unknown)	Veteran?	Questionable	Benjamin?
2nd Ghost (CO: Unknown)	Regular?	Questionable	Benjamin?
3rd Ghost (CO: Unknown)	Unknown	Questionable	Osmus Saar?
4th Ghost (CO: Unknown)	Unknown	Questionable	Osmus Saar?



THE DRACONIS COMBINE

Proserpina Prefecture

Prefecture Commander: Tai-sho Elliot Tsein

Aide: Sho-sho Hohijo Bradbury

Mech Strength: 6 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
9th Benjamin Regulars (CO: Tai-sa Mark Tomtrill)	Veteran	Reliable	Proserpina
4th Prosperina Hussars (CO: Tai-sa Wendell Garrison)	Regular	Fanatical	Scheat
2nd Arkab Legion (CO: Tai-sa Basir Ojima)	Veteran	Reliable	Tannil
Ryukun-go (CO: Tai-sa Angel Ochoa)	Regular	Questionable	Fellain II
21st Benjamin Regulars (CO: Tai-sa Bertram Shandler)	Green	Questionable	Klathandu IV
2nd Shin Legion (CO: Tai-sa Chang Rho Kim)	Regular	Reliable	Sadalbari

Xinyang Prefecture

Prefecture Commander: Tai-sho Tobias Fenross

Aide: Sho-sho Todo Gewers

Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
15th Benjamin Regulars (CO: Tai-sa Drex Hof)	Green	Reliable	Xinyang

Irurzun Prefecture

Prefecture Commander: Tai-sho Devon Boldermar

Aide: Sho-sho Salija Warrick

Mech Strength: 6 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
3rd Benjamin Regulars (CO: Tai-sa Samuel Nelson)	Veteran	Questionable	Irurzun
6th Benjamin Regulars (CO: Tai-sa Hajii Mara)	Regular	Reliable	Marduk
11th Benjamin Regulars (CO: Tai-sa Bishop Krenck)	Green	Questionable	Paris
1st Amphigean Light Assault Group (CO: Tai-sa Ishajii Michaels)	Veteran	Questionable	Tripoli
22nd Benjamin Regulars (CO: Tai-sa Sojanee Rausali)	Green	Questionable	New Mendham
2nd Amphigean Light Assault Group (CO: Tai-sa Pho Lashjui)	Veteran	Questionable	Galtor



PESHT MILITARY DISTRICT

Commander: Tai-shu Teyasu Ashora

Aide: Tai-sho Kelly Dasoshigi

Mech Strength: 16 Regiments

Kagoshima Prefecture

Prefecture Commander: Tai-sho Tomoe Sakade

Aide: Sho-sho Aron Kirzak

Mech Strength: 9 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
3rd Pesht Regulars (CO: Tai-sa Alfred Tojiro)	Regular	Reliable	Pesht
1st Sword of Light (CO: Tai-sa Shigeru Yoshida)	Veteran	Fanatical	Luthien
Otomo (CO: Tai-sa Oda Hideyoshi)	Elite	Fanatical	Luthien
7th Sword of Light (CO: Tai-sa Kiyomori Minamoto)	Veteran	Fanatical	Luthien
11th Pesht Regulars (CO: Tai-sa Kim Kwi-Nam)	Green	Questionable	Itabaiana
5th Ghost (CO: Unknown)	Unknown	Questionable	Shimonoseki?
6th Ghost (CO: Unknown)	Unknown	Questionable	Shimonoseki?
7th Ghost (CO: Unknown)	Unknown	Questionable	Byesville?
8th Ghost (CO: Unknown)	Unknown	Questionable	Byesville?

Albiero Prefecture

Prefecture Commander: Tai-sho Hogo Manati

Aide: Sho-sho Robert Manati

Mech Strength: 2 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
9th Pesht Regulars (CO: Tai-sa Mark Graham)	Green	Questionable	Schwartz
14th Legion of Vega (CO: Tai-sa Tarukito Niiri)	Veteran	Questionable	Turtle Bay

Ningxia Prefecture

Prefecture Commander: Tai-sho Bradley Tigart

Aide: Sho-sho William Cloud Climber

Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
7th Pesht Regulars (CO: Tai-sa Kurtis Benzinger)	Green	Reliable	Land's End

Gandahar Prefecture

Prefecture Commander: Tai-sho Hya Toyotomi

Aide: Sho-sho Tadaki Johiro

Mech Strength: 2 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
10th Pesht Regulars (CO: Tai-sa Basia Bryant)	Green	Reliable	Gravenhage
6th Pesht Regulars (CO: Tai-sa Jefferson McCarl)	Green	Reliable	Nowhere



THE DRACONIS COMBINE

Bjarred Prefecture

Prefecture Commander: Tai-sho Darren Brigland
Aide: Sho-sho Tashu Jacarlaba
Mech Strength: 2 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
4th Pesht Regulars (CO: Sho-sho Stephan Somogyi)	Green	Reliable	Tarnby
2nd Night Stalkers (CO: Tai-sa Okubo Henderson)	Veteran	Questionable	Matamoras

ALSHAIN MILITARY DISTRICT

Commander: Tai-shu Kuniaki Koiso
Aide: Tai-sho Vivian Salaran
Mech Strength: 14 Regiments

Garstedt Prefecture

Prefecture Commander: Tai-sho Hideki Yukawa
Aide: Sho-sho Richard Sanderson
Mech Strength: 4 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
1st Alshain Regulars (CO: Tai-sa Donald Ashira)	Regular	Questionable	Richmond
9th Alshain Regulars (CO: Tai-sa Sonia Zev)	Green	Reliable	Jarett
3rd Alshain Regulars (CO: Tai-sa Albert Brookhaven)	Regular	Questionable	Garstedt
10th Alshain Regulars (CO: Tai-sa Franco Zimmer)	Green	Questionable	Courchevel

Rubigen Prefecture

Prefecture Commander: Tai-sho Kitus Alanby
Aide: Sho-sho Harold Edmonton
Mech Strength: 4 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
2nd Alshain Regulars (CO: Tai-sa Ano Tars)	Regular	Questionable	Soverzene
4th Alshain Regulars (CO: Tai-sa Boris Timsjek)	Veteran	Questionable	Rubigen
6th Alshain Regulars (CO: Tai-sa Kiaro Hamilton)	Regular	Questionable	Alshain
1st Sun Zhang Academy Cadre (CO: Tai-sa Hestor Satoridon)	Green	Fanatical	Tinaca

Buckminster Prefecture

Prefecture Commander: Tai-sho Edwina Simpson
Aide: Sho-sho Alison Wright
Mech Strength: 6 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
4th Arkab Legion (CO: Tai-sa Sajulam Kosiridam)	Regular	Reliable	Camlann
5th Alshain Regulars (CO: Tai-sa Alowish Morgan)	Regular	Questionable	Shirotori
7th Alshain Regulars (CO: Tai-sa Gerber Shazli)	Veteran	Questionable	Buckminster
11th Alshain Regulars (CO: Tai-sa Mara Kalish)	Green	Questionable	Trolloc Prime
8th Alshain Regulars (CO: Tai-sa Tasha Greer)	Veteran	Questionable	Buckminster
5th Sun Zhang Academy Cadre (CO: Tai-sa Ishtar von Nielsburg)	Green	Fanatical	Caldrea





FREE RASALHAGUE REPUBLIC

FREE RASALHAGUE REPUBLIC

[Prepared by Gardner Riis, Precentor of Rasalhague.]

ORIGINS

The origins of the Free Rasalhague Republic date to the mythic age when interstellar travel was so new that only the adventurous or desperate dared try it. After the Second Soviet Civil War, Scandinavia was left with the double burden of paying assessments to rebuild the Soviet States while dealing with the influx of more than a million Soviet refugees. The Federal Democratic Republics of Sweden, Finland, and Norway coped stoically, though the war-damage taxes continued until the mid-23rd century. When the levy finally ended, many citizens decided to emigrate, selecting a planet far from the oppression and bureaucracy of Terra. Within 60 years, these Scandinavians had colonized and heavily populated Rasalhague and its eight nearest neighbors.

In the late 23rd century, the people of the region created the Rasalhague Consortium, a joint government to oversee the further development of their worlds. The Consortium included all the *varldherren*, or world lords, and members of powerful families. The highest government official was an elected Prime Minister. As the Consortium came into contact with neighboring states and associations, it evolved into the Principality of Rasalhague, headed by the Elected Prince.

The people of Rasalhague became known for their isolationism, being more concerned with expanding and developing their own worlds in a way least damaging to the environment. Despite Rasalhague's political neutrality, the Draconis Combine harassed it, attacked it, and eventually conquered the Principality in 2330.

After being incorporated into the Combine as the Rasalhague Military District, the region changed little. Though Combine leaders encouraged Asians to emigrate to the newly created district, these colonists never outnumbered the Scandinavian majority, nor were they able to dilute the native customs. Before the Fourth Succession War, the official language of the region was Kuritan Japanese, but the vast majority continued to speak Swedish. Even from the earliest days of Kurita rule, secret societies attempted to foment rebellions, but all failed because of the lack of coordination among rebel groups.

In 3029, the Lyran Commonwealth invited Rasalhague resistance leaders to a meeting on Tamar. The Tamar talks lasted for three weeks, during which time the rebels learned of the existence of the Tyr Regiment, a unit of assault 'Mechs sponsored and trained by the LCAF but manned by Rasalhagian exiles. The unit shared the name of the underground movement in the Rasalhague Military District. The secret regiment had made a stunning appearance on Kirchbach, prompting a revolt among the people. At the Tamar meeting, the Rasalhague resistance leaders coordinated plans for uprisings with projected LCAF invasions. Archon Katrina Steiner also signed the Intention of the Free Rasalhague Peoples, a document that recognized the Tyr as the official Rasalhague government-in-exile.

During the Fourth War, Tyr members provided the Lyran military with details on terrain, targets, and enemy location. Its members also undertook hundreds of commando missions deep behind enemy lines to disrupt DCMS communication and logistics. The Tyr BattleMech regiment played an equally important role in the Commonwealth's war effort.





FREE RASALHAGUE REPUBLIC

REVOLT

The war's end did not bring about the creation of a free Rasalhague, as the Tyr had hoped. For one thing, the Lyrans had not conquered all the worlds the Tyr wanted, including Rasalhague. Indeed, many Tyr members believed that the Lyrans had stopped short of conquering all the former Principality worlds purely to prevent the rebels from forming a sovereign state.

The disgruntled Tyr members became even angrier when Lyran planetary administrators arrived on the conquered worlds. Under orders from Duke Selvin Kelswa of the Tamar Pact, they took over from the military administrators without acknowledging the Tyr or its claim to rule. In their frustration and anger, several extremist Tyr groups bombed government buildings on seven worlds in February 3031, injuring one planetary administrator. Despite objections by Commonwealth officials, Duke Kelswa reacted by ordering the arrest of the Tyr leaders, most of whom were on Tamar at the time. He then ordered mass trials, in which the Tyr leaders were convicted in a mockery of the Lyran judicial process.

By the time Archon Steiner learned of the situation, the trials were over. The Tyr leaders had been languishing in Tamar jails for a week while the aggressive Tamar Pact police forces brutally mishandled demonstrations and riots on the conquered worlds. Infuriated, the Archon freed the Tyr leadership, publicly berated the Duke of Tamar for overstepping his authority, and apologized to the Tyr in hopes of salvaging some good will.

The damage caused by Duke Kelswa could not be undone, however, and the Archon saw that the newly conquered Rasalhague worlds would never consent to join the Commonwealth. The best she could hope for was to continue negotiations with the Tyr so that the leaders of a new Rasalhague state would lean more toward the Commonwealth than toward the Draconis Combine.

[EDITOR'S NOTE: Though the report by Precentor Riis does not acknowledge ComStar's role in bringing about an independent Rasalhague, he surely must know about it. As a close ally of Primus Waterly and the most powerful ComStar official in the area, Precentor Riis almost certainly played a key role in the arrangements, if not the actual negotiations, that gave birth to the Principality.]

When the Draconis Combine found itself fighting against its own people as well as the Lyran Commonwealth during the Fourth War, Kurita leaders began to look for a solution to the problem of Rasalhague resistance. They found one and it was ingenious. By supporting Rasalhague independence, the Draconis Combine simultaneously removed a thorn from its side, embarrassed the Lyran Commonwealth into giving up most of its captured worlds, and created a buffer state between the Combine and the newly formidable Lyrans.

INDEPENDENCE

On March 13, 3034, Haakon Magnusson, a Tyr political leader, declared the creation of the Free Rasalhague Republic, affirmed its independence from either the Draconis Combine or the Lyran Commonwealth, and announced that he would be its Elected Prince. ComStar immediately recognized the new realm, and the Draconis Combine followed suit the next day.

That House Kurita would willingly give up so many of its star systems was a shock to the whole Inner Sphere, and it also left the Steiner government in a poor bargaining position with the Tyr. Archon Steiner felt obliged to turn over to the Free Rasalhague Republic most of the Rasalhague worlds the LCAF had captured during the Fourth War, though it infuriated the already-angry Duke of Tamar.

The withdrawal of Combine troops from its former Rasalhague Military District did not go smoothly. Many Combine soldiers refused to leave because of their violent disagreement with the decision to cede worlds to the FRR. Others refused to abandon citizens of Oriental heritage to the danger of backlash from the Scandinavians, a threat that became a reality. Other unit commanders felt that too many Kurita troops had died defending these worlds to now just give them up without a struggle.

Seeing this military insurrection as a direct challenge to his future rule of the Draconis Combine, Kanrei Theodore Kurita declared all disobedient units *ronin*, Japanese for "masterless." With Prince Magnusson's permission, he led a force of loyal regiments back into the Republic to battle the ronin units.

The Ronin Wars, as they became known, were a series of short, violent clashes between the ronin, which added up to about eight regiments, and the allied forces of the Rasalhague KungsArmé (The Royal Rasalhague Army) and DCMS units led by Warlord Theodore Kurita. The KungsArmé, just weeks old, received its baptism by fire defending its homeworlds and cities from ronin units, many of which were skilled and experienced. The KungsArmé fought better than expected, due in part to assistance from Combine and Lyran officers present in the Republic to help build the military. On many occasions, these visiting officers stepped in to assume command of Rasalhague units against the ronin at a crucial moment.

Even more violent were the clashes between troops loyal to Warlord Theodore and the ronin, most of whom were led by officers loyal to General Marcus Kurita (banished from Luthien for a failed coup attempt) and Warlord Ivan Sorenson of the Rasalhague Military District, who was assassinated at the beginning of the ronin rebellion.

The Ronin Wars created a deep hatred for mercenaries among the FRR's citizens. Because of poorly negotiated contracts, some mercenaries refused to enter battle because they claimed the requirements of their contracts had already been fulfilled. Though the mercenaries were usually within their rights, the people did not see it that way. Ironically, the FRR later had to hire more mercenaries, some of whom made huge demands on the government, to combat growing pirate activity on the Republic's border with the Periphery.



FREE RASALHAGUE REPUBLIC

The Ronin Wars ended with the withdrawal of the last DCMS regiment across the border into the Combine's new Alshain Military District in December 3035. For the first time in its short life, the Free Rasalhague Republic was peaceful. Prince Magnusson turned from military to political concerns. Based largely upon the the former Principality of Rasalhague, the FRR government had a strong democratic element, which the Scandinavian majority deeply appreciated after the centuries of having their fate decided for them.

Still, many people took out their long resentment against everything and everyone Oriental in a burst of riots and lynchings. The government finally calmed the situation, and the whole matter is rarely mentioned today.

In 3044, Prince Magnusson requested and was granted another term in office. He has maintained a middle course between House Steiner and House Kurita, a policy that has allowed the KungsArmé to grow stronger.

The KungsArmé has recently been more active. Pirate activity along the Republic's Periphery border, always an annoyance, has increased so dramatically in the past five years that the government has had to resort to hiring even more mercenaries to protect part of its border.

GOVERNMENT

The structure of the Free Rasalhague Republic government closely follows that of the Principality of Rasalhague of the 23rd century. Political power is loosely divided among the Elected Prince (the *Riksföreståndare*), the Parliament (the *Riksdag*), and the individual rulers of worlds (the *Varldherren*). The citizens elect local officials every four years and representatives to the *Riksdag* every ten.

THE RIKSFÖRESTÅNDARE

To become the Elected Prince, a member of Parliament must have the support of more than three-fourths of his fellow parliamentarians. Though the public cannot elect a prince, they do hold a nonbinding poll to express their opinion on the candidates two weeks before the *Riksdag* votes.

The Elected Prince serves a ten-year term and is limited to two terms. The *Riksföreståndare* is the political head of the Free Rasalhague Republic, as well as the commander-in-chief of the Rasalhague KungsArmé and Chancellor of the *Riksbank*, the government's financial institution. The KungsPalace is home for the Elected Prince when he is in the capital city of Reykjavik on Rasalhague. The Elected Prince also has the use of several other homes, the most beautiful being the manor at Mölnlycke.





FREE RASALHAGUE REPUBLIC

The Elected Prince has a circle of advisors to assist him. The members of this Royal Cabinet are the leaders of major governmental departments, though the current Prince is fond of allowing close friends to participate in Cabinet meetings. Prince Magnusson claims to be directly descended from Norse kings of ancient Terra, as well as the rulers of the old Principality. He alludes to it frequently, especially when hard-pressed to get a favorite piece of legislation through the Riksdag. This has led some to fear that he may attempt to overturn the limitation of two terms as Prince and make his title hereditary.

NOBILITY

The Free Rasalhague Republic has a nobility system unique among the states of the Inner Sphere. The system of Varldherren (world leaders) and Hertigs (dukes) refers to positions rather than titles. Some Hertigs are chosen by the Riksdag, and others by direct election. They can lose the designation as easily as they get it.

Varldherren are appointed world leaders. Each Varldherre has a different term of office, decided by the planetary government. Hertigs are men and women who have earned the trust and respect of the people. Most Hertigs do not have specific duties to perform, though they are expected to counsel the Varlherre on political matters and to attend sessions of the Riksdag.

THE RIKSDAG

The Rasalhague Parliament is composed of four Estates. Though only the First and Second Estates have the power to draft bills, all have the right to vote on legislation. For a bill to become law, three of the four Estates must approve it and then it must be signed by the Elected Prince. The Riksdag may overturn a princely veto by a vote of all four Estates.

The First Estate is composed of the realm's Varldherren and Hertigs. The director of the First Estate is the Landtmarskalk, or Marshal of the Lands. The Landtmarskalk also sets the Riksdag agenda, a potent responsibility. The post is considered second in importance only to the princship in the Republic.

The Second Estate is composed of the FRR's planetary representatives. Each world elects five representatives to the Second Estate, giving rise to its popular name of the People's Parliament.

The Third Estate is composed of the head clergymen of the major religions in the FRR. When it comes to a vote on the important political or monetary bills, the Third Estate tends to follow the lead of the People's Parliament. On the other hand, the members of the Third Estate believe that moral, spiritual, and social questions are their domain, and often its rulings inspire legislation in the First or Second Estate.

The Fourth Estate is composed of the realm's most important business leaders. Those who control a company with a net worth over 100 million R-bills, or who own more than 10,000 hectares of land are invited to become members of the Fourth Estate.

The four Estates of the Riksdag meet in the immense and solemn Palace Hall. Sessions of the Riksdag normally begin on January 1 and continue until July 1, though crises have forced several emergency sessions.

In addition to the Riksdag, there are Provincial Riksdags on Skandia, Radstadt, and Rasalhague.

POLITICAL ALIGNMENTS

Prince Magnusson is a shrewd politician who has been careful not to anger any special-interest group. Among his most ardent supporters are the men and women who fought alongside him in either the Tyr rebellions before the Fourth Succession War or in the Ronin Wars. One of these people is Tor Miraborg. The two met when both were serving time in a Combine prison for attempting to incite riots in 3022. After their release, the two went on to become key members in the Tyr. When Magnusson was angling for Rasalhague sovereignty, he contacted Miraborg, who began building support for him. After the creation of the Republic, the grateful Prince appointed Miraborg as Military Commander of the Radstadt Province. At that time, he also was elected Varldherre of his homeworld of Gunzburg. Varldherre Miraborg remains one of the Prince's staunchest supporters and an iron-fisted ruler of his world.

Despite his attempts to maintain support from all sides, Prince Magnusson's government is notable for the lack of Tyr members from the "Lyran Half," worlds conquered by the Lyran Commonwealth during the Fourth Succession War. Whether this is a coincidence or a deliberate snub is not known.

Those who oppose Prince Magnusson have formed the small Motsatt Ståining Parti, or Motpart for short. This party consists of members of the Riksdag who oppose the Prince on principle or who were once Tyr members from the Lyran Half.

The leader of the Motpart is General Christian Månsdotter, the ranking officer of the KungsArmé and the Landtmarskalk of the Riksdag. Born and raised in the Lyran Commonwealth, Christian Månsdotter was an LCAF officer who requested and won the right to command the newly formed Tyr BattleMech regiment. The fame he won as regimental commander and his leadership skills should have made him the obvious choice for head of the new Rasalhague state, but then came Haakon Magnusson's bombshell treaty with the Draconis Combine.

Prince Magnusson could not simply ignore Christian Månsdotter's skills or his popularity, and so he appointed the general to command the KungsArmé. The Riksdag appointed him Landtmarskalk in 3042, a post he still holds.

Månsdotter and the Motpart are suspicious of the Draconis Combine's motives for helping Rasalhague achieve independence. Fearing that the Kuritans will return one day to claim their lost worlds, the Motpart seeks closer relations with the Federated Commonwealth, even at the risk of provoking the Combine. For General Månsdotter and his followers, the Federated Commonwealth is the only guarantor of Rasalhague's independence.

Motpart members advocate a stronger military to defend against the Draconis Combine, while the Elected Prince is wary of expanding the KungsArmé for fear of offending House Kurita.

POLITICAL ORGANIZATION

The Free Rasalhague Republic is composed of the three provinces of Skandia, Radstadt, and Rasalhague. The political climates on worlds within the provinces varies widely. During the Ronin Wars, most worlds were placed under the control of a Military Governor. Most of the military governors have long since stepped down, but some still hold their powers, suppressing civilian government. Others were military governors during the war and became Varldherren afterward.

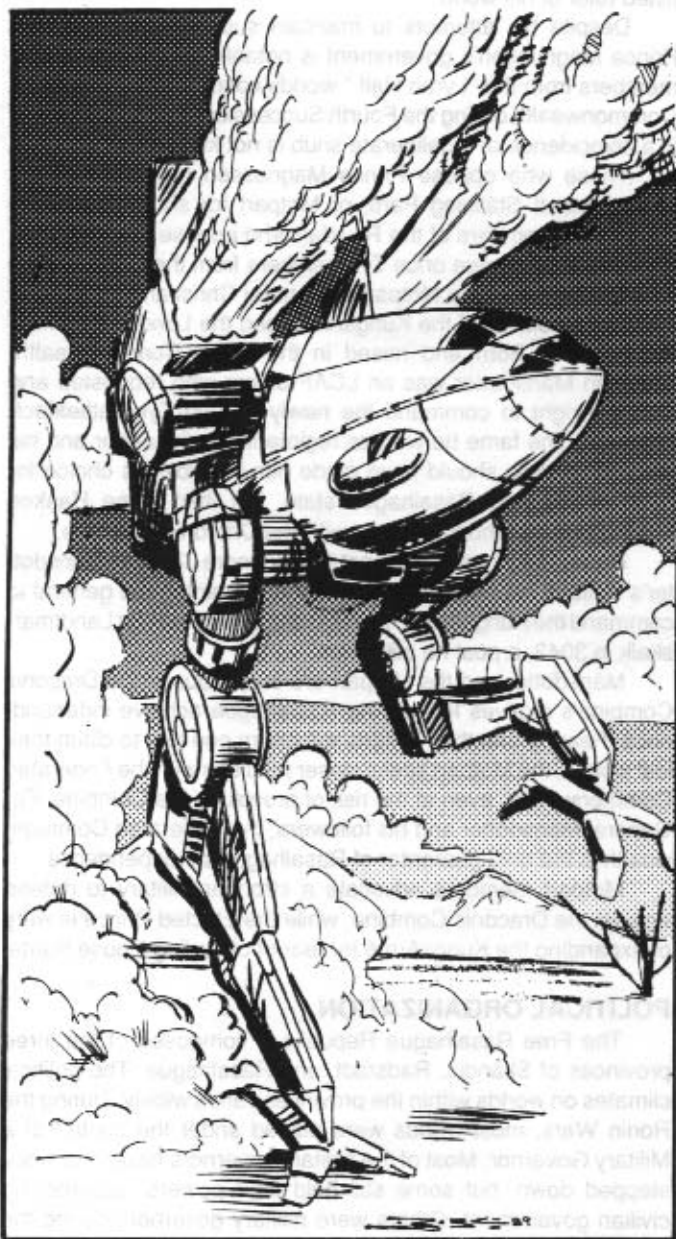


FREE RASALHAGUE REPUBLIC

POLITICAL GOALS

Because the FRR is wedged between two great Houses with no love for one another, the Elected Prince is well aware that his political actions toward one realm could be misconstrued by the other. This makes it vital that the Prince maintain strictly equal relations with House Kurita and House Steiner, while attempting to maintain the political neutrality of his ancestors of the original Principality.

