

BATTLETECH

★ FIELD MANUAL ★

DRACONIS

COMBINE



FASA
CORPORATION



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THE HONOR OF THE REGIMENT

The recall order blasted out over all combat frequencies, interrupting the orders being passed along the battle channels and leaving silence in its wake. *Chu-i* Rhesu Tanaga's knuckles whitened as he tightened his grip on the control sticks of his *Shadow Hawk*. *Too soon*, he thought, as he launched a PPC bolt that stitched up the side of a Smoke Jaguar *Vulture*. Heat from the discharge washed over him, but he shook with a sudden chill. *We have failed—which means I have failed.*

The next message considerably lightened his spirits. "Don't worry, Ryuken. We have him. The *tai-sa* expresses his appreciation for your efforts."

Tanaga exhaled sharply in delight. Almost as soon as the Ryuken-go had engaged the Jaguar raiders, one of the Clan 'Mechs had crippled the BattleMech of the Kurita regiment's commander, *Tai-sa* Otomassa. Within seconds, the Jaguars had taken the *tai-sa* prisoner. And as all the regiment members knew, any MechWarrior captured by the Clans faced a long period of servitude—a fate that the *tai-sa* did not deserve. Immediately, the warriors of the Ryuken-go sprang into action. *Chu-sa* Stephen Lee, the Ryuken-go's executive officer, led the Second Battalion in a charge against the Jaguar flank. As the Jaguars turned to meet the Second Battalion's 'Mechs, several lances of the regiment's light hovercraft sped through the opposing lines. The hovercraft, which looked small and vulnerable as they passed between the gigantic opposing 'Mechs, were the regiment's only chance to rescue its commander. And the tactic had worked; the *tai-sa* was back! Otomassa's honor—and the honor of the regiment—were intact once more.

Tanaga pivoted his *Shadow Hawk*, temporarily removing it from the enemy *Vulture's* line of sight. It was almost certain—expected, even—that *Chu-sa* Lee would be demoted for his actions today. His hastily improvised rescue plan had risked the entire regiment for one man. It did not matter that the entire regiment supported his decision, or that the gamble had succeeded. *Chu-sa* Lee knew the consequences of his decision, but chose to sacrifice his own honor to save that of his commander. Just as Tanaga would gladly sacrifice his own honor if doing so would help *Chu-sa* Lee.

The *Shadow Hawk* shook violently as several LRMs slammed into its side. Tanaga fought the controls to keep his *Hawk* upright, then swiveled the BattleMech's torso toward the *Vulture*. As his crosshairs floated over the birdlike machine's squat torso, he cut loose with the *Shadow Hawk's* PPC. A fraction of a second after the PPC hit home, three smaller lines of light struck the *Vulture*, followed by a barrage of SRMs. Tanaga instantly recognized the weapon distribution of Jason Minodoro's

Whitworth and allowed himself a small smile. The *Vulture* toppled as pieces of its fusion engine spilled out of a large hole in its torso. That left two *Blackhawks*. If Tanaga's lance could hold off the OmniMechs, the 'Mechs of the First Company could continue to concentrate on protecting the Second Battalion as it withdrew from its exposed position. Even as he considered the situation, concentrated fire from the other three 'Mechs in his lance dropped one of the *Blackhawks*. The second *Blackhawk* began to back up so that it could snipe at the Kurita 'Mechs from beyond their weapons' range. Tanaga opened his lance comm channel. "Let it go," he ordered. Tanaga wanted the kill as much as the other MechWarriors of his lance did, but recall had been sounded.

Suddenly the *Blackhawk* launched itself forward, its arm-mounted PPCs stabbing out with beams of azure light. One struck the left arm of Tanaga's *Shadow Hawk*, creating a molten stream where armor had once been. His lips set in a grim smile, the *chu-i* pivoted his 'Mech toward the Omni. Then a second Star of OmniMechs emerged from the trees behind the *Blackhawk*—five more Jaguars, all heavy machines.

Tanaga keyed open the First Company's comm channel. "*Tai-i*, we have a full Star of heavies coming up from the south. Contact in thirty seconds." His battered lance could not hope to defeat the newly arrived Jaguars, but with the *Blackhawk* pressing the attack Tanaga could not disengage without losing at least one of his lance's BattleMechs. And if those Omnis caught the First Company unprotected, the Ryuken-go's entire Second Battalion—along with *Tai-sa* Otomassa—would be vulnerable.

"With the *Tai-i's* permission?" Tanaga asked, reciting a request as old as the ancient code of bushido.

"You honor the Ryuken," the *chu-i's* commander replied.

Tanaga switched over to his lance frequency. "Support lance, fall back at once," he barked out. "Regroup with First Company."

The *chu-i* did not wait for a reply from his MechWarriors. Instead, he calmly targeted the *Blackhawk* and triggered a salvo of LRMs. The missiles struck the OmniMech as it began to jump, and severed the 'Mech's right leg at the hip. Then Tanaga turned his *Shadow Hawk* toward the approaching Star. He raised his *Shadow Hawk's* arms and smiled as the Star slowed and one of the OmniMechs raised its arms to accept his challenge. An inner glow spread through him, lending him clarity of thought and purpose. *There are many ways to die*, his father had always taught him, *but few ways to die well.*



INTRODUCTION

War is a matter of vital importance to the State; the province of life or death; the road to survival or ruin.

—Sun Tzu, The Art of War



Coordinator Theodore Kurita commissioned this **Field Manual** on 15 September 3058. At that time, he expressed his desire for a thorough, objective survey of the Draconis Combine Mustered Soldiery. As the single largest component of the Draconis Combine's armed forces, the DCMS is vital to the continued security and prosperity of the Draconis Combine and all its citizens. And as the threat of renewed Clan hostilities looms larger each day, the ability of the DCMS to wage effective war becomes even more important.

The Coordinator therefore directed that the **Field Manual** should serve two purposes. First, it should provide an objective account of the DCMS's state of readiness—including honest evaluations of the degree to which the Coordinator's own reforms have been accepted among DCMS units, and the effects of those reforms. Second, the document should explain the important role the DCMS plays in Combine society, emphasize the philosophical precepts that guide the DCMS, and describe DCMS organization. To meet these objectives, the **Field Manual** is divided into the following sections: **Pillar of Steel**, **Arm of the Dragon**, **Sowing the Dragon's Teeth**, and **DCMS Rosters**.

Pillar of Steel illustrates the central role of the DCMS in Combine society and the importance of bushido, the philosophical code that guides and motivates DCMS troops. The section also includes an explanation of the DCMS chain of command, descriptions of the types of regiments that make up the DCMS, and a brief historical survey describing the battles and events that have shaped the modern DCMS.

Arm of the Dragon describes current DCMS BattleMech, aerospace, armor, and infantry assets and common unit organization schemes. The section also provides information on standard DCMS rank structure, uniforms, medals and decorations.

Sowing the Dragon's Teeth surveys all of the Combine's military academies and universities, including the training courses and curricula those institutions offer, and also describes the Combine's proving grounds. Finally, **DCMS Rosters** presents the history, command structure, available forces, commonly used tactics and composition of every current DCMS regiment, as well as every regiment's size, quality and loyalty ratings.

In conclusion, I can only hope that my staff and I have satisfactorily fulfilled the Coordinator's request to produce a document that will enable all DCMS commanders to better understand the current state of the DCMS—and thereby better serve the Draconis Combine. I thank my staff for any success we have achieved, and I alone accept personal responsibility for any failure.

—Tai-sho Osvaldo Sakamoto



PILLAR OF STEEL

Five symbolic pillars support the society of the Draconis Combine: the Pillar of Gold, which represents the ruling Kurita dynasty and its governing apparatus; the Pillar of Jade, which signifies economic productivity and the flow of wealth and commerce; the Pillar of Teak, which signifies the Combine's culture and art; the Pillar of Ivory, which represents the Combine's faith, philosophy, and codes of conduct; and the Pillar of Steel, which represents the Combine military.

The Pillar of Steel is the largest and most powerful organization in the Draconis Combine, the undisputed central pillar on which the Combine rests. The DCMS provides the backbone of the Kurita government as well as defending our nation. In effect, to control the military is to direct the Combine's path.

The DCMS's central role largely stems from the Combine's devotion to the philosophies and culture of ancient Japan. Our dedication to these principles has made us a people who value honor, duty and loyalty in all aspects of our lives—lives that we dedicate to the Draconis Combine. No citizen can serve the Combine more fully than as a warrior of the DCMS, the greatest instrument of Combine policy.

THE SAMURAI'S CODE

Bushido, literally *the way of the warrior*, lies at the heart of all Combine philosophies. No segment of Combine society has embraced the ideals embodied in bushido more fully than the DCMS. Though certain developments of modern times have tempered this ancient code of conduct, devotion to bushido has kept the Dragon strong through more than three hundred years of Succession Wars and the Clan invasion.

Traditionally, the precepts of bushido were passed down verbally from generation to generation. Over the centuries, descriptions of the code and examples of its practice have graced the printed page, but virtually no author has ever succeeded in producing an accurate and complete definition of bushido. The following passage, excerpted from General Kato Kiyomasa's sixteenth-century samurai training manual, illustrates this phenomenon.

The routine of service must be strictly observed. From 6 a.m. military exercises shall be practiced. Archery, gunnery, and horsemanship must not be neglected. If any man shows exceptional proficiency, he shall receive extra pay.

Those who desire recreation may engage in hawking, deer hunting or wrestling.

With regard to dress, garments of cotton or pongee shall be worn. Any man incurring debts owing to extravagance of costume or living shall be

considered a lawbreaker. If, however, being zealous in the practice of military arts suitable to his rank, he desires to hire instructors, an allowance may be granted to him for that purpose.

The staple of diet shall be unhulled rice. At social entertainments one guest to one host is the proper limit. Only when men are assembled for military exercises shall many dine together.

It is the duty of every samurai to acquaint himself with the principles of his craft. Extravagant displays of adornment are forbidden in battle.

Dancing or organizing dances is unlawful; it is likely to betray sword-carrying men into acts of violence. Whatever a man does should be done with his heart. Therefore, military amusements alone are suitable for the soldier. The penalty for violating this provision is death by suicide.

Learning shall be encouraged. Military books must be read. The spirit of loyalty and filial piety must be inculcated before all things. Samurai are not to engage in poem-composing pastimes. To be addicted to such amusements is to resemble a woman. A man born a samurai should live and die sword in hand. Unless he is thus trained in time of peace, he will be useless in the hour of stress. To be brave and warlike must be his invariable condition.

Whosoever finds these rules too severe shall be relieved from service. Should investigation show that anyone is so unfortunate as to lack manly qualities, he shall be singled out and dismissed forthwith. The imperative character of these instructions must not be doubted.

These regulations are far from complete and seem to dwell on unimportant details of dress and deportment. However, the passage conveys the general precepts of samurai conduct—frugality, fealty and a single-minded devotion to martial pursuits. Within the broad outlines of these general precepts, individual warriors may freely interpret the dictates of bushido. For example, many samurai engage in the time-honored tradition of writing *haiku*, despite Kiyomasa's prohibition of "poem-composing pastimes." Apparently, these samurai believe the practice of artistic pursuits is acceptable, as long as warfare remains foremost in the warrior's mind.

Those who desire a clearer definition of the core of bushido are perhaps best referred to the words of Daidoji Yuzan, a sixteenth-century military expert and writer: "One who is a samurai must, before all things, keep constantly in mind by day and by night ... the fact that he has to die."



BUSHIDO AND THE COMBINE

Devotion to the code of bushido served Shiro Kurita, the founder of the Draconis Combine and the First Coordinator, particularly well. Indeed, most historians agree that Shiro Kurita developed remarkable self-discipline and clarity by practicing the principles of bushido—traits that proved vital during his conquests of New Samarkand, Galedon and the other worlds that formed the fledgling Combine. Centuries would pass before the Combine was blessed with another leader as skilled as the First Coordinator. During those years of ineffectual and at times dangerously erratic leadership, the DCMS's devotion to bushido, tradition and the Draconis Combine itself acted as beacons, guiding its members through those dark times and enabling them to remain effective defenders of the realm.

Given those circumstances, the renewed interest in bushido and other ancient Japanese traditions that spread across the Combine during the second half of the twenty-seventh century seems inevitable in retrospect. The officers and soldiers of the DCMS enthusiastically embraced this interest in "the old ways," especially those who recognized that bushido provided a convenient philosophical justification for their claims of elite status.

As a result, the armies of the Inner Sphere's other Great Houses learned to dread the warriors of the DCMS. Every DCMS opponent soon learned that his enemy would neither request nor grant quarter. Every opponent learned that a DCMS warrior would continue to fight even when all hope was lost, and would not hesitate to sacrifice his 'Mech and his life for the Combine.

But the DCMS was not the only segment of Combine society to embrace bushido. Politicians, chief among them Urizen Kurita II, saw an opportunity to gain greater control over the Combine by popularizing the ancient code of the samurai. These leaders realized that bushido has traditionally been intimately associated with Shinto, the aboriginal religion of ancient Japan that stressed the veneration of nature spirits and ancestors. Under ancient Shinto doctrine, the Japanese emperor was venerated as a descendant of the sun goddess, and Urizen and others hoped to exploit the popularization of these ancient beliefs to instill even greater loyalty and obedience among Combine citizens. Thus, the Coordinator and like-minded leaders worked diligently behind the scenes to establish the philosophy as a Combine institution—a goal they ultimately achieved.

The spreading influence of bushido enabled Combine leaders to consolidate greater control over the nation and direct it along the course they wished. Bushido was not fully accepted at all levels of Combine society until the next generation of warriors came of age, however. These warriors, the prodigies of the ruling caste, were raised in the warrior traditions as befitting the Combine's new culture, and completely accepted the old ways. In turn, these warriors passed on the traditions to their own children, firmly establishing the Japanese culture that continues to flourish in the Draconis Combine today.

THE NEW BUSHIDO

Undoubtedly, devotion to the code of bushido has provided DCMS troops with clarity of purpose, wisdom and the tenacious ferocity renowned throughout the Inner Sphere. At certain times, however, devotion to these precepts has clouded the judgment of our troops, military leaders—even our Coordinators—and has thereby hindered the Draconis Combine. Far too often, warriors driven by ancient concepts of duty and honor sacrificed their lives in losing battles, reducing the DCMS's supply of experienced fighters. At other times, the willingness of DCMS troops to blindly follow the orders of their leaders—no matter how ill-conceived or unreasoning those orders—has produced counterproductive and even disastrous results. Exactly that kind of disaster happened on 9 September 2796, when Coordinator Jinjiro Kurita ordered DCMS troops to slaughter the entire civilian population of Kentares IV. Though the troops carried out the order, many later took their own lives, unable to live with the inhumane acts they had committed in the name of duty. And while the massacre spread fear of the Combine throughout the Inner Sphere, the incident also earned the Combine a reputation as a bloodthirsty, barbaric state—a reputation that still haunts our nation today. But perhaps most damaging, strict adherence to bushido created a close-minded resistance to change among many DCMS troops and officers. As a result, the DCMS repeatedly failed to incorporate innovations or effectively adapt to new battlefield developments.

Undoubtedly, many warriors throughout the Combine's history recognized this weakness, but the strict adherence to tradition among DCMS troops and officers prohibited any discussion of reform. In retrospect, it is clear that only one individual in the Combine commanded enough respect to implement reforms—the Coordinator himself. Unfortunately, no Coordinator showed the willingness or inclination to do so until Theodore Kurita assumed the throne.