Members of Motpart are vehemently opposed to this policy. They believe that trying to appease powerful neighbors interferes with the only way of guaranteeing the continued existence of the Free Rasalhague Republic: strengthening the military and seeking out an alliance with the Federated Commonwealth, the state whose society and government is most like their own.



RASALHAGUE KUNGSARMÉ (ROYAL RASALHAGUE ARMY)

The Royal Rasalhague Army fields almost 150 BattleMech, tank, and infantry regiments. The KungsArmé also controls 62 militia regiments and five mercenary 'Mech units.

STRUCTURE

The KungsArmé consists of 12 departments patterned after the Lyran Commonwealth Armed Forces. They are the Command Council, Administration Department, Medical Corps, Warriors' Ombudsmen, Mercenary Relations, Reservist Readiness Department, Strategy and Tactics Department, Intelligence Department, Transportation Department, Quartermaster Department, Justice Department, and Military Education.

The Headquarters of the Rasalhague KungsArmé is in the Citadel, the large military complex built by the old Principality and then expanded when the Draconis Combine took over. Regional headquarters are on Skandia and Radstadt.

General Christian Mänsdotter is the Chief-of-Staff of the Command Council. The General is technically the aide to the Prince, who is Överbefälhavare, or Commander-in-Chief, of the KungsArmé, but the Prince does not take an active interest in the military.

The General's immediate seconds are Generalmajor Margrethe Minuit, commander of RRA forces in Skandia Province, and General Gustaf Mannerheim, commander of RRA forces in Radstadt Province.

RANKS (AND THEIR ENGLISH EQUIVALENTS)

Menig: Private
Korporal: Corporal
Sergeant: Sergeant
Fanjunkare: Sergeant Major
Löjtnant: Lieutenant
Kapten: Captain
Major: Major
Överste-Löjtnant: Lieutenant Colonel
Överste: Colonel
Generalmajor: Major General
General: General
Överbefälhavare: Commander-in-Chief

Pilots of 'Mechs are called *Kavellrists*, ancient Swedish for cavalry soldier. The Swedish word for Regiment is *Regemente*, Battalion is *Bataljon*, and Company is *Besättning*.

COMPOSITION

The KungsArmé currently fields 15 'Mech regiments. The Gunzburg Eagles is the only assault BattleMech regiment. The Drakons are heavy 'Mech regiments, and the Freemen are medium. The Husars are light but potent regiments, and the Kavalleri are designed primarily for scouting and mobility.



FREE RASALHAGUE REPUBLIC

The KungsArmé has trade agreements with 'Mech manufacturers in the Draconis Combine and the Lyran Commonwealth. As a result, Rasalhague BattleMech regiments include machines common to both states, with a few BattleMechs on loan from our Blessed Order. The sight of a Kurita *Dragon* fighting alongside a Lyran *Zeus* or a Kurita *Panther* to cover the advance of a Lyran *Commando* might be startling to outsiders, but it is a common one in the KungsArmé.

There are 32 tank regiments, composed mostly of Hunters and Manticores, but also many Demolishers, Schrek PPC Carriers, and Behemoths from Aldis Industries of Terra. During the Republic's first year, General Månsdotter contacted representatives of Aldis about buying a modest number of tanks. In response, Aldis offered to sell the FRR many of its best tanks at bargain prices and to send engineers to service them. The deal gave the KungsArmé the use some of the best equipment in the Inner Sphere, while Aldis got the chance to analyze the performance of the latest tanks as they got their baptism by fire in the Ronin Wars.

The KungsArmé has 97 infantry regiments, more than half of them mechanized, with hovercraft as the most common troop carrier. The training of infantry regiments is both heightened and hampered by the Republic's deep nationalism. While it instills pride in the Nordic majority, the resulting prejudice keeps many skilled soldiers buried in the rank and file because they happen to be of Oriental heritage.

There are 62 militia regiments in the KungsArmé. The training of the militia regiments is apparently rather poor, probably because the KungsArmé is young and concentrating on its frontline units.

PERFORMANCE

Considering its relative youth, the KungsArmé has shown notable skill in the field. During its 16-year history, the KungsArmé has had to face renegade DCMS units and innumerable attacks by pirates along its border with the Periphery.

Being barely a week old and only a few regiments strong, the KungsArmé was obviously at a severe disadvantage against the ronin forces of the DCMS. Yet, the Rasalhague units showed themselves proud in instances such as the Battle for Predlitz, where Bravo Company, Second Battalion of the Tyr 'Mech regiment, defeated two ronin companies from the Eighth Rasalhague Regulars. In another incident, Charlie Company, Third Battalion of the First Kavalleri, stood up to a combined battalion of ronin armor and infantry outside the city of Thessal on Goito. The KungsArmé also had help from military advisors from the Commonwealth and Combine, many of whom stepped in and commanded Rasalhague units during the height of battle.

During the withdrawal of Lyran troops from captured Rasalhague worlds, several incidents occurred between the more emotional members of both militaries. The most serious was the confrontation between Captain Schmelling's Company of the Eighth Donegal Guards and Bravo Company, Second Battalion, of the First Drakon 'Mech regiment.

It is the struggle against Periphery pirates that has given the KungsArmé most of its experience. Right from the start, pirates targeted Rasalhague worlds as easy targets. At first, the KungsArmé could only protect vital cities and industries, depending on mercenaries to hunt down and punish the pirates. As the Armé has grown, so too has its ability to defend against pirate raids. The 'Mech regiments, in particular, have become adept at countering the tactics favored by Periphery scum. In small-unit actions of companies and smaller, the KungsArmé is the equal of any Inner Sphere military.

Where the RRA's ability falls short is in larger, multi-regiment actions. With the exception of those who served in the Tyr regiment during the Fourth War, few in the Rasalhague military have experience with large-scale combat. General Månsdotter has attempted to remedy the situation by holding numerous military exercises, the latest against the Precentor Martial and elements of Our Blessed Order's Com Guards.

The KungsArmé's biggest problem is its negative attitude toward and poor treatment of mercenaries in its employ. To meet the threat of the ronin units just after the creation of the FRR, Prince Magnusson knew he had to hire mercenaries to supplement his military capability. Ignoring General Månsdotter's experience with mercenaries, the Prince negotiated the contracts himself. Pressured by the worsening military situation and his need to conserve the new realm's monetary resources, he hired as many mercenary units as possible for the shortest possible contract periods.

The result was contracts that did not contain such standard agreements as the Emergency Action Clause, which obligates mercenaries to assist their employers in times of emergency, even if other contract obligations have been fulfilled. Thus did the KungsArmé find itself high and dry in several crucial battles, calling in vain for mercenary assistance from a unit that had just carried out its orders and refused those not mandated by its contract.

Vinson's Vigilantes, for example, refused to come to the aid of the First Kavalleri because their contract stipulated that they were under no obligation to fight once peace was declared on Radstadt, which had occurred just days before. The incident created a hatred of mercenaries among the Rasalhagians, even though the ComStar Review Board later cleared the Vigilantes of wrongdoing. Despite their distrust, the FRR was again forced to hire mercenaries to help combat increased pirate activity along the Periphery. Some of the more unscrupulous mercenaries demanded, and won, huge contracts from the desperate Republic government, which deepened the hatred against mercenaries.

Because of these and other incidents, the FRR has taken its bit of revenge by making the lives of its mercenaries as difficult as possible. All mercenaries are confined to small military areas called reservations, which they are not allowed to leave without a gaggle of passes and papers. Though this protects the mercenaries from an unsympathetic population, it allows the government to force the mercenaries to buy supplies at exorbitant prices.



FREE RASALHAGUE REPUBLIC

DEFENSE INDUSTRY

When the FRR was created, it inherited the New Oslo BattleMech facility of Gorton, Kingsley, and Thorpe Enterprises. The factory has since been expanded to produce *Archer* and *Panther* 'Mechs. It is expected that a second GKT BattleMech factory being built on Rasalhague will be completed in 3051.

Benson and Bjorn, the Republic's second largest weapons manufacturer, is located on Spittal. It has expanded its line of personal weapons and armored vehicles to include the *Axel* (Swedish for ax) Marks I and II. These are internal-combustion-engine versions of the not-exactly-secret Rommel and Patton designs of the Lyran Commonwealth.

ECONOMY

Though Prince Magnusson has bungled mercenary relations, he has proven to be shrewd at dealing with the business community. Establishing extensive state control over the business world, the Prince found innovative ways to increase production. He gave workers better conditions and pay, coupled with severe penalties for those who did not respond to the new incentives. To please management, he made many positions hereditary, in addition to awarding corporate executives seats in the Riksdag.

MAJOR INDUSTRIES

Metals of the Earth is the huge mining, chemical, and synthetic conglomerate located on the planet Nox. MOE has adapted well to the new Rasalhague government. Though half its products still go to the Combine, according to an agreement between the two states, the other half has gone a long way to repairing war damage on many FRR worlds.

The attempt to transform Amau Electronics' major plant at Silvaton into a manufacturer of military electronics as well as a producer of its many low-budget consumer items has been less successful.

Under Combine control, Swedenborg Heavy Industries, manufacturer of large industrial robots, was forever in debt and faced with almost constant labor troubles. Under FRR control, its factories have more than tripled their output. Reports that the firm will enter the military industry by constructing a 'Mech or Aero-Space facility on Kirchbach remain unconfirmed.

TRADE RELATIONS

The Even Scale Policy is Prince Magnusson's term for his economic relations with the Draconis Combine and the Lyran Commonwealth. Ever mindful not to give preference to one neighbor's products, the Prince has ordered a strict one-to-one relationship between imports and exports with the Lyran and the Combine. The number of traders from both realms is strictly controlled to ensure that neither side has an advantage. Every ton of food, every crane or holoset imported from one neighbor obligates the FRR to buy something of equal value from the other. Though this may be reasonable in theory, it is a nightmare in practice. Just keeping tabs on imports from the Commonwealth and the Combine is beyond the capabilities of the FRR's bureaucracy.

This nightmare of red tape is one reason the government has begun to trade with other states. Indeed, trade with the Free Worlds League and the Federated Suns has been brisk over the years. Trade with the Federated Suns may be complicated in the future, however, as that realm becomes more closely joined with the Lyran Commonwealth.

CULTURE

Swedish is the official language of the Free Rasalhague Republic government and most major universities. With only a small minority of about 15 percent fluent in the language, Swedish is not the language of everyday life.

In the streets and shops of the FRR, Swedenese is the tongue most often heard. A mix of Swedish and Standard Kurita Japanese, Swedenese has been slowly evolving ever since House Kurita seized control of the old Principality. Though difficult to learn because it requires a good knowledge of the two parent languages, it is amazingly rich and has produced a respectable body of literature.

The Lutheran Church-Radstadt Synad is the state religion of the FRR, yet only one-third of the people are active members. Other Christian religions, Hinduism, Islam, and Buddhism all have substantial numbers of followers. The Republic is also host to minor sects, including the One Star Faith and a growing curiosity called Modern Norse, which attempts to update the beliefs and customs of Scandinavia's ancient polytheistic religion.

While blatant racism has disappeared, a subtle bias against people or things Oriental still exists. Prince Magnusson and General Månsdotter have strenuously opposed all racism, but people of Oriental heritage rarely achieve positions of importance.

CONCLUSION

The major goal of the Free Rasalhague Republic is to survive and grow to the point where its neighbors no longer consider it a military target. The Even Scale Policy is probably a major stumbling block to this goal, but the policy is not likely to change as long as Prince Magnusson is in power.

Some Motpart members would like to oust Magnusson before he is to step down in 3054, but their numbers are small. If this seed of discontent takes a strong enough hold, it could lead to a civil war that the FRR is not likely to survive.





FREE RASALHAGUE REPUBLIC

RASALHAGUE KUNGSARME (Deployment as of 3050)

Commander: General Christian Månsdotter
Aide: General Nels Rasmussen
Mech Strength: 16 Regiments, 2 Battalions

RASALHAGUE PROVINCE

Commander: General Norman Holgerson
Aide: Generalmajor Stefan Siegenthaler
Mech Strength: 6 Regiments, 2 Battalions

Unit Name	Experience Level	Loyalty	Homeworld
1st Drakens (CO: Överste Eric Siggurson)	Elite	Fanatical	Rasalhague
2nd Drakens (CO: Överste Jackson Stonecipher)	Veteran	Fanatical	New Caledonia
1st Husars (CO: Överste Joannie Swigard)	Regular	Fanatical	Thule
1st Freeman (CO: Överste Knute Kurita)	Green	Fanatical	Last Frontier
3rd Kavalleri (CO: Överste Barrie Fraga)	Green	Fanatical	Kirchbach
1st Kell Hounds (3rd Battalion) (CO: Major Sara O'Cathain)	Elite	Reliable	Outpost
The Outlaws (1 Battalion) (CO: Major Donald Trent)	Regular	Questionable	The Edge
Black Omen (1 Battalion) (CO: Major Edwina Forrest)	Green	Questionable	Damian
Skinner's Scimitar (1 Battalion) (CO: Major Freddie Tseczak)	Regular	Questionable	Alleghe
Glory Warriors (1 Battalion) (CO: Major Kent Clark)	Green	Questionable	Skellevoll

RADSTADT PROVINCE

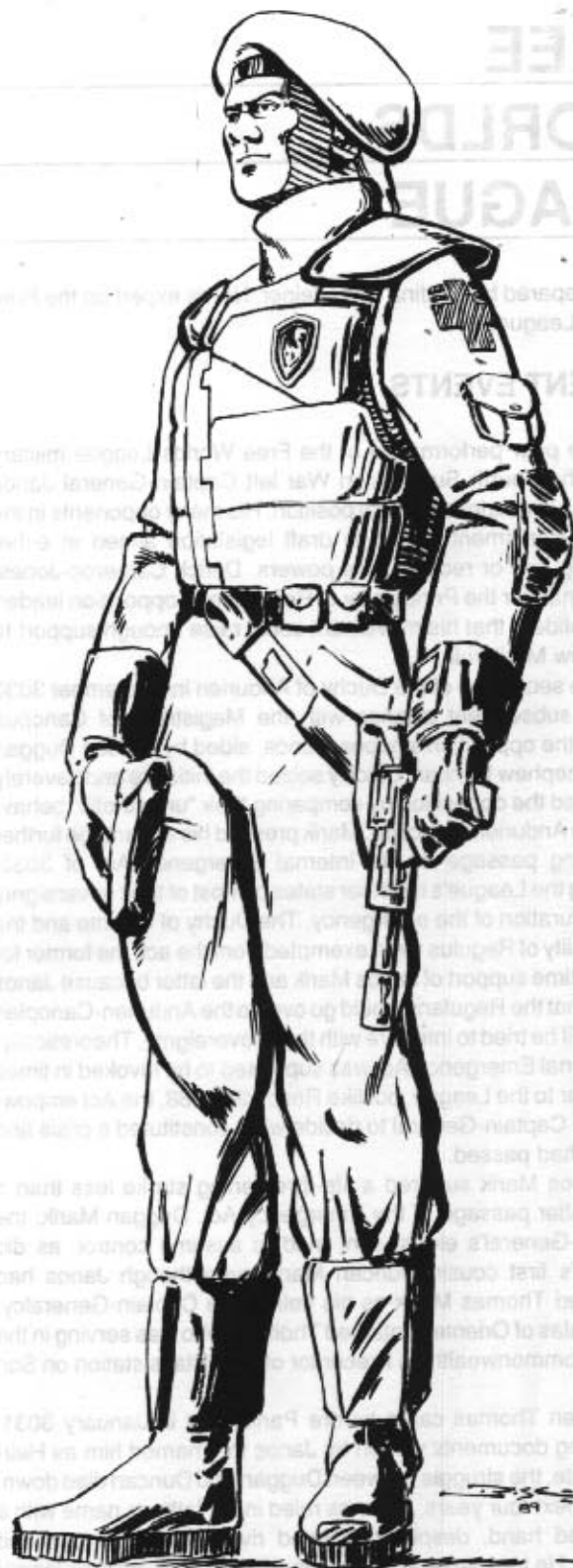
Commander: General Tor Miraborg
Aide: Generalmajor Mathew Agerstrand
Mech Strength: 5 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
4th Drakens (CO: Överste Carl Sleipness)	Regular	Fanatical	Radstadt
2nd Husars (CO: Överste Don Sederholm)	Regular	Fanatical	Casere
3rd Freeman (CO: Överste Howard Runyan)	Regular	Fanatical	Kandis
1st Kavalleri (CO: Överste Dolores Gunderson)	Veteran	Fanatical	Basiliano
Gunzburg Eagles (CO: Överste Franklin Mathiesne)	Regular	Fanatical	Gunzburg

SKANDIA PROVINCE

Commander: Generalmajor Margrethe Minuit
Aide: Generalmajor Beth Foglesong
Mech Strength: 5 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
3rd Drakens (CO: Överste Adrian MacGalliard)	Veteran	Fanatical	Skandia
3rd Husars (CO: Överste Hjalmer Olsen)	Regular	Fanatical	Grumium
2nd Freeman (CO: Överste Rhett Weaver)	Regular	Fanatical	Hainfield
2nd Kavalleri (CO: Överste Signa Pegrem)	Regular	Fanatical	Lothan
4th Kavalleri (CO: Överste Jeffrey Cizek)	Regular	Fanatical	Al Hillah





FREE WORLDS LEAGUE

FREE WORLDS LEAGUE

[Prepared by Grafina Eva Steiner, Norns expert on the Free Worlds League.]

RECENT EVENTS

The poor performance of the Free Worlds League military during the Fourth Succession War left Captain-General Janos Marik in a precarious political position. His many opponents in the League Parliament began to draft legislation aimed at either removing him or reducing his powers. Derick Cameron-Jones, spokesman for the Principality of Regulus and opposition leader, was confident that his movement could raise enough support to overthrow Marik rule.

The secession of the Duchy of Andurien in September 3030 and its subsequent alliance with the Magistracy of Canopus dashed the opposition's hopes. Janos, aided by his son Duggan and his nephew Duncan, quickly seized the initiative and severely weakened the opposition by comparing their "unpatriotic" behavior to the Andurien defection. Marik pressed his advantage further by forcing passage of the Internal Emergency Act of 3030, stripping the League's member states of most of their sovereignty for the duration of the emergency. The Duchy of Oriente and the Principality of Regulus were exempted from the act, the former for its long-time support of Janos Marik and the latter because Janos feared that the Regulans would go over to the Andurien-Canopian alliance if he tried to interfere with their sovereignty. Theoretically, the Internal Emergency Act was supposed to be invoked in times of danger to the League, but like Resolution 288, the Act empowered the Captain-General to decide what constituted a crisis and when it had passed.

Janos Marik suffered a life-threatening stroke less than a month after passage of the Emergency Act. Duggan Marik, the Captain-General's eldest son, tried to assume control, as did Duggan's first cousin Duncan Marik even though Janos had appointed Thomas Marik as his heir to the Captain-Generalcy. Duke Halas of Oriente contacted Thomas, who was serving in the Lyran Commonwealth as Precentor of ComStar's station on Son Hoa.

When Thomas came before Parliament in January 3031, producing documents written by Janos that named him as Heir-Designate, the struggle between Duggan and Duncan died down. For the next four years, Thomas ruled in his father's name with a measured hand, despite continued rivalry from Duncan and Duggan. He took several steps to mollify the MPs, who no longer represented semi-sovereign provinces, but mere cultural regions.

Thomas Marik's success in filling his father's shoes sorely troubled Duncan, Duggan, Duke Halas, and ComStar. The Duke and ComStar had supported Thomas because they believed he would be easy to manipulate. Now Thomas was proving to be his own man, and ComStar was especially dismayed to see its influence over Thomas waning.

Then came the news that Janos Marik had recovered enough to resume control of the League.

On June 1, 3035, Janos Marik called a meeting to discuss ways to bring the Duchy of Andurien back into the League. Present were Thomas, Duggan, and Duncan Marik, as well as several representatives from the diplomatic corps. Not long after the meeting began, a bomb hidden in a portable holotable exploded, killing the Captain-General and apparently everyone else in the room. Only Duncan Marik narrowly escaped death after being called from the room on an urgent matter just minutes before the blast.

Duncan Marik assumed the Captain-Generalcy by right of rank and experience. By order of succession, Paul Marik, Duncan's shy older brother in the Ministry of Intelligence, should, technically, have taken the reins of power—and there were many who hoped he would—but Paul supported his younger brother.





FREE WORLDS LEAGUE

After the quickest of investigations, the new Captain-General announced that Andurien agents were responsible for the assassination, and he declared war on the Duchy of Andurien. Despite his experience as commander of the Marik Militia, Duncan's hope for a quick and glorious conquest soon became mired in a series of costly battles with no clear winner.

On December 5, 3036, Thomas Marik made an appearance before a stunned Parliament. Though his body was not found after the explosion, everyone assumed that Thomas had died along with his father and brother. Thomas had been seriously wounded, but he survived the blast. With the room in flames and Thomas lying bleeding and unconscious near the door, two rescuers arrived. They were Li Mann, a close friend of Thomas's since childhood, and a member of the palace guard who was really a ROM agent. Realizing that Thomas was critically injured and also still in danger from whoever planted the bomb, the two rushed Thomas to the ComStar station and let the room burn. ComStar Kappa personnel tended to Thomas's extensive burns until they stabilized his condition. Thomas was later transferred to the ComStar medical center on Terra, where he recuperated for a year.

During that time, Thomas Marik received reports on the political situation in the League from ComStar, which hoped to regain its influence over Thomas so that he would be their pawn after returning to power on Atreus.

The League government and the Parliament greeted Thomas's miraculous appearance with joy. Duncan had been a harsh leader, with little tact or diplomacy. With Duncan at the helm, government officials had been fearing an outbreak of civil unrest. Duncan had earned Parliament's hatred, too, when he refused to give even the pretext of consulting them on major issues.

When Duncan Marik received the news of Thomas's return and the massive show of support for him, he was in the field with his troops in the Duchy of Andurien. Now that he was no longer the Captain-General, he knew that he could be arrested at any moment for killing Janos and Duggan. Duncan felt that his one slim hope of survival was to win a major military victory against the Anduriens. He threw himself into an ambitious, but ill-planned, offensive.

Meanwhile, Thomas used the shock of his reappearance to pass the Addendum to the Incorporation, further centralizing political power in the Marik family. The Addendum also eliminated the Home Defense Acts, which had paralyzed the League military for so long.

Duncan Marik died on February 4, 3037, while leading an attack against Andurien Mechs on Xanthe III. His death and the poor planning for his final offensive left the League's invasion of Andurien in danger of collapse. Realizing that this would be his chance to show his mettle as a leader, Thomas announced that he was leaving Atreus to lead the League forces.

In a series of well-planned attacks, Thomas Marik conquered the Duchy of Andurien and captured the aging Dame Catherine Humphreys in 3040. The Duchess of Andurien was stricken with a fatal heart attack while awaiting trial on charges of treason. As a gesture of reconciliation, the Captain-General pardoned Andurien political and military leaders for their roles in the civil war.

In the past few years, Thomas has passed more laws stripping both the Duchy of Oriente and the Principality of Regulus of their sovereignty.

POLITICS

ADDENDUM TO THE INCORPORATION

Perhaps the strongest basis for Thomas Marik's rule comes from the Addendum to the Incorporation, which he wrote and had passed in 3037. The Addendum gives him the power to bypass the formality of seeking approval from the League's provincial governments except in matters deemed "culturally significant" to a particular region. However, Clause 9 of the Addendum states that "the Captain-General can veto any law that interferes with the will of the Captain-General while Resolution 288 is in effect." This gives him absolute veto power over any law the provincial governments try to enact and allows him to exercise this power without Parliament's approval, reducing that body to little more than a public forum. Clause 9 also did away with the Home Defense Act.

THE LGAO

Thomas created the League General Accounting Office in 3043. This department had little inherent power, but Thomas assigned loyal family members and friends to key positions. The LGAO quickly assumed control over the League bureaucracy and began to flex its muscle by manipulating the flow of money to ensure that pro-Marik companies with no provincial affiliation got all the important contracts, redrawing the bureaucratic boundaries to dilute the power of provincial governments, and creating the Marik Scholarship Fund for loyal young men and women who want to enter the fast track into government or the military.

SUPPORTERS OF THOMAS MARIK

Despite the recent erosion of his powers, Duke Halas of the Duchy of Oriente remains a supporter of Thomas. As he is not likely to harbor further hopes of dominating the Captain-General, it is possible that he supports Thomas Marik out of simple admiration for his policies.

The Ducal President of the Regular Free States is another strong supporter. In appreciation of the Addendum, which freed the Regular Free States from the bullying of the Principality of Regulus, the Stimson family, hereditary Ducal Presidents, counsel their six MPs to back the Captain-General in policy discussions.

OPPONENTS OF THOMAS MARIK

The Principality of Regulus remains a staunch opponent of the Marik government. Though Princes in name only, the Cameron-Jones family still has considerable political and economic power with which to fight the Captain-General. The current Prince of Regulus is Lynn Cameron-Jones. He has a terminal case of Regular blood poisoning and is not expected to live much longer.

His son, Kirc Cameron-Jones, might prove to be cut from a different cloth, however. Kirc was a fighter pilot with the First Regular Hussars during the war with Andurien. As an MP, his good looks and fiery rhetoric have already won him the position of Opposition Leader. Recognizing the young man's potential, Thomas Marik offered him a high post in government, but Kirc refused the offer.



FREE WORLDS LEAGUE

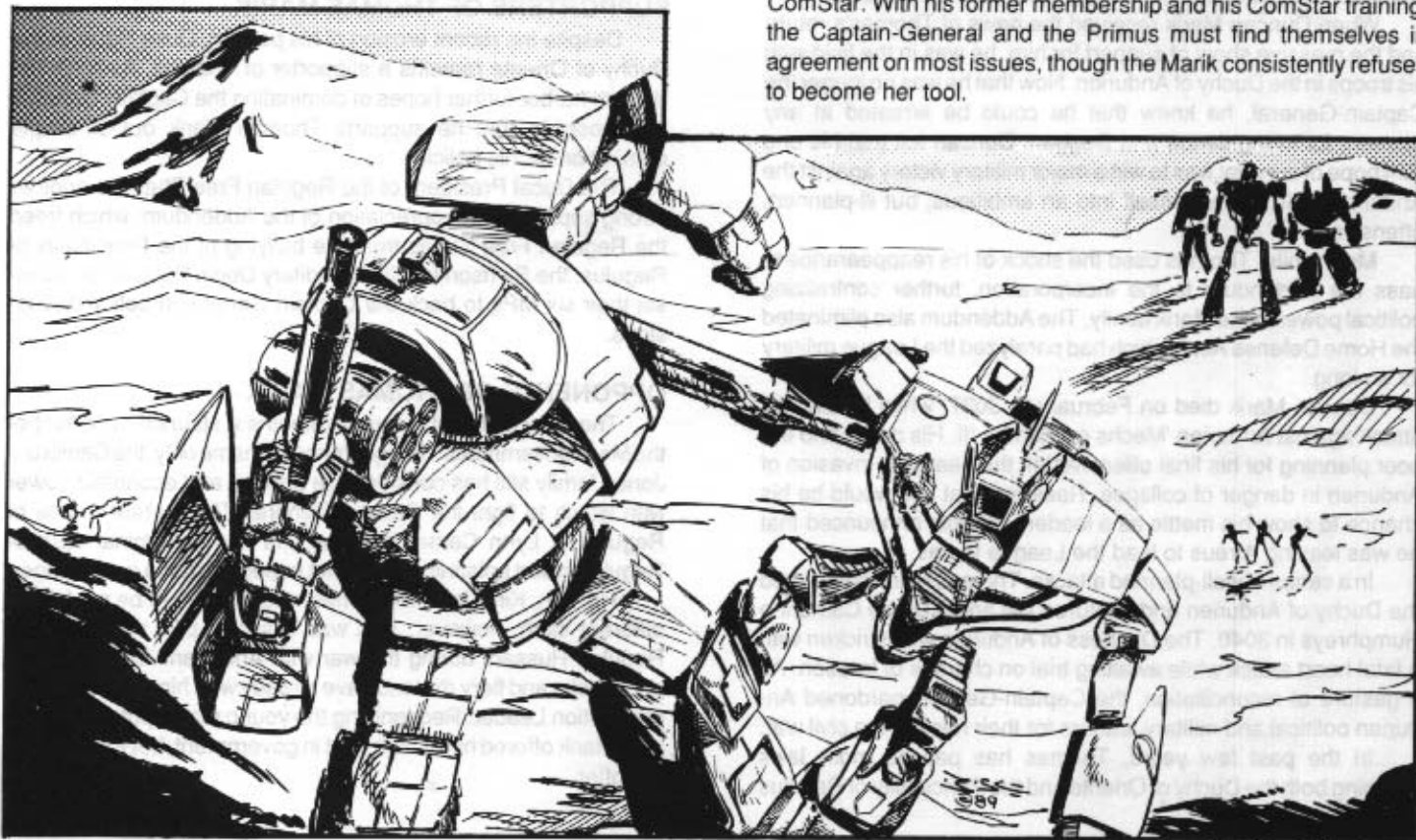
There has been a growing, but apparently undirected, flurry of negative rumors concerning Thomas Marik. Most say no one could have survived the blast that killed his father and six others. The rumors accuse ComStar medics of making bionic repairs on the Captain-General, which many League citizens would find abhorrent.

ECONOMY

Despite the political changes that have reshaped the realm, the Free Worlds League economy did not suffer greatly. The typical League business remains as aggressive and active as any Lyrans company, with most League businessmen seeing the shakeup in laws as an opportunity rather than an obstacle. A good example is the dissolution of the provincial borders, which is a boon to League industries.

Though most firms had no real loyalty to a particular province, those of the interior worlds of the former Principality of Regulus did suffer because of the economic sanctions the Marik government took against them. Some of those companies survived, while others were gobbled up by competitors.

Interstate trade has changed since the war. Competition with the Lyrans Commonwealth is still quite strong, reducing trade between the two realms. The union of the Lyrans Commonwealth with the Federated Suns also has cut into the League's profitable trading with New Avalon, the St. Ives Compact, and the Sarna March. Trade with the Draconis Combine has grown during the last five years, in keeping with the warmup of relations between those two powers.



FOREIGN RELATIONS

The Free Worlds League has taken a stronger interest in the affairs of the Inner Sphere in recent years. Sir Timothy Halas, the new Minister of Foreign Affairs and son of the Duke of Oriente, is increasingly willing to send and receive ambassadors and diplomats from all the other states, including those of the Periphery.

Relations with the Federated Commonwealth are cool. The loss of traditional markets in the Federated Suns and Sarna March has left Marik bitter.

Relations with the Capellan Confederation are virtually nonexistent, mainly because of Chancellor Romano Liao's reputation for political opportunism through unsavory means. Captain-General Marik apparently senses that the new stability he has given the Free Worlds League would be jeopardized by a close relationship with Romano Liao.

Relations with the Periphery have improved. The new leadership in the Magistracy of Canopus has attempted to reestablish relations with the League after the failed alliance with the Duchy of Andurien. Among other initiatives, an exchange program of medical personnel is underway between the two realms. As yet, there has been no exchange of ambassadors.

To the Captain-General, the Draconis Combine represents the most promising prospect for an alliance. Cultural differences between the two realms, once a point of serious contention, have lessened because of recent social and political changes in both realms. The only major drawback to any serious negotiations is that the Captain-General cannot be sure whether it is Coordinator Takashi or Kanrei Theodore who runs the Combine.

Captain-General Marik's most important ally is certainly ComStar. With his former membership and his ComStar training, the Captain-General and the Primus must find themselves in agreement on most issues, though the Marik consistently refuses to become her tool.



FREE WORLDS LEAGUE

MILITARY

The Addendum, which swept away most provincial powers, has allowed Thomas Marik to achieve what the Mariks have dreamed of for hundreds of years: to build a single, unified fighting force. Taking a Lesson from the Federated Commonwealth regiments being raised in our realm, Thomas has begun to develop Free Worlds League Legions, a collection of regiments loosely based on the RCT principle used so successfully by the Federated Suns.

The first League Legions were anchored by the elite 'Mech regiments from the existing military, but only after their loyalty was assured. Since the end of the civil war, five new 'Mech regiments, the Legionnaires, have been raised, with the best equipment and services. Some of the 'Mechs for the Legionnaires came from the Defenders of Andurien regiments, which were disbanded after their conquest by Thomas Marik.

Armed with new powers and controlling a more unified realm, Captain-General Marik has used some of the proceeds from the economic gains to bolster his defense against the Federated Commonwealth. In the past ten years, the Free Worlds League has doubled the number of mercenary units in its employ.

The new League military has been successful on the field, but certain internal troubles must be cause for the Captain-General's concern. Most pressing are the regional and social prejudices that some older members of the military have evidenced, even leading to a number of incidents and deaths.

In 3048, the Draconis Combine and the Free Worlds League opened negotiations. The Combine apparently offered the League military information about their common enemy, the Federated Commonwealth, as well as an exchange of military technology. This offer interests most of the generals of the League military, but as of this writing, there has been no word of acceptance by the Captain-General.

CONCLUSION

The changes that have peppered the last two decades of Free Worlds League history have reshaped a perpetually quarrelsome and fragmented realm into a potent and efficient state.

While Janos Marik gets credit for most of the changes, his son is a man apparently able to slice through the personal interests and regional prejudices of the older politicians and get to the heart of the problem, which he then solves. This has won him strong support from his people.

He has stimulated the economy with his programs and reawakened the desire of many to become actively involved in the politics of the Inner Sphere. If relations between the League and the Draconis Combine continue to improve, it is entirely possible that one day our Federated Commonwealth will face an enemy alliance equal to our own political, economic, and military power.

At the moment, all that stands in Thomas's way is the network of older leaders who still secretly yearn for the power they and their provinces lost. In time, these people will simply pass from the scene, leaving Thomas's way clear.





FREE WORLDS LEAGUE

FREE WORLDS LEAGUE MILITARY (Deployment as of 3050)

Commander: Captain-General Thomas Marik
Aide: General Selim Malas
Mech Strength: 72 Regiments, 2 Battalions

Free World Legionnaires

Commander: General Calderon "Silent Cal" Bengé
Aide: General Dean McKeown
Mech Strength: 5 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
1st Legionnaires (CO: General Philip Ortega)	Veteran	Reliable	Andurien
2nd Legionnaires (CO: General Alicia Denichuk)	Veteran	Reliable	Sadurni
3rd Legionnaires (CO: General Pierre Mondou)	Veteran	Reliable	Leyda
4th Legionnaires (CO: General Adiss Sullivan)	Regular	Reliable	Miaplacidus
5th Legionnaires (CO: General Misha Orloff)	Green	Fanatical	Ryerson

Free Worlds Guards

Commander: General Albrecht Kiel
Aide: Colonel Robyn Shiver
Mech Strength: 3 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
1st Guards (CO: Colonel Alfred Gradjeda)	Elite	Fanatical	Berenson
2nd Guards (CO: Colonel Kamps Stattun)	Veteran	Fanatical	Bella I
3rd Guards (CO: Colonel Duane Hanson)	Regular	Fanatical	Zion

Atrean Hussars

Commander: Colonel Reber Bennundo
Aide: Colonel Harvey Eaton
Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
Atrean Hussars (CO: Colonel Reber Bennundo)	Regular	Reliable	Ling

Atrean Dragoons

Commander: General Julian Langsdorf
Aide: Colonel Jacque Duchesneau
Mech Strength: 3 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
1st Dragoons (CO: Colonel John Orzechoskie)	Regular	Fanatical	McKenna
11th Dragoons (CO: Colonel Evelyn Panfili)	Regular	Fanatical	Matheran
12th Dragoons (CO: Colonel Kelian Brackey)	Veteran	Fanatical	Vanra

Marik Militia

Commander: General Samuel Garibaldi
Aide: Colonel Leonard Mantel
Mech Strength: 15 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
1st Militia (CO: Colonel Howe Wilmarth)	Veteran	Fanatical	Fletcher
2nd Militia (CO: Colonel Alva Gierke)	Green	Reliable	Hassad
4th Militia (CO: Colonel Kenneth Gunderson)	Green	Reliable	Park Place
5th Militia (CO: Colonel Lavern Henden)	Regular	Reliable	Les Halles
6th Militia (CO: Colonel David Kyster)	Veteran	Fanatical	Holt
9th Militia (CO: Colonel Theodore Kauk)	Regular	Reliable	Carbonis
10th Militia (CO: Colonel Symington Beauregard Lee)	Veteran	Reliable	Bernardo
13th Militia (CO: Colonel Lloyd Reissing)	Regular	Questionable	Irian
15th Militia (CO: Colonel Nancy Rezac)	Regular	Reliable	Berenson
18th Militia (CO: Colonel Jerome Merz)	Green	Questionable	Connaught
20th Militia (CO: Colonel Albert Hilfiker)	Regular	Reliable	Concord
23rd Militia (CO: Colonel Donald Depapolis)	Green	Questionable	Merak
25th Militia (CO: Colonel Anita Webel)	Green	Reliable	Dieudonne
30th Militia (CO: Colonel Stephen Harter)	Regular	Fanatical	Wing
31st Militia (CO: Colonel David Sloane)	Green	Reliable	Uhuru

Fusiliers of Oriente

Commander: General Marissa Morgan
Aide: Colonel Royal Buchanan
Mech Strength: 6 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Ducal Guard (CO: Colonel Fannie Halas)	Elite	Fanatical	Tamarind
1st Brigade (CO: Colonel Roy Chapman Potemkin)	Elite	Reliable	Griffith
2nd Brigade (CO: Colonel Donald Angstead)	Veteran	Reliable	Maxwell
3rd Brigade (CO: Colonel Lionel Asuelo)	Veteran	Reliable	Promised Land
4th Brigade (CO: Colonel Charleen Day)	Regular	Questionable	Oriente
5th Brigade (CO: Colonel Lew Konkoler)	Regular	Reliable	Sheridan

Protectorate Guard

Commander: General Loren Bryce-Marik
Aide: Colonel Delroy Roche
Mech Strength: 2 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Iron Guards (CO: Colonel Virgil Ridgeway)	Regular	Fanatical	Bordon
Steel Guards (CO: Colonel Marilyn Stroud)	Green	Reliable	Kosciusko



FREE WORLDS LEAGUE

Sirian Lancers

Commander: General Jefferson Konopka

Aide: Colonel Martin Honish

'Mech Strength: 3 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
1st Lancers (CO: Colonel Ginny Ebaugh)	Green	Questionable	Acubens
2nd Lancers (CO: Colonel Davis Csencsics)	Regular	Reliable	Augustine
3rd Lancers (CO: Colonel Helen Thrall)	Green	Questionable	Shiloh

Silver Hawk Irregulars

Commander: General Martha "Slice 'n' Dice" Zuritas

Aide: Colonel Fran Jeankins

'Mech Strength: 2 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Falcons (CO: Colonel Glendon Lorch)	Green	Reliable	Dubhe
Gryphons (CO: Colonel Toni McIver)	Regular	Reliable	Kalidasa

Oriente Hussars

Commander: General Chang Janewicz

Aide: Colonel Bruce Gierke

'Mech Strength: 5 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
1st Hussars (CO: Colonel Roger Harsila)	Veteran	Reliable	Trellisane
2nd Hussars (CO: Colonel Arthur Rivernider)	Regular	Reliable	Wallacia
3rd Hussars (CO: Colonel Vandy Jolibois)	Green	Reliable	Ipswich
4th Hussars (CO: Colonel Sherrie Dragoo)	Regular	Questionable	Atreus
5th Hussars (CO: Colonel Keith Kruchoski)	Green	Reliable	Sierra

Stewart Dragoons

Commander: General Inga Bjornson

Aide: Colonel Richard Balkema

'Mech Strength: 2 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Home Guards (CO: Colonel Virginia Nash)	Veteran	Reliable	Stewart
Juggernaut (CO: Colonel Leonard Stewart)	Regular	Reliable	Payvand

Orioff Grenadiers

Commander: General Sigurd McDowell

Aide: Colonel Larry Fallis

'Mech Strength: 3 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
1st Grenadiers (CO: Colonel Douglas Hoppe)	Regular	Reliable	Vanra
6th Grenadiers (CO: Colonel Patricia Loge)	Veteran	Fanatical	Cerillos
8th Grenadiers (CO: Colonel Sandra Relph)	Regular	Reliable	Lesnovo

Regulan Hussars

Commander: General Tomaso Kinchuhara

Aide: Colonel Chester Taylor

'Mech Strength: 5 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
1st Hussars (CO: Colonel Mark Brandhauber)	Elite	Questionable	Regulus
2nd Hussars (CO: Colonel Janet Simmons)	Regular	Questionable	Avior
4th Hussars (CO: Colonel Falco Palmero)	Veteran	Questionable	Tiber
5th Hussars (CO: Colonel Thomas Orrfelt)	Veteran	Questionable	Chertan
9th Hussars (CO: Colonel Jo Lobatto)	Green	Questionable	McAffe

MERCENARIES

'Mech Strength: 17 Regiments, 2 Battalions

Unit Name	Experience Level	Loyalty	Homeworld
1st Smithson's Chinese Bandits (CO: Colonel Ada Gubser)	Veteran	Reliable	Kyrkbacken
2nd Smithson's Chinese Bandits (CO: Colonel Ester Schomberg)	Regular	Reliable	Asuncion
21st Centauri Lancers (CO: Colonel Evelena Haskell)	Elite	Reliable	Nestor
Head Hunters (1 Battalion) (CO: Colonel Ester Schold)	Green	Reliable	Uhuru
Langendorf Lancers (CO: Colonel Gregory Millsey)	Regular	Reliable	Colfax
Carson's Renegades (1 Battalion) (CO: Colonel Coy Peckenpaugh)	Regular	Questionable	Suzano
Dragon's Breath (CO: Colonel Pete Tate)	Regular	Reliable	Rochelle
Crater-Cobras (2 Regiments) 789th Striker (CO: Colonel Stephen Prynn)	Veteran	Reliable	Megrez
Black Cobras (CO: Colonel Thomas Rabelais)	Regular	Reliable	Cascade
Greenburg's Godzillas (CO: Colonel Ivo Greenburg)	Veteran	Reliable	Nockatunga
Waco Rangers (CO: Colonel Wayne Rogers)	Veteran	Reliable	Epsilon
Stealthy Tigers (CO: Colonel Yuri Rauschenbusch)	Regular	Reliable	Ventabren
Swann's Cavaliers (CO: Colonel Edmund Repplier)	Veteran	Reliable	Galistreo
Barrett's Fusiliers (CO: Colonel Nikita Barrett)	Veteran	Reliable	Shuen Wan
Always Faithful (CO: Colonel James Burrill Riel)	Regular	Reliable	Conquista
Blackhearts (CO: Colonel Marcus Johnson)	Regular	Reliable	Cronulla
Redfield Renegades (CO: Colonel Edward Redfield)	Veteran	Reliable	Harsefeld
Bad Dream (CO: Colonel Henry Bortman)	Veteran	Reliable	Landfall
Kristen's Krushers (CO: Colonel Kristen Marik)	Regular	Reliable	Claybrooke



THE CAPELLAN CONFEDERATION

THE CAPELLAN CONFEDERATION

[Prepared by Lady Candace Liao, ruler of the St. Ives Compact.]

RECONSTRUCTION

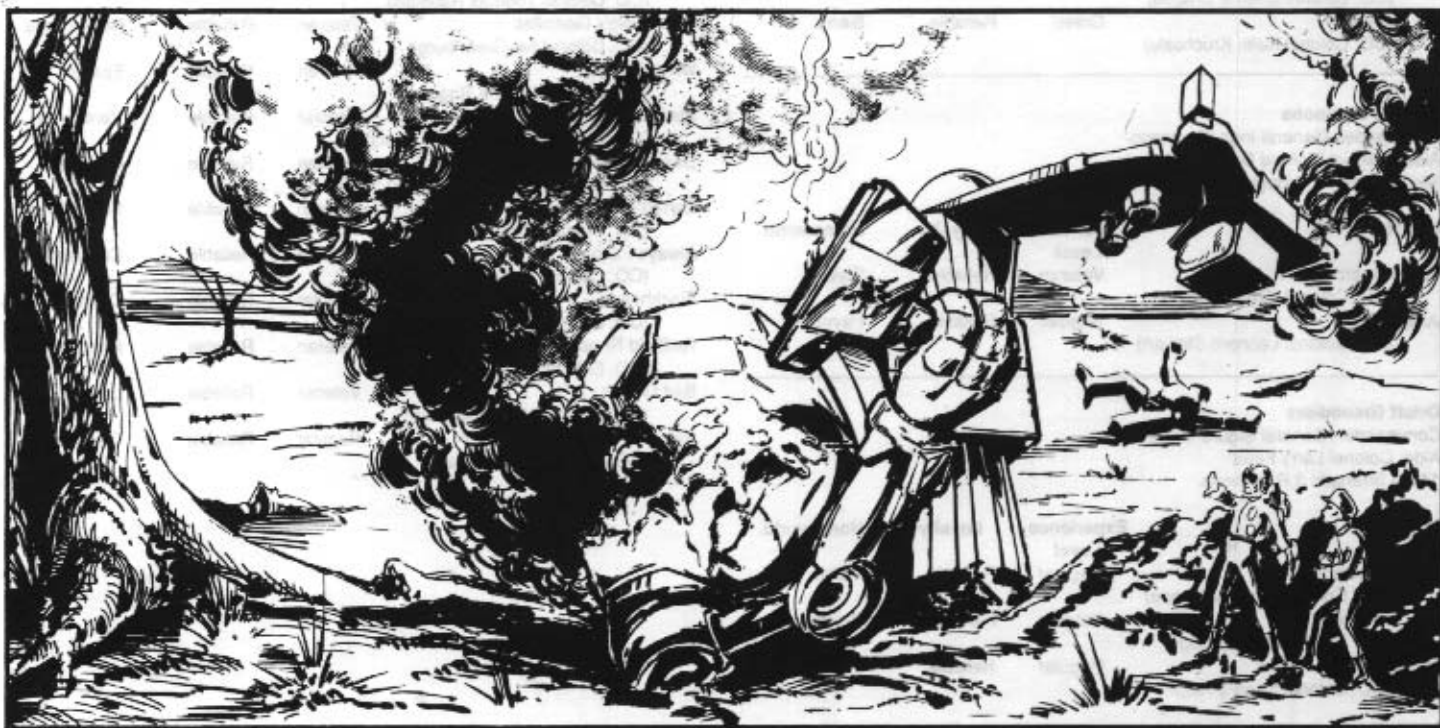
The Fourth Succession War left the Capellan Confederation in ruins. Not only had it lost half its star systems, including most of its economic and industrial centers, but what little remained was defended by a military fragmented by the unconquerable forces of the Federated Suns. Piling misery upon misery was the departure of Lady Candace Liao, a woman forced to choose between her beloved father and homeland and her love for Justin Xiang Allard, a man who was a deep agent for the Federated Suns.

Is it any wonder that the Chancellor went quietly mad? Reports from sources within the Confederation make it plain that in the final weeks of the war Maximilian Liao lost touch almost totally with reality. Most days he stood for hours over a map of his shrunken realm, pushing about scraps of paper representing Mech regiments long since destroyed while he mumbled about torturing Prince Davion after his troops had captured New Avalon.

Seeing the sad state of affairs, Lady Romano Liao assumed unofficial control of the Confederation. Quickly assessing the damage to the Confederation, she began just as quickly to reconstruct it. High on her list of priorities was regrouping the shattered Capellan military. She rebuilt units that had sustained heavy casualties during the war, and set about hiring mercenaries to replace destroyed units. She also rewarded McCarron's Armored Cavalry for its exceptional service by making it a Regular unit receiving hazard pay for regular duty.

Before Romano could go any further in reorganizing the Capellan Confederation, the realm was attacked on two fronts by the recently allied Duchy of Andurien and Magistracy of Canopus. The Andurien forces attacked the Capellan world of Betelgeuse, location of one of only four working BattleMech factories left in the Confederation. Forces from the Magistracy struck at the Capellan worlds nearest it, such as New Roland and Andarmax, intending to carve a pathway of star systems linking the Canopian and Andurien realms. The Canopian forces encountered only light resistance, but Betelgeuse refused to give way under the Andurien attacks.

In March 3032, the Capellans mounted a major counteroffensive. Aided by the feared McCarron's Armored Cavalry, the Liao forces defeated the Anduriens with major victories on Primus and Prix, while House Daidachi and Kincade's Rangers meted out the same to the Canopians at Drozan. The ferocity of House Daidachi was so effective against the Canopians that troops began to flee the battlefield at first sign of the warriors. The Anduriens were not as easily bullied, but with their allies in rout, they could not withstand the pressure from the seasoned Armored Cavalry. By 3035, the Capellans had won back all their worlds.





THE CAPELLAN CONFEDERATION

After the devastation and demoralization of the Fourth Succession War, the Capellan military needed a lift, and it got one. Though the combined forces of the Duchy of Andurien and the Magistracy of Canopus were not the most fearsome military machine in the Inner Sphere, neither were the remnants of the Capellan armed forces. When the Capellans started to win back their worlds, they took heart and began to fight more fiercely.

When the war ended, the Capellan military grew stronger in subtle ways. The success of House Daidachi encouraged recruits to join Daidachi and the other warrior houses. Even Hiritsu, LuSann, and Ijori, which were wiped out in the Fourth Succession War, rebuilt from warriors already in the training program and continued to attract new recruits.

Chancellor Maximilian Liao reportedly committed suicide on April 21, 3036. Though the circumstances of his death by poisoning have never been explained fully, Lady Romano is probably being accused unfairly because I know she felt genuine love for our father.