Theodore Kurita had begun to advocate reforms in the DCMS shortly after his father, Takashi Kurita, appointed him *Gunji-no-Kanrei*. However, Theodore's new ideas did not receive any meaningful degree of acceptance until he had assumed the throne and could lend the authority of the Coordinator's office to his directives. Even after Theodore Kurita became the supreme ruler of the Combine, he realized that his ideas would never find acceptance if his soldiers believed that those ideas abandoned Combine traditions.

In response to this anticipated resistance, Theodore presented his reforms as reinterpretations and applications of bushido, meaning that a warrior's own devotion to the code of bushido would require him to accept the new ways. Using this approach, Theodore set about reforming the DCMS—an effort that continues today.

First, the Coordinator reinterpreted the precepts of bushido to mitigate his warriors' resistance to change and to encourage them to experiment with new strategies and tactics. To this end, he stressed service to the state above all else. A warrior can best serve the Combine, Theodore argues, by becoming the most



PILLAR OF STEEL

effective fighter he can—a goal that virtually requires a commander or warrior to be open to innovations. Furthermore, an effective warrior must cultivate tolerance for others—even less experienced warriors or those of inferior social station. By developing open-minded attitudes, Theodore contends, commanders are more likely to recognize brilliant ideas no matter who suggests them. Tolerance also demands that warriors of different DCMS military branches cooperate to maximize their potential worth to the Combine.

Perhaps more important, the Coordinator reinterpreted the concept of bushido with the intention of reducing the DCMS's high casualty rates. Once again, he laid the foundation for this effort by stressing service to the state above all. According to the Coordinator's argument, a warrior can best serve the Combine by learning from his failures and accepting his weaknesses. In this light, intentionally sacrificing one's life for an abstract principle such as personal honor brings shame to one's family. Better to persevere—even retreat if prudence demands it—and live to claim victory for the beloved Draconis Combine another day. To bolster this reform, Theodore sent out directives to all DCMS officers. Failure or retreat would no longer be considered an automatic disgrace punishable by transfer and demotion. To prevent any warrior from misinterpreting these reforms as a reduction in the DCMS's high standards, Theodore simultaneously ordered harsher penalties for troops guilty of premature or cowardly failures and retreats. In effect, his edicts sharpened the knife edge on which all DCMS warriors normally walk and placed additional responsibilities on upper-level officers.

In a related directive, Theodore ordered all DCMS commanders to display more flexibility in tactics. Specifically, he ordered them to begin replacing the traditional DCMS full-frontal attack with strategies and tactics designed to accomplish more limited goals when appropriate. Such tactics might not yield as much personal glory as the traditional attacks, but they increase the likelihood of eventual victory for the Combine. As a result of this directive, DCMS regiments are already beginning to master the art of extended warfare. Now regiments frequently drive at an enemy's flanks or patiently chip away an opposition's power base rather than relying on the predictable all-out attack. These new tactics, combined with DCMS commanders' traditional expertise at performing subtle feints and tricks, have proved a deadly combination.

DCMS CHAIN OF COMMAND

The DCMS acts under the direct command of the Coordinator, which makes it the supreme instrument of Combine policy. All DCMS officers and troops are pledged to serve the Draconis Combine as embodied by the person of the Coordinator. The DCMS's close relationship to the Coordinator provides it with enormous power; as a result, any abuse of power within the force is punished severely, even when it occurs among the DCMS's highest-ranking officers.

Traditionally, the Coordinator commands through the district warlords, who oversee DCMS operations in the Combine's military districts. Each district warlord, in turn, exercises authority over the military commanders of the prefectures that compose his assigned district.

THE COORDINATOR

The Coordinator of the Draconis Combine is considered the embodiment of the Combine itself. He enjoys tremendous respect, privilege and loyalty from his subjects. His will guides our mighty empire, and no one can serve the Dragon without serving the Coordinator.

The Coordinator is attended by the High Command, a small assembly of the Combine's five district warlords and advisors. This body helps the Coordinator manage the DCMS and the Combine. The High Command is directly responsible for the general coordination of DCMS forces and for bringing to the Coordinator's attention any important information pertaining to the Combine military or government. The High Command also implements the Coordinator's will by relaying his orders to military officers, prefecture authorities and planetary governments. Past Coordinators have often contented themselves with issuing general or even vague orders and trusting the district warlords to interpret their desires correctly. Coordinator Takashi Kurita, in particular, was fond of veiling his orders in haiku or subtle remarks. Any warlord acting under such vague orders risks censure for failing to properly interpret the Coordinator's wishes.

Though Theodore Kurita still employs this long-established routine, he has begun to take an increasingly active role in the direction of state and military affairs. Many of the "old school" warriors view the Coordinator's behavior as heavy-handed interference in their commands, but Theodore's new approach has effectively modernized the DCMS.

MILITARY DISTRICTS

The warlords of the Draconis Combine's five districts—Alshain, Benjamin, Dieron, Galedon and Pesht—command considerable power within the DCMS and district politics. Each warlord is a member of the DCMS High Command, and each has authority over the regular DCMS regiments stationed in his district. In most cases, he also may command irregular units operating within his district. The warlords answer directly to the Coordinator.

Though this arrangement has often enabled warlords to quickly implement the wishes of Coordinators, the position often seems to attract ruthless, power-hungry individuals. At some point such individuals typically grow more concerned with advancing their own fortunes than with the good of the Combine. To circumvent this phenomenon, Combine Coordinators have traditionally appointed warlords of differing attitudes and ambitions in order to pit the opposing desires of different warlords against one another. This strategy prevented any single warlord from consolidating enough influence or power to threaten the well-being of the Combine. As a result of this practice, meetings



of the High Command often descended into arguments over the relative strengths and importance of various districts—a condition that often hampered the ability of Coordinators to effectively lead the DCMS.

Theodore Kurita, however, has attempted to correct this weakness by cultivating and maintaining close working relationships with DCMS generals and other commanders, thereby reducing his dependency on the district warlords for information and providing himself an alternative chain of command through which to implement his wishes. This approach has yielded several important benefits. First, by reducing the Coordinator's dependency on the warlords, it has tempered their personal ambitions somewhat. Second, it has enabled Theodore to benefit from the skills and experience of competent advisors and generals who might otherwise be denied access to the Coordinator. Perhaps most important, the new approach has enabled Theodore to defuse tensions among the warlords and better unite his realm against the impending threat of renewed Clan aggression. Also, by weakening the district warlords, Theodore has increased his own power and freedom to act. Indeed, without this freedom it seems unlikely that the Coordinator could have accepted the truce with Hanse Davion, the Combine's long-standing enemy, or continued to normalize relations with the Federated Commonwealth and its current ruler, Victor Steiner-Davion.

Prefectures

Each military district is divided into several prefectures. In theory, a military commander and civilian noble jointly rule each prefecture. In reality however, prefecture commanders enjoy little autonomy. Typically, district warlords exert tight control over the military units stationed in each prefecture of their districts and even bypass prefecture commanders by relaying orders directly to those units. This arrangement enables warlords to prevent prefecture commanders from challenging their power.

The true purpose of the prefecture system seems to be to exert control over planetary government. Individual planets in the Combine retain much independence on paper, and civilian nobles usually hold administrative power on such worlds. But all major decisions pertaining to planetary governance are typically made by the prefecture commander in accordance with commands from above. Prefecture commanders are given enough military support to cow planetary governments, but district warlords carefully prevent them from mustering enough strength to mount ambitious plans of their own.

TYPES OF REGIMENTS

DCMS troops are divided into regiments, which fall into four main groups: regular regiments, regiments that display unquestioning loyalty to the Combine, regiments that follow alternate paths, and regiments devoted to the practice of modern warfare.

REGULAR FORCES

The District Regular Forces (DRF) are the staple of the Draconis Combine's defense, traditionally comprising approximately half of the DCMS's strength at any given time. The so-called Regulars draw their members from military academies and universities throughout the Combine, with each regiment's history determining the quality of the cadets it receives. Each of the Combine's military districts also maintains its own training fields for potential warriors who lack the ability or political connections to enter a formal military school, but wish to serve the Dragon on the battlefield.

DCMS recruitment procedures ensure that the District Regulars have the largest percentage of green troops filling their rosters. To assume that most regular troops are therefore inexperienced and under-trained, however, is a mistake for which many of the Draconis Combine's enemies have paid dearly. The regular forces are a cross-section of the DCMS, ranging from green to elite troops of fanatical to questionable loyalty. Most regular units are kept well supplied and train constantly even when the prospect

GUNJI-NO-KANREI TO COORDINATOR: AN ISF PROFILE OF THEODORE KURITA

Subject: Coordinator Theodore Kurita

Born: 1 July 2997

Graduate: Sun Zhang MechWarrior Academy

Graduate: Wisdom of the Dragon

Promoted to Kanrei: 1 January 3031

Ascended to Coordinator: 15 September 3054

As early as the Fourth Succession War, Theodore displayed a notable grasp of modern warfare. His innovative tactics enabled the DCMS to stop Davion and Lyran incursions into Combine space while he planned a counterassault. Even today, many observers believe the counterassault would have achieved considerable success had the ISF not withheld from Theodore intelligence on Lyran plans to attack Theodore's JumpShips. The young Kurita's battlefield record during the war even elicited the grudging respect of Theodore's father, Coordinator Takashi Kurita, who elevated his son to the post of *Gunji-no-Kanrei*, or Deputy of Military Affairs. (The post had been vacant since the time of Urizen Kurita, and even now observers debate whether Theodore will—or should—reserve the post for his heir-designate or allow it to lapse into disuse once again.)

In retrospect, Takashi seemed to use the promotion as a face-saving reward for Theodore's military efforts, with no intention of giving his son much actual power. Theodore happily accepted his new responsibilities, however, and used his new position to promote reform of the DCMS. He began that effort by training the Ryoken and Genyosha in the tenets of his revised interpretation of bushido, as well as new battlefield strategies and tactics. Subsequently, Coordinator Takashi Kurita ordered the regiments to be assigned separately to various districts in an attempt to squash his son's reform attempts. Ironically, Takashi's action helped Theodore's reform efforts by disseminating Theodore's ideas among dozens of other regiments.

Theodore's crowning achievement as Kanrei was orchestrating the independence of Rasalhague in return for ComStar's assistance in replenishing the DCMS's depleted

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PILLAR OF STEEL

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BattleMech regiments—an action that certain observers still view as his greatest treason. Though Theodore's action triggered the Ronin War, the deal enabled the DCMS to regain much of its strength quite rapidly—and the DCMS needed that strength to withstand the Federated Commonwealth's assault during the War of 3039. Without a strong DCMS, the Combine would undoubtedly have been ravaged during the war, and would have provided easy prey for the Clans in later years.

Theodore and his father did not heal the long-standing rift that separated them until the Clan invasion, when Theodore orchestrated the successful defense of the Combine capitol of Luthien. Though Theodore scandalized Takashi by accepting the help of the mercenary Kell Hounds and Wolf's Dragoons to defend the planet, Theodore's success vindicated his reforms in the eyes of his father and proved his loyalty to the Coordinator. In the end, Takashi graciously made peace with his son.

Though the DCMS prevailed over Clan forces on Wolcott and Luthien, the DCMS paid for both victories with vast numbers of warriors and enormous amounts of materiel. As a result, the adoption of Theodore's reforms—no matter how distasteful they may be to certain elements within the DCMS, ISF and Combine society as a whole—seems to be the DCMS's only hope to withstand future Clan assaults and preserve the Draconis Combine.

of battle looks far away. The average level of expertise varies widely among regular troops depending on the history of military action in each district.

In the past, DCMS policy kept regular regiments within the native regions of their troops in an attempt to foster loyalty to that particular district. This scheme worked too well, however, permitting District Regular Forces to place loyalty to their district warlord or prefecture commander over loyalty to the DCMS as a whole. The Ronin War of 3034, in which the Warlords of Dieron and Pesht led a fair number of their districts' troops in a brief rebellion against *Gunji-no Kanrei* Theodore Kurita to protest his decision to grant independence to the Free Rasalhague Republic, provides an example of this policy's pitfalls.

The Clan invasion forced the DCMS to change its workings and inadvertently brought the District Regular Forces up to par with the more elite units of the DCMS. With the threat of renewed invasion hanging over the Draconis Combine like a guillotine blade ready to fall, the military districts of Dieron and Galedon have been virtually stripped of BattleMech units as the DCMS gathers its forces in the more vulnerable districts of Benjamin and Pesht. With the entire Draconis Combine in dire peril from the Clan war machine, regular troops can no longer afford to fight only for their district; instead, they must fight for the survival of the entire Draconis Combine. They are likely to play a pivotal role in the coming confrontation; the initial waves of the Clan invasion decimated battalions and entire regiments of experienced troops, while vastly improving the abilities of those predominantly green regular troops that survived. As the DCMS fills its rosters with new cadets once more, the Regulars have a greater share of responsibility to defend the realm and greater opportunities to exercise their increased expertise. The Clan invasion has drawn the DCMS together in ability, purpose and devotion, more so than ever before.

Garrison Forces

District regulars serving as garrison forces are often assigned extra infantry, sometimes as much as another full regiment. For administrative purposes, these forces are included in the regular regiment's TO&E. When the regular unit is called away on military action, the extra infantry stays behind to safeguard the district. Most worlds of the Dieron and Galedon districts are relying on conventional troops rather than BattleMech regiments as garrison forces.

UNQUESTIONED LOYALTY

Throughout the history of the Draconis Combine, the unquestioning loyalty of the Combine's citizens has been one of the nation's fundamental strengths. In no segment of Kurita society has this loyalty been stronger than among the warriors of the DCMS. The ancient code of bushido demands that a warrior be ready and willing to lay down his life in the service of the state, and the warriors of the DCMS have always embraced this obligation.

Though Theodore's reforms have already introduced new interpretations of a warrior's duty to the Combine, unquestioned loyalty remains perhaps the single most distinguishing characteristic of the Kurita warrior—and no DCMS units hold loyalty and duty in higher regard than the renowned Genyosha, Otomo, Sun Zhang and Sword of Light regiments. The warriors of these units have earned numerous victories during their illustrious histories, and their traditional devotion to the Combine will undoubtedly inspire them to even greater glory in future battles.

ALTERNATE PATHS

The Draconis Combine has long cultivated conformity among its citizens. Shiro Kurita, father of the Draconis Combine, tolerated no deviation from his vision or his philosophy, recognizing that only through unity of mind and spirit could he build a powerful, star-spanning empire. The Arm of the Dragon, however, has always displayed a grudging respect for diverse methods of warfare. Different philosophies give rise to a



variety of tactics and strategies, which Combine military leaders can then use to synthesize the most effective tactics and strategies possible.

Many Kurita warlords have challenged the established order of things, but their departures from doctrine only became accepted if their strategies and tactics proved successful. In fact, the concept of the floating regiment, a unit configuration employed by roughly half the current DCMS regiments, was adopted in such a manner.

From the earliest days of the Combine, House Kurita preferred to permanently assign regiments to strict operational borders. Long-term assignments allowed troops to build loyalty toward the people and planets they defended, and this loyalty gave the Combine an edge in defending its borders from foreign aggressors. Such narrow loyalties also discouraged factions from conspiring against House Kurita and threatening the unity of the state.