With pomp and ceremony bordering on the garish, Romano Liao became the 30th Chancellor of the Capellan Confederation on May 12, 3036. Not one to waste time, the new Chancellor quickly began to purge the Maskirovka, the Capellan secret service. Lord Tsen Shang was appointed the new Director of the Maskirovka, and his first order was death to any person known to have dealt with Justin Xiang Allard or Alexi Malenkov, the Davion agents responsible for crippling the Confederation war effort. The bodies of those so executed were impaled on the spiked fences outside the palace as a warning to traitors. Among the many unfortunates was Chandra Ling, the Maskirovka's Director under Maximilian. The rest of the Maskirovka's agents on Sian were interrogated to test their loyalty. Those who survived and convinced Tsen Shang of their loyalty were sent from Sian to conduct similar inquisitions among the Maskirovka on other worlds.

Soon after her coronation, Chancellor Romano Liao received a visit from a representative of the House of the Setting Sun, a loose organization of professional killers. Lady Romano, who had used assassination as a political tactic on several occasions, probably had used the services of the Setting Sun in the past. From this meeting sprang a growing alliance between the new Chancellor and the hired killers. She placed several Setting Sun members in positions of authority in the Maskirovka and the Capellan military. In the last 15 years, a number of assassinations have been carried out in other realms to further Liao political goals, though the killers have always been members of other groups, like the Paladins, that have no apparent connection to the House of the Setting Sun. The Thugee cult, which uses assassination as a tool and which counted Romano Liao as a member when she was in her 20s, apparently does have a loose affiliation with the House of the Setting Sun.

POLITICS

Chancellor Liao is the unchallenged leader of the Confederation, with strong support from Tsen Shang, the Capellan military, and the Thugee cult. Since becoming Director of the Maskirovka in 3036, Lord Tsen Shang has supported every whim of the Chancellor with a fervor that is as cruel as it is thorough.

The Capellan military has been expanded and strengthened, and the self-respect it gained by fending off Andurien and the Magistracy of Canopus has translated into great loyalty to Chancellor Romano Liao.

The growing Thugee cult is the Chancellor's most unpredictable form of support. Long considered a band of fanatics too extreme to attract widespread support, the Thugees have gained respect and strength under Romano Liao's Chancellorship. The group's dogma emphasizes individual advancement by any means necessary, with little regard for human life. Cultists learn to help each other at the expense of the rest of mankind, though they know full well that this alliance of convenience can dissolve if another cult member stands in the way.

THE CHANCELLOR

My remaining friends in Sian say that Lady Romano suffers from periods of extreme paranoia. During these spells, she regularly accuses everyone, even Lord Shang, of plotting to kill her. I attribute this behavior to the influence the Thugees have had on my sister's life. Because she does not hesitate to have a rival assassinated, she probably assumes that others view her as just such a target. With the only direct Liao heirs in exile or nearing adulthood, she may have reason to be fearful of her own children.

Whatever the cause of her bouts of paranoia, they have a marked effect on her personality. She becomes single-minded in her determination to eliminate the perceived threat. This often works for the benefit of the Capellan Confederation, though the Chancellor's heartlessness and precision of action frighten those around her. Though outsiders are appalled at the cruelty of actions such as killing all the palace servants, no other spy will ever attain the kind of high position that my husband did as long as Romano is Chancellor. I shudder to think what fate may have in store for many old friends who are still subject to my sister's wrath.

LORD TSEN SHANG

What may have been a genuine love between my sister and Lord Shang has long since degenerated into a relationship of convenience and fear.

Of the two, it is Lord Shang who suffers most in the bargain. Though the post of Director of the Maskirovka gives him great personal power when away from the Chancellor's side, Lady Romano demands that he be constantly near her. This is as much for the comfort it brings as for her fear that Tsen is plotting to kill her when not at her beck and call. The Chancellor sometimes shows affection toward Tsen, calling him "dear one" and "my pillar." When under the spell of paranoia, however, she treats him



THE CAPELLAN CONFEDERATION



abominably. He often must carry out absurd commands, including implanting identification transmitters into the skulls of all the palace servants. Though she often insults him publicly and accuses him of plotting against her, Shang endures the abuse. Perhaps he still loves her.

Chancellor Romano has two children, Sun Tzu Liao, born on August 9, 3031, and Kali Liao, born on May 1, 3033. The paternity of the two children is uncertain. Lord Shang is the most likely sire, but the Chancellor takes other lovers during her spells of paranoia, often to spite him.

OPPOSITION TO THE CHANCELLOR

The omnipresent Thugees and the terror spread by activities of the House of the Setting Sun ensure that there is no open opposition to Chancellor Romano. On two occasions, Capellan worlds near the Periphery attempted to secede from the Confederation and join the Taurian Concordat. There was no Capellan military response to either incident; instead, the eight members of the rebellious High Council of Rollis disappeared almost simultaneously in 3033, and the self-appointed Supreme Commander Piet Fontana was killed by a laser shot in the back shortly after he proclaimed Larsha's independence. Capellan military units now garrison those worlds, but they are to guard against external threats, not a rebellious populace.

Despite the fearsome consequences of opposing the Chancellor, there exists an underground devoted to deposing her. Leading the movement is my brother, Lord Tormana Liao. Though he has lived as a guest of Prince Davion and Archon Steiner for more than 20 years, he has kept closely informed on events in the Confederation. Through the use of MIO operatives and members of my Security Intelligence Service operating in the Confederation, Tormana has sent messages to the Capellan underground, encouraging them to resist Chancellor Liao's policies and to aid anyone opposed to her government.

MILITARY

The shattered Capellan military made a remarkable recovery after the Fourth Succession War. Heartened by successes against Andurien and Canopus, it has been growing stronger ever since. The loss of military academies, industry, and population has slowed this recovery, but the improved performance of the Capellan troops has made the realm a more credible military power than it was when the troops of Prince Hanse Davion danced across the realm on the backs of fallen Capellan 'Mechs.

With at least the illusion of potency, the Capellan Confederation has been able to hire ever more mercenaries, though the economy and the people have borne the immense cost. The Confederation's borders now appear to be well-defended, and the Capellan military appears to be capable of launching an attack on any neighbor foolish enough to take it lightly. Thus my St. Ives Compact, lying vulnerable to a Capellan offensive, was forced to invite Federated Commonwealth warriors to help guard against my sister's designs and preparations.

ARMAMENT INDUSTRY

There are only four BattleMech factories in the Capellan Confederation, located at Ares, Grand Base, Sian, and Betelgeuse. The loss of so many worlds to the Federated Suns in the Fourth War also led to shortages of vital parts for 'Mechs and other weapons. This forced the four 'Mech factories and other major weapons factories to shut down until the Capellan government could build the necessary secondary factories. It was not until 3036 that all four 'Mech factories were producing again.

The largest facility, the newest Earthwerks Limited plant on Grand Base, suffered the most because of the loss of the home plant on Tikonov. Though it was the last to reopen, it has resumed its position as the most important facility in the Capellan Confederation under government management. Lord Tsen Shang took an active role in getting the plant back in production, and it is rumored that its highest executives are Maskirovka agents who have personal loyalty to him.



0207



THE CAPELLAN CONFEDERATION

ECONOMY

What few consumer goods were being manufactured in the Confederation before the Fourth Succession War are just a memory now. All current manufactured products must have some military application. Items such as books and foods not approved for military use are considered decadent and subject to seizure and the owner arrested. Despite the risk, there is a growing black market in these items.

In 3040, Chancellor Romano seized all privately owned lands and industries. The rationale was that centralized governmental control would rid the economy of the frivolous duplication of items and competition between companies. Strictly regulated by the Ministry of Development, the economy of the Confederation has been so tightly bound by laws and regulations that most observers expect it to collapse within a decade.

Inter-realm trade is rare. Because of the long history of hatred between the Capellans and their Federated Suns and Free Worlds League neighbors, trade with them has been prohibited; only the bravest traders dare try to slip across the borders. Only trade with the Draconis Combine is legal, but the distances involved and the need to cross enemy territory make a journey fraught with danger.

The average Capellan citizen seems worse off now than before the Fourth Succession War. Added to the economic bleakness is the social oppressiveness that considers the age of twelve years to be ideal for beginning military training.

CONCLUSION

I must admit that it was difficult to write this report. I may no longer be a citizen of the Capellan Confederation, yet a part of me hesitates to reveal how terrible life in the Confederation has become and that the blame for it must fall on my sister, Chancellor Romano Liao.

Though many would wish it otherwise, Chancellor Romano is the head of a government that she holds firmly in her grip. With her intelligence agency, military, and a growing state religion of self-interest, she inspires support for her rule through fear, if nothing else.

Possible ways that Chancellor Romano might fall from power are a total collapse of the realm's economy, invasion by either the Federated Commonwealth or the Free Worlds League, or assassination. It is even possible that the underground may one day grow into a popular movement strong enough to overthrow the tyranny of my sister and free the oppressed people of my former homeland.

CAPELLAN CONFEDERATION (Deployment as of 3050)

Commander: Chancellor Romano Liao
Aide: Senior Colonel James Teng
Mech Strength: 30 Regiments

Capellan Hussars

Commander: Colonel William Reut
Aide: Major Kay Gardner
Mech Strength: 2 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Red Lancers (CO: Colonel Andre Elias)	Elite	Fanatical	Sian
Bianford's Grenadiers (CO: Colonel Kenneth Razani)	Veteran	Fanatical	Capella

Chesterton Reserves

Commander: Colonel William McKinson
Aide: Major Eric Esz
Mech Strength: 2 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Sung's Cuirassiers (CO: Colonel Andrea Sung)	Green	Reliable	Rollis
Kingston's Legionnaires (CO: Colonel Samuel Kingston)	Regular	Reliable	Minnacora

Periphery Guard

Commander: Colonel Norman Rockhill
Aide: Major Anders Jonas Saint-Beuve
Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
Kincade's Rangers (2 Battalions) (CO: Colonel Laura Sedgwick)			
1st Battalion	Regular	Reliable	Repulse
2nd Battalion	Regular	Reliable	Renown

Confederation Reserve Cavalry

Commander: Colonel Alistair Hayden
Aide: Major Nicholas Chou
Mech Strength: 2 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
2nd Confederation Reserve Cavalry (CO: Colonel Daniel Lovitt)	Regular	Reliable	Purvo
5th Confederation Reserve Cavalry (2 Battalions) (CO: Colonel Odelia Mitschke)			
1st Battalion	Green	Reliable	Yuris
2nd Battalion	Green	Reliable	Larsha



THE CAPELLAN CONFEDERATION

Capellan Reserves

Commander: Colonel Whitley Pung

Aide: Major Beryl Liderkin

Mech Strength: 1 Regiment

Unit Name	Experience Level	Loyalty	Homeworld
Stapleton's Grenadiers (3 Battalions) (CO: Colonel William Assellin)			
1st Battalion	Regular	Reliable	Ingersoll
2nd Battalion	Regular	Reliable	Propus
3rd Battalion	Green	Reliable	Eom

Sarna Reserves

Commander: Colonel Edlef Hausle

Aide: Major Arnold Smaalden

Mech Strength: 2 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Kamakura's Hussars (2 Battalions) (CO: Colonel Jeremiah Sagehorn)			
1st Battalion	Regular	Reliable	Hurik
2nd Battalion	Green	Reliable	Ward
Ishara's Grenadiers (2 Battalions) (CO: Colonel Choung Vong)			
1st Battalion	Regular	Reliable	Buenos Aires
2nd Battalion	Green	Reliable	Barras

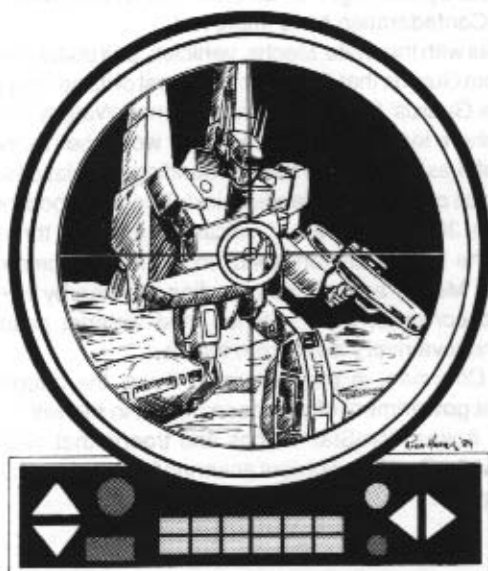
McCarron's Armored Cavalry

Commander: Colonel Marcus Baxter

Aide: Major Sally Mardox

Mech Strength: 5 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Nightriders (CO: Colonel Rodney Finn)	Regular	Fanatical	Hustaing
Christoba's Regiment (CO: Colonel Samuel Christoba)	Elite	Fanatical	Harloc
The Wild Ones (CO: Colonel Otto Kung)	Regular	Reliable	Overton
Gordon's Demons (CO: Colonel Vallyory Gordon)	Veteran	Fanatical	Gei-Fu
Victor's Renegades (CO: Colonel Victor MacBride)	Veteran	Fanatical	Relevow



Mercenaries

Mech Strength: 7 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
Bullard's Armored Cavalry (1 Battalion) (CO: Colonel Frank Bullard)	Green	Questionable	Zanzibar
Ambermarle's Highlanders (1 Battalion) (CO: Colonel Wendy "The Old Witch" Albermarle)	Regular	Questionable	Xiang Khouang
Marshigama's Legionnaires (1 Battalion) (CO: Colonel Ju-lei Marshigama)	Veteran	Reliable	Homestead
15th Dracon (4 Battalions) (CO: Colonel Jean Rosenberg)			
1st Battalion	Regular	Reliable	Arès
2nd Battalion	Regular	Reliable	Necromo
3rd Battalion	Green	Reliable	Capricorn III
4th Battalion	Green	Reliable	New Sagan
4th Tau Ceti Rangers (1 Battalion) (CO: Colonel Jacoby Jax)	Veteran	Reliable	Sian
Rivaldi's Hussars (1 Battalion) (CO: Colonel George Sapir)	Green	Reliable	Bandora
Lockhardt's Ironsides (CO: Colonel Judith Lockhardt)			
1st Battalion	Regular	Reliable	Ito
2nd Battalion	Green	Reliable	Westerhand
3rd Battalion	Green	Reliable	Palladaine
St. Cyr's Armored Grenadiers (1 Battalion) (CO: Major Amy St. Cyr)	Green	Reliable	New Roland
Little Richard's Panzer Brigade (CO: Colonel Richard "Sugar Baby" Whitman)			
1st Battalion	Veteran	Questionable	Sax
2nd Battalion	Veteran	Questionable	Andarmax
3rd Battalion	Veteran	Questionable	Principia
Tooth of Ymir (CO: Colonel Susan Brownell Shadwell)			
1st Battalion	Veteran	Questionable	Niomedé
2nd Battalion	Veteran	Questionable	Shiba
3rd Battalion	Veteran	Questionable	Sigma Mare
Olson's Rangers (3 Battalions) (CO: Colonel Nicholas Olson)			
1st Battalion	Green	Questionable	Altorra
2nd Battalion	Green	Questionable	Fronadas
3rd Battalion	Green	Questionable	Fronde

Warrior Houses

Mech Strength: 8 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
House Imarra (2 Battalions) (CO: House Master Ion Rush)	Veteran	Fanatical	Sian
House Kamata (2 Battalions) (CO: House Master Michelangelo Schmidt)	Veteran	Reliable	Betelgeuse
House Daidachi (2 Battalions) (CO: House Master Marcus Valentino)	Veteran	Reliable	Drozan
House Fujita (2 Battalions) (CO: House Master Juan Bautista Wyeth)			
1st Battalion	Veteran	Reliable	Grand Base
2nd Battalion	Green	Reliable	Holloway
House Matsukai (2 Battalions) (CO: House Master Guillaume Turgenev)	Veteran	Reliable	Bithinia
House Hintsu (2 Battalions) (CO: House Master Virginia York)			
1st Battalion	Green	Reliable	No Return
2nd Battalion	Green	Reliable	Randar
House LuSann (2 Battalions) (CO: House Master Jesse Villars)			
1st Battalion	Green	Reliable	Mitchel
2nd Battalion	Green	Reliable	Jacson
House Ijori (2 Battalions) (CO: House Master Lucius Sibelius)			
1st Battalion	Green	Reliable	Jasmine
2nd Battalion	Green	Reliable	Pella II



COMSTAR

[Prepared by Captain Kirstin Falther, ComStar expert for Wolfnet, Military Intelligence Division, Seventh Kommando.]

A NEW STANCE

Just as the ripples on a pond can be traced back to a point of origin, so too can many of the events of the past twenty years be traced to ComStar Primus Myndo Waterly, whose primacy has been one of the most active since that of founder Jerome Blake. Under her leadership, ComStar is no longer the neutral conduit of interstellar messages, but a key player in Inner Sphere politics.

As Precentor of Dieron, Waterly demanded and won a Communication Interdiction against the Federated Suns during the Fourth Succession War. This action proved her the strongest member of the First Circuit under then-Primus Julian Tiepolo. When he died suddenly in 3029, none could challenge her as his successor.

Myndo Waterly's first action as Primus was to appoint Precentor Sharilar Mori to the First Circuit as the new Precentor of Dieron. This was a controversial choice because it was the first time a member of the Circuit had not previously commanded an HPG station. Mori had begun in the Explorer Corps as an emissary to the Bandit Kingdoms and mission leader on several resource expeditions. After recruitment into ROM, she rose to become ROM Liaison to Precentor Waterly, who shared Mori's disdain for ComStar's strictly enforced neutrality. Mori's appointment to the Precentorship of Dieron not only gave the new Primus a staunch supporter, but it won her considerable good will with ROM.

After the Fourth Succession War and the successful mediation of all disputed worlds among the warring states, Primus Waterly disappeared briefly from public view. Evidence strongly suggests that she left Terra for a clandestine visit with Theodore Kurita. At this meeting, she may have persuaded Theodore to support the creation of a Free Rasalhague Republic as well as informing the future Warlord of the DCMS of her intention to station ComStar Forces at all HPG stations in the Inner Sphere. In return, Primus Waterly would give Theodore Kurita 'Mechs intended for communication stations in the Draconis Combine, as well as access to ComStar intelligence.

The creation of the Free Rasalhague Republic in 3034 required the selection of a Precentor to represent that new state in the First Circuit. Though the entire First Circuit was entitled to elect the representative from among the Precentors of the new realm's major HPG stations, Primus Waterly neatly sidestepped them by claiming Capital Preference, a clause in the ComStar laws stating that the Precentor of the capital world of a new realm must be offered the seat in the First Circuit. Though the Precentor of Tharkad, Ulthan Everson, and the Precentor of New Avalon, Huthrin Vandel, argued that the Precentor of Rasalhague station was too inexperienced, Waterly proceeded over their objections.

The Precentor turned out to be another supporter of Primus Waterly's aggressive policies. Precentor Gardner Riis was, until his appointment to the Rasalhague station in 3041, a major linguist in ComStar's Language and Code Intelligence Division. His language skill, particularly in Swedish and Swedenese, and his contacts in the new FRR government made him an obvious choice for Precentor of Rasalhague and then member of the First Circuit despite his relatively youthful age of 39.

INTERSTELLAR RELATIONS

In the next five years, the Primus concentrated on smoothing out relations strained by her decisions to arm ComStar stations and to throw heavy support behind the Free Rasalhague Republic. The results of these diplomatic initiatives were mixed. The Lyran Commonwealth and the Federated Suns were attempting at this time to purge their intelligence agencies of any ROM agents, while also making an effort to infiltrate ComStar. Primus Waterly and ROM retaliated in kind, and the casualties of this secret war have been heavy.

ComStar's relations with the Free Worlds League improved with Thomas Marik's rise to the Captain-Generalcy, for Thomas was a former Precentor. The Marik acknowledged the Precentor of Atreus as an official advisor and granted ComStar greater access to his government and its resources. Relations with the Draconis Combine also improved during this time.

ComStar's relations with the Capellan Confederation grew steadily worse, despite the Primus's best efforts. House Liao was the last to accept the presence of ComStar forces, eventually agreeing in 3038. Chancellor Romano Liao became convinced that Villius Tejeh, Precentor of Sian, was a spy. The situation steadily deteriorated until 3041 when an assassin, most likely a Maskirovka agent, wounded the Precentor. Tejeh was rescued by a detachment of 'Mechs from the Com Guards and taken to Terra, where the Primus decided to appoint another Precentor to Sian. She chose Jen Li because of Li's close ties with the Liao family and government (her father is an official in the Maskirovka and related to the Liaos by marriage). Since then, relations between ComStar and the Confederation have improved.

It was with the white 'Mechs, vehicles, and uniformed soldiers of the Com Guards that ComStar won most of its political good will. From the Guards' first appearance, Primus Waterly assured the Inner Sphere leaders that these forces would be "as inoffensive and helpful as possible to the surrounding populations."

Stories of their good deeds quickly began to flood the popular media. In 3037, a series of volcanic eruptions threatened to destroy the largest city on Koniz, in the Lyran Commonwealth. ComStar 'Mechs and troops guarding the nearby HPG facility began to construct walls, ditches, and waterjet positions that forced the lava rivers away from the city.

On Offerman, in the Federated Suns, the daughter of an important government official became lost in the wilds of the Rift Forests. It was ComStar 'Mechs and troops that searched the forests while ComStar fighters scanned from the air with infrared camera pods.



On Islamabad, also in the Federated Suns, religious hatred exploded into a series of riots that rocked the planet. ComStar forces accepted the pleas for help from the planetary government and began to police the the worst-hit sections of cities while mediating the dispute.

Fighting pirates near the Periphery has brought the Com Guards their greatest fame. Over the past decade, ComStar troops have often voluntarily attacked a pirate force, even at great risk to themselves, though the pirates were not a threat to ComStar property. Such heroics have earned the CG the gratitude of many people and the grudging respect of other Inner Sphere militaries.

By 3043, the Com Guards had grown so large that an overall commander was needed to coordinate and lead the force. Instead of promoting from within the CG, Primus Waterly named Anastasius Focht, a relatively unknown newcomer to the ComStar order, as the first Precentor Martial. The quiet and enigmatic man soon silenced his critics by mustering the Com Guards into a single force under his complete control, even though they were scattered across the Inner Sphere.

Since 3043, ComStar has begun to voice its views about the affairs of the major Houses of the Inner Sphere. Initially, the First Circuit secretly issued its opinions to the pertinent leader, dealing only with issues that touched ComStar directly. Now Precentors make their voices heard on subjects only remotely related to ComStar, and they do it loudly and clearly on the ComStar daily news program.

INTERNAL POLITICS

Support for Primus Myndo Waterly is solid. Her policy of active participation in Inner Sphere politics has widespread support among the more ambitious ComStar Precentors and Adepts. She has further bolstered her support by encouraging initiative among the ranks, in contrast to the traditional hierarchy that allowed very little independent thought among the lower orders of ComStar.

SOCIAL PROGRAMS

In social matters, Primus Waterly is more pragmatic than her predecessors. She has implemented a policy known as "Bread Before Books," greatly expanding ComStar's role in succoring the poor and underprivileged. Precentors still must seek planetary government permission, however, before they can open soup kitchens, provide housing for the homeless, or establish child care centers.

At the same time, Primus Waterly has downgraded the importance of proselytizing. She believes that by taking an active role in promoting social welfare, ComStar will attract more recruits in the long run than the traditional attempts to convert them. Early results on the Bread Before Books campaign seem to bear this out. Opinion polls on the poorer worlds show a marked increase in their approval rating of ComStar, and the number of recruits has also increased marginally.





ROM

Under Primus Waterly, ROM has been greatly expanded to police ComStar members more closely, to infiltrate House governments, and to participate in the secret intelligence war against the Federated Commonwealth. In her first action to build up ROM, Primus Waterly fired Nicholas Casew as ROM's Precentor, replacing him with the much younger Charles Seneca. According to available records, Charles Seneca was born in the Free Worlds League and was a mid-level SAFE agent operating in the Lyran Commonwealth until his recruitment in 3027.

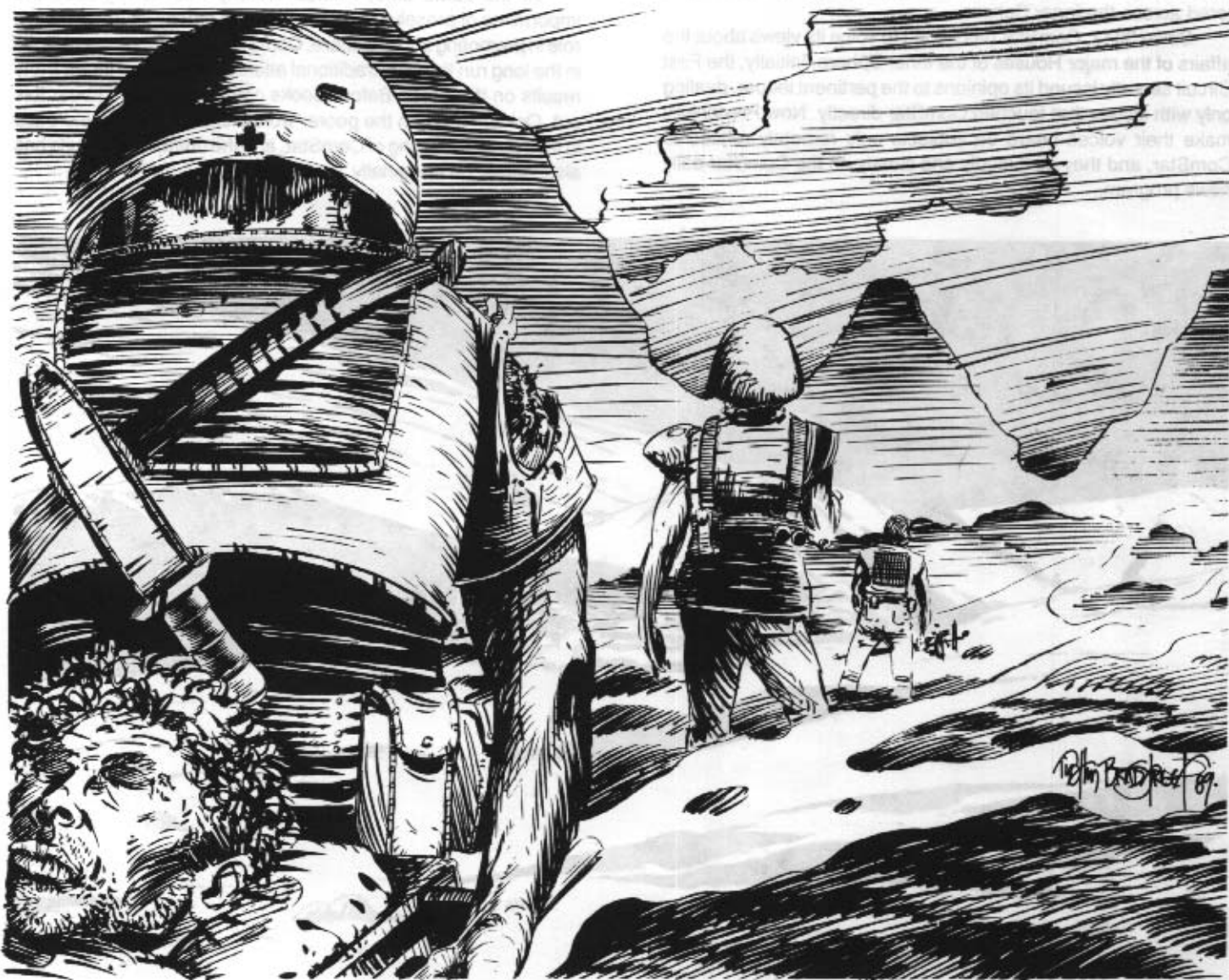
The new Precentor of ROM has proven to be a crafty opponent for the intelligence agencies of the Federated Commonwealth. He is also one of Primus Waterly's staunchest supporters, and he strictly enforces her tough standards for ComStar members. Those who violate ComStar regulations now risk an even more pervasive ROM surveillance and harsher sentences from the Primus, which her ROM jailers carry out with great relish.

OPPOSITION TO PRIMUS WATERLY

The main opposition to the Primus exists from the direction of the Precentor of Tharkad, though there is some discontent in the lowest echelon of ComStar.

Precentor Ulthan Everson of Tharkad is a staunch conservative in the interpretation of Blake's word, and he believes that ComStar should resume its neutrality. He and the Primus clash frequently over her liberal interpretation of ComStar doctrine and policies. Some Precentors, unhappy at having an expanded ROM breathing down their necks, are rumored to have thrown their support over to him.

The lower echelons of ComStar, the countless Acolytes and lower-level Adepts, apparently also chafe at the harsh methods of ROM. They cannot understand why Primus Waterly encourages them to think for themselves, yet sends her agents to punish them for doing so. It is doubtful that this resentment will ever amount to a real threat to Waterly's power, however, for she has strengthened ComStar's position and prestige in so many visible ways.





POLITICAL GOALS

ComStar's political direction has changed under Primus Waterly, who not only made the organization more active and aggressive, but also dropped ComStar's longstanding neutrality in all but name. Though still officially unbiased in the politics of the Inner Sphere, ComStar seems committed to the destruction of the Federated Commonwealth. Primus Waterly has done everything possible to thwart the final unification of the Lyran Commonwealth and the Federated Suns, while at the same time aiding their enemies.

Apparently as a result of negotiations with Primus Waterly, the Draconis Combine has obtained ComStar equipment and materiel. The secret war between the Federated Commonwealth intelligence agencies and ROM is a related attempt by ComStar to establish supremacy in the intelligence realm, though it is not known if the Draconis Combine and ComStar are sharing information. Despite the Davion-Steiner intelligence's best efforts, ROM continues to operate effectively in the Federated Commonwealth. ROM may not know all the F-C secrets, but neither does the F-C often catch Primus Waterly totally by surprise.

Primus Waterly aids political figures whose views align with hers, encouraging them to become dependent on ComStar. She has, for example, provided Duke Ryan Steiner with privileged information and granted him favored-user status. Similarly, the old Duke of Robinson, Aaron Sandoval, is not a real enemy of Prince Hanse Davion, but his increasing frustration with the failure to recapture all the Draconis March worlds lost in the Fourth Succession War and the War of 3039 make him a prime target for ComStar diplomacy.

COM GUARDS

The Com Guards are a force with strength exceeding 35 BattleMech regiments and equal numbers of armor, aerospace, and infantry regiments. The force is commanded by Precentor Martial Anastasius Focht, and is based at the Sandhurst Royal Military College in England, Terra.

BATTLEMECH FORCES

ComStar has surprised the Inner Sphere by fielding units with total 'Mech strength exceeding 35 regiments in a short time, with the machines in mint condition and of designs not seen since the Star League era.

Three theories have been put forward to explain how ComStar obtained so many 'Mechs. One theory posits secret warehouses of military equipment left behind by the Star League Defense Forces on Terra, which ComStar discovered when it seized Terra after General Aleksandr Kerensky's departure. Another theory states that ComStar seized 'Mech factories on Terra after the fall of the Star League and has been using them to build 'Mechs ever since.

The last theory accuses Wolf's Dragoons of supplying ComStar with 'Mechs from its own secret source. It is surprising that someone might draw such a conclusion, considering that the Dragoons have never worked for ComStar.

The Com Guard 'Mechs stationed on populous worlds are common designs, but all are in excellent condition. Guarding ComStar stations on more sparsely populated worlds along the Periphery border are designs not seen since the fall of the Star League. There are two possible explanations for the existence of these models. One is that ComStar is radically altering existing 'Mech designs in the way that the Capellans changed the *Ma-rauder* to create their *Cataphract*. The other possibility is that ComStar has access to BattleMech designs of the Star League Defense Forces.

If the 'Mechs are of Star League-vintage, the repercussions are enormous. In a battle between 'Mechs of the same design, the ComStar 'Mech would have a great advantage because it retains its original and technologically superior parts, while the contemporary 'Mech is fighting under the handicap of centuries of jury-rigging and technical compromises. The only advantage that Inner Sphere armies would have against ComStar 'Mechs of Star League origin would be the experience and training of their pilots, an edge that would soon diminish.

HOLY ORDER OF SANDHURST

The Sandhurst Royal Military College in Berkshire, England, Terra was considered the best of the Star League. Today, in 3050, it is the main training center for the Com Guards elite. It is also the headquarters of Com Guards Command and the location of the Holy Order of Sandhurst.

The Order was established in 2811, at the same time as ROM. Jerome Blake, foreseeing a time when ComStar might need trained MechWarriors and officers, secretly began the program at Sandhurst and inducted the graduates into the ultra-secret Holy Order of Sandhurst. For decades, the Order apparently consisted of a cadre of warriors, with a reserve of older Adepts and Precentors.

Primus Waterly quickly and steadily increased the number of trained warriors. Though ComStar first employed many mercenaries when it started arming its stations, soon Com Guards began replacing the mercs. The Holy Order of Sandhurst has not been penetrated by outsiders, and so the previous size of the cadre and the details of the buildup remain unknown outside ComStar.

ORGANIZATION

The organization of the Com Guards differs markedly from other Inner Sphere armies. The Com Guards are made up of numerous semi-independent units of battalion size or smaller. The parent organizations follow base six, with each grouping consisting of six of the next smaller. The Com Guards also make extensive use of combined arms, with each unit made up of a blend of 'Mech, AeroSpace, vehicle, and infantry units. On many worlds, ComStar has built aerospace ports near the main HPG facility. On worlds where this was not practical, ComStar rents space from the local government or businesses.

Units have inspirational names, often taken from the Word of Blake or from ComStar promotional materials. Each unit also has a Roman numeral indicating size, from "I" for a small infantry unit to "IV" for a force about the size of two regiments. Each unit also has a Greek letter indicating its particular blend of 'Mechs, fighters, vehicles, and infantry.

[illegible]



The Com Guards have a rank structure that fits in with ComStar's overall structure. The basic Acolyte-Adept-Precentor system is used, with a Roman numeral to indicate Grade within the class and a Greek letter to indicate function.

The functions usually associated with the military are the following: *epsilon* for MechWarrior, *pi* for AeroSpace Pilot, *lambda* for vehicle crewman, *iota* for infantry, *xi* for DropShip crew, *theta* for JumpShip crew, and *zeta* for Tech.

Military units always contain ROM agents (*rho* for intelligence, *omicron* for obedience, and *mu* for analysis), as well as *kappa* (medical) and *alpha* (hyperpulse generator operation) personnel.

It is rare to find military units containing the other ComStar functions: information (*delta*), diplomacy (*gamma*), science (*beta*), research (*omega*), recruitment (*nu*), education (*eta*), or public relations (*sigma*).

Wolf's Dragoons Intelligence has never identified the functions for *tau*, *upsilon*, *phi*, *chi*, and *psi*, if they all exist. *Psi* personnel have been seen with military units, but we have been unable to determine their role.

MILITARY PERFORMANCE

During the first years of the Com Guards' deployment, mercenaries filled out their numbers and trained with them. When the CG attempted to pattern its tactics after the brute force of the mercenaries, the results were generally poor. As more Com Guards took over from the mercenaries, the CG developed its own combat style.

Because ComStar's military presence on a world is a mix of 'Mech, armor, and infantry, CG units gradually began to develop tactics that took advantage of their diversity of weapons. Today, Com Guards exercises make use of combined-arms concepts. They appear to be best suited for small-unit actions against forces of a Battalion or less in size.

Where the Com Guards have yet to show ability is in actions involving two or more regiments against a foe of equal size. Leadership and coordination appear to degenerate when the CG tries to act on a strategic scale, which is why the Precentor Martial demands yearly exercises.

CONCLUSION

The Com Guards, coupled with the aggressiveness of Primus Myndo Waterly, have vaulted ComStar in two decades from a quiet and scrupulously neutral communication network that everyone took for granted to a major political and military force.

NOTES ON DEPLOYMENT

It would be impossible to give a complete list of ComStar units and their locations because ComStar stations troops on almost every planet in the Inner Sphere and frequently moves its units about. The following list indicates the headquarters of each identified regiment, but we have never known ComStar to deploy an entire regiment in one place. Though regiments reform for exercises, they deploy as battalions, companies, and even lances. The task of charting ComStar deployment is made more difficult by ComStar's unusual organization and nomenclature.

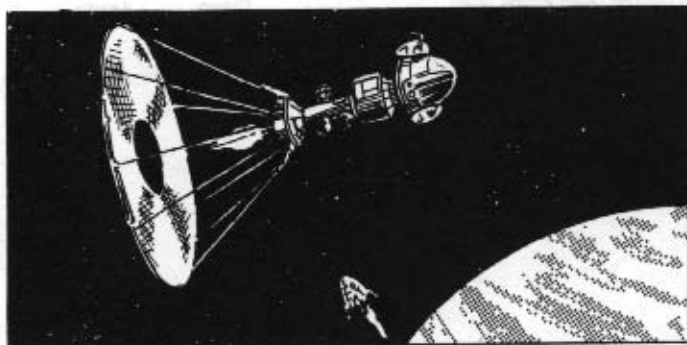
The military organization common throughout the Inner Sphere is to group units by type, i.e., BattleMech units, AeroSpace units, armor units, and infantry units. A regiment of one type often has attached companies or battalions of another type, but only as support. Units of different type often train and fight together as Regimental Combat Teams. ComStar is unusual, however, in that every unit is a combined-arms team.

The size of a unit is indicated by a Roman numeral, and the proportion of different weapon types by a Greek letter. The Roman numeral III indicates a grouping of six II's, each II consisting of six I's, and so on. A III is about the size of a battalion in the other militaries of the Inner Sphere. Thus a II is about half the size of a company, consisting of six 'Mechs or I-size infantry or armor units. A IV is about the size of two regiments. The Greek letters *alpha* through *omega* indicate the mix of weapon types. The letters at the beginning of the alphabet have the highest percentage of 'Mechs, and those near the end of the alphabet have the highest percentage of infantry. Thus a unit with the designation III-omicron would have about twelve 'Mechs, six AeroSpace Fighters, six I-size vehicle units, and twelve I-size infantry contingents.

Wolf's Dragoons uses its own terms for equivalents to make this nomenclature clearer. We call a VI-size unit a Hemispheric Group, a V-size unit a Theater, a IV-size unit a Division, a III-size unit a Battalion, a II-size unit a Half-Company, a I-size unit a 'Mech or an AeroSpace Fighter or a Platoon.

Most important worlds play host to III-size units, while most of the worlds of the Inner Sphere have II-size units, and some have only I-size units. Each V-size unit, or Theater, occupies a pie-shaped area of the Inner Sphere. Each Theater bears the name of its planet closest to Terra, including the six original members of the First Circuit. New Earth, Caph (originally Barnard), Rigil Kent (originally Alpha C), Bryant, Procyon, and Dieron each bears a Theater name. In addition, there are Yorii, Asta, Fomalhaut, Keid, Alula Australis, and Talitha Theaters. To identify them more easily, Wolf's Dragoons uses the points of a clock with the Inner Sphere as the clockface.

Most ComStar forces on key worlds began their careers on planets bordering the Periphery. There, they gained combat experience fighting pirate attacks and conducting maneuvers on the open areas of those wilder worlds. By the time they received postings, they were seasoned troops. Most of the experienced units were stationed within the Federated Commonwealth because ComStar fears that realm most of all.





COM GUARDS

(Deployment as of 3050)

Commander: Precentor Martial Anastasius Focht

Aide: Precentor VI Allian Higham

Estimated 'Mech Strength: 50+ Regiments

1st V-iota (Dieron Theater, from 1 to 2 on the "Inner Sphere Clock")

Commander: Precentor V Katherine Luarca

Aide: Precentor IV Darioush Sorraf

Estimated Strength: 12 Regiments

Estimated 'Mech Strength: 2+ Regiments

Unit Name	Experience Level	Headquarters
103rd Division (Truth in Communication IV-nu) Commander: Precentor IV Styven Kimmelry	Veteran	Dieron
308th Division (Clarity of Thought IV-xi) Commander: Precentor IV Severina Tunnel	Regular	Benjamin
309th Division (Purpose, Always Purpose IV-mu) Commander: Precentor IV Rennard Thordarson	Green	Iurzun
91st Division (Visions of Words IV-omicron) Commander: Precentor IV Dann Brockton	Veteran	Dest
211th Division (The Gray Backs IV-phi) Commander: Precentor IV Marvin Daeuble	Green	New Samarkand
12th Division (Pure Waveforms IV-omicron) Commander: Precentor IV Robert Jodoin	Veteran	Galedon V

2nd V-lambda (Fomalhaut Theater, from 2 to 3 on the "Inner Sphere Clock")

Commander: Precentor V Alexander Cocus

Aide: Precentor IV Jysper Sloman

Estimated Strength: 12 Regiments

Estimated 'Mech Strength: 2+ Regiments

Unit Name	Experience Level	Headquarters
77th Division (The White Monsters IV-iota) Commander: Precentor IV Victoria Minnick	Veteran	Fomalhaut
211th Division (Effective Action IV-eta) Commander: Precentor IV Herbert Moehning	Green	Galtor III
321st Division (Pure Duty IV-xi) Commander: Precentor IV Earl Hunsperger	Veteran	Proserpina
81st Division (Operations of Thought IV-phi) Commander: Precentor IV Jerri Corveau	Green	An Ting
301st Division (White Sharks IV-lambda) Commander: Precentor IV Fryl Hoffvance	Regular	Tancredi IV
82nd Division (Justice Through Words IV-sigma) Commander: Precentor IV James Leboeuf	Green	Tishomingo

3rd V-iota (Caph Theater, from 3 to 4 on the "Inner Sphere Clock")

Commander: Precentor V Marty Jby

Aide: Precentor IV Palo Enriquez

Estimated Strength: 12 Regiments

Estimated 'Mech Strength: 2+ Regiments

Unit Name	Experience Level	Headquarters
111th Division (The White Clan IV-rho) Commander: Precentor IV Loythai Kiana	Regular	Caph
201st Division (Snow on the Mountains IV-kappa) Commander: Precentor IV Oscar Wetzel	Regular	Robinson
203rd Division (Strong Messages IV-xi) Commander: Precentor IV Dylan Babcock	Veteran	Tawas
2nd Division (ComStar Angels IV-mu) Commander: Precentor IV James Arness	Green	Peabody
11th Division (Pirates' Bane IV-epsilon) Commander: Precentor IV Patrick Sammelli	Green	Xenia
322nd Division (The Trademan's Pal III-pi) Commander: Precentor IV Charles Reanner	Green	New Avalon

4th V-nu (Bryant Theater, from 4 to 5 on the "Inner Sphere Clock")

Commander: Precentor V Aryon Tolliver

Aide: Precentor IV Tyron McGrath

Estimated Strength: 12 Regiments

Estimated 'Mech Strength: 2+ Regiments

Unit Name	Experience Level	Headquarters
87th Division (White Harts IV-rho) Commander: Precentor IV Virginia Leckrone	Green	Bryant
90th Division (Gentle Persuasion IV-zeta) Commander: Precentor IV Donylvan O'Neil	Regular	Chesterton
104th Division (The Rhinos IV-lambda) Commander: Precentor IV Lyon Francolynner	Green	St. Ives
130th Division (Trust Through Thought IV-nu) Commander: Precentor IV Jessie Dalrymple	Green	Remagen
83rd Division (The White Cyclones IV-tau) Commander: Precentor IV Allyn Omlid	Regular	New Syrtis
311th Division (Disruptions IV-xi) Commander: Precentor IV Thom Skallindur	Green	Atlas

5th V-xi (Keid Theater, from 5 to 6 on the "Inner Sphere Clock")

Commander: Precentor V Louis Burkenbine

Aide: Precentor IV Dirk Clauson

Estimated Strength: 12 Regiments

Estimated 'Mech Strength: 2+ Regiments

Unit Name	Experience Level	Headquarters
323rd Division (Negative Communications IV-theta) Commander: Precentor IV Mari Rennery	Veteran	Keid
207th Division (The Pounders IV-omicron) Commander: Precentor IV Jamy Cygnor	Veteran	Sarna
299th Division (Courtesy Through Thought IV-gamma) Commander: Precentor IV Peter Fedt	Regular	Sian
50th Division (Uncluttered Speech IV-sigma) Commander: Precentor IV Felipe Esau	Green	Teng
367th Division (Spoken Ideas IV-lambda) Commander: Precentor IV Nikolas Hokama	Regular	Menke
401st Division (The White Eagles IV-chi) Commander: Precentor IV Cathilly Yseth	Regular	Betelgeuse

6th V-pi (Procyon Theater, from 6 to 7 on the "Inner Sphere Clock")

Commander: Precentor V Myke Trijullio

Aide: Precentor IV Robert Magula

Estimated Strength: 12 Regiments

Estimated 'Mech Strength: 2+ Regiments

Unit Name	Experience Level	Headquarters
386th Division (The Victors IV-kappa) Commander: Precentor IV Glennis Luddinton	Regular	Procyon
78th Division (Vigorous Defiance IV-iota) Commander: Precentor IV Felicity Lucha	Regular	Fronde
1st Division (Strong Retaliation IV-pi) Commander: Precentor IV Peter McGillaray	Elite	Oriente
102nd Division (Vigilant Thought IV-theta) Commander: Precentor IV Byron Simpier	Green	Andurien
4th Division (Cautious Words IV-omicron) Commander: Precentor IV Rufino Vigilia	Regular	Granara
6th Division (Alert Words IV-xi) Commander: Precentor IV Beeshor Yekel	Green	Kearny



COMSTAR

7th V-kappa (Talitha Theater, from 7 to 8 on the "Inner Sphere Clock")

Commander: Precentor V Richard Colombini

Aide: Precentor IV Hahala Sjima

Estimated Strength: 12 Regiments

Estimated 'Mech Strength: 2+ Regiments

Unit Name	Experience Level	Headquarters
417th Division (Major Trouble IV-lambda) Commander: Precentor IV Eric Duvea	Veteran	Talitha
9th Division (Bountiful Words IV-mu) Commander: Precentor IV Zuam Nicodemus	Veteran	Regulus
13th Division (Comprehension Is All IV-psi) Commander: Precentor IV Arne Wakazuru	Veteran	New Olympia
431st Division (Quiet Contemplation IV-xi) Commander: Precentor IV Edwin Ojima	Regular	Camlann
244th Division (Peace Through Words IV-rho) Commander: Precentor IV Fredery Slagle	Regular	Gibson
467th Division (Whirlwinds IV-mu) Commander: Precentor IV Terry Shykes	Green	Home

8th V-omicron (Alula Australis Theater, from 8 to 9 on the "Inner Sphere Clock")

Commander: Precentor V Maurice Naddeo

Aide: Precentor IV Ruth Niskanen

Estimated Strength: 12 Regiments

Estimated 'Mech Strength: 2+ Regiments

Unit Name	Experience Level	Headquarters
31st Division (Static Hurlers IV-kappa) Commander: Precentor IV Daniel Mueller	Veteran	Alula Australis
56th Division (Eyes of ComStar IV-epsilon) Commander: Precentor IV David Stomberg	Green	Sterling
182nd Division (Standing Waves IV-zeta) Commander: Precentor IV Lawrence Colello	Regular	Loric
85th Division (Lions of the Periphery IV-kappa) Commander: Precentor IV Carle Brobyn	Green	Tamarind
143rd Division (The Grace of Thought IV-xi) Commander: Precentor IV Nina Caputo	Regular	Poulsbo
79th Division (Straight Words IV-epsilon) Commander: Precentor IV Arden Smeland	Regular	Zdice

9th V-lambda (New Earth Theater, from 9 to 10 on the "Inner Sphere Clock")

Commander: Precentor V Joyce Mulverna

Aide: Precentor IV Gwen Repanich

Estimated Strength: 12 Regiments

Estimated 'Mech Strength: 2+ Regiments

Unit Name	Experience Level	Headquarters
198th Division (Outer Limits Warriors IV-nu) Commander: Precentor IV Tammy Aronspack	Regular	New Earth
247th Division (Thoughts of War IV-pi) Commander: Precentor IV Lothar Purdin	Veteran	Rahne
366th Division (ComStar Lancers IV-tau) Commander: Precentor IV Drago Pulisevich	Regular	Aristotle
379th Division (Blessed Thoughts IV-sigma) Commander: Precentor IV Lyn Snypp	Green	Loburg
34th Division (Warriors of Peace IV-xi) Commander: Precentor IV Paul Gruvner	Green	Florida
76th Division (Rigid Compliance IV-theta) Commander: Precentor IV Darn Stepanek	Regular	Alarion

10th V-nu (Rigil Kent Theater, from 10 to 11 on the "Inner Sphere Clock")

Commander: Precentor V Boris Myrvang

Aide: Precentor IV Dianna Harshbarger

Estimated Strength: 12 Regiments

Estimated 'Mech Strength: 2+ Regiments

Unit Name	Experience Level	Headquarters
66th Division (Obedience Above All IV-theta) Commander: Precentor IV Lucynda Glemzu	Elite	Rigil Kent
282nd Division (Clear Thoughts IV-rho) Commander: Precentor IV Vincent Wollam	Veteran	Tharkad
283rd Division (Waveforms IV-mu) Commander: Precentor IV Frederick Wiutkoski	Green	Summit
138th Division (Bandits' Bane IV-xi) Commander: Precentor IV Krag Jernberg	Green	Saravan
166th Division (Disciples of Blake IV-tau) Commander: Precentor IV Celva Lance	Regular	Coventry
208th Division (Promising Dialogue IV-eta) Commander: Precentor IV Francis Luckiesh	Green	Chahar

11th V-lambda (Yorii Theater, from 11 to 12 on the "Inner Sphere Clock")

Commander: Precentor V Marvin Stinson

Aide: Precentor IV Nadine Weillage

Estimated Strength: 12 Regiments

Estimated 'Mech Strength: 2+ Regiments

Unit Name	Experience Level	Headquarters
403rd Division (Forceful Words IV-epsilon) Commander: Precentor IV Robert Maigatter	Regular	Yorii
388th Division (The White Banshees IV-delta) Commander: Precentor IV Gerard Philblad	Green	Pandora
214th Division (Arrows of ComStar IV-kappa) Commander: Precentor IV Richard Pettigrew	Green	Fatima
222nd Division (Banished Thoughts IV-iota) Commander: Precentor IV Whitney Vergusson	Regular	Antares
223rd Division (The Sun of Communication IV-iota) Commander: Precentor IV Lawrence Urrutia	Green	Tamar
39th Division (Firm Actions IV-mu) Commander: Precentor IV Judith Saxon	Green	Butler

12th V-nu (Asta Theater, from 12 to 1 on the "Inner Sphere Clock")

Commander: Precentor V Anna Landaker

Aide: Precentor IV Chon Nguyen

Estimated Strength: 12 Regiments

Estimated 'Mech Strength: 2+ Regiments

Unit Name	Experience Level	Headquarters
48th Division (Open Thoughts IV-pi) Commander: Precentor IV Cheryl Raume	Regular	Asta
116th Division (Aggressive Actions IV-omicron) Commander: Precentor IV Raymond Garibaldi	Green	Buckminster
394th Division (The White Lions IV-lambda) Commander: Precentor IV Anna Gesicki	Veteran	Otho
312th Division (Clear Communication IV-epsilon) Commander: Precentor IV Louis Halpern	Regular	Alshain
278th Division (Clear Courtesy IV-nu) Commander: Precentor IV Byron Koselka	Elite	Rasalhague
167th Division (White Saviors IV-xi) Commander: Precentor IV Barbara Knapstad	Regular	Albiero

Terran Defense Force (Defenders of the Faithful V-beta)

Commander: Precentor V Margo Koivu

Aide: Precentor IV Bruce Tjulander

Estimated Strength: 12 Regiments

Estimated 'Mech Strength: 2+ Regiments

Mercenaries

Unit Name	Experience Level	Headquarters
Brion's Legion (CO: Colonel Octavius Brion)	Regular	Terran System



MILITARY TECHNOLOGY REVIEW

[Prepared by Major Jason Kollers, Master Technician and Weapons Technology Expert, Wolfnet, Military Intelligence Division, Seventh Kommando]

Several breakthroughs in military technology have occurred in the past 20 years. Some of these improvements are the result of the various wars and skirmishes of the past 25 years, but most of the major discoveries are directly related to the discovery and slow-decoding of information retrieved from the huge computer of a Star League Defense Force military fortress.