Unfortunately, regiments also proved unable to cooperate in aid of House Kurita at times. By creating floating regiments—units not attached to a single warlord or district—the DCMS hoped to form units whose allegiance to the Dragon was undivided by loyalties to planets or district administrators. Designed to move from one place to another and fill the gap left by regular troops, in peacetime the floating regiments were cycled through different areas to familiarize the troops with the various theaters of operation and to encourage a sense of protectiveness for all the Combine worlds. As the floating regiments proved their worth, House Kurita expanded the program to its current level.

The DCMS carefully orchestrates the movements and assignments of units with questionable loyalty to keep these regiments far apart and on the move. Floating regiments of reliable loyalty remain near strategically important locations to defend the Dragon against any internal opposition. Though the Draconis Combine may always consider those who profess non-doctrinaire beliefs suspect, it willingly exploits the diversity such units bring to the DCMS.

MODERN WARFARE

Many civilians and military personnel believe that any fighting force in possession of modern military technology is a modern army. However, a truly modern fighting force employs modern strategy and tactics as well. While superior technology can give a military force an advantage over its opponents—a considerable advantage at times—the edge provided by faster machines, stronger armor and more powerful weapons can be lessened or even lost quite quickly as an opponent's war technology improves. This phenomenon is vividly illustrated by the Inner Sphere's recent successes in narrowing the technological gap between its armies and those of the Clans.

Furthermore, the use and rapid adoption of modern strategies and tactics can often enable a technologically inferior force to hold its own or even triumph over an opponent. Indeed, the history of human warfare is rife with examples of armies that triumphed over their enemies by employing innovative tactics. But

we need look no further than the Inner Sphere's successful defense against the Clan invasion to find evidence of this truth. No military observer can deny that the Clans possessed a clear technological advantage over Inner Sphere forces throughout the invasion. However, the Clans' rigid adherence to their traditional tactics—such as one-on-one combat—enabled Inner Sphere forces to stop the invaders by rapidly developing and employing new strategies and tactics designed to exploit this important Clan weakness.

Coordinator Theodore Kurita's continuing efforts to reform the DCMS represent an explicit recognition of this important truth and an effort to mold the DCMS into a truly modern army. And no regiments illustrate the application of Theodore's reforms more fully than the Ghost, Legion of Vega and Ryuken regiments.

A HISTORICAL SURVEY OF THE MODERN DCMS

The origins of the modern DCMS can be traced back to the personal troops of Shiro Kurita, the founder of the Draconis Combine and the First Coordinator. Though those forces may seem ragged and inconsequential compared to today's DCMS, their conquests of New Samarkand, Galedon and the other worlds that formed the fledgling Combine displayed the same tenacious fighting spirit that continues to characterize DCMS troops. These early DCMS warriors also possessed the devotion to tradition and to the Draconis Combine that has become a DCMS hallmark.

Between 2681 and 2751, the DCMS won increasing respect inside and outside the Combine when Combine MechWarriors fought three hundred separate BattleMech duels with MechWarriors of the Star League Army. Initially, the DCMS MechWarriors won with such regularity that the Star League initiated intensive training programs for its troops and actually imported veteran and elite MechWarriors from other House armies to set against the DCMS warriors. Despite these efforts, Kurita MechWarriors won a reported 157 of the 300 fights.

However, the First Succession War (2785–2821) provided the first major test of the modern DCMS. Under the leadership of Coordinator Minoru Kurita (ruled 2771–2796) the DCMS's invasion of the Lyran Commonwealth proved an unprecedented success. When several Lyran worlds fell after providing little or no resistance, Coordinator Minoru broke off the offensive to seek out a more worthy opponent for his troops. A serious student of bushido, the newly proclaimed First Lord realized that only by fighting the strongest adversaries could DCMS soldiers prove their superior abilities to themselves and others and avoid growing complacent. Though some historians claim that Coordinator Minoru squandered a valuable opportunity to conquer the Commonwealth, most agree that the Draconis Combine would have been hard-pressed to retain possession of and administer the far-flung Commonwealth worlds.



PILLAR OF STEEL

Coordinator Minoru ordered the DCMS to launch a campaign against the Federated Suns in 2787. As Minoru expected, the Davion forces proved a much stronger opponent than the Lyrans. The stiffer opposition provided by the Davion troops inspired the DCMS to new levels of battlefield performance. Satisfied that he had found a worthy opponent, Coordinator Minoru ordered overwhelming numbers of troops into the Federated Suns, where they captured planet after planet. Eventually, DCMS troops stood only a few light-years from the Davion capital world of New Avalon and seemed poised to win their greatest victory.

The promise of those early triumphs, however, was shattered when a sniper's bullet claimed the life of Coordinator Minoru on Kentares IV. Minoru's son, Jinjiro Kurita (ruled 2796–2837), immediately assumed command of the Combine. Apparently, Minoru Kurita's untimely death fueled a rage within Coordinator Jinjiro that clouded the young leader's reason. Within hours, he set in motion the tragedy known as the Kentares Massacre. By the time Jinjiro left Kentares in February of 2797, DCMS troops acting under his direct orders had killed more than fifty-two million men, women and children—approximately 90 percent of the planet's civilian population.

In the days that followed, many of those troops took their own lives, unable to live with the horror of their actions. Those who survived were drastically demoralized and virtually ineffective as a fighting force. As news of the tragedy spread, even DCMS troops who had not set foot on Kentares felt the burden of the shame. Furthermore, news of the massacre inspired a fierce desire for revenge among the Davion forces. Unsurprisingly, the rejuvenated Davion troops won victory after victory at the expense of the demoralized DCMS forces, reclaiming the worlds they had lost earlier in the war. The advancing Davions did not stop until they had reached the original Combine/Federated Suns border in 2821. By then, both sides had suffered heavy losses and lost their appetites for battle, and so Coordinator Jinjiro ordered a cessation of hostilities.

In retrospect, the Kentares Massacre seems sadly ironic. It stemmed directly from the DCMS's unquestioning loyalty to Coordinator Jinjiro—the same loyalty that only hours before had led the DCMS to the brink of a historic victory under Minoru Kurita. Though many individuals in the DCMS—and even the ISF—would like to expunge the massacre from our history, it is vital that we never forget it. The Kentares Massacre starkly illustrates the unspeakable horrors that may be unleashed when individuals exalt the virtue of blind obedience at the expense of reason.

During the Second Succession War (2830–2864), the DCMS seized the initiative by launching simultaneous strikes into the Federated Suns and Lyran Commonwealth. Resistance on the Davion front was stronger than expected, and in the resulting confusion a simple error caused the dishonor of the Combine's commanding general, Chosokabe Motochika, and his troops. The general's subsequent actions illustrate the value of individual initiative within the context of duty to the Combine and

obedience to the Coordinator. Rather than face an order to commit *seppuku*, ritual suicide, General Motochika resolved to sacrifice himself in a manner that would restore his own honor and enable his troops to regain their honor so that they might continue to serve the Combine. He led three BattleMech regiments and one conventional regiment to the planet of Dahar IV, a Davion planet virtually untouched by war. Using himself as bait, he lured the Davion defenders out of position so that his troops could ambush and defeat them. After the battle, he calmly told his men that they could now return to the Combine with their honor intact—then he swallowed a cyanide pill. When news of the action on Dahar IV reached Coordinator Jinjiro, the Coordinator merely smiled and gave Motochika's troops permission to return to the Combine.

The ascension of Coordinator Yoguchi Kurita (ruled 2838–2850) heralded more trials for the DCMS. During this time, the tide of the war began to turn against the Combine. Along the Federated Suns front, Davion forces employed new, flexible tactics that enabled them to drive DCMS forces back into Combine space. Frustrated at the DCMS's inability to stop the Davion advance, Coordinator Yoguchi decided to lead the defense of the planet Tishomingo himself and put an end to such "Davion audacity." Eventually, an overwhelming Davion force overran the planet's defenses and Coordinator Yoguchi found himself trapped behind enemy lines. The Coordinator then turned to Tishomingo's people and organized one of the most successful civilian defenses of a planet ever conceived. For several months, Tishomingo's residents carried out a guerrilla campaign of hit-and-run raids, sabotage and terrorist attacks that kept the Davion garrison virtually confined to its own base. When the Davion troops finally ventured out in an offensive aimed at capturing Coordinator Yoguchi, Tishomingo's civilians redoubled their efforts to harass their opponents and conceal the Coordinator. Eventually, a DCMS rescue force landed on Tishomingo to save Coordinator Yoguchi, but not before three million Tishomingonese had valiantly laid down their lives to protect their Coordinator. The Coordinator honored their sacrifice by praising their bravery in a formal address to the Combine. Perhaps more than any single event in Combine history, the sacrifice of the people of Tishomingo illustrates the inestimable value of the devotion that even civilian Combine citizens display toward the Coordinator.

In 2850, a Lyran assassin claimed the life of Coordinator Yoguchi. He was succeeded by Miyogi Kurita (ruled 2850–2890). In retaliation for his predecessor's death, Coordinator Miyogi struck first at the Lyran Commonwealth's BattleMech production facilities on Hesperus II. Then he launched major offensives into the Lyran Commonwealth and the Federated Suns. The DCMS managed to capture several Lyran worlds, force the Davion military on the defensive, and secure Robinson, the capital of the Draconis March. After these successes, Coordinator Miyogi ordered his troops to halt their advance in 2862. That decision allowed the Draconis Combine to end the Second Succession War as the victor.



During the Third and Fourth Succession Wars (2866–3020 and 3028–3030) internal difficulties hampered the DCMS's ability to fight, but individual MechWarriors continued to display the skill and fanatical devotion for which they are known and respected to this day. On the battle maps, the Third Succession War was little more than a series of minor thrusts and raids. But on the ground, it was fought by small units of MechWarriors better trained than any of their predecessors. Opponents increasingly began to square off in single combat, which allowed victorious MechWarriors to claim the honor of defeating an enemy and gave vanquished warriors opportunities to meet death with dignity and honor. The MechWarriors of the DCMS, committed to the code of bushido, flourished under these new tactics, which harkened back to the battlefields of medieval Terra. At the same time, DCMS commanders began to dissuade defeated warriors from performing seppuku, instead exhorting them to avenge their honor with ever-greater acts of heroism.

During the Fourth Succession War, the Coordinator's son, Theodore Kurita, began to reform the DCMS from the ground up. Fearing that the DCMS's strict adherence to the code of bushido had caused its tactics to become too rigid and predictable, he began to re-introduce combined-arms tactics and more circumspect strategies to his commanders. At first, these new tactics were employed only in regiments under Theodore's personal command—the despised Legion of Vega. In time, the new tactics proved highly effective, however, and were adopted by other units as well. Though many veteran MechWarriors resisted the new tactics, Theodore persuaded most troops to accept them by spreading the idea that a warrior's duty to the Draconis Combine included duty to its future well-being—a notion that required individuals to open their minds to new ideas and tempered the dictates of battlefield honor with the need to preserve their own lives and BattleMechs.

Any remaining resistance within the DCMS to these new ideas largely disappeared during the battles that followed the initial Clan invasion in 3050. Most of the DCMS's "old-school" warriors met the brave and honorable ends they sought as the overwhelming Clan forces captured planet after planet. Theodore Kurita's new tactics enabled the DCMS to salvage stalemates and even win victories against the Clan invaders.

In conclusion, the current DCMS appears to be a competent force, ready and able to defend the realm. Though the fierce fighting of the Clan War has severely depleted DCMS resources and the ranks of DCMS troops, Coordinator Theodore's reforms have already produced impressive results. Though certain troops and officers still resist change, most seem open to new tactics and methods. The past few years illustrate that the age-old traditions of the DCMS—devotion to tradition and the code of bushido, unquestioning loyalty to the Coordinator and the Combine—are by no means incompatible with tactical and strategic innovation. In fact, the DCMS's battlefield record against the Clans illustrates that these traditions, when combined with innovative tactics, can produce an army capable of defeating the most powerful opponents known to exist.





ARM OF THE DRAGON

Prior to the Clan invasion, the DCMS comprised ninety-nine full regiments and possessed a level of strength unparalleled in Combine history. By the time the Clan War ceased in early 3052, however, the DCMS had been reduced to approximately sixty battered regiments. In response to these conditions, Coordinator Theodore Kurita authorized the Phoenix Programs, a series of efforts designed to rebuild the DCMS. Theodore set several goals for this ambitious project. First, he decreed that it must restore the DCMS to full strength within ten years. (Apparently, the Coordinator wanted the restoration completed well before the expiration of the fifteen-year Truce of Tukayyid.) Second, Theodore instructed the DCMS to diversify and upgrade existing weapons and battle systems to close the technological gap between the Combine and the Clans. This directive meant DCMS weapon and 'Mech designers would have to perform a great deal of reverse engineering from captured Clan machines. Third, Theodore instructed the DCMS to allocate greater resources to modernizing aerospace, armor, infantry and other non-BattleMech branches. This goal stemmed from Theodore's desire to decrease the DCMS's dependence on 'Mech forces and increase its ability to employ more flexible combined-arms tactics in response to new battlefield realities and threats such as powered-armor troops. At the same time that he announced the goals of the Phoenix Programs, the Coordinator quietly continued to advocate the exchange of information and technological innovations with other Inner Sphere militaries through his own actions and unpublicized directives.

The results of the continuing Phoenix Programs are visible in the following report on the current status of the DCMS's BattleMech, aerospace, armor and infantry assets. A description of the typical DCMS unit-organization scheme follows the report and outlines how the various assets are configured for battle.

BATTLEMECH ASSETS

Despite recent innovations in power-armored infantry and combined-arms tactics, most military strategists still consider the BattleMech the supreme weapon of the thirty-first century battlefield. Every major military force continues to rely on BattleMechs for the bulk of its strength, and the DCMS is no exception.

As recently as twenty years ago, light 'Mech lances formed the backbone of DCMS BattleMech forces. Relatively inexpensive and easy to produce, these light machines proved an excellent match for traditional Combine tactics. While other Inner Sphere armies often relegated light 'Mechs to reconnaissance missions and other peripheral duties, the fearless MechWarriors of the DCMS achieved considerable success by using these machines in aggressive, headlong assaults. In fact, the quickness and maneuverability of Kurita light 'Mechs, when combined

with the aggressive tactics of DCMS MechWarriors, gave the DCMS its early successes against Lyran forces during the First Succession War.

Today the DCMS relies less on light 'Mechs, and its BattleMech assets are beginning to resemble those of other Inner Sphere militaries. Many DCMS light units fell early during the Clan invasion, and new construction materials and extralight engines have enabled 'Mech manufacturers to construct faster, more maneuverable heavy machines that outperform their lighter cousins.

As a result, most DCMS 'Mech battalions now contain a variety of light, heavy and assault lances. However, DCMS commanders still view medium BattleMechs as a poor compromise between light and heavy designs, and so DCMS forces contain relatively few mediums. Typically, these machines are scattered among light and heavy companies as the situation demands. Despite this traditional aversion to medium machines, few MechWarriors actually refuse to pilot medium OmniMechs.

The DCMS still strongly prefers BattleMech designs produced within Combine borders, such as the *Jenner*, *Panther*, *Grand Dragon* and *Hatamoto-chi*. However, the DCMS expects to employ increasing numbers of 'Mech designs from outside the realm as the Combine pursues technological exchanges with other Inner Sphere powers, most notably ComStar.

The DCMS has also achieved notable success in its efforts to upgrade its 'Mech assets. The DCMS began this endeavor shortly after the cessation of the Clan invasion. Rather than refurbishing its damaged 'Mechs with original parts and equipment, the DCMS refitted these machines with field-modification packages purchased from the Free Worlds League. The method proved so successful that the Combine immediately began producing its own field-modification kits for repairing damaged 'Mechs and upgrading older machines. The DCMS now possesses a stockpile of field-modification kits, which provide a valuable, readily available source of equipment for repairs and continuing upgrades. As a result of the modification-kit program, approximately 60 percent of all DCMS BattleMechs have been notably upgraded with advanced construction materials, new weapons or special equipment.

Equally important, the DCMS continues to upgrade the general level of its BattleMech assets with Combine-produced OmniMechs. The introduction of the *Raptor* in 3052 marked the first success of the Combine's efforts to produce these machines. However, four years passed before Combine OmniMech production reached the target levels set by Coordinator Theodore Kurita. Despite this delay, the DCMS now fields approximately nine regiments worth of Combine-produced OmniMechs, including Kurita-produced designs such as the *Raptor* and *Sunder* and copied Clan designs. (Nearly all of these 'Mechs were produced through the massive manufacturing efforts of the Luthien Armor



Works.) The DCMS has distributed most of these machines in company-sized groups throughout its 'Mech forces. The DCMS's Procurement Department oversees the distribution of OmniMechs and typically uses them to reward the loyalty and performance of specific regiments. As a result, most have been assigned to veteran and elite units.

Though the DCMS has achieved notable success at diversifying and upgrading its 'Mech assets, it has had less success restoring the sheer numbers of BattleMechs lost during the Clan invasion. As of 1 January 3059, DCMS BattleMech assets comprised seventy-six full or nearly-full regiments of BattleMechs—a figure slightly below target levels. Most of these machines are deployed in standard 108-BattleMech regiments. The DCMS rarely reduces 'Mech regiments below this level. However, some DCMS units, such as the Sword of Light regiments, regularly maintain reinforced contingents composed of four battalions, or 144 BattleMechs.

STANDARD DCMS BATTLEMECH ORGANIZATION

Unit	Component Units	Total Strength
Lance	—	4 BattleMechs
Company	3 lances	12 BattleMechs
Battalion	3 companies	36 BattleMechs
Regiment	3 battalions	108 BattleMechs
Reinforced Regiment	4 battalions	144 BattleMechs

AEROSPACE ASSETS

Though the DCMS has historically devoted the majority of its resources to developing and maintaining its BattleMech assets, it continues to maintain one of the most effective aerospace forces in the Inner Sphere. DCMS aerospace assets still contain large numbers of Combine-produced *Shilone* and *Slayer* fighters, two designs that remain among the most rugged and deadly ever produced in the Inner Sphere. Additionally, DCMS aerospace forces contain considerable numbers of non-Combine fighters, which prove especially useful when a Combine force wishes to conceal its true identity from an enemy.

Efforts to upgrade DCMS aerospace assets have met with varying degrees of success, however. The DCMS has retrofitted a large number of fighters with newer technology, but the Combine's assets to produce its own OmniFighters have produced unimpressive results. As a result, OmniFighters comprise less than 5 percent of all DCMS fighters—and most of these OmniFighters are captured Clan machines rather than Combine-produced craft.

In contrast, the DCMS's efforts to produce a WarShip fleet have already yielded impressive successes. Four prototypes of the new *Kyushu* Class frigate—the *Dream of Kessel* and the

Draconis Rift, both stationed at Dieron; the *Luthien* out of Togura; and the *Victory at Wolcott*, stationed at Midway—are undergoing extensive shakedown trials and have attracted heavy media attention. Three more *Kyushu* Class frigates have already completed trials and entered service. The *Dieron Star*, launched amid great fanfare, is currently based in the Luthien system. The *Galedon Explorer* and *Pride of New Samarkand*, both constructed at the extensive shipyards around the planet Midway, have completed trials and secretly entered service out of Midway and New Samarkand. The DCMS is not currently constructing any additional frigates, though it plans to eventually build two more of the vessels at Dieron.

Two of the new *Kirishima* Class cruisers—the *Shiro* out of Togura and the *Urizen II* out of Midway—secretly completed trials earlier this year, well ahead of schedule. The DCMS based the *Shiro* at Benjamin and kept the *Urizen II* at Midway. A third *Kirishima* Class cruiser, the *Takashi*, is completed except for some minor armor additions and a few half-assembled substructures. However, the DCMS has kept this vessel at the Toruga shipyards to foster public interest in the WarShip project. A fourth cruiser, the *Siriwan*, remains under construction at Toruga.

The DCMS has also commissioned two *Tatsumaki* Class destroyers. The *Lair of Mighty Wyrms*, out of Dieron, has completed secret trials and is stationed in the Luthien system, where it holds position in the shadow of the gas-giant world of Gilgamesh. The *Dragon's Last Tear* remains under construction at Dieron.

The DCMS also possesses an operational *Inazuma* Class corvette, the *Night of Agony* out of Dieron, which is stationed just outside the Pesht system. Three other *Inazuma* corvettes—the *Winds of Heaven*, the *Amber Lotus*, and the *Swiping Claw*, all out of Midway—are in various stages of their shakedown trials. The shipyards at Dieron are currently constructing a fifth corvette.

As impressive as these new designs are, the greatest success of the DCMS's WarShip program is undoubtedly the *Mount Nitaka*, a *Kaga* Class aerospace carrier under construction at Midway. Currently, DCMS commanders expect the *Nitaka* to begin field trials in mid-3059, well ahead of schedule.

In addition to these vessels, the DCMS is attempting to replicate one of the incredible Clan battleships. The unnamed *Yamato* Class battleship, however, has been plagued by complications—including ISF interference—at nearly every step of its design and construction. As a result, the unfinished ship remains at New Samarkand, well behind schedule. Even though the new design enjoys the explicit support of the Coordinator and High Command, shipyard administrators do not expect the prototype to be ready to move under its own power until early 3060. Even then, the ship will still likely need work on its armaments, DropShip docking collars, and much of its superstructure.

Though the DCMS has publicized the completion of several WarShips—a ploy designed to generate public support for the massive spending the WarShip program requires—it has carefully kept most of the effort secret. The DCMS has accomplished this difficult balancing act by commissioning the manufacture of



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different WarShip parts and the assembly of sections at various factories throughout the Combine. As a result, few of the workers contributing their efforts to the program realize the true nature of their work or the size of the Combine's rapidly growing WarShip fleet.

Officially, all Combine WarShips and JumpShips are under the control of the Draconis Combine Admiralty (DCA) and operate under a separate chain of command from the DCMS. In practice, however, the High Command and Procurement Department control the deployment of WarShips and JumpShips. Usually, the High Command temporarily assigns these vessels to 'Mech regiments based on the requirements of a regiment's current duty or mission. Occasionally, the High Command permanently attaches JumpShips to certain elite DCMS 'Mech units. Once a JumpShip or WarShip has been assigned to a DCMS 'Mech regiment, it falls under the authority of the regiment's commanding officer.

In most cases the DCMS permanently assigns DropShips to 'Mech regiments, though all DropShips technically remain unattached and can be transferred by the Procurement Department if necessary. Aerospace fighters are grouped according to the traditional lance-company-wing system and deployed to 'Mech regiments in wings. The DCMS rarely combines wings into full aerospace regiments.

STANDARD DCMS AEROSPACE ORGANIZATION

Unit	Component Units	Total Strength
Lance	—	2 aerospace fighters
Flight (demi-company)	3 lances	6 aerospace fighters
Company	2 flights	12 aerospace fighters
Wing	3 companies	36 aerospace fighters
Regiment	3 wings	108 aerospace fighters

Savannah Master units from enemy forces and pressed them into service for the Dragon.)

In the past, the DCMS contributed few resources to developing and employing its armor assets. Today, even though the DCMS still considers its armor units the least important of its assets, it has begun to direct increasing resources toward modernizing, improving and utilizing its armor in keeping with Theodore Kurita's order to diversify DCMS forces. Most notably, the DCMS has begun pairing light, C³-equipped scout armor units with BattleMech forces to provide 'Mech units with more flexible reconnaissance and strike capabilities. Additionally, increasing numbers of new tanks, such as the *Tokugawa*, are appearing in front-line combat units. However, the DCMS has given a low priority to refitting and upgrading most existing armor units.

Most frequently, the DCMS deploys its armor assets in battalion-sized groupings attached to 'Mech regiments. Typically, such battalions include two companies of medium or heavy tanks and a single company of light tanks or armored vehicles reserved for reconnaissance missions. Though armor distribution among 'Mech regiments is far from standardized, almost all regiments—including elite units such as the *Sword of Light*—maintain some armor assets, if only for scout duty considered too insignificant for BattleMechs.

Technically, the DCMS deploys its armor units in full 108-vehicle regiments. In practice, however, armor regiments remain intact only when serving as independent garrison forces on moderately important planets. Most other armor units are divided into battalions for deployment as 'Mech or infantry support. Frequently, such assignments last so long that the Procurement Department simply lists armor battalions by their battalion names, rather than their original regiments.

STANDARD DCMS ARMOR ORGANIZATION

Unit	Component Units	Total Strength
Lance	—	4 vehicles
Company	3 lances	12 vehicles
Battalion	3 companies	36 vehicles
Regiment	3 battalions	108 vehicles

ARMOR ASSETS

DCMS armor assets primarily consist of heavy tanks, such as the *Manticore* and *Demolisher*, armored hovercraft and wheeled vehicles. (Though most modern militaries classify armor units as conventional forces, the DCMS groups its armor units separately from infantry and armored support-vehicle units.)

Historically, the DCMS relegated its armor assets to marginal or 'Mech-support duties. Most commonly, the DCMS confined armor units to garrison duty on strategically unimportant planets that did not warrant BattleMech garrisons. BattleMech-support duties are typically performed by heavy *Manticore* or *Demolisher* units, though the DCMS also possesses a large number of *Pegasus* and even some *Savannah Master* companies. (The DCMS captured most of these *Pegasus* and

INFANTRY ASSETS

For most of its history, the DCMS divided its infantry assets into two main groups: regular infantry troops and *Draconis Elite Strike Teams* (DEST). Technically, DEST are part of the ISF, which requires potential DEST troops to undergo rigorous physical, mental and political screening before accepting them into the DEST program. Candidates who pass the entrance screening



then receive four years of grueling training. Only small numbers of candidates complete DEST training; those who do are highly skilled shock troops without rivals in any modern military force. As a result, the DCMS reserves its precious supply of DEST troops for only the most important missions.

In contrast, the DCMS traditionally relegated its regular infantry troops to minor garrison detail or assigned them to 'Mech-support duties, where they served as little more than expendable cannon fodder. Understandably, the DCMS expended few resources training or equipping its regular infantry troops. The typical infantry trooper received a few months of basic training before entering service, and most considered themselves lucky to survive more than a few weeks of combat.

The DCMS's encounters with Clan Elementals, however, prompted it to reconsider its narrow view of infantry. Clan Elementals—infantrymen equipped with powered-armor suits—proved highly effective against the 'Mech-heavy forces of the Inner Sphere, which led DCMS leaders to begin studying anti-BattleMech infantry tactics and commission the development of their own battle armor. As a result of these changing attitudes, the DCMS has begun to integrate better training programs into its existing infantry schools. However, DCMS commanders do not expect to see any significant results from these efforts for some time, so they plan to use DEST troops to spearhead the introduction of new infantry tactics among DCMS combat forces.

The DCMS has also lagged in the development and employment of powered armor, commonly known as battlesuits. Though the DCMS was among the first Inner Sphere militaries to acquire intact Clan Elemental armor (from the victory at Wolcott), it has yet to field battlesuit units in any considerable number. (This failure is especially disturbing in light of the Federated Commonwealth's successful deployment of units equipped with Infiltrator and Sloth battlesuits.)

Currently, three DCMS battlesuit designs are in various stages of testing and production. DCMS leaders envision the Raiden design, a direct response to the Clan Elemental suit, as the "standard" DCMS battlesuit. Though the design has been in production for some time, disappointingly few Raiden-equipped units are in combat service. The Kage is a lighter design, which sacrifices firepower and armor for greater speed and stealth. After several years of secret field tests it entered standard production in late 3058, but DCMS combat units have yet to receive substantial numbers of Kage battlesuits. A third design, the Kanazuchi, represents a new concept in battlesuit design. Intended for defensive use or attacks on static objectives, the Kanazuchi is ponderously slow but mounts a full ton of armor that enables a Kanazuchi-equipped trooper to withstand a Clan-tech PPC blast. Unfortunately, this promising design only recently passed the prototype stage, and only a few DCMS regiments field Kanazuchi units.

Though several regiments of the Sword of Light have openly rejected the use of battlesuits, other respected front-line 'Mech units—including the renowned Otomo—have enthusiastically requested battlesuit troops.

Currently, DCMS battle-armor forces remain small and are deployed under the authority of conventional infantry commanders. Battlesuit troops are organized in twelve-man platoons, each of which consists of three four-man squads. The vast majority of DCMS battlesuit troops are equipped with Raiden battlesuits. Several members of the High Command advocate separating battlesuit assets from conventional infantry and placing them under the direct authority of BattleMech commanders, but so far no action has been taken on such proposals.

Conventional infantry units are typically deployed in 756-troop regiments attached to BattleMech regiments. The Procurement Department assigns infantry-support vehicles and equipment such as armored troop carriers, artillery, VTOLs, atmospheric fighters and watercraft to infantry units based on the requirements of the unit's current duty. Customarily, Procurement lists all such equipment in the affected infantry unit's TO&E.

STANDARD DCMS INFANTRY ORGANIZATION

Unit	Component Units	Total Strength
Squad	—	7 troops
Platoon	4 squads	28 troops
Company	3 platoons	84 troops
Battalion	3 companies	252 troops
Regiment	3 battalions	756 troops
Battlesuit squad	—	4 troops
Battlesuit platoon	3 battlesuit squads	12 troops

UNIT ORGANIZATION

Front-line DCMS BattleMech regiments are typically assigned one aerospace wing, one armor battalion and one infantry regiment. (The DCMS commonly refers to this arrangement as the Average Regimental Composition scheme, or "Forward ARC.") All such support units attached to a 'Mech regiment act under the orders of the regiment's commanding officer and are customarily listed in the 'Mech regiment's TO&E. As a result, the commanding officer of a BattleMech regiment may find himself in charge of two or even three full regiments of personnel and equipment.

FORWARD A.R.C. (AVERAGE REGIMENTAL COMPOSITION)

Type of Unit	Number of Units	Total Strength
BattleMech	1 regiment	108 BattleMechs
Aerospace	1 wing	36 aerospace fighters
Armor	1 battalion	36 vehicles
Infantry	1 regiment	756 troops



ARM OF THE DRAGON

THE EXPLORER CORPS

From the desk of Ninyu Kerai-Indrahar,
Assistant Director, Internal Security Force
29 April 3058

To: Subhash Indrahar
Re: Project Tsuikyuu

Since Theodore-tono's meeting with Anastasius Focht in the summer of 3052, the Combine has secretly provided ComStar's Explorer Corps with considerable financial and material assistance in return for the corps' assistance in locating the Clan homeworlds. Billions of K-bills have been channeled into this project to support the joint Combine/ComStar Explorer fleet, which is based at Combine facilities near Wolcott, Salford and Korramabad. From those bases, fleet vessels regularly travel into the uncharted coreward regions of the Combine, the so-called Draconis Rift.