The computer core was discovered by the Gray Death Legion mercenary regiment on the Free Worlds League planet of Helm just days before the Fourth Succession War began. After considerable difficulties, the computer memory was shipped to the NAIS on New Avalon, where analysis began immediately. So important was this discovery that ComStar tried, unsuccessfully, to destroy the core, using the chaos of the Fourth War as cover. When the war ended, almost all NAIS resources were directed toward unlocking the secrets of the core. It was two years before the researchers could break through the security measures in the core, decipher what they discovered, and begin to make practical use of it.

In 3041, information from the core led to the development of a heat exchanger with twice the effectiveness of a normal heat sink and with only a slight increase in weight. Designed by Dr. Jorge Belasco of the NAIS, the heat sinks, code-named Freezers, are already being manufactured at the NAIS test factories. Several weapons industries are expected to begin modifying their heat sink plants immediately, and the first Freezers will likely go to the 'Mechs and vehicles of the F-C regiments.

The Banzai Weapon Design Company, the research company affiliated with the NAIS, has benefitted most from the computer core because the information has helped improve and accelerate several of their major projects. Two projects, the *Starfire* medium AeroSpace Fighter, and the *Caesar*, an assault 'Mech reportedly based on the Capellan *Cataphract*, have begun field trials several years ahead of schedule. Things have not gone so well for the *Axman*, however, which is Banzai's heavy version of its successful *Hatchetman*. The *Axman* continues to have jamming problems on its AC/20.

Also under study by the scientists of the Federated Commonwealth is the triple-strength myomer muscle formula they discovered during the Fourth Succession War. Though the original formula burst into flame when exposed to a special compound, as the Capellans discovered to their dismay after stealing it, efforts to correct this are underway at several locations in the Federated Commonwealth.

The Federated Commonwealth is not the only government to have a copy of the Star League core. Duke Ricol of the Draconis Combine obtained one in return for helping the Gray Death Legion escape the forces of the Free Worlds League. The Duke gave his copy of the core to Warlord Theodore Kurita just after the creation of the Free Rasalhague Republic stripped him of his world. Apparently, in exchange for the core, Kanrei Theodore Kurita made Duke Ricol governor of the new Alshain District.

Most of the Kuritan research on the core goes on at the Imperial Institute of Technology under strictest security. Despite their intense efforts, the IIT scientists are still three years behind those of the Federated Commonwealth. It is likely that political struggles between the Warlord and the Coordinator, as well as a social structure that tends to reward seniority rather than innovation, have hampered research.

Despite the slow progress, the Draconis Combine has made advances in military technology. The Kurita *Hatchetman*, first built in 3033, will enter full production in 3051. Though a close copy of the Federated Commonwealth design, it lacks the original's unique escape system. The *Grand Dragon* 'Mech design is slowly replacing the *Dragon*, which ceased production in 3040, as the heavy 'Mech of choice in the DCMS. There are also reports of two unique Combine 'Mech designs whose first models are about to begin intensive testing. One, codenamed *Wolf Trap* by the F-C Ministry of Intelligence, is a medium 'Mech supposed to be the superior of the *Wolfhound*. The *Mauler* is the codename for an assault 'Mech unique for its width and massive arms.

The Draconis Combine has variants of the *Charger* and *BattleMaster* similar to those used by the Com Guards, as well as several of ComStar's unique designs. The Draconis Combine also received from the Capellan government a copy and example of the triple-strength myomer-muscle formula.

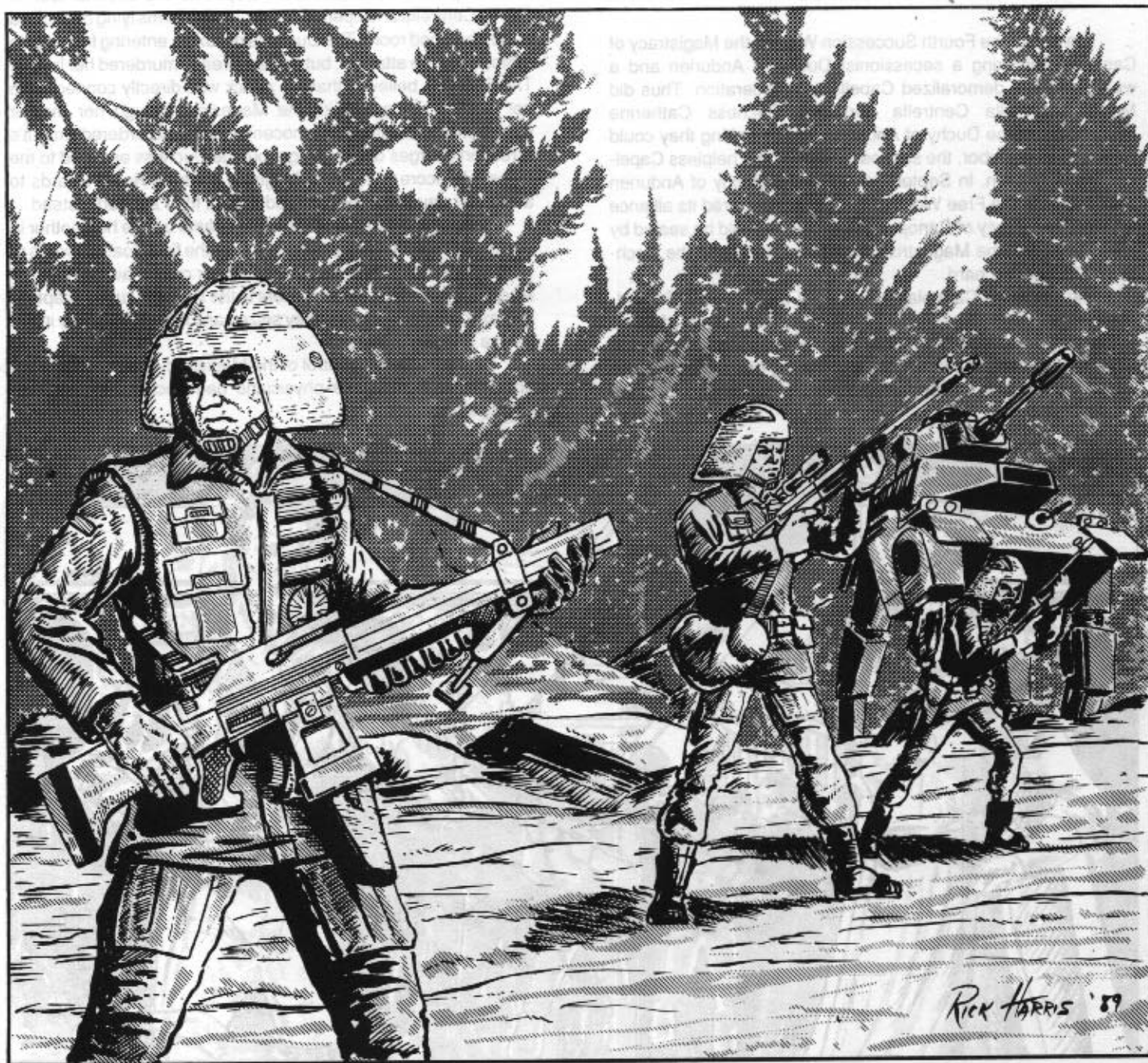
Capellan scientists have made great efforts to alter the triple-strength myomer formula. Though the original formula was part of a clever trick played on them by the Federated Suns during the Fourth Succession War, the Capellans would still like to turn it to their benefit. Since the war, Capellan scientists have attempted to make the super-strong muscle fibers practical by altering the formula, sheathing the muscle bundles in a sealed coating, and so on. While research continues, the Capellan military is using the original formula in the leg mechanisms of certain *Locusts* to boost their reconnaissance abilities by increasing their speed, apparently considering the enhanced performance worth the risk.



MILITARY TECHNOLOGY REVIEW

By pooling their resources, several defense industries in the Federated Commonwealth produced the Listen-Kill LRM and SRM missiles in 3038. A marked improvement over old designs, the Listen-Kill missile has a special computer and homing device the size of a small grenade that allows it to home in on the electronic noise emanating from a 'Mech or tank. During the War of 3039, the AFFC used the missile with good results, but the supply of them was so short that the weapon did not have a marked effect on the war's outcome. The Combine forces captured some Listen-Kill LRMs when Kurita troops overran a Davion supply center.

After analyzing the Listen-Kill Missile, Kurita scientists and engineers were able to counter it, by mid-3040, with a plug-in ECM module that effectively blurs a 'Mech's emanations. They also began to manufacture their own version of the LK Missiles, which they used against the Federated Commonwealth during the last stages of the War of 3039, forcing the AFFC to invent its own ECM device in self-defense. In 3042, the Combine provided samples of the missile and its antidote to the Capellan Confederation and the FWL as a token of respect and interest in rekindling the Concord of Kapteyn. By now, most of the 'Mechs in the Inner Sphere are equipped with both the missiles and the ECM device.



Rick Harris '89



THE PERIPHERY

THE PERIPHERY

[Prepared by Major C.G. Toho, Periphery expert for Wolfnet,
Military Intelligence Division, Seventh Kommando]

MAGISTRACY OF CANOPUS

The end of the Fourth Succession War left the Magistracy of Canopus bordering a secessionist Duchy of Andurien and a weakened and demoralized Capellan Confederation. Thus did Magistratrix Kyalla Centrella persuade Duchess Catherine Humphreys of the Duchy of Andurien that by uniting they could exploit their neighbor, the supposedly weak and helpless Capellan Confederation. In September 3030, the Duchy of Andurien seceded from the Free Worlds League and declared its alliance with the Magistracy of Canopus, a union that would be sealed by the marriage of the Magistratrix's daughter Emma and the Duchess's fifth son, Richard.

The Andurien-Canopian invasion of the Capellan Confederation, though successful at first, ended up a dismal failure. Capellan troops proved stronger than expected, and Canopian regiments suffered major losses while being pushed out of Liao space. Emma, who had protested against both the wisdom of the

invasion and the arranged marriage, left Luxen to join her company in the Magistracy Royal Guards. She fought bravely in her *Vulcan*, though in a losing cause.

Because she had not been in favor of the war, Emma became the focal point for groups that opposed her mother's rule. Rather than trying to defuse the opposition, as the Magistratrix expected, the young heir began to distance herself from her mother's unpopular policies. When the Magistratrix refused to honor the Duchy of Andurien's plea for help against an invasion by the Free Worlds League in 3031, it created even more popular support for the Duchess of Luxen.

In April 3039, an assassin crept into the bedchamber of Emma Centrella and opened fire on the two forms lying on the bed in the darkened room. The Duchess of Luxen, entering from a side room, killed the attacker, but he had already murdered her lovers. The Duchess believed that the attack was directly connected to her political struggle with the Magistratrix, though her mother vehemently protested her innocence. She also ordered Emma's arrest on charges of espionage, but the Duchess escaped to the planet Hardcore. When the Magistratrix sent the Royal Guards to arrest her daughter, they offered Emma their support instead.

On May 8, 3040, Duchess Emma came before her mother in chains. Before the Magistratrix could utter the first gloating words of victory, her daughter calmly removed her own chains. While the Magistratrix was still shouting orders to the Royal Guards to capture and execute the Duchess, they seized and locked her away in the palace dungeons instead.

Emma assumed control of the Magistracy the next day after announcing that palace physicians had declared her mother legally insane.





THE PERIPHERY

POLITICS

Since her rise to power, Magistrix Emma has made few changes in the structure of government, concentrating instead on the direction of policy. Gone are her mother's dreams of empire. The new Magistrix has turned the focus of her reign back to providing what had once made the Magistracy so prosperous: gambling, men and women with warm hearts and active libidos, and superbly trained physicians.

Her decision made her even more popular and is credited with persuading the Free Worlds League not to attempt revenge on the Magistracy for its alliance with the Duchy of Andurien. By 3050, Canopian doctors and Pleasure Circuses have become a welcome sight in the Free Worlds League. Magestrix Emma's actions have also brought better relations with the Taurian Concordat.

MAGISTRACY ARMED FORCES

The MAF suffered heavy casualties at the hands of Capellan forces, with three 'Mech regiments and five times that in conventional forces mauled. Since then, Magistrix Emma has implemented several programs aimed at rebuilding her losses as well as improving the abilities of the soldiers. Using the fruits of a rebounding economy, the MAF has rebuilt one 'Mech regiment and ten of its conventional regiments. In addition, a third regiment each has been added to the Royal Guards and the Chasseurs à Cheval. The Magistrix's emphasis on physical strength, discipline, and inter-service cooperation in the training of her troops seems to be effective against pirate attacks that have recently begun to plague the borders of the Magistracy.



SOCIOECONOMICS

Trade between the Magistracy and neighboring realms has more than tripled during the past 20 years. Though this has brought the Canopians a wide range of consumer goods, the Canopian industries feel threatened and fearful of being swallowed up by the richer firms of the Free Worlds League. The government, however, continues to encourage Inner Sphere companies to invest in the Magistracy, with firms from as far away as the Lyran Commonwealth building factories on Canopian worlds.

TAURIAN CONCORDAT

Thomas Calderon, Protector of the Concordat, has become increasingly paranoid about the safety of his realm. Most observers point to the death of his eldest son, Edward Calderon, in a DropShip accident in 3034 as the reason for his mental decline. Though Thomas Calderon always considered the Federated Suns to be the major threat to his realm, the unification of House Davion and House Steiner thoroughly terrifies him, as did the Canopus-Andurien alliance.

His fears have led to even greater tensions with his neighbors, especially the Federated Suns. In 3042, a commercial freighter registered in the Federated Suns made a misjump into the Landmark star system. Aeropilots from the Red Chasseurs of the Taurian Defense Forces overreacted and destroyed the ship before it could identify itself. In 3045, the now-defunct mercenary company Dedrickson's Devils raided the Concordat world of Pinard. Though the Devils were under contract to House Davion, they had gone renegade over a pay dispute, a fact later verified by a ComStar Board of Inquiry. Thomas Calderon, however, considered it an attack by the AFFS.

In December 3049, he ordered the Taurian Defense Forces on alert. He was certain that the Federated Commonwealth was using the Future Victor 49 military exercises being held near Lindsay and Brockway on the Concordat border as cover for an invasion of the Concordat. The TDF has been on alert ever since.

Marshal Hadji Doru is Calderon's chief political opponent. A handsome man and an eloquent speaker, he has been using his position as commander of the Taurian Guard to gain support. The Marshal believes in the wisdom of military preparedness, but he believes an even better defense against the Federated Commonwealth would be to make the Concordat a major economic and trading interest of that great state.

Protector Thomas Calderon has yet to move against Marshal Doru, but a confrontation seems inevitable.





THE PERIPHERY



OUTWORLDS ALLIANCE AND INDEPENDENTS

The Outworlds Alliance, like many of the Periphery independents, has been seeking greater trade with the Inner Sphere. President Avellar has lately granted favorable trade terms in return for help against increased pirate activity.

President Avellar has also been trying to broaden his realm's relations with other Periphery states and ComStar. ComStar has eagerly responded to the President's overtures by building five new HPG stations in the Alliance, as well as sending ten diplomatic and education teams to spread the Word of Blake and Com Guard units to help combat pirates. However, diplomatic efforts to the Periphery realms have been disappointing. The paranoia of the Taurian Concordat's leader, Thomas Calderon, has made dialogue very difficult, while trade with the single-world governments near the Alliance are not much worth the effort.

In 3034, President Avellar married Rebecca DeSanders, a Baroness from the Federated Suns who was serving as a diplomat to the Alliance. Their son, Mitchell Avellar, was born in 3035. Public reaction to the marriage was mixed and soon became the focus of what little political opposition there is in the Outworlds Alliance.

Except for a modest military buildup in response to increased pirate activity, Periphery independents have changed little in the past 20 years.

BANDIT KINGDOMS AND PIRATE BANDS

The Bandit Kingdoms took as much advantage as possible of the Fourth Succession War by raiding carefully chosen worlds in the Inner Sphere. After the war, all of the Inner Sphere leaders tried to exact revenge by sending military expeditions into the Periphery. Try as they might, however, they could not capture or kill all the pirates.

Morgan Fletcher, leader of the Star's End Pirates, has recently shown up far from her stronghold, as have smaller pirate groups. ComStar has been effective at countering this surge within the Inner Sphere, but this has mostly just shifted the problem to Periphery realms.

The major event affecting the balance of terror among Periphery pirates was the union of Maria Morgraine and Redjack Ryan. The merger of Morgraine's Valkyrate with the Pirates of Butte Hold has created the Greater Valkyrate, a potent entity with a fearsome military unit, Ryan's Rebels. This has had the beneficial effect of curbing the Oberon Confederation and the bother of creating a growing nest of vipers on the border of the Federated Commonwealth. Ryan and Morgraine's oldest child, Major Susie "One Eye" Morgraine-Ryan, have proven to be capable and vicious military leaders, boding ill for civilized worlds in the area for the foreseeable future.

The Oberon Confederation, the most respectable of the Bandit Kingdoms, built up its military starting about 3035, perhaps as a reaction to the Ryan-Morgaine union. Instead of attacking Butte Hold, however, Oberon has directed its aggression elsewhere, toward the Federated Commonwealth, Rasalhague, and even against the Draconis Combine.

was itself the target of raids by pirates from beyond known space. This activity apparently increased, though little is certain because ComStar lost contact with Oberon VI and consequently the Elysian Fields, Oberon's protectorate, in 3045. It is unknown whether there has been an internal coup, a new ruler from outside, or just that ComStar has had an equipment failure. The Inner Sphere has also had no official contact with Santander's World for a few years, but that is not unusual for such an evil place.





THE PERIPHERY

TAURIAN DEFENSE FORCES (Deployment as of 3050)

Commander: Senior Marshal Brenda Calderon
Aide: Marshal Patrick Sterling
Mech Strength: 14 Regiments

The Taurian Guard

Commander: Marshal Hadji Doru
Aide: Colonel Katherine Hamilton
Mech Strength: 3 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
The Taurian Guard			
(CO: Colonel Samantha McGrinn)			
1st Battalion	Elite	Fanatical	Taurus
(CO: Subaltern Arthur Hedstrom)			
2nd Battalion	Veteran	Reliable	Hyades Cluster
(CO: Subaltern Joseph Timar)			
3rd Battalion	Veteran	Fanatical	Hyades Cluster
(CO: Subaltern Marcus Zaki)			
The Taurian Velites			
(CO: Colonel William Heise)			
1st Battalion	Veteran	Reliable	Taurus
(CO: Subaltern Charles Heiser)			
2nd Battalion	Veteran	Reliable	Hyades Cluster
(CO: Subaltern Alfred Wallentine)			
3rd Battalion	Veteran	Reliable	Hyades Cluster
(CO: Subaltern Charles Calderon)			
The Concordat Commandos			
(CO: Colonel Jacob Mornay)			
1st Battalion	Veteran	Fanatical	Taurus
(CO: Subaltern Jean Trudel)			
2nd Battalion	Veteran	Reliable	Taurus
(CO: Subaltern William Renshaw)			
3rd Battalion	Veteran	Reliable	Hyades Cluster
(CO: Subaltern David Grenadine)			

I Corps

Commander: Marshal Valerie Makepeace
Aide: Colonel Adam Beufort
Mech Strength: 3 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
The Concordat Jaegers			
(CO: Colonel Kai Shoguwu)			
1st Battalion	Veteran	Fanatical	New Vandenberg
(CO: Subaltern Brigid Heckman)			
2nd Battalion	Veteran	Reliable	Pinard
(CO: Subaltern Carol Trennouth)			
3rd Battalion	Veteran	Reliable	Grossbach
(CO: Subaltern Alfred Bonifachio)			
The Red Chasseurs			
(CO: Colonel Michael Griswald)			
1st Battalion	Regular	Reliable	Landmark
(CO: Subaltern Clarence Cheplak)			
2nd Battalion	Regular	Reliable	Brisbane
(CO: Subaltern Gerald Dildine)			
3rd Battalion	Veteran	Reliable	Grossbach
(CO: Subaltern Timothy Frender)			
Gordon's Armored Cavalry			
(CO: Colonel Dick Gordon)			
Mitchell's Lancers	Veteran	Reliable	Grossbach
(CO: Subaltern Alberta Mitchell)			
Arrow's Chasseurs	Veteran	Questionable	Pinard
(CO: Subaltern Nathan Arrow)			
Simon's Banshees	Elite	Fanatical	New Vandenberg
(CO: Subaltern Carl Simon)			

II Corps

Commander: Marshal Fiona Jamesen
Aide: Colonel Nim Chok Soo
Mech Strength: 3 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
The Concordat Cuirassiers			
(CO: Colonel Philip Canderson)			
1st Battalion	Veteran	Reliable	Organo
(CO: Subaltern Donald McKnight)			
2nd Battalion	Veteran	Reliable	Perdition
(CO: Subaltern Theresa Smalley)			
3rd Battalion	Regular	Questionable	Amber Grove
(CO: Subaltern Lucynda Hecker)			
The Hyades Light Infantry			
(CO: Colonel Tanis Verbret)			
1st Battalion	Veteran	Reliable	Jamestown
(CO: Subaltern Mohammed Chakravarti)			
2nd Battalion	Veteran	Reliable	Masteron
(CO: Subaltern Sarasvati Rinaldi)			
Longwood's Bluecoats			
(CO: Colonel Moses Longwood)			
Mac's Hell-Raisers	Veteran	Questionable	Perdition
(CO: Major Kevin MacKelvy)			
Ivan's Marauders	Regular	Questionable	Jamestown
(CO: Major Ivan Tchorgin)			

III Corps

Commander: Marshal Victoria Norman
Aide: Colonel Robert Taylor
Mech Strength: 3 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
The Pleiades Hussars			
(CO: Colonel Boris Tharn)			
1st Battalion	Regular	Reliable	New Ganymede
(CO: Subaltern Walter Oehlerts)			
2nd Battalion	Green	Questionable	Celentaro
(CO: Subaltern Arthur Lehman)			
3rd Battalion	Green	Reliable	Celentaro
(CO: Subaltern Gene Lind)			
The Taurian Lancers			
(CO: Colonel Sergio McDaniel)			
1st Battalion	Regular	Reliable	Norman's World
(CO: Subaltern Richard Ody)			
2nd Battalion	Green	Fanatical	Centavido
(CO: Subaltern Alan Mogliotti)			
3rd Battalion	Green	Questionable	Centavido
(CO: Subaltern Eric Hiner)			
Bannockburn's Bandits			
(CO: Colonel Sylvia Bannockburn)			
Morgan's Lancers	Veteran	Reliable	MacLeod's Land
(CO: Major Katherine Morgan)			
Jubuti's Commandos	Regular	Reliable	MacLeod's Land
(CO: Major Red Jubuti)			





THE PERIPHERY

IV Corps

Commander: Marshal Nelson Calderon-Sims
Aide: Colonel Dennis King
Mech Strength: 2 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
The Pleiades Lancers			
(CO: Colonel Cham Krithorng)			
1st Battalion	Regular	Reliable	Althea's Choice
(CO: Subaltern Florence Fowler)			
2nd Battalion	Green	Questionable	Cyrtion
(CO: Subaltern Robert Kosimic)			
3rd Battalion	Green	Questionable	Organo
(CO: Subaltern Gregory Lamberg)			
The Taurian Lancers			
(CO: Colonel Elena Barkley)			
1st Battalion	Regular	Reliable	New Ganymede
(CO: Subaltern Darlene McKinnon)			
2nd Battalion	Green	Questionable	New Vallis
(CO: Subaltern Phillip Gordon)			
3rd Battalion	Green	Reliable	Jansen's Hold
(CO: Subaltern William Sangrey)			