The Coordinator has also assigned troops—including DEST units—to aid in the search and divert any Clan ships or other vessels that Explorer Corps ships may encounter. So far, however, Theodore has relegated no DCMS BattleMech units to the search and has assigned only small numbers of DCMS troops

All DCMS BattleMech units—battalions, companies, and lances—retain their regimental designations even when their assigned duties separate them from their original regiments. Aerospace, armor and infantry units, however, commonly receive independent designations.

UNIFORMS AND INSIGNIA

The DCMS command structure, uniforms, medals and decorations represent and reinforce the history and culture of the Combine military. These traditions help instill pride and a sense of group identity among DCMS troops.

RANK INSIGNIA

The DCMS command structure consists of commissioned-officer ranks and enlisted ranks. The system is designed to create a clear, concise chain of command. Unlike the DCMS's highest command echelons, the command structure at the regimental level and below resembles similar structures employed by other Inner Sphere militaries.

The DCMS has used its basic rank system for nearly four hundred years. The current system reflects two minor modifications instituted by Theodore Kurita shortly after he was appointed *Gunji-no-Kanrei*. First, Theodore assigned the rank of *tai-shu* to all DCMS warlords and adjusted the remaining high-level ranks to reflect the change. Second, Theodore assigned Japanese names to all enlisted ranks in a gesture of respect for those ranks. (Traditionally, DCMS leaders displayed little regard for non-commissioned officers and contended that enlisted ranks did not warrant the honor of Japanese names.)

All DCMS ranks use stylized *katakana* numerals as insignias. Rank insignia is worn on the left collar of the uniform at all times, on a small colored rectangle that denotes a soldier's service branch. Cherry red denotes BattleMech troops; yellow denotes aerospace pilots; dark green denotes DropShip and JumpShip crew members; light green denotes support personnel; dark brown denotes infantry; light blue denotes vehicle personnel; and purple denotes artillery personnel.

DCMS COMMAND STRUCTURE

Commissioned Officers

Tai-shu (Warlord)
Tai-sho (General)
Sho-sho (Brigadier General)
Tai-sa (Colonel)
Chu-sa (Lieutenant Colonel)
Sho-sa (Major)
Tai-i (Captain)

Chu-i (Lieutenant)

Equivalent Admiralty Rank

Tai-sho (Admiral)
Cho-sho (Commodore)
Captain
Sho-sa (Commander)
Dai-i (Lieutenant Commander)
Chu-i (Lieutenant)

Sho-i (Ensign)

Equivalent Support and Engineering Rank

Senior Master Chief Petty Officer
Master Chief Petty Officer

Enlisted Ranks

Sho-ko (Sergeant Major)
Kashira (Talon Sergeant)
Shujin (Master Sergeant)
Gunsho (Sergeant)
Go-cho (Corporal)
Gunjin (Lance Corporal)
Heishi (Private)
Hokuhei (Recruit)

Sho-ko (Sergeant Major)
Kashira (Talon Sergeant)
Shujin (Master Sergeant)
Gunsho (Sergeant)
Go-cho (Corporal)
Gunjin (Lance Corporal)
Heishi (Private)
Hokuhei (Recruit)

Chief Petty Officer
Petty Officer



Tai-shu (Warlord)

A *tai-shu* commands an entire Combine military district. All five *tai-shu* report directly to the Coordinator and wear green katakana "5s" to denote their rank. Each also wears a bar below the rank insignia that distinguishes the warlords from generals.

Tai-sho (General)

Tai-sho most often serve as prefecture commanders or members of the High Command staff, though senior regimental commanders may also bear this rank. The *tai-sho* insignia is an apple-green katakana "5."

Sho-sho (Brigadier General)

The *sho-sho* is normally a warlord or general's aide, though *sho-sho* may command regiments. The *sho-sho* insignia is an apple-green katakana "4."

Tai-sa (Colonel)

Tai-sa typically serve as regimental commanders. The *tai-sa* insignia is an apple-green katakana "3."

Chu-sa (Lieutenant Colonel)

Chu-sa usually command battalions, though they occasionally serve as regimental executive officers or regimental staff officers. The *chu-sa* insignia is a green katakana "2."

Sho-sa (Major)

Generally, *sho-sa* serve as battalion staff officers, though some serve as senior company commanders. The *sho-sa* insignia is an apple-green katakana "1."

Tai-i (Captain)

A DCMS *tai-i* usually commands a company. The *tai-i* insignia is a royal blue katakana "5." DCA officers of equivalent rank, *chu-i*, command flights of six aerofighters.

Senior Master Chief Petty Officer

Technically, senior master chief petty officers are members of the Combine Support and Engineering Corps rather than the DCMS. However, in recognition of the senior master chief petty officer's position as the highest-ranking technician in the Combine military, the DCMS and DCA reserve the rank insignia of a royal blue katakana "4" for the exclusive use of these so-called senior techs. Traditionally, each regiment contains a single senior tech.

Chu-i (Lieutenant)

The *chu-i* is lowest of the DCMS commissioned officer ranks. Traditionally, officer-school graduates enter the DCMS at this rank, and lance and platoon commanders are awarded this rank. The *chu-i* insignia is a royal blue katakana "3."

The equivalent Admiralty rank is *sho-i* (ensign), the lowest rank of an aerospace pilot. DCA *sho-i* who command aerospace lances are traditionally called "lancers."

Sho-ko (Sergeant Major)

Sho-ko is the highest enlisted rank in the DCMS and DCA. Few *sho-ko* exist in either branch, because an enlisted soldier must strive nearly his entire career to reach this rank. Typically, regiments contain a single *sho-ko*, who is responsible for the discipline and conduct of all enlisted personnel and noncommissioned officers in the regiment. The *sho-ko* insignia is a royal blue katakana "2." All DCMS lance second-in-command officers also wear this rank insignia.

to the duty. Instead, the Coordinator has primarily relied on hired gaijin mercenaries to bolster the ranks of the Explorer Corps, generally company-sized or smaller units. Theodore has personally overseen the hiring of most of these troops, and the vast majority have displayed unusual levels of loyalty to the Combine. A few, however, have proved troublesome, and only their dependence on Combine vessels for return transport to the Inner Sphere has prevented them from deserting their assignment.

ComStar's recent loss of Terra has prompted Focht to request the use of Combine naval facilities to carry out maintenance work on the Explorer Corps fleet. I believe the Coordinator will grant Focht's request, though he will undoubtedly refuse ComStar access to Combine shipyards associated with the Combine's WarShip program.

Though the Clans indisputably represent the greatest threat facing the Combine, ISF analysts have voiced considerable doubt regarding the value of the Explorer Corps program. Many have argued that a military counterstrike against the Clan homeworlds is beyond the capabilities of the Combine, and note that the Coordinator has been unable to organize any support among the other Great Houses for a joint mission against the homeworlds. With no feasible means to attack the homeworlds, these analysts contend, the enormous costs of locating them far outweighs any benefit the Combine might realize from such information. Furthermore, my own analysts concur with your opinion that the Explorer Corps' attempt to locate the homeworlds appears doomed to fail unless some miraculous stroke of fate intervenes.

Despite these misgivings, however, the ISF will honor the Coordinator's wishes and fully support Project Tsuikyuu until otherwise ordered.



ARM OF THE DRAGON

Kashira (Talon Sergeant)

The *kashira* represents the first of the so-called middle ranks. The *kashira* insignia is a royal blue katakana "1." Support and Engineering petty officers also wear the insignia, as do noble-born MechWarriors and those who own their own BattleMechs. (Such MechWarriors are addressed as "MechWarrior" rather than *kashira*, however.)

Shujin (Master Sergeant)

Shujin is the highest noncommissioned officer rank. The *shujin* insignia is a lavender katakana "5." MechWarriors who do not own their own 'Mechs also wear the insignia, but are addressed as "MechWarrior."

Gunsho (Sergeant)

The DCMS *gunsho* typically serves as an infantry squad leader or vehicle commander. The *gunsho* insignia is a lavender katakana "4."

Go-cho (Corporal)

Go-cho usually serve as assistant squad leaders or vehicle commanders. The *go-cho* insignia is a lavender katakana "3."

Gunjin (Lance Corporal)

Individuals of the *gunjin* rank receive higher pay than *heishi*, but the rank confers no additional authority or responsibility. The *gunjin* insignia is a lavender katakana "2."

Heishi (Private)

Recruits are automatically promoted to the rank of private, or *heishi*, after successfully completing basic training. The *heishi* insignia is a lavender katakana "1."

Hojuhei (Recruit)

While in basic training, an individual is called a *hojuhei*, or recruit. Recruits wear no insignia, only the colored rectangle that denotes their service branch.

UNIFORMS

In Combine society, individuals wear clothing that reflects their station in life. Therefore, the uniform of a DCMS trooper confers the prestige and respect associated with military service in the Combine. In fact, many soldiers on leave from their units choose to remain in uniform.

Senior Officers

Officers of the rank of colonel (in the Admiralty, captain) and above constitute the senior officers of the DCMS.

All senior officer uniforms are black but otherwise follow the same design as the standard uniforms of each service branch. For example, an infantry general wears a black standard DCMS

infantry uniform. Unlike uniforms of the other Successor State militaries, Kurita uniforms have few trappings. Medals and decorations are worn only on the dress uniform. Like all DCMS uniforms, senior officer uniforms are made from flame-, tear-, and water-resistant trichloropolyester.

The chief component of the senior officer's uniform is the high-collared black tunic. Each shoulder of the tunic bears the black-on-red Combine dragon symbol and gold katakana symbol that describe House Kurita and the officer's military district warlord. Officers may wear any type of cuff links they prefer with their tunics. Some popular cuff links show school crests, images of the Kurita dragon, swords, or BattleMechs. Cuff links may not exceed two centimeters in width, however, as larger cuff links are too flashy for the proper officer.

All officers wear unadorned black trousers. The trouser legs are stuffed inside the officer's boots, which are black polyvinylate and must always be kept polished. Officers are permitted to wear handguns on their belts, and most carry a second, concealed weapon. Graduates of the Sun Zhang Academy, Wisdom of the Dragon school and the Sun Tzu School of Combat may wear their katana and wakizashi as well.

The officer's hat is also black. Officers wear their regiment insignia on the front of their hats, battalion insignia on the left side, and company insignia on the right side.

Senior officers are expected to take special care to keep their uniforms immaculate so that their corpses will be presentable to an opposing general if they are killed in combat.

MechWarriors

MechWarriors of the Draconis Combine have two sets of regular uniforms: one for inside a 'Mech and one for outside.

While operating a 'Mech, MechWarriors may wear the standard sleeveless and legless one-piece bodysuit, boots, a neuro-helmet, the biofeedback apparatus needed to operate the helmet and a cooling vest. MechWarriors need not wear rank insignia while fighting.

When the warrior leaves his 'Mech, he must don his non-combat uniform, which consists of a dark gray jersey with a diagonal red stripe across the chest and dark gray trousers with a red stripe running down each leg. He must also wear the standard calf-length black boots and black visor cap adorned with his regiment, battalion and company insignia. A wide black belt with a silver buckle encircles the pilot's waist.

Like all Kurita soldiers, MechWarriors wear their rank insignia on the left collar and the insignia of House Kurita and their district warlord on each shoulder.

Aerospace Pilots

Kurita aerospace pilots wear simple, brownish-purple jumpsuits and parachute vests with front-mounted ripcords. All aerospace pilots wear special pads over their thighs, lower legs, and shoulders to reduce the risk of injury when their craft encounters turbulence. All leg pads contain regulators that prevent a pilot's



blood from pooling in his lower extremities during high-G maneuvers. Additionally, every pilot's control helmet contains an Environmental Regulator Unit that allows the pilot to breathe normally even when his craft is in space or a hazardous planetary atmosphere.

Support Personnel

Technicians wear brownish-purple jumpsuits similar to those worn by aerospace personnel. These unadorned suits feature numerous pockets for storing tools and other needed items. Generally, DCMS commanders do not subject technicians to inspections and allow them to wear any clothing they prefer; most technicians wear the jumpsuit simply because the Procurement Department provides no other work clothing for them. However, all technicians are required to wear proper caps, which resemble cloth baseball caps.

Infantry, Armor and Conventional Troops

Soldiers in the DCMS's infantry, armor and conventional branches wear rugged, full-length, light tan jumpsuits, which feature shoulder and elbow padding to reduce the risk of injury from lifting heavy weapons and other vigorous activity. Every soldier is required to wear a branch-insignia pin on the chest of his suit.

The conventional hat has a short visor and ear flaps, which may be turned down during cold weather or fierce winds. Artillery personnel are issued hats with extra insulation in the ear flaps to muffle the sounds of artillery pieces. Many infantry units are issued helmets, gloves and thick jerkins to protect them from blunt weapons and flamers. The jerkins issued to vehicle personnel are designed to absorb shocks from bumping around inside a vehicle. In addition, their helmets are designed to prevent injury to the head. Both types of jerkins contain cooling elements to help protect the wearer from excessive heat.

Dress Uniforms

The basic dress uniform for all DCMS personnel consists of a white tunic, black pants, and red boots. The white tunic features wide orange stripes that run along the outside of the sleeves and down the center of the tunic's front, orange cuffs, and a high orange collar. Sewn into the tunic is a belt, which is fastened with a clasp fashioned in the shape of the Kurita dragon crest. Rank insignia are worn on the collar, and color-coded shoulder bars denote the soldier's service branch.

The black pants are virtually identical to those worn by senior officers, except for the addition of vertical piping along the legs that matches the soldier's shoulder bars.

MEDALS AND DECORATIONS

The DCMS awards many medals and decorations for service above and beyond the call of duty, including the following.

Bushido Blade

The Bushido Blade is awarded to officers who demonstrate great courage or leadership on the field of battle. Recipients wear the five-centimeter red circle, which is divided by a black katana sword, on the left breast pocket of their dress uniforms.

The Fledgling

The warlord of the Pesht Military District awards the Fledgling to green *chu-is* of the Pesht Regulars who perform beyond their expected limits. The decoration consists of a red braid attached just below the left collar and looped under the left arm. Once promoted to *tai-i*, a recipient may no longer wear the decoration. Soldiers often receive the Fledgling along with a promotion, and so never wear the braid.

Foundation of Galedon

Each year, one soldier serving in the Galedon Military District receives the Foundation of Galedon in recognition of extraordinary courage and dedication to the principles of the Pillar of Steel—not the least of which is strict adherence to the traditions of bushido.

The decoration consists of a black pillar with a silver dragon coiled around it, hanging from a blue and silver ribbon. Recipients may also paint blue and silver bands on the arms of their BattleMechs or the wings of their fighters.

Glory of the Fallen Samurai

Any great leader who falls in battle joins the ranks of the Fallen Samurai. His name is etched on the Great Wall of Luthien alongside the names of those who fell before him, and the deceased's direct superior awards a black-and-red dragon banner to the fallen hero's next of kin.

Guardian of the Lair

The Guardian of the Lair is awarded to warriors who perform heroic actions in the defense of the Pesht district. The decoration consists of a smoke-colored, diamond-cut gem placed in a gold setting for members of the Pesht Regulars. Members of other units receive the decoration in a silver setting. The decoration is worn on the left breast, below all other service ribbons and medals. With Theodore Kurita's permission, *Tai-shu* Ashora sent several Guardian of the Lair awards to members of the Kell Hounds and Wolf's Dragoons in honor of their efforts in the defense of Luthien against the Clans.

Honor of Wakizashi

A high-ranking officer who chooses to obey personal or family honor above his duty to House Kurita may receive the Honor of Wakizashi. When the Coordinator awards this medal, he grants the recipient the honor of performing seppuku to show remorse for his offense against the Draconis Combine rather than the dishonor of submitting to execution.

The medal hangs from a heavy gold chain; the weight of the medal is designed to remind the recipient of the burden of honor.



ARM OF THE DRAGON

Katana Cluster

Each year, the DCMS MechWarrior who tallies the most 'Mech kills during the previous twelve months receives the Katana Cluster. The medal consists of a silver cast of the Kurita dragon banded with five different colors, hanging from a green-and-black ribbon.

Knight of New Samarkand Ribbon

Any officer whose strategy and tactics enable him to win a battle against imposing odds may become a Knight of New Samarkand. The Coordinator himself bestows this decoration, which consists of a red-and-black ribbon adorned with a depiction of an oriental tiger. The decoration is worn on the left side of the recipient's uniform.

Order of the Dragon

The Order of the Dragon is awarded to those who have aided the Draconis Combine by directly contributing to significant territorial gains for the nation. The Coordinator himself awards the medal, which is the highest honor a DCMS officer can receive, and recipients become knights in the Order of the Dragon.

The medal consists of the black-on-red Kurita crest, surrounded by a wreath of eight gold-tipped blue points. The medal hangs on a blue-and-black ribbon.

Proserpina Bar

The Proserpina Bar is awarded to members of the Proserpina Hussars who demonstrate great skill or bravery against opponents. The medal consists of a stylized dragon's claw fashioned from bronze and obsidian. Most DCMS units award similar decorations to their members.

Silver Claw

The Dieron Military District warlord presents the Silver Claw to the member of each Dieron Regulars regiment who achieves the most confirmed kills in a given campaign. The medal consists of a simple dragon-claw pendant that warriors may wear with informal dress only. Warriors who receive multiple Claws often qualify for the Katana Cluster.

Watcher of the Dragon's Eye

The Coordinator awards the Watcher of the Dragon's Eye certificate to civilians who take direct action to protect the Draconis Combine. Past recipients include a cleaning woman who exposed a spy in the Combine administration and a young boy who destroyed an ammunition dump behind enemy lines. The certificate inscription offers the recipient the Coordinator's personal commendation and the blessing of the Draconis Combine.



White Starburst and Black Starburst of Rasalhague

In the past, the warlord of the Rasalhague Military District awarded the White Starburst of Rasalhague to soldiers who saved the lives of civilians or fellow troops. Since the formation of the Free Rasalhague Republic, the Elected Prince of that realm has awarded the Starburst to Combine soldiers who save the lives of Rasalhague citizens or otherwise serve the republic in extraordinary fashion.

The White Starburst resembles a galaxy, with four arms spiraling out from the silver lightning bolt depicted in the center of the medal. The medal is customarily worn on a blue and white striped ribbon.

The Black Starburst of Rasalhague is identical to the White Starburst, except that the starburst is black. This medal is awarded to soldiers who die while saving the lives of Rasalhague citizens or serving the republic in extraordinary fashion. Traditionally, the medal is draped over the soldier's coffin or buried beneath the soldier's memorial marker.



SOWING THE DRAGON'S TEETH

Like all militaries throughout history, the DCMS requires a steady supply of fresh warriors to maintain its strength. Combat, accidents and age claim the veterans of every generation, and with every new battle green troops must take their turn. The inexperienced and unlucky are weeded from the ranks through attrition until today's untried soldiers become the veterans of tomorrow.

The demand for new troops is even greater in the Inner Sphere of 3058, as the DCMS attempts to rebuild units shattered by two years of war against the Clans. In that conflict, the DCMS lost the equivalent of thirty-nine regiments—a force that would normally take two decades to train—within twenty-four months. The Phoenix Programs, launched in late 3054, call for the destroyed regiments to be reconstructed in slightly more than a decade. Such a feat will not be easy to accomplish. Long gone are the times when the average recruit could be adequately prepared for duty after a two-month training course; even infantry troops entering the battlefields of the thirty-first century require considerably more training. Specialized troops, such as MechWarriors, require even more experience if they are to use their weapons to the greatest effect.

ACADEMIES AND UNIVERSITIES

Military academies and universities are the DCMS's primary sources of recruits. These institutions prepare individuals for life in the DCMS by providing them with an introduction to military routine and the rigorous discipline needed to succeed in the military, as well as a grounding in specific military skills and general subjects.

Generally, military academies and universities use batteries of enrollment and psychological tests and other diagnostic tools to measure every applicant's aptitude for various subjects. However, individual applicants usually receive broad leeway to determine their own courses of study. As a result, a certain number of potentially gifted soldiers are never used to their full potential, because individuals may choose to study fields for which they are not well suited. Additionally, academy and university admission boards often give applicants' social standing and political leanings as much consideration as their aptitudes and skills when selecting new students—another practice that prohibits the DCMS military from fully utilizing the talents of its potential troops.

DCMS regulations require all military academies and universities to offer a standardized basic-training package during the first few months of instruction. This basic training is designed to improve each applicant's survival chances no matter which service branch the applicant ultimately joins. After finishing basic training, every student must satisfactorily complete at least one military occupational specialty (MOS) before entering the DCMS. Each MOS provides a student with the knowledge and skills needed to perform at the DCMS-defined minimum level of proficiency in the selected specialty.

Generally, military universities train future DCMS officers, and so they offer fields of studies (FOS), leadership and tactical-command courses unavailable at military academies. Additionally, most universities require that potential cadets graduate from academies before beginning university studies.

ENROLLMENT

Each military academy has its own admissions policy, though all are selective. All Combine military academies receive more applications than they have slots to fill, and so they can pick and choose. Regardless of an applicant's selected field of study, all

THE TAGIRI-PROSSER STUDY

The Tagiri-Prosser study, instituted by the Social Sciences Department of the University of Proserpina in 3036, was designed to predict the number of potential MechWarriors in any given generation of Draconis Combine citizens and estimate how many potential recruits would become full-fledged MechWarriors. Among other factors, the study considered access to proper mental training in a child's developmental years, the natural range of ability from which subjects might develop the proper skills, how both of these factors combine in various social settings, and the DCMS's own recruiting practices.

To no one's surprise, the study indicated that the DCMS's own recruitment and training procedures constituted the greatest factor limiting MechWarrior ranks in the DCMS. The study's results indicated that the size of the Combine's population would effectively keep the DCMS from ever recruiting more than one-fourth of the most potentially talented MechWarriors. The researchers also concluded that current recruitment procedures allowed the DCMS to reach only about one-fifth of those candidates. The DCMS High Command demanded an explanation of the second conclusion, unable to understand how they could be overlooking so many of the best potential warriors with generations of samurai filling their ranks.

Joseph Tagiri, co-director of the study, told DCMS commanders that their emphasis on recruiting among the privileged classes of Combine society—and DCMS training methods—were to blame. Under the traditional MechWarrior training methods, he explained, a recruit must undergo a series of rigorous training classes and battlefield tests that "weed out" sub-par candidates through a process of natural attrition. Candidates recruited from lower social classes, he said, tended to throw themselves into these endeavors with little regard for their own personal safety or the possibility of humiliating failure. After all, such men have little social status to lose through

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failure, and for most of them a DCMS career represents their only chance to raise their social rank. As a result, such recruits tend to die, be mustered out of the service or achieve elite status remarkably quickly. In contrast, the majority of recruits from the privileged classes—who must concern themselves with both their personal and familial status—tend to be more cautious during their training and subsequent military careers. As a result, developing a typical elite MechWarrior from a privileged class costs the DCMS more in time and resources than developing a more low-born MechWarrior.

However, Tagiri allowed that his conclusions were largely based on speculation, and he told DCMS leaders that any changes to existing recruiting and training practices would likely hurt the DCMS more than help. While MechWarriors from privileged classes might cost more to develop, they generally performed better on the battlefield than their low-born counterparts, he noted. In closing, he pointed out that similar studies conducted in the militaries of other Successor States indicated that the Combine was ahead in overall production of quality MechWarriors—an assertion that almost certainly saved Tagiri's job.

applicants must demonstrate basic physical fitness and mental aptitude. Minimum physical and mental standards allow the academies to swiftly weed out those recruits who are least likely to finish a course of study, thereby saving the academy time and resources. Additional criteria may include social class and political connections, or even a healthy bribe. Applicants may request an MOS but are not always guaranteed their choice.

CURRICULUM

The number and variety of military skills a student learns depends on his academy and MOS. For example, MechWarrior students usually concentrate on learning to operate BattleMechs, while a technician in training learns a wide variety of technical skills. At all the academies in the Combine, instructors can dismiss a student or require a student to change his or her MOS if they believe such action is in the best interests of the Draconis Combine. Students may challenge changes or dismissals by proving aptitude for a given field—or fitness to remain at the academy—through oral exams and simulation tests (if applicable). A rare few applicants have received permission to delay entry into the DCMS to take a second, complementary MOS.

GRADUATION

A student graduates after attaining a certain academic standing and demonstrating his or her grasp of a given set of skills. Some academies may waive either or both of these requirements, but this practice is not well regarded. Upon graduation, the typical cadet enters the DCMS in his or her MOS. Proficient students who can successfully demonstrate that further study will provide a significant advantage to the Combine are allowed to select an additional MOS and remain for one more training cycle. Top graduates can apply for admission into a university for advanced training. This last option is open to only a select few in any academy, and applying does not necessarily guarantee acceptance.

AEROSPACE AND INTERSTELLAR INSTITUTE

Based on the planet Midway, the Aerospace and Interstellar Institute (All) trains its students to serve in aerospace units, DropShips and JumpShips. Recently, the DCMS helped All create a WarShip training program, which has begun to turn out trained WarShip crews. The slow turnover in DropShip and JumpShip crews over the past several decades has created little demand for DropShip and JumpShip training; as a result, most All cadets receive aerospace fighter training. As the DCMS begins to deploy its WarShip fleet, however, more and more cadets have been selected for WarShip training.

All maintains two regiments of aerospace fighters and a few DropShips on Midway for training purposes.

Enrollment

Though All obtains most of its enrollees from proctor recommendations, the academy also accepts independent petitions for admittance. All prospective enrollees must pass a battery of aptitude tests. The popular rumor that a sixteen-year-old girl from Benjamin gained admittance based solely on the dubious achievement of scoring more than one million points on *Slayer!*, the Combine's most popular arcade aerospace simulator, has never been proved.

Basic Training

All teaches basic small arms and first aid skills to every cadet. The rest of basic training consists of morning calisthenics and classroom instruction. Cadets also learn how to make beds and fold clothes to exacting specifications—a lesson in attention to detail that has saved more than one cadet's life on the battlefield.



Advanced Individual Training

Several courses of study offered at All—such as JumpShip Piloting or Solar-sail Repair and Maintenance Techniques—do not fall into a particular MOS. Depending on the type of DropShip or JumpShip on which a cadet wishes to serve, he or she may take any number of appropriate sub-specialties. The Aerospace MOS is the only standard set of courses available at All, though aerospace fighter pilots have a fair amount of latitude in choosing electives.

Atmosphere

All promotes a competitive atmosphere regardless of career path, and top trainees in any field receive preferential duty assignments at the end of their training courses. Aerospace pilots, however, feel competitive pressures most keenly. DropShips and JumpShips are almost always moving all around the Combine, but some aerospace commands sit at the back edge of nowhere. No pilot wants to risk being assigned to back-water duty, and so the pressure to excel is intense. All works hard to keep its students, however, and goes out of its way to counsel cadets in trouble.

All's colors are orange, black and red. Cadets may wear the All insignia patch on flight suits, but not in dress uniform.

Graduation

Depending on the course curriculum, All training programs can last anywhere from six months to two years. All graduates approximately one hundred fighter pilots a year, but only a handful of DropShip and JumpShip pilots. The academy's WarShip facilities are currently turning out more trained personnel than there are ships to accommodate them, though the DCMS anticipates an increasing need for WarShip crews as WarShip deployment hits high gear. A certain number of All pilots go on to universities for training as line officers, who command vessels larger than a fighter.

AN TING UNIVERSITY

An Ting University (ATU) closed its doors in 3015 after a band of Sun Zhang alumni staged a raid against it in retaliation for Sun Zhang losses in the Kensai Kami. Restored to full operational capacity in 3055, ATU has since turned out several hundred fine warriors. The university receives its funding from the DCMS, the government of An Ting and the An Ting Legions. The Legions provide the instructors and much of the equipment for the university's MOS programs. Every cadet who enters the ATU can expect to spend at least two years in the An Ting Legions upon successful completion of training.

Enrollment

Residents of An Ting are given preference in admissions, along with applicants just leaving primary school. The university also sends out scouts to primary schools and other locations in search of "high potential" candidates, to whom the Legions offer inducements to join the training program.

Basic Training

Basic training at An Ting takes up the first two months of a cadet's schooling. If additional training is desired, the university offers a course in almost any skill the DCMS might require.

Advanced Individual Training

ATU offers a full array of military occupational specialties, lasting anywhere from two to three years. The university added its armored infantry MOS in late 3058; the course is still in its trial phase, however, as the DCMS evaluates its results. All training courses embrace the reforms of Theodore Kurita, in keeping with ATU's own philosophy of combat. Cadets may choose from among a variety of electives, provided the electives are acceptable under standard DCMS training policy.

Atmosphere

ATU fosters a relaxed atmosphere by comparison with some other military schools, though the university's rivalry with the prestigious Sun Zhang MechWarrior Academy often creates pressure on students to excel. In decades past, competition between Sun Zhang students and ATU enrollees often crossed over the line between friendly rivalry and personal offense. The mutual bad feeling culminated in a raid by Sun Zhang alumni that forced ATU to shut its doors until Theodore Kurita reopened it in 3055. Needless to say, the Coordinator is extremely popular among students at ATU. The university loses few enrollees; instructors and advisors take a personal interest in every student under their authority and catch most potential failures in time to turn their talents toward specialties at which they can succeed.

An Ting University's colors are dark blue and gray.

Graduation

ATU expects to graduate classes of seventy-five MechWarriors and fifteen to twenty aerospace pilots beginning in 3060. As the battlesuit program kicks into high gear, the university hopes to field twelve battlesuit warriors every year.

DIERON DISTRICT GYMNASIUM

The Dieron District Gymnasium (DDG) turns out fifteen to twenty highly trained MechWarriors every year, most of whom end up in the Dieron District Regular Forces. The school emphasizes combat training and prides itself on bringing out a warrior's personal drive to excel. A side effect of this approach is an almost complete disregard for its students' political and philosophical leanings.



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Enrollment

Anyone who graduates from primary school with passing marks and can meet a minimum level of physical and mental ability may take MechWarrior training at the DDG. The Gymnasium is one of the few academies in the Draconis Combine that requires no elaborate enrollment procedure; it accepts any applicant who meets the physical and mental requirements.