MAGISTRACY ARMED FORCES (Deployment as of 3050)

Commander: Magistrix Emma Centrella
Aides: Senior Colonels Holly Van-Dame, Trisha Tellaverde, and Harrison Long
Mech Strength: 12 Regiments, 1 Battalion

Unit Name	Experience Level	Loyalty	Homeworld
Magistracy Royal Guards			
(CO: Colonel Vernyce Alkobar)			
Raventhir's Iron Hand	Veteran	Fanatical	Canopus IV
(CO: Major Mariann Tudor)			
1st Canopian Cuirassiers	Veteran	Fanatical	Canopus IV
(CO: Major Margaret Zachara)			
2nd Canopian Cuirassiers	Regular	Fanatical	Canopus IV
(CO: Major Joseph Wulf)			
Chasseurs à Cheval			
(CO: Colonel Cynthia Evans)			
1st Canopian Light Horse	Regular	Reliable	Megarez
(CO: Major Darlene Ishora)			
2nd Canopian Light Horse	Regular	Reliable	Fanandir
(CO: Major Ardie Germaine)			
3rd Canopian Light Horse	Green	Reliable	Adherlwin
(CO: Major Betty Kadara)			
Canopian Fusiliers			
(CO: Colonel Sandra Aufriz)			
1st Canopian Fusiliers	Regular	Reliable	Lindenmarle
(CO: Major Darlene McKinnon)			
2nd Canopian Fusiliers	Regular	Reliable	Afarsin
(CO: Major Rita Stoleberg)			
3rd Canopian Fusiliers	Green	Reliable	Marantha
(CO: Major William Sangrey)			
Canopian Highlanders (3 Battalions)			
(CO: Colonel Norbert Kingelt)			
Long's Light Lancers	Regular	Reliable	Dainmar Majoris
(CO: Major Oscar Long)			
MacGraw's Marauders	Regular	Reliable	Dunianshire
(CO: Major Judith Wood)			
Nellie's Naughties	Green	Reliable	Luxen
(CO: Major Dorothy Skaw)			
Harcourt's Destroyers (2 Battalions)			
(CO: Colonel Kamala Rahman)			
Harcourt's Aliens	Regular	Reliable	Brixiana
(CO: Major Sheila Joncas)			
Drummond's Destroyers	Regular	Reliable	New Abilene
(CO: Major Phillip Gordon)			
Ramilie's Raiders (2 Battalions)			
(CO: Colonel Newton Ramilie)			
Command Battalion	Elite	Fanatical	Early Dawn
(CO: Major Paula Nupen)			
Assault Battalion	Veteran	Fanatical	Early Dawn
(CO: Major Nicholas Ramilie)			
Caesar's Cohorts (1 Battalion)			
(CO: Major Worrell Orasco)	Regular	Reliable	Lockton



THE PERIPHERY

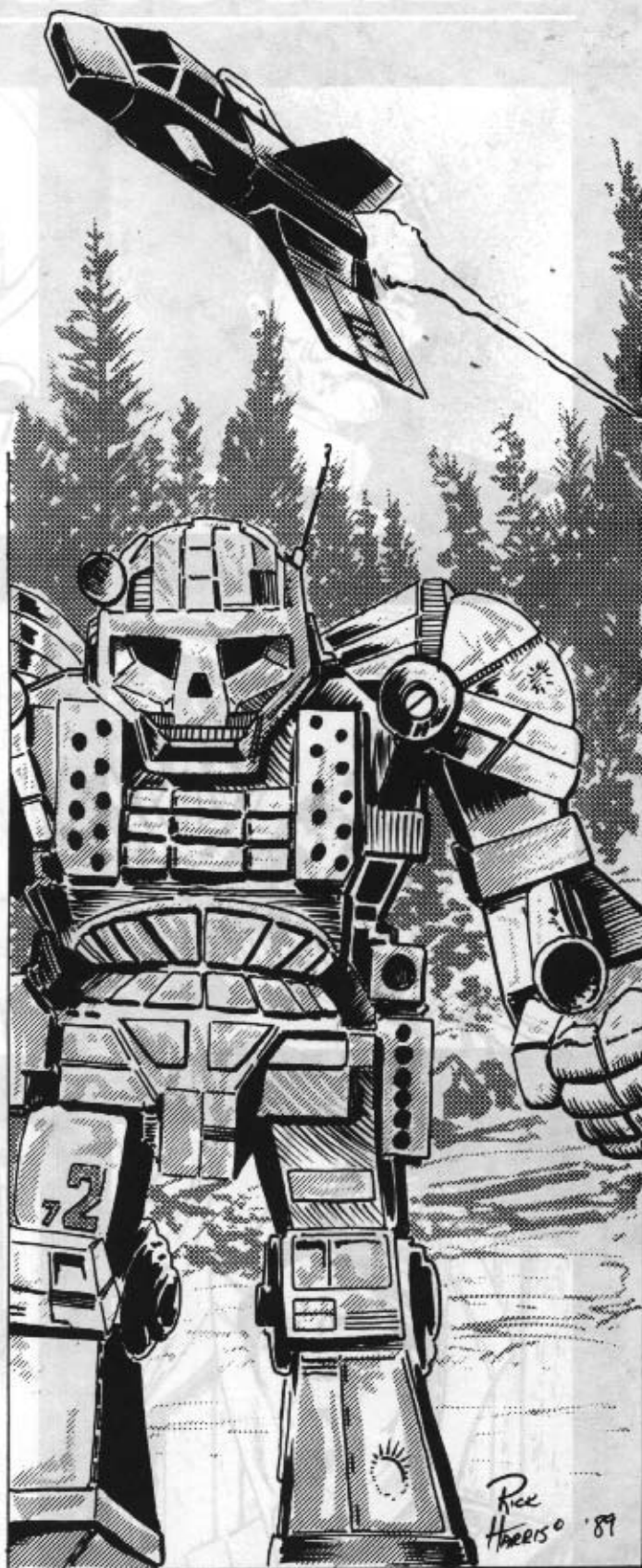
ALLIANCE MILITARY CORPS (Deployment as of 3050)

Commander: President Neil Avellar II
Aide: Senior Chairman Maurice Avellar
Mech Strength: 3 Regiments

Unit Name	Experience Level	Loyalty	Homeworld
The Alliance Borderers			
(CO: Chairman Fitzroy Candy)			
1st Battalion	Regular	Reliable	Ramora
(CO: Chairman Ronald Ocha)			
2nd Battalion	Regular	Reliable	Coraines
(CO: Chairman Ross Hibler)			
3rd Battalion	Green	Questionable	Mitchella
(CO: Chairman Russell Potter)			
The Alliance Grenadiers			
(CO: Chairman Enrique Abenze)			
1st Battalion	Regular	Fanatical	Sevon
(CO: Chairman Janet Rice)			
2nd Battalion	Regular	Reliable	Cerberus
(CO: Chairman Wayne Girance)			
3rd Battalion	Green	Reliable	Quiberas
(CO: Chairman Jonathan Nardi)			
Avellar Guards			
(CO: Chairman Douglas Carmichael)			
1st Battalion	Regular	Fanatical	Alpheratz
(CO: Chairman Ginna Maynor)			
2nd Battalion	Regular	Fanatical	Alpheratz
(CO: Chairman Michael Nielson)			
3rd Battalion	Green	Fanatical	Alpheratz
(CO: Chairman Robert Timborski)			

OTHER PERIPHERY 'MECH FORCES (Deployment as of 3050)

Unit Name	Experience Level	Loyalty	Homeworld
Von Strang's Guards			
(CO: Baron Stepan Von Strang)	Veteran	Questionable	Von Strang's World
Right Arm of Thor (1 Battalion)			
(CO: Overcaptain Gustaf Narder)	Regular	Reliable	Illyria
Left Arm of Thor (1 Battalion)			
(CO: Overcaptain Hassie Menker)	Green	Reliable	Illyria
242nd Hussars			
(CO: Colonel Francine Dreede)	Regular	Fanatical	Lothario
Pirates of Star's End (1 Battalion)			
(CO: Morgan Fletcher)	Veteran	Reliable	Novo Cressidas
Black Warriors			
(CO: H.R. "Little Bob" McIntyre)	Regular	Reliable	Circinus
1st Marian Legion			
(CO: Caesar Sean O'Reilly)	Regular	Reliable	Alphard
Ryan's Rebels			
1st Battalion	Veteran	Reliable	Butte Hold
(CO: Major Elaine Ramos)			
2nd Battalion	Regular	Questionable	Last Chance
(CO: Major Maria Sanderson)			
3rd Battalion	Regular	Fanatical	Gotterdammerung
(CO: Major Susie "One Eye" Morgaine-Ryan)			
1st Oberon Guards			
(CO: General Hendrik Grimm IV)	Veteran	Reliable	Oberon VI
2nd Oberon Guards			
(CO: General Karl Grimm)	Regular	Reliable	Gustrell
3rd Oberon Guards			
(CO: General Johann Grimm)	Green	Reliable	Crellacor
Santander's Killers (1 Battalion)			
(CO: Captain Helmar Valasek)	Elite	Fanatical	Santander's World



PERSONALITIES



®
BATTLETIDE



MAJOR PERSONALITIES OF 3050

HANSE DAVION



Title/Rank: Duke of New Avalon

Position: Prince of the Federated Suns

Birthplace: Royal Palace, New Avalon

Age: 67

Though no man can hold back time, by all appearances, Hanse Davion has held up well over the last 20 years. Some of the color in the red hair is gone and a few wrinkles have come to the face, but no one could possibly take this as a sign of weakness in the man. Remarkably fit for his age, the Prince's blue eyes still sparkle and exude a confidence that can electrify a room.

Hanse has not let a touch of arthritis slow him down and stubbornly continues to author and direct final field exercises for all major military academies in the FC, despite his wife's pleas that he slow down. It is known, however, that the heavy losses suffered by troops in his stalled drive against the Draconis Combine in the War of 3039 and the ongoing intelligence war with ROM agents have given the Prince much to think about and have left him emotionally drained at times. Along with having to accept the resignation of his close confidant Quintus Allard, Hanse has had to assign other close friends to distant posts, which makes things rather lonely for him. At such times, he often goes to the practice grounds, where he pilots his *BattleMaster* along with MechWarriors of the Royal Brigade.

Through it all, his family, Archon Melissa Steiner Davion and their five children, provides a steady source of pride and joy for the ruler from House Davion.

THEODORE KURITA



Title/Rank: Prince of Luthien

Position: Gunji no Kanrei (Deputy for Military Affairs)

Birthplace: Imperial City, Luthien

Age: 53

No longer is Theodore Kurita the tall, lanky youth with moustache and long hair that his father sent packing to the Second Legion of Vega. The Kanrei is more imposing, due mainly to a rigorous regimen of physical conditioning and martial arts. He has cut his hair, which is now streaked with gray, as a concession to elder and more conservative members of the DCMS.

What has not changed is Theodore's eloquence. This, coupled with 20 years of invaluable experience in dealing with people from many different backgrounds, has made him one of the most effective leaders in the Inner Sphere. He has won the allegiance of the DCMS, has rebuilt many units, keeping most of them secret from his enemies, has asserted his influence with his father, and has enlisted the yakuza underground in his efforts.

Theodore Kurita is married to the mysterious Tomoe, a member of the Order of Five Pillars. They have three children, Hohiro, Omi, and Minoru.



MAJOR PERSONALITIES OF 3050

MYNDO WATERLY



Title/Rank: Primus of ComStar

Birthplace: Green Tea Commune, Kuzuu

Age: 49

With her long ComStar robes and slender figure, Myndo Waterly is an imposing figure who seems much taller than she is. She wears her long, graying blond hair in a single braid. She also continues to wear spectacles, though ComStar surgeons could easily correct her myopia.

The Primus of ComStar is a woman for whom command is natural. When dealing with officials from the Inner Sphere, Waterly speaks well, listens attentively, and plays the role of gracious host. Within her own ComStar, she is more outspoken, abrupt, and impatient.

Tracing the background of ComStar members is always difficult because the Order obscures information about the early lives of its members, using false names or bribing officials to destroy records. From what we have uncovered, the Primus was born into a tea plantation worker's family on the Combine world of Kuzuu. The few available records indicate that the young Myndo was so gifted a student that the ISF and O5P identified her and sponsored her education at the prestigious University of Dieron.

During her university days, an incident turned Myndo away from intelligence service and toward ComStar. One day, Myndo was witness to the shooting death of a fellow student and friend, Nicholas Simons, apparently because of his involvement in a minor underground movement. Details on the relationship between Nicholas and Myndo are not available, except that the future Primus entered the ComStar station on Dieron directly after ISF officials released her from questioning about her friendship with the slain man.

Waterly's career in ComStar has been marked by rapid rise in rank as well as controversy over her radical interpretation of Jerome Blake's writings. The more conservative elements of ComStar believe in strict neutrality in Inner Sphere politics. They were unable to prevent Waterly's rise to power because of her political savvy and ruthlessness in dealing with enemies.

As Primus, Waterly seems satisfied that her position is secure and that her many reforms are going according to plan.

MELISSA STEINER DAVION



Title/Rank: Duchess of Tharkad

Position: Archon of the Lyran Commonwealth

Birthplace: Royal Palace, Tharkad City

Age: 40

Twenty-two years ago, when Melissa Steiner married Hanse Davion, many secretly thought the shy, reserved girl would be overshadowed by the older and more dashing Hanse Davion. Her growing self-confidence and forcefulness over the past 20 years have certainly proven her detractors wrong.

The Archon has lost none of the dazzling beauty of her youth. Indeed, many say that the years have only made her more attractive. Melissa has never been a woman to flaunt her beauty or use it to manipulate others, but neither will she back down or be intimidated by anyone, be it the Coordinator of the Draconis Combine or her husband.

As a young woman, the future Archon showed no interest or aptitude in piloting BattleMechs. Upon taking the throne, however, she announced that it was traditional for an Archon to be a 'Mech pilot, and that she planned to carry on with this tradition. Despite some protest from Hanse Davion, she entered the Nagelring Academy. Upon graduation, she could claim to be a serviceable, if not highly skilled, pilot of her mother's blue *Warhammer*.

Archon Melissa, who took over when her mother stepped down in 3039, is a tough leader who is not afraid to take a stand. As Duchess of the Sarna March, she heard of alleged abuses by Davion troops on several key Sarna worlds, and quickly ordered the withdrawal of these military units, substituting Lyran troops to control but still mollify the citizenry.

The Archon would like to see her husband slow down and release some of his responsibilities, but this he stubbornly refuses to do. At the same time, she worries about the awesome weight that will fall on her son Victor's shoulders when he becomes the most powerful person in all the Inner Sphere.



MAJOR PERSONALITIES OF 3050

THOMAS MARIK



Title/Rank: Duke of Atreus

Position: Captain-General of the Free Worlds League

Birthplace: Jaspin, Marik

Age: 60

The leader of the Free Worlds League is a tall, thin man with a long face, brown eyes, and graying brown hair. Much of his face and arms are burned, reminders of the bombing that killed his father and brother in 3035.

In the past 20 years, this introspective disciple of ComStar has become the cool and confident leader of a resurgent realm. In the past decade especially, Thomas Marik has spared no effort to make up for any lack in political savvy, practical knowledge, or military skill upon taking power. He has, for example, enrolled in a BattleMech piloting program at the Allison MechWarrior Institute to get a feel for fighting in a 'Mech and to learn how the military education system works.

Now confident of his skills, Thomas Marik uses his talents to smooth over the cracks that his radical changes in the League government created. When not involved in affairs of state, Thomas likes to get out among his people by attending major festivals on his worlds or by visiting with students in the schools.

In 3047, the Captain-General married Sophina Desiree, Duchess of Oceana. Their marriage was quickly blessed with the birth of Joshua Simon Marik, heir to the Captain-Generalcy.

ROMANO LIAO



Title/Rank: Prefectress of Sian

Position: Chancellor of the Capellan Confederation

Birthplace: Imperial Quarters, Wei

Age: 58

From the ruins of the Capellan Confederation at the end of the Fourth Succession War, Romano Liao gradually assumed the reins of leadership from her debilitated father and rebuilt the realm into a credible power. She did this, however, at great cost to those around her, including her father and her lover, Tsen Shang.

In the midst of Romano's reorganization of the Capellan military, Canopus and Andurien attacked. After recovering from the initial shock, the Liao troops pushed the attackers back. After Chancellor Maximilian Liao died of poisoning in 3036, Romano succeeded him. Throughout this time, Romano trusted no one, even growing distant from Tsen Shang. It was also in this period that she increased her contacts with an organization of professional killers.

Though the Chancellor appears to care deeply for her children, she has taken pains to isolate them from politics as they near adulthood. She has also discouraged prolonged visits between Shang and the children.



MAJOR PERSONALITIES OF 3050

TAKASHI KURITA



Title/Rank: Duke of Luthien, Unifier of Worlds
Position: Coordinator of the Draconis Combine
Birthplace: Eto, Kagoshima
Age: 80

Time has taken its inevitable toll on the aging Coordinator of the Dragon in the past 20 years. The long and arduous recovery from the stroke he suffered at the end of the Fourth Succession War has left him much thinner and weaker, though his face still does hold an unmistakably regal air. He walks with an ornately carved ivory and jade cane because of the stroke and the creeping effects of arthritis and old age.

Takashi's demeanor has likewise changed over time. In contrast to his iron-fisted, domineering rule before the Fourth War, he has adopted a somewhat more relaxed and open approach. Gone, to some degree, is the fanaticism that made him obsessed with destroying Wolf's Dragoons during the Fourth War. The Coordinator is now at least willing to consider ideas and opinions that contrast with his own. Furthermore, he is less likely to fly off the handle and reinforce his demands with wild threats, though it must be noted that three times in the past year government officials have been banished to the parasite jungles of Luthien for failing to complete Takashi's orders.

The biggest reason for the change in leadership style is the emergence of Theodore as the other major figure within the Combine. The rift between father and son can probably be traced to the stern upbringing that Takashi imposed on his son. The Coordinator has always felt strangely threatened by his rightful heir, afraid that the young man might one day gain the upper hand. Theodore's military success during the Fourth War and the War of 3039 increased his power and popularity so much that Takashi has adopted the more diplomatic ways of his son in hopes of regaining some of his own lost prestige.

A public truce between the two put an end to their estrangement in 3039, though this might be more a public relations move than a true reconciliation.

VICTOR IAN STEINER-DAVION



Title/Rank: Duke of the Sarna March, Kommandant
Position: Commander of First Battalion, Twelfth Donegal Guards
Birthplace: Tharkad City, Tharkad
Age: 19

The first son of Prince Hanse Davion and Archon Melissa Steiner, Victor is constantly striving to prepare himself for the rigors and responsibilities of being Archon Prince, which will make him the most powerful man in the Inner Sphere. Sensitive to the fact that he did nothing to earn his birthright, Victor is determined that he will be judged worthy because of his own merits and abilities.

Though well-schooled in the Teutonic disciplines of the Steiner tradition, Victor is perhaps best known for an incendiary temper that breaks through whenever he is denied something because it is inappropriate for one of his rank. He has a tendency to act before thinking, and most people go out of their way to avoid arousing his anger. "Intense" might be a good word to describe the young heir.

With blond hair and blue eyes, he stands at 1.6 meters tall, a diminutiveness that adds to his acute sensitivity at how others view him.

He is particularly sensitive about rising in rank and achieving battalion command so quickly after his graduation from Nagelring.



MAJOR PERSONALITIES OF 3050

HAAKON MAGNUSSON



Position: Elected Prince of the Free Rasalhague Republic
Birthplace: Scandislum, Rasalhague
Age: 59

Haakon Magnusson is a man of medium height and build, with silver hair and blue eyes. The jagged scar running down from his right eye was left there by the butt of a Kurita infantryman's laser rifle.

In public, Magnusson appears in rich garments and travels in glittering vehicles, extravagance heavily criticized by the Motpart, or Opposition Party. Magnusson defends his style by saying that, in the Inner Sphere, appearance is all. In private, he is more down-to-earth, intelligent, and streetwise.

As a student, he joined a non-violent movement to improve the lot of Scandinavians in Rasalhague. When the government met their peaceful demands with violence, the young Haakon decided the only answer was to join the militant Scandinavian People's Army.

His first assignment for the SPA was almost his last, for Haakon was captured and beaten, then sent to a Kurita prison on Alshain for several years. After his release, he returned to the SPA, bringing with him other former inmates. Magnusson served in both the SPA and the Tyr, rising in rank until he became the latter organization's notorious leader, the Silver Fox of Alshain.

When approached by ComStar and Combine representatives with the plan for creation of the Free Rasalhague Republic, Magnusson feared it was a trap. The chance to be head of the new government was too tempting, however, and he overcame his doubts.

Since declaring himself Prince of the Republic in 3034, he has turned his street savvy to good political use, knowing how to grease the political wheels with both promises and his aura of power.

ANASTASIUS FOCHT



Title/Rank: Precentor Martial of ComStar Forces
Birthplace: Probably somewhere in the Lyran Commonwealth
Age: In his 70s

The Precentor of the ComStar military is a tall man of strong build who wears his white hair long. He wears a patch over his right eye and a scar shows above the patch.

Very little is known about Anastasius Focht. One rumor says that he was a member of a Buddhist or Catholic monastic order somewhere in the Draconis Combine before entering ComStar. Other rumors say he was born in the Lyran Commonwealth, a strong possibility because of the hint of Steiner German in his voice. Some of his handling of troops may also indicate training with the Lyran Commonwealth Armed Forces.

Precentor Focht is a pleasant man, if somewhat distant. At social gatherings, he usually spends his time with other professional soldiers, discussing recent major battles and their implications rather than playing at protocol or false courtesy. He brushes aside all questions about his past, saying it was of no consequence and "spent foolishly pursuing things for which I had no talent."



MAJOR PERSONALITIES OF 3050

EMMA CENTRELLA



Title/Rank: Magestrix

Position: Royal Defender of the Magistracy of Canopus

Birthplace: Diana Palace, Luxen

Age: 42

The leader of the Magistracy of Canopus is a small woman with a dusky complexion, steel-gray eyes, and long, curly, dark hair. Fencing and a special exercise program that she developed herself keep the Magestrix in form.

Centrella is as honest as she is assertive. Though such honesty does not always sit well with political realities, it is the basis of her great popularity.

In 3041, the Magestrix married Nicholas Ramillie, son of Newton Ramille, commander of Ramillie's Raiders. They have six children: Sandra, Joseph, Mitchell, Newton, Alberta, and Carol. The marriage may be fruitful, but it is not a happy one. Frequent separations have strained the relationship to the point that Nicholas spends most of his time with his father's mercenaries.

TSEN SHANG



Title/Rank: Prefect of the Capellan Commonality

Position: Director of the Maskirovka, Consort to the Chancellor

Birthplace: Cho Dalos, Yangtze

Age: 58

Lord Tsen Shang's hair has gone almost pure white, he walks with a cane because of a broken hip that failed to heal properly, and his face is lined from an almost perpetual look of resigned misery from each new horror the Chancellor unleashes.

Shang has spent the last 20 years as the second most important person in the Capellan Confederation and also the primary object of the Chancellor's love and anger. When away from the Chancellor, he appears to be an amiable, though very strict, man who rules the Maskirovka with a steady hand. When forced to deal with Chancellor Romano during one of her fits of paranoia, Lord Shang seems willing to carry out any order to escape her anger himself.

Shang is deeply concerned with what is happening in the Confederation, especially the growing influence of the Thuggee cult. He also seems troubled about the little contact Romano allows him with their children.



MAJOR PERSONALITIES OF 3050

CONSTANCE KURITA



Title/Rank: Keeper of the House Honor
Position: Abbess of the Order of Five Pillars
Birthplace: Imperial City, Luthien
Age: 60

In 3028, Constance Kurita, Keeper of the House Honor and ceremonial leader of the Order of the Five Pillars, deposed the Abbot of that order on the ground that he was guilty of treason. Though few O5P members believed the charge, Constance had gathered enough support within the Order to prepare the way for a change. It was the first time in many decades that a single individual was both the Keeper of the House Honor and head of the Order of the Five Pillars.

Once her position was secure, Constance strengthened the O5P by setting in motion an internal investigation designed to streamline the order and to ferret out any ISF infiltrators. This purge might have put her at odds with the Director of the ISF, and their relationship has become even more adversarial with the wars, the Coordinator's illness, and the rise of Theodore Kurita, with whom Constance has a close relationship.

During the Ronin Wars, Constance's father Marcus died fighting against Theodore's troops. Though she grieved for him, Constance's loyalty to the Combine was stronger even than the filial bond.