Basic Training

Cadets train at their own pace, though the ones who work harder excel faster. In keeping with DCMS standards, all cadets must pass several tests in small-arms fire and basic first aid before they may attend any special classes. Workout space and equipment is always available.

Advanced Individual Training

The DDG offers only MechWarrior training. Advanced classes are scheduled as necessary, and consistent attendance is not mandatory. A cadet is allowed one hour of simulator time for every sixteen hours of quality class time (as determined by instructors). After five hours of simulator time, a cadet is allowed one hour inside a BattleMech on a live-fire range or in simulated-fire combat. For every five hours of BattleMech time, a cadet will be included in one twenty-four-hour training mission, at a maximum of one per week. Many cadets frequently pull double-days to rack up simulation time and graduate quickly; others proceed at a slower pace with the intent of graduating in a few years.

Atmosphere

DDG students can be found building up their physical strength and agility at all hours. Many students treat the DDG as a workout center with the added bonus of occasional simulator runs. Classes are most often impromptu gatherings held in corners throughout the large gymnasium building. Instructors count as "present in class" those students, who, in their judgment, have put in proper study time. The DDG emphasizes preparation for combat, and so political doctrine and even loyalty to House Kurita is never an issue.

The ISF posts at least one agent at the DDG at all times to guard against the possibility of "back-door" infiltration into DCMS ranks. According to recent rumors, the ISF turned up three potential subversives among DDG trainees within the past year: two ex-FedCom MechWarriors traveling under assumed identities and a Clan Ghost Bear renegade. All three were allegedly Dispossessed MechWarriors, and the ISF has made no connection between the three cadets and any organized effort to infiltrate the DCMS. Publicly, the ISF has made no comment about the rumors.

The DDG has no official color scheme for uniforms or equipment, but those who frequent it often wear the purple and black of the gym's insignia.

Graduation

If any three instructors nominate a cadet as a potential graduate, the cadet undergoes a series of simulator tests. If the cadet displays an appropriate level of skill, he or she graduates.

DOVER INSTITUTE FOR HIGHER LEARNING

During the reign of Coordinator Miyogi Kurita, the ISF underwent a fierce internal struggle, dubbed the "Shadow War" by the common people of the Combine. This battle for power between the Coordinator and his sister Roweena, leader of the People's Reconstruction Effort (PRE), led to the destruction of the PRE university on the planet Ashio in 2865. A small segment of the destroyed academy survived the wrath of Miyogi Kurita, however, and re-emerged as a center of learning in 2910 under Coordinator Shinjiro Kurita. Renamed the Dover Institute for Higher Learning, the school has trained technicians, doctors, engineers and even MechWarriors for the past hundred and fifty years.

Enrollment

Primary-school proctors may forward the applications of promising students to the Dover Institute at the same time they send them to any other Draconis Combine academy. Applicants must meet basic physical and mental requirements and must demonstrate the ability to build on what they learn through scholastic records and a thesis paper. In several cases, proving or disproving the theories in these entrance essays becomes the focus of a student's training over his or her four-year course of study.

Basic Training

Institute students learn the basics in a series of month-long training programs, each separated by a week of general study and testing to ensure that the student is eligible to continue. At the end of the five months of basic training, students in the bottom 10 percent of their class are dropped from the program. Those dropped from the institute's only combat-oriented specialty, the BattleMech MOS, are automatically assigned to a district academy that will give them basic DCMS training in a branch of the service other than the MechWarrior ranks.

Advanced Individual Training

The Dover Institute allows MechWarriors to try their hands at all levels of combat, to give them an appreciation for every position on the battlefield from green MechWarrior to overall command. Training is often interrupted, sometimes for weeks, to conduct batteries of tests that ensure the students are progressing at a satisfactory rate. In the MechWarrior field, repeated failure is grounds for dismissal and automatic enrollment in infantry



or technician school. In any other field, the individual is simply dropped from training.

Though the Dover academy offers excellent technical and scientific courses, the only combat-oriented training available is the BattleMech MOS.

Atmosphere

The intense atmosphere at Dover causes a certain amount of stress with which every cadet must learn to cope. Instructors analyze and critique every test, simulator and ROM of battle footage down to the most insignificant detail, on the theory that only such intensive scrutiny will teach cadets to make the most intelligent choice in every battlefield situation. Critiques have been known to last for days after a live-fire exercise. Because the Dover Institute emphasizes making wise choices over quick reaction time, its MechWarriors tend to be as thoughtful and precise as any technician or science major in the graduating class. All Dover MechWarrior cadets subscribe to the code of bushido, but frequently conduct lively debates on the proper emphasis to be placed on it and its value in battle.

Mental burnout is the number one cause of attrition, especially during a cadet's second or third year when the pressure builds to grueling levels. The final year seems to go by swiftly for the experienced cadet; few seniors are lost except to training accidents.

The Dover Institute's colors are white, gray and blue. The institute's symbol, a glacier, is supposed to represent the power behind proper direction and purpose. A standing joke among MechWarriors, however, claims that the glacier represents the speed with which a Dover graduate accomplishes anything.

Graduation

The Dover Institute graduates fifty or so MechWarriors each year. Many graduates remain within the Benjamin Military District, but some serve in other areas of the Combine. Dover graduates often rise to command positions quickly as their hard-earned knowledge carries them beyond the average MechWarrior.

GALEDON MILITARY ACADEMY

At some point in its past, the Galedon Military Academy (GMA) began to concentrate on physical strength and endurance as vital to a warrior's role. As a result, academy life grew progressively more brutal until training procedures had to be modified to prevent unnecessary deaths. Located on the inhospitable world of Matsuida, the GMA offers training in each branch of warfare. A high death rate among aerospace pilot trainees, however, may lead the academy to phase out its aerospace program over the next few years.

Enrollment

Only graduates of Galedon primary schools may enter the Galedon Military Academy, and all applicants must be in excellent physical condition. Academy recruiters conduct a battery of tests on several Galedon District worlds for potential cadets.

Basic Training

Basic training includes DCMS-required skills, as well as intense physical conditioning. Cadets may not take elective courses at this stage. Even with the modifications made in recent years, GMA basic training remains among the most brutal in the Draconis Combine; for example, instructors have been known to beat a cadet badly to "toughen him up." Female cadets in basic generally receive more abuse than their male colleagues, presumably because they need more hardening.

Advanced Individual Training

Only one elective is allowed in any particular MOS; most cadets choose an extra course in Unarmed Combat or Survival Training. Overt abuse slackens off somewhat, but the challenging program of physical conditioning continues with free-climbing up a cliff face, day-long hikes, and obstacle courses run for hours on end. Students also undergo exercises meant to sharpen reflexes—some with severe consequences if the student does not progress quickly.

Atmosphere

In spite of the abuse and exhaustion—or perhaps because of it—GMA instructors instill strong loyalty to House Kurita and to the Galedon Military Academy in each cadet. In a blend of GMA training and Luthien court ritual, cadets use the phrase "my life for the Dragon" to mark time between push-ups or weightlifting. A poor performance reflects on a cadet's loyalty and is punished by the nearest instructor. In fact, legend has it that one GMA graduate who prostrated himself before Takashi Kurita to receive the Order of the Dragon said "my life for the Dragon" for almost four hours before becoming hoarse.

GMA colors are black and gold, and the academy has a ribbon customarily worn with a dress uniform. The academy's insignia is a gold sledgehammer against a black circular field.

Graduation

GMA cadets graduate with little fanfare and go straight into the Second Galedon Regulars for two years. Those who prove themselves in combat often come back to the GMA as instructors.

PAGODA FOR LUTHIEN OFFICERS

The Pagoda for Luthien Officers ranks alongside the Wisdom of the Dragon university only because of political influence. This university caters to the nobility of the Draconis



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Combine, specializing in the skills necessary for life at court. The university's location on Luthien only adds to its prestige. All Pagoda students are considered officer candidates, though many graduates will never see combat or even leave Luthien. The Pagoda exists for the privileged, which has earned it the nickname "Pampered Luthien Officers" among less privileged DCMS members. Most cadets enroll in the BattleMech MOS; a few select the Aerospace MOS, either out of personal inclination or a lack of open places in the BattleMech MOS.

Enrollment

The Pagoda makes no pretense of open enrollment; only applicants of noble background are considered. In most cases, applicants must have recently reaffirmed their noble titles; a purely hereditary title is not sufficient. The application process is a gauntlet of formal interviews and social functions, at which the applicant must excel to gain admission.

Basic Training

The Pagoda instructs students in all DCMS-required courses. Students attend a three-month basic training course, with a two-week refresher every year in the summer.

Advanced Individual Training

Pagoda officer candidates spend four to six years in schooling, depending on their course of study and often on the political influence of the cadets or their families. Required courses include Protocol and Bureaucracy, with electives available for the cadet to learn something of command. Not surprisingly, cadets who seriously study the tactics and strategies of warfare are in the minority. Most prefer such elective courses as Administration or Leadership.

Atmosphere

Life at the Pagoda is an ongoing social gauntlet, full of posturing and endless debates over whose family possesses more political influence. Those who stress combat skills over social graces are snubbed by students and instructors alike. Only the rare cadet can master both sides of the equation, but such natural leaders exercise enormous influence over the entire student body during their stays at the academy. The most notable example in recent years is Isoroku Kurita, cousin to Coordinator Theodore Kurita and currently Warlord of Dieron.

Because anyone with the political clout to gain admission also has enough influence to remain in spite of poor performance, only the staggeringly inept are dismissed from the Pagoda. In those rare cases, cadets may elect to resign or perform seppuku rather than experience the shame of dismissal.

The Pagoda's colors are crimson and gold.

Graduation

The Coordinator presides over the graduation ceremony each year, more for political reasons than genuine pride in his new officers. The paired swords of katana and wakizashi are awarded to each graduate as he receives his orders. Roughly 15 percent of a given class, usually those further down the scale, request off-planet assignment.

SUN TZU SCHOOL OF COMBAT

In 3057, the Sun Tzu School of Combat received a grant from the DCMS to expand its facilities and double its number of annual graduates. Though the school remains overshadowed by the better-known Sun Zhang MechWarrior Academy, it offers a remarkably diverse range of courses, and a large percentage of its graduates go on to officer training at a university. The school offers training in all branches of combat, and in a departure from DCMS tradition, emphasizes the ways in which each branch supports the others. This emphasis reflects the reforms instituted by Theodore Kurita and is one reason for the favorable attention the school is receiving.

Enrollment

The Sun Tzu School of Combat teaches a "team-play" attitude. When looking for suitable applicants, primary-school proctors select students who possess a cooperative spirit in addition to the qualities necessary to pass the physical and mental requirements for the entrance exams.

In spite of Theodore Kurita's reforms, many MechWarriors and even some aerospace pilots look on the Sun Tzu school with distaste because it stresses greater equality between differing branches of warfare. The competition for positions in the school's conventional-forces programs is steep, as the Sun Tzu School is the only place where conventional soldiers can receive samurai swords.

Basic Training

Basic training includes DCMS-required skills and tactics as they apply to coordination between branches of the service. Physical conditioning, as well as the strict discipline customary to a basic training camp, receives less emphasis here than at most other military academies. Instead of stressing competition, instructors encourage cadets to work together. Instructors provide guidance and basic discipline, leaving the rest up to each cadet's individual motivation.

Advanced Individual Training

The school offers training in only the four most common MOSs. As in basic training, each MOS covers tactics as applied to cooperation between branches. Courses in military history allow cadets to study and learn from wars dating as far back as ancient Terran China, and stress the benefits of coordinated combat as demonstrated over three thousand years of warfare.



Atmosphere

From basic through advanced training, the Sun Tzu School of Combat fosters a relaxed classroom atmosphere. Tension tends to come out in field exercises, in which cadets must put the lessons of basic training into practice. Many cadets find it difficult initially to let go of their prejudices, but once they do so they coordinate their efforts with incredible efficiency. The Sun Tzu School teaches the philosophy of bushido along with loyalty to House Kurita, but it uses the precepts of bushido to reinforce the notion that cadets must put aside personal pride and work together for the good of the Combine.

Attrition is highest among MechWarrior students who fail to abandon the widespread opinion that MechWarriors are a step above other branches of warfare—and therefore entitled to special consideration. Despite the school instructors' best efforts, some cadets simply never embrace the school's philosophy of cooperative combat.

The Sun Tzu School's colors are tan and brown, the traditional colors of the DCMS.

Graduation

All graduates receive paired samurai swords. In recent years, some conventional-forces graduates have been selected for further education at the Wisdom of the Dragon University.

SUN ZHANG MECHWARRIOR ACADEMY

The Sun Zhang MechWarrior Academy (SZMA) is the largest academy of its kind in the Inner Sphere, graduating more than four hundred soldiers each year. Located on New Samarkand, the SZMA trains BattleMech, armored infantry and aerospace fighter cadets. The training program is harsh, even brutal at times, but SZMA graduates are among the most respected and privileged soldiers in the DCMS.

Enrollment

Applicants must finish primary schooling with high marks and must score well on aptitude tests indicating a potential for BattleMech or aerospace piloting. Should a qualified primary student express an interest in attending the SZMA, his or her proctor conducts additional physical exams and tests of mental ability. Only with a proctor's recommendation can a prospective student proceed to the interview stage, though influential families can bring pressure to bear to ensure recommendations. During the interview process, which usually also includes speaking to family members and friends, the candidate is examined for motivation, personal stability, and correct political leanings. A less than perfect mark in any area is grounds for rejection.

Basic Training

All SZMA cadets spend four months in a training camp designed to shock them into a proper military mindset. Physical training is extremely tough. Strict military discipline and all

aspects of bushido are drilled into a cadet, with emphasis on service to the Draconis Combine.

Advanced Individual Training

The SZMA offers three MOS curricula, all of which run for three and a half years; the armored infantry MOS is a recent addition. Unlike other academies, the SZMA offers courses normally available only in universities—the military sciences, along with an eclectic selection from other military occupational specialties.

Atmosphere

The SZMA is known for its harsh discipline, rigorous training in bushido, and intense emphasis on loyalty to House Kurita. All cadets must carry themselves as samurai and treat each other with the respect that station deserves. In keeping with this tradition, academy administrators have been known to permit duels to the death for major slights to a cadet's honor. Abuse commonly heaped on cadets by instructors does not count as a slight against honor, however, because an instructor is considered to belong to a higher social station. A mere cadet is barely worthy of an instructor's attention, let alone his scorn.

Failed SZMA cadets usually cannot face the disgrace of expulsion from the prestigious school, and many failing students perform seppuku before receiving official notification of their impending dismissals.

The SZMA colors are red, yellow and orange, and are prominently displayed in the academy insignia and flag. Every graduate receives a ribbon in the school colors that may be worn with dress uniforms. Cadets who distinguish themselves in the cadres are awarded an SZMA insignia pin.

Graduation

Graduates are honored with the presentation of wakizashi and katana swords, which may be worn with a dress uniform. After a brief leave, all graduates report to one of the Sun Zhang Cadres for at least one nine-month term. In the sole exception to this practice, a few DCMS regiments were allowed to choose from among the best SZMA cadets graduating in 3054, 3055 and 3056 before the Sun Zhang Cadres selected graduates.

UNIVERSITY OF PROSERPINA

The University of Proserpina (UP) offers two-year programs for battlesuit, infantry and cavalry occupational specialties, and a four-year program for MechWarriors and aerospace pilots. Unfortunately, the university still suffers from a lack of equipment and proper facilities, which limits its MechWarrior and aerospace programs. The recently instituted battlesuit program is working exceptionally well as part of infantry training. All combat training at the UP is offered at two levels, one for enlisted cadets and one for officer candidates.



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Enrollment

The UP takes most of its applicants from residents of Proserpina. However, the university's reputation frequently attracts candidates from remote Combine worlds as well. Because of the university's limited resources, UP authorities take particular care when selecting officer candidates; as all MechWarrior and aerospace cadets are considered potential officers, the competition for these slots is especially intense.

Basic Training

All cadets take a simple two-month basic training course. Unlike other schools, UP freely mixes MechWarrior, aerospace, infantry and cavalry cadets in these courses.

Advanced Individual Training

Typical advanced training can last from six months for non-commissioned infantry to four years for commissioned officers. The Battlefield Specialist MOS, a recently implemented course of study, lasts for six years. Each MOS offers a wide variety of electives from which a cadet may choose, in addition to a full slate of DCMS-required courses.

Atmosphere

The UP offers one of the most balanced programs of classroom learning and hands-on experience available in the Draconis Combine. The high success rate among university graduates gives the average student a sense of confidence that cadets at other military schools sometimes lack. Because university officials are adept at choosing the right candidates for the school's BattleMech, aerospace, cavalry and infantry programs, few cadets in these fields drop out. Attrition is highest in the new battlesuit and battlefield specialist programs, as the university is still ironing out minor problems in these training courses.

UP colors are purple and gold.

Graduation

Though the University of Proserpina is one of the Combine's older schools, the DCMS has not paid it as much attention as other universities, largely because the Proserpina Hussars traditionally maintain and refurbish the school themselves. Most university graduates enter service in a Proserpina Hussars regiment.

WISDOM OF THE DRAGON

Located on Kagoshima, the Wisdom of the Dragon school is one of few "finishing" universities in the Draconis Combine. Cadets who have already completed two to four years of training in a military academy may attend the university to hone their skills in strategy and command. Like the Sun Zhang MechWarrior Academy, the Wisdom of the Dragon turns out warriors who are considered the elite of the DCMS.

Enrollment

Though the Wisdom of the Dragon university is officially open to all Combine citizens who meet its physical and mental entry requirements, no one enters Wisdom of the Dragon straight out of primary school. Only officer candidates attend this university, and most are fresh from two to four years at an academy. Some have already spent several years in the ranks of the DCMS. In addition, an applicant must have the highest marks from his or her academy class or be sponsored by a DCMS field officer of *tai-sa* rank or higher.

Basic Training

For the most part, university cadets have already received basic training in their academy years. For those wishing to further refine their skills, Wisdom of the Dragon offers advanced courses in the basics.

Advanced Individual Training

Wisdom of the Dragon specializes in teaching leadership, tactics and strategy. Beyond those subjects, cadets are encouraged to choose elective training in a variety of skills that support their chosen MOS. Wisdom of the Dragon devotes most of its resources to MechWarriors, but in recent years it has expanded its courses for the cavalry and infantry MOS as well as the new battlesuit MOS.

Atmosphere

The atmosphere at Wisdom of the Dragon has an intensity unmatched in other Combine academies and universities, including the Sun Zhang MechWarrior Academy. No matter what the field, a cadet's course of study pushes the cadet to the limits of his or her mental and physical endurance. In addition, cadets must cope with intense social pressure to follow the ancient traditions on which the Draconis Combine was founded. The university's rigorous adherence to the precepts of bushido exceeds that of any other university or academy, and instructors stress loyalty to House Kurita above all. Theodore Kurita's reforms have met fierce resistance from the university's instructors, who routinely penalize students for using tactics they consider improper. But despite the diehards, university policy is slowly changing to conform with the Coordinator's wishes.

The Wisdom of the Dragon rarely loses a student except in training accidents. Years in an academy or serving in the DCMS have hardened the typical officer candidate, and so few drop out because of pressure. The university ranks its students throughout their training, with the lower end of the class receiving less than desirable orders upon graduation.

Wisdom of the Dragon cadets wear light gray uniforms; the university's insignia is a menacing and colorful dragon's eye.



Graduation

The graduation ceremony, a grand affair, takes place in the Coordinator's presence, and the Coordinator himself awards each graduate the coveted katana and wakizashi. Graduates are expected to serve the DCMS with honor and bravery and follow the tenets of bushido at all times.

KENSAI KAMI: SPIRIT OF THE WEAPON MASTER

The Kensai Kami training program pits the best MechWarriors currently serving in the DCMS against instructors and one another in an effort to push the elite to greater heights of skill. A sort of year-round "masters program" for the Combine's best MechWarriors, the Kensai Kami graduates a class every three months. Only the most talented MechWarriors in a given regiment receive the honor of undergoing this training.

History

Before the Fourth Succession War, the graduating classes of various Draconis Combine academies and universities tested themselves against each other in the team-play atmosphere provided by the Kensai Kami program. Sun Zhang Academy graduates ruled the program in its earliest days, though they occasionally received stiff competition from graduates of An Ting University and the University of Proserpina.

Eventually the DCMS decided that the resources it devoted to the program were more urgently needed fighting the Fourth Succession War, battling Wolf's Dragoons on Misery, and waging the Ronin War and the War of 3039. In 3048, Kanrei Theodore Kurita resurrected the Kensai Kami on the planet Bicester as a way to offer advanced training to DCMS MechWarriors.

Program

Every regiment is allowed—and in the case of celebrated regiments, expected—to send one warrior of *sho-sa* rank or below to each Kensai Kami course. Each regiment selects its candidate based on its own criteria. However, a warrior may participate in Kensai Kami only once during his or her career.

The Kensai Kami runs on a quarterly schedule. During the three-month course, warriors fight a series of simulator and dummy-fire battles against elite instructors and, at regular intervals, against each other. These competitions range from one-on-one battles to lance engagements, and often pit students against uneven odds. The instructors evaluate each warrior on personal tactics and ability and also judge each warrior's skill in leading multiple-warrior engagements.

The Kensai Kami program runs its participants through a wide variety of missions, from defense duty to search-and-destroy scenarios. The mission goal and battle parameters frequently change mid-scenario, always to the disadvantage of the program participants. The administrators vary the content of the

Kensai Kami program each quarter, thus eliminating any advantage to studying the current program.

Warriors participate in seventy-five missions worth up to forty points each during the twelve-week Kensai Kami course. The length of each mission varies from a few hours to several days.

Atmosphere

Because all Kensai Kami participants belong to the elite of the DCMS and compete fiercely to improve their own skills and bring honor to their units, stress runs higher in the Kensai Kami program than in any academy or university in the Draconis Combine. MechWarriors fight in at least one battle each day, attend critiques and classes, and are encouraged to squeeze in all the simulator time they can manage.

Graduation

A MechWarrior must earn at least 750 points to participate in the Kensai Kami graduation ceremony. While achieving only 25 percent of the possible total score is considered unacceptable in most programs, such a score in Kensai Kami means only that the warrior belongs to the lower ranks of the most elite soldiers in the most proficient military in the Inner Sphere. A score of 1,000–1,500 points defines the average, and any score higher than 2,000 is considered an Honors score. The warrior with the highest total score in each quarterly program receives a promotion in rank and may choose to join the Kensai Kami program as an instructor. If this warrior belongs to one of the more disreputable regiments in the DCMS, he or she may be awarded a transfer to a new unit.

Colors

As shown in the flag and in the program crest, the Kensai Kami colors are red, black and gold. The insignia is the black silhouette of a *Hatamoto-Chi* wreathed in red energy bolts, set against a golden field. Kensai Kami awards its graduates a ribbon they may wear on their dress uniforms, and the top scorers of each program receive a medal from their district warlord, which they may also wear with their dress uniforms. In addition, all Kensai Kami graduates may paint the red, black and gold bars of the Kensai Kami flag on the back of their BattleMechs.

PROVING GROUNDS

The Draconis Combine Mustered Soldiery relies almost exclusively on its military academies and universities to produce a steady flow of soldiers into its ranks. While all citizens receive primary education, only those who score well enough on the exit tests proceed to higher education—and the proctors recommend a much smaller fraction of those students to attend military academies and universities. Though the Ministry of War now acknowledges that true samurai may rise from sources other than the noble classes, it does not actively develop candidates from lower socioeconomic classes. However, "proving grounds"—fields set



SOWING THE DRAGON'S TEETH

up for practicing military maneuvers and honing combat skills—offer citizens of low birth or low academic standing an avenue to develop and exhibit the skills needed to enter the DCMS.

Generally, proving grounds are dedicated to a specific branch of warfare and operate according to a variety of administrative styles. The ISF maintains operatives at all proving grounds to scrutinize promising candidates for correct doctrine and loyalty to the Combine. Candidates approved by the ISF (or who produce an appropriate bribe) generally receive invitations to study at military academies, though exceptionally talented candidates may receive only a minimum of training and indoctrination before entering the ranks of the DCMS.

INFANTRY

Some infantry proving grounds consist of little more than recreational parks where paint-pellet guns substitute for the real thing and even weekend warriors are welcome. Those infantry proving grounds that require a battery of physical tests proving an applicant's competence, however, produce a greater number of candidates for additional training at the expense of the DCMS.

ARMOR

Because families rarely pass armored vehicles to successive generations in the same way as BattleMechs, the number of armor proving grounds in the Combine remains relatively low—few would-be warriors possess tanks of their own, and those who do generally belong to a DCMS unit already. However, some academies support cavalry training grounds that also serve as proving grounds. Regularly scheduled "open participation" events allow all interested parties to pay for several hours' worth of training on simulators. Those participants who show exceptional ability may receive basic training at the academy's expense in preparation for exercises on live-fire target ranges and dummy-fire combat against regular cadets.

AEROSPACE/BATTLEMECH

Aerospace proving grounds exist only in conjunction with BattleMech proving grounds, because very few competent aerospace pilots emerge from outside the academies. Though many unschooled men and women may prove themselves capable of controlling a 'Mech and even firing its weapons with accuracy, academies remain virtually the only places where an individual can learn the highly complex and abstract skills needed to pilot an aerospace craft.

Every potential warrior must bring his own fighter or 'Mech to the proving grounds—or be ready to spend a substantial amount of time and money on simulators. A warrior's efforts on the proving grounds generally culminate in a large-scale, dummy-fire battle that allows instructors to evaluate each participant on the merits of piloting, gunnery and any special tactical ability.





OSAKA FIELDS: A PLACE OF REFINEMENT

Located on the planet Benjamin, Osaka Fields is one of the largest BattleMech proving grounds in the Draconis Combine. Traditionally, Benjamin's garrison regiment maintains and administers Osaka Fields; in the absence of a regular DCMS unit on Benjamin, the planetary militia assumes those duties.

Osaka Fields consists of a large, untamed wilderness area that borders a military base abandoned when the current base was built. Only sensor relays define the practice fields, and so every warrior who uses the proving grounds must demonstrate perfect knowledge of the field boundaries. Because violating a boundary may put a BattleMech rigged for dummy-fire battle into a live-fire range, any warrior who violates a boundary immediately loses his or her field privileges.

Simulator time is reasonably priced, though regular military users always receive precedence over non-military users. Anyone with his or her own BattleMech may use the fields, and free-for-all matches are quite common. Previous administrations often accepted random participants in groups of four or eight, scrambled them into roughly even teams based on their experience levels and sent them to their assigned fields. The current administration, however, often employs practices designed to make the sessions more productive for everyone involved. For example, the administration frequently combines opponents into unmatched groups and may incorporate specific goals unrelated to direct combat in to the victory conditions of a match.

A low-orbit satellite monitors the action on each field and sends trideo feeds to the field base. Anyone can purchase recordings of matches. The Osaka Fields offer entertainment that bears close resemblance to the games on Solaris, but the DCMS uses stiff fines to enforce the strict prohibition on wagering at the proving ground.

Live-Fire Ranges

Osaka Fields features three live-fire ranges of varying difficulty, where computer-generated targets are projected onto armored pillboxes. All fire is real and at full strength, though return fire is limited to weaker weapons such as medium lasers and machine guns to limit wasteful damage and loss of life. Live fire is used to give MechWarriors a better feel for their own weapons, practice in responding to real weapon hits on their BattleMechs, and an opportunity to experience a sense of the pressure provided by real battlefield risk. Outside these special ranges, all other match-ups use dummy fire and computer-estimated damage.

Grudge Matches

Each field at the proving ground frequently hosts grudge matches, which always draw large numbers of spectators. Often, several matches are held simultaneously on a single field to give the maximum number of warriors an opportunity to participate. Officers of *sho-sa* rank and higher can request a private field for a grudge match.

Raiding Events

Raiding events are popular with warriors of all experience levels. When staging a raiding event at a field, the control center selects the site to be defended, which can be anything from a mountain pass to a computer-generated "ghost village" complete with buildings and streets that register on the external sensors of the participants' Mechs, vehicles and equipment. Raiding events also allow for a wide variety of attacker and defender configurations.

Battlefields

The simple stand-up fight on a battlefield, which continues until only one side remains standing, is the most commonly run scenario at the proving ground. Warriors may request any number of different match-ups, from evenly matched battles of company-sized opponents to fights that pit a single elite warrior against multiple opponents.





DCMS ROSTERS

This section describes every DCMS regiment's history, command structure, available forces and composition, and highlights outstanding officers and common tactics where appropriate. All regiments are arranged according to the standard Forward-ARC scheme unless otherwise noted. Each type of unit is indicated by a unique symbol, as shown here.



BattleMech



Aerospace units



Armor units



Infantry

The unit descriptions contained in each regiment entry include size, quality, and loyalty ratings.

The size of a unit can range from a single squad or lance to one or more companies, battalions, or regiments. For definitions of these terms, refer to **Arm of the Dragon**, pages 15–17.

The quality rating of a unit is an estimation of its overall skill and combat experience. Units with high quality ratings can be expected to perform consistently better than those with lower ratings, regardless of other factors. Quality ratings are assigned by the DCMS High Command, which updates them regularly. The standard DCMS quality ratings are Green, Regular, Veteran and Elite. Green denotes units that are predominantly composed of new recruits or inexperienced soldiers. Regular units comprise

troops of average abilities—competent soldiers with some combat experience. Veteran units comprise troops of greater battle experience and skill. Typically, DCMS commanders reserve veteran troops for dangerous and vital missions. Elite units comprise the DCMS's most highly trained, experienced and knowledgeable warriors. Elite troops are rare, and so commanders reserve them for the most important duties such as vital offensives and defending key positions and persons.

The ISF assigns loyalty ratings to every unit based on many factors, but bases its judgments primarily on the backgrounds of a unit's key officers. Traditionally, loyalty ratings are not revealed to non-ISF personnel, though the High Command and the Bureau of Substitution may consult those ratings when planning troop deployments and officer transfers. The standard loyalty ratings are Questionable, Reliable, and Fanatical. Questionable units comprise potentially disloyal or seditious troops who must be kept under scrutiny. Reliable units comprise troops who display consistent loyalty and appropriate military conduct. Fanatical units comprise troops whose devotion to the Dragon knows no bounds.



DISTRICT OF ALSHAIN

The Draconis Combine established the Alshain District after recognizing Rasalhague