RYAN STEINER



Title/Rank: Duke of Porrima
Position: Assistant Chief Administrator, Lyran Commonwealth Civil Service
Birthplace: Steiner Estates, Porrima
Age: 45

Within the vast holdings of the Federated Commonwealth, the biggest hotbed for separatist sentiment has been, and remains, the Isle of Skye. Following in the footsteps of the late Alessandro Steiner and Aldo Lestrade, Duke Ryan Steiner has now assumed the role as chief antagonist to the ruling government.

Once an ace fighter pilot in the LCAF, he must have found the lure of power even more attractive, for he exchanged his commission for a post in the Steiner government in 3027. It was under the tutelage of Alessandro, who harbored great animosity after being deposed as Archon by Katrina Steiner, that Ryan became a skilled leader able to bring together the many separatist factions in Skye.

Ryan is a quietly shrewd tactician who uses his genius for negotiations as his best tool in getting what he wants most—power. During the Skye Crisis of 3034, when separatists staged riots and strikes that led to violent clashes with Davion troops, Ryan came in to mediate. He not only ended the clashes, but he also gained a stronger voice as head of the separatist movement.

Tall and blond as befits his Steiner heritage, Ryan enjoys his pose as a loyal Lyran patriot, while at the same time building a network of supporters in opposition to the ruling government of the Federated Commonwealth.

In 3034, he married Morasha Kelswa, the Duke of Tamar's daughter and heir, in what many called a strategic move to give himself claim to the Tamar Pact.



MAJOR PERSONALITIES OF 3050

MORGAN HASEK-DAVION

RYAN STEINER



Title/Rank: Duke of New Syrtis, Marshal of the Armies

Position: Minister of the Capellan March, Champion of the AFFC

Birthplace: Saso, New Syrtis

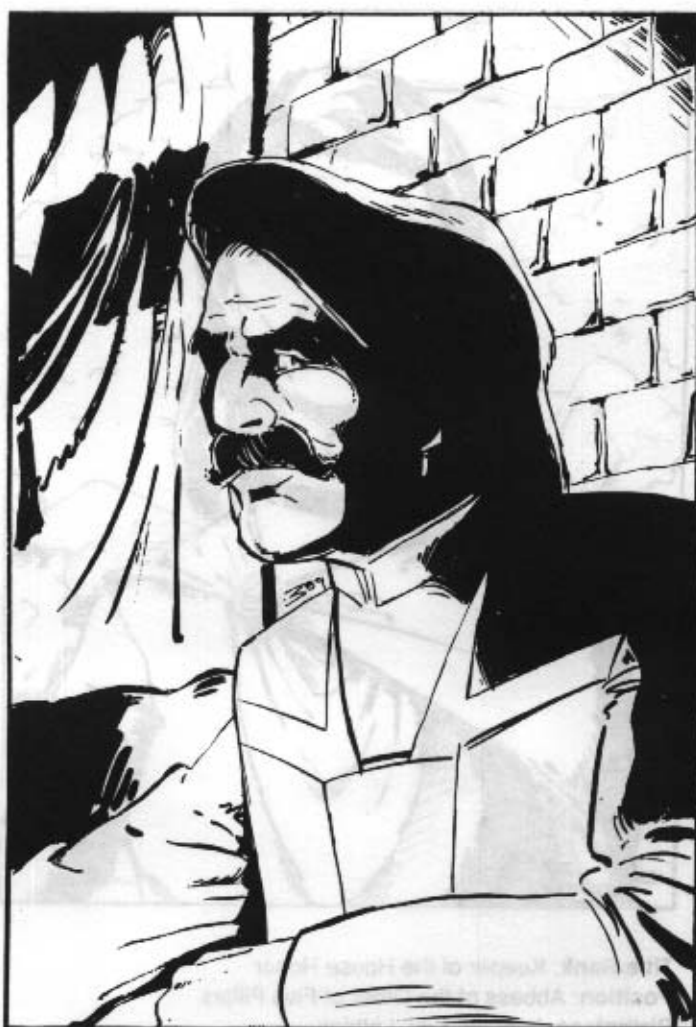
Age: 45

Duke Morgan Hasek-Davion is a natural leader who wins the confidence of his troops through actions rather than words. He is slow to anger, but becomes a fearsome opponent if provoked. A close relationship with both the Prince and the Archon, and the role of Marshal of the Armies, which takes him far and wide inspecting troops of the Federated Commonwealth, place him in the perfect position for overseeing the unification of the armies of the Lyrans Commonwealth and the Federated Suns.

The tall, red-headed warrior is married to Kym Sorenson, by whom he has three children.

LI WEAVER

CONSTANCE KURITA



Title/Rank: Speaker of Parliament, Free Worlds League

Position: MP from Bowang

Birthplace: Bowang

Age: 54

In consort with Captain-General Thomas Marik's largely successful efforts at reform and unification, Speaker Weaver has worked vigorously within the Free Worlds Parliament to curb the fractiousness that has long hindered the effectiveness of the Free Worlds League.

On the floor, he is an artful and captivating orator whose steady, reassuring tone rises in measured pitch at just the right moment to get his point across. Behind the scenes, he strikes a fine balance between friendly cooperation and subtle threats in order to pull together three or four major MP factions on a single issue. In this way, he skillfully works to present the image of a unified front to the rest of the body, thus putting the power of "bandwagon politics" to his use.

Li rose through the ranks of power by bartering favors with other members to win their support—an age-old political tool he still uses in his ardent support of Thomas Marik.



MAJOR PERSONALITIES OF 3050

TOR MIRABORG



Title/Rank: Varldherre of Gunzburg, General
Position: Military Commander of Radstadt Province
Birthplace: Gunzburg
Age: 56

As the right-hand man of Prince Haakon Magnusson, Varldherre Miraborg was a bastion of strength and stability during the formative years of the Free Rasalhague Republic. Severely wounded in the fighting of the Ronin Wars, Miraborg nonetheless came forward to provide leadership in the chaotic times following the withdrawal of Kurita forces. His ability to mobilize support for Prince Magnusson was crucial to the survival of the Free Rasalhague Republic and remains a testament to the political savvy of the Valdherre of Gunzburg. Prince Magnusson was so appreciative that he promoted General Miraborg to Commander of Radstadt Province.

The deep scar along the left side of Miraborg's face became a fierce symbol of his personal sacrifice in the name of Rasalhague nationalism. Many warriors have since taken to maiming themselves in a similar fashion as a show of their own dedication. Thus has the "Miraborg scar" become a medal worthy of great admiration.

Permanently confined to a wheelchair, the "Iron Jarl" is fueled by a deep bitterness and hatred toward all mercenaries. Right or wrong, he places much of the blame for his condition on the many mercenary units that did the minimum required to fight Draconis Combine forces in the Ronin Wars.

CANDACE LIAO



Title/Rank: Duchess of St. Ives
Position: Prime Minister of the St. Ives Compact
Birthplace: Cella City, Genoa
Age: 62

Happiness seems to have followed Duchess Candace when she left the Capellan Confederation to join Justin Xiang Allard of House Davion. Driven away by her sister Romano's hatred as much as she was drawn by love for Justin made Candace seek a new home among the former enemies of her native land.

Though the task of ruling the St. Ives Compact was difficult at first, Candace learned well from both Archon Melissa Steiner Davion and Prince Hanse Davion and gradually gained firm control over her realm.

Candace and Justin are married and have four children, the oldest of whom, Kai Allard-Liao, is a cadet at the New Avalon Military Academy.



MAJOR PERSONALITIES OF 3050

SUBHASH INDRAHAR



Title: The Dragon's Senses

Position: Director of the Draconis Combine Internal Security Force

Birthplace: Fujima, Kagoshima

Age: 82

For the past ten years, Indrahara has suffered from a debilitating muscle disease that has nearly robbed him of the ability to walk. He uses a motorized wheelchair to save his strength. Despite the weakening of his muscles, the Director of the ISF has lost none of his cunning. Outwardly, he still shows the pleasant, gregarious facade that earned him the nickname of "The Smiling One," while inwardly the mind of one of mankind's greatest schemers continues to look for hidden motives in the people around him and how best to exploit them.

During the Coordinator's long illness, Subhash cautiously distanced himself and the ISF from the Combine's ruler, even though the Coordinator had been his lifelong friend. He did this for the good of the ISF and the Combine, but it put a strain on his relationship with the Coordinator. His attempt to win the trust of both Takashi and Theodore, who distrusted one another, almost cost him his credibility. As it was, Theodore came to rely more heavily on the O5P than on the ISF.

To be crippled by disease and age must weigh heavily on a man like Subhash Indrahara. Once a master of the martial art of Kendo, he now walks only with braces and canes or moves about by strapping himself into a wheelchair.

Subhash has begun to consider who might be a worthy successor. Nakina Grandy, a high officer in the ISF, should have been a likely candidate, but his devotion to the Director was so great that he committed suicide when Subhash expressed displeasure over some task Grandy had failed to accomplish.

Grandy's death saddened the Director and prompted him to search for another successor. His search is complicated by the fact that the Combine currently has two sources of power, the Coordinator and the Warlord, both of whom must approve of Subhash's replacement, a highly unlikely occurrence.

TORMANA LIAO



Title/Rank: Mandrinn of Capella

Position: Leader of Liao Resistance

Birthplace: Sian

Age: 54

Candace and Romano's younger brother, Tormana, was a black sheep in his younger days. He was, in fact, a widely misjudged figure in his youth, and even well into adulthood, being frequently mistaken for both a coward and moneygrubber. He found, throughout his twenties and thirties, that he could never regain the good graces of his father once he had lost them, no matter what he did. Indeed, by Maximilian's traditionalist standards, Tormana did not try very hard. Among other gestures of independence, young Tormana defied his father by remaining secretly married to Hanya no Cha long after Maximilian had legally dissolved their marriage. That he was able to remain true to his convictions in the face of intense pressure from his father became a mark of Tormana's courage.

He began to take his military career seriously in his mid-20s, rising to the rank of Major by 3023. Tormana's heroic actions in defense of the Confederation during the Fourth Succession War might have been the stuff of legend if they had not led, paradoxically, to his defection. After the Eridani Light Horse destroyed two battalions of Tormana's unit, the First Ariana Fusiliers, on Algol, he led a guerrilla band made up of other survivors, many of whom, like himself, had been presumed killed in battle. His harassing tactics in the Hybard Mountains were relentless, making it that much more surprising that he would so quickly befriend Hanse Davion after the guerrillas' capture by Davion forces.

Since then, Tormana has lived as a guest of Prince Davion. He and Hanya have established homes on a variety of worlds, including New Avalon, Liao, Hanya's homeworld of Brazen Heart, and St. Ives, where his sister Candace remains planetary ruler at Prince Davion's pleasure.

Tormana, Hanya, and Candace are all appalled at Romano Liao's reign of terror in the Capellan Confederation, and they have set up a network of agents in the Confederation in an attempt to undermine her regime.

Tormana Liao is short, muscular, and wiry. Unlike most MechWarriors, he wears his thick hair long and shaggy, adding to the youthfulness of his appearance. His classic oriental features and dark complexion frame eyes that mirror both intelligence and curiosity.



MAJOR PERSONALITIES OF 3050

CHARLES SENECA



Title/Rank: Precentor of ROM
Birthplace: Vassonic, Laureles
Age: 52

Charles Seneca is a man of average height and build, with light brown hair and eyes. As a man who can lose himself even in the smallest groups, he is the perfect spy.

Born to a minor noble family in the Free Worlds League, Seneca grew up with a marked distaste for the military, unfortunate in a man whose family was renowned for producing MechWarriors and fighter pilots. Quarrels between Charles and his father about his future career became such a strain that the boy left home before completing his secondary education. When an official of SAFE, the League's intelligence agency, offered a compromise, father and son gratefully accepted.

Charles Seneca's activities as a member of SAFE are unknown, except that most of his assignments were in the Lyran Commonwealth and that the Marik government awarded him lands and money in 3023.

Charles Seneca entered ComStar in 3027, though we know nothing of either his motives or early career with the Order. In 3032, Primus Waterly appointed him ROM chief for the Lyran Commonwealth. In this capacity, he led the offensive against the Lyran Intelligence Corps's efforts to purge ROM agents. When the Federated Suns stepped up similar efforts, Waterly appointed Seneca head of a task force of upper-level ROM agents to respond to the threat. Most recently, he has been appointed Precentor of ROM, apparently because Primus Waterly wishes to infuse new ideas and methods into that important element of ComStar.

In public, Charles Seneca is quiet, unassuming, and unfailingly polite. He is also a skilled linguist, which helps him to put the people he meets at ease. His marital status is not known.

JUSTIN XIANG ALLARD



Title/Rank: Secretary of the Federated Commonwealth Ministry of Intelligence
Position: Davion/Steiner Secret Service Director
Birthplace: New Avalon
Age: Classified

Justin Allard, the Secretary of the Federated Commonwealth Ministry of Intelligence, will not ask his agents to do anything that he himself would not. Unfortunately for his operatives, Allard was once a deep agent in Maximilian Liao's inner circle on Sian, and so there are few assignments that he could not accomplish. A MechWarrior to the core, Allard has a prosthetic left hand replacing the one he lost in battle in his younger days. He is also his father's son, and inherited his post from his father, Quintus Allard, who resigned following the failure of Davion intelligence in the War of 3039. He is married to the Duchess of St. Ives, Candace Liao, with whom he has two daughters and two sons.

Justin is a man of striking looks, owing to his Eurasian ethnic makeup (his mother was a Liao noblewoman of pure Terran-Chinese extraction, while Quintus is one of the rare individuals of pure Terran-European background). His features are distinctly oriental though his skin is pale. His straight, black hair (worn longer now than in his MechWarrior days) is beginning to be streaked with gray, and he has little facial or body hair. He is of average height and keeps himself in excellent condition with a demanding regimen of diet, martial arts training, and isometrics.

One of Justin's pet projects is coordinating Candace's efforts to undermine her sister Romano's dictatorship in the Capellan Confederation with those of her brother Tormana. To this end, Justin has made an undetermined number of FCMI agents available to Tormana for integration with his own agents in the Confederation. The only real disagreement among the three is what type of undercover activity is most effective in the present situation, with Candace advocating sleeper "time-bomb" agents, Tormana favoring *agents provocateur*, and Justin placing operatives in various levels of government in order to affect policy, as he once did in Maximilian's court. All three are in place, and it will be interesting to see how their plans develop.



MAJOR PERSONALITIES OF 3050

SUSIE "ONE-EYE" MORGRAINE-RYAN



Title/Rank: Major

Position: Commander of Third Battalion, Ryan's Rebels

Birthplace: Gotterdammerung

Age: 32

It would be hard to find a more fitting birthplace for Susie Morgraine-Ryan than the icy hell that is the world of Gotterdammerung. The only legitimate child born of Redjack Ryan and Maria Morgraine, the vicious hellion takes closely after her parents' ways, much to the detriment of unwary inhabitants in and around the Periphery system of Morgraine's Valkyrate.

She is a tough young woman, fully confident of her ability to outdrink, outfight, and outsmart anyone she comes across. With the sturdy build of her mother and the lithe reflexes of her father, Susie is more than capable of backing up any hard words with appropriate action. Like ancient pirates of Terran legend, Susie wears a black patch over her left eye, the result of a shrapnel injury incurred in a BattleMech duel. This she wears as a true badge of honor.

Fellow pirates love to recall her many brazen exploits, such as the time she accepted the drunken challenge of a huge brawler from Butte Hold who bet her a bottle of hard spirits that she could not beat him in the time-honored contest of arm wrestling. Her only answer was a crooked smile. Five minutes later, the brawler was clutching his elbow in pain. Susie, on the other hand, triumphantly swished the liquor in her mouth before squirting out a thin stream that hit the man right in the face. The gathered crowd roared approval.

Along with this tough exterior, she also shares her parents' deep-seated contempt for everything associated with the Successor States of the Inner Sphere. To her way of thinking, the constant infighting and petty squabbling within the Inner Sphere is nothing more than a mask for their own cowardice.

MISHA AUBURN



Title/Rank: Countess of Tikonov

Position: Court Historian

Birthplace: Tharkad

Age: 41

The eldest of Thelos Auburn's eight daughters, Misha is the only one with any interest in history or politics. Her father's position at the Lyran court gave her the unique advantage of growing up as Melissa Steiner's best friend. Unfortunately, the training Thelos gave her in the discipline of historical research, while qualifying her to succeed him as Court Historian to the Steiner family, has not balanced her affection for her friend. Where her father maintained his factual objectivity despite political loyalty to his patrons, Misha's career has been essentially that of an apologist and propagandist for Hanse and Melissa. Her books, *The Triumph of Right*, *Twenty Years of Progress*, *Freedom's Bloody Price*, and her eight-volume epic, *The Inevitability of Enlightenment*, are filled with glittering generalities, half-truths, speculations, and pointless personal anecdotes, all designed to convince the reader of the saintliness of Federated Commonwealth leaders.

Misha is, nevertheless, an entirely likeable person. Her manners are gracious, her good will apparent, and her loyalty to friends unquestionable. Now in her early 40s, her youthful charm is blossoming into the mature beauty of middle age. She is tall and becoming matronly, and her long black hair, dark, limpid eyes, and strikingly smooth skin enhance her imposing presence. Following her marriage to Andrew Redburn in 3030, she gave birth to four children, all of whom have been granted patents of nobility, and none of whom has evidenced any special talent for history.



MAJOR PERSONALITIES OF 3050

OTHER NOTABLE PERSONALITIES

Sun Tzu Liao, son of Chancellor Romano and Tsen Shang, is a tall, slim young man with black hair and jade-green eyes. His physical training has included a thorough education in most of the combat disciplines, giving him a lithe and powerful physique.

Sun Tzu is a well-educated man, privately tutored by the best professors in the Confederation and touted as a political and military genius by his adoring mother. That remains to be seen, yet this quiet, astute man seems to have inherited none of his mother's many flaws. He is even-tempered and capable of showing compassion. What this level-headed young man thinks of his popularity among the common people or his mother's chaotic and violent rule is not known.

General Cassandra "Sassy Cassie" Blake, who was a Marik AeroSpace ace at the age of 21, heads the AeroSpace arm of the Free Worlds League military. She is also unofficial advisor to Captain-General Thomas Marik on military affairs even outside her area of expertise. She was the only member of the League Central Coordination and Command to support the Captain-General's proposal to allow ComStar garrisons on Marik worlds and an exchange of military liaison between the Free Worlds League and ComStar. The youngest member of the Central Command, Blake is still considered something of a rebel and an upstart by the other Generals.

Överste Knute Kurita is an anomaly in the Inner Sphere. A distant relative to the ruling family of the Draconis Combine, he serves in the military of a rival realm, the Free Rasalhague Republic. The son of Mies Kurita, Knute grew up in the Rasalhague Military District, as had every member of his family for generations. When Rasalhague declared its independence in 3034, Knute's loyalties were divided between his master in Luthien and his upbringing, friends, and family in Rasalhague. There was little hesitation as Knute joined the fight against the ronin units of the Draconis Combine and then joined the KungsArmé. Knute was promoted to the rank of Överste in 3046, and he commands the First Freemen, based on Last Frontier.

Kristen Marik, Paul's sister and Thomas's half-sister, has achieved her dream of forming her own mercenary unit, Kristen's Krushers. The regiment is based on Claybrooke, in service to the Free Worlds League. It has not always been so, however. After their first tour of duty with House Marik, the Krushers hired on with ComStar, first as an HPG station garrison on several worlds in the Federated Suns and then as pirate chasers based on the fringes of the Lyran Commonwealth. Though Kristen is on good terms with her half-brother and her loyalties to the Free World League are strong, she is considering employment elsewhere when her contract expires because of her ambition to make the Krushers known and respected throughout the Inner Sphere.





MAJOR PERSONALITIES OF 3050

Duchess Margaret Doons, the most influential and powerful business leader in the Federated Commonwealth, has directed Nashan Diversified for almost 30 years, a period when the giant conglomerate almost doubled in size. Through acquisitions and inside deals with the Steiner and Davion governments, Duchess Doons added four new divisions—Nashan Communications, Nashan Underwriters, Nashan Entertainment, and Nashan Mining. The Duchess is one of the most feared and respected leaders in the combined realm. Lesser tycoons curry her favor, but then are shy to negotiate contracts for fear of getting cheated. She is personable and easygoing at social gatherings, but her reputation of power and her experience as a MechWarrior often make others afraid to approach her.

Precentor V-sigma David Polonia, overseer of ComStar Press and director of information services, has long been the member of his Order most visible to the public. In his long career for ComStar Press, his name often appeared in print. When ComStar began its campaign of good deeds with the Com Guards, it was always Precentor Polonia who announced their achievements with pride on the news holos.

Sir Charles Smith, longtime member of the Free Worlds Parliament from Amity, has become a political gadfly who has embarrassed House Marik on numerous occasions. Sir Charles led a sizable peace movement in the early 3030s, years after his world of Amity had concluded its own peace treaty with the Lyran world of Rahne and after the publication of his successful book *The Amity Initiative*. The rise of Thomas Marik and changing attitudes throughout the Inner Sphere have reduced support for Smith's unorthodox views, but he retains his power base in Amity and his seat in Parliament. His speeches about peace and co-existence have become a laughingstock in Parliament, however.

Egan Telosa, childhood friend of Melissa Steiner and Misha Auburn, has become chief visionary of the One Star Faith. Though he had never shown much interest in religion, Telosa awoke one morning in 3032 with an inner fire. He booked passage to the world of Halfway, then the base for the cult, which posits the existence of a paradise star surrounded by General Aleksandr Kerensky's ships. He told the High Elders of his dream, that the star of Ellissa, in the far Periphery Elysian Fields, was surrounded by the blue lights of General Kerensky's ships. The group contacted General Hendrik Grimm IV, leader of the Oberon Confederation, which holds the Elysian Fields as a protectorate. The General scoffed at his vision but gave the group permission to emigrate to Ellissa at the cost of 100 million C-bills. Stunned at the price, the One Star Faith nevertheless began amassing funds for the pilgrimage. It took the group twelve years to collect the money so that Telosa could lead the group toward Oberon. Then the Inner Sphere lost contact with General Grimm, perhaps because of internal dissent in the Confederation. Whatever the political situation in Oberon, the One Star Faith members anxiously sit on Pasig, waiting for word that it is safe to proceed.





MAJOR PERSONALITIES OF 3050

Thomas Bradford, Duke of Coventry, has assumed his late father's role as unofficial spokesman for primitive Lyran worlds near the Periphery. He has pointed to the enormous resources there as reason enough to justify assigning a high priority to increased modernization, colonization, and industrialization. Perhaps because Duke Bradford's extensive land holdings on those worlds stain his credibility and perhaps because the unification of the Lyran Commonwealth and the Federated Suns has placed every other concern in the back seat, his arguments have been given short shrift in Tharkad and no audience at all in New Avalon. Duke Bradford, a notorious ladies' man, has recently turned an eye toward Jacqueline Brewer, the beautiful CEO of Defiance Industries. Though it appears to be simple romantic involvement, cynics among the Lyran nobility believe the handsome Duke may be trying to persuade Duchess Brewer to build a 'Mech factory on his land.

Katherine McCorkendale, universally known as the "Shrew of Federated Boeing," is an elegant woman whose wrinkle-free face belies her 57 years. She is efficient and effective. She is also ruthless, abrupt, and cold. Federated Boeing has achieved its largest profits ever during her tenure, but it would be difficult to find someone who would call her a friend. She treats Federated Boeing's top officials like her personal servants, and they live in terror of her quick anger. She rarely shows her anger, but many an official has received a curt pink slip for a minor error.

Countess Selah Bey, adopted daughter of the Count and Countess of Van Vaal, has become an important supporter of Thomas Marik. She combined her popularity, her surrogate nobility, and her nascent film career to become chief unofficial promoter for the Captain-General. She has appeared on every talk show and criss-crossed the Free Worlds League making promotional appearances, never failing to praise the Marik. She has no official position and only passing acquaintance with Thomas Marik, but her contracts have increased tenfold since she has taken her winning smile and hourglass figure on the road for the Captain-General.

Captain Corinne Marik, 26, is the daughter of Paul Marik and second in line for the Captain-Generalcy behind Joshua because of Paul's past and continued refusal to assume the position. Graduated five years ago from the Allison MechWarrior Institute, Corinne commands a company in the Second Legionnaires, based on Sadurni. Almost the opposite personality of her shy and unassuming father, Captain Marik wins over her comrades with a winning smile and relaxed attitude that allow her to exercise authority beyond her position and become involved in matters that should not concern a mere company commander.







YEAR UPDATE

The year is 3050.

The Fourth Succession War has been over for 20 years. ● The Rasalhague Military District broke with the Draconis Combine, forming the Free Rasalhague Republic. ● Houses Steiner and Davion gradually merge to form the Federated Commonwealth. ● In an unexpected show of strength, the Combine military, under Theodore Kurita, stops the Federated Commonwealth invasion of 3039 cold. ● ComStar unveils a huge 'Mech army to garrison its thousands of installations throughout the Inner Sphere. ● Romano Liao fends off a Canopus-Andurien invasion and rebuilds the Capellan Confederation from the ashes left by her demented father.



Don't think of your character as twenty years older...think of his son as being ready for battle.

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ISBN: 1-5: **The Dragon Princess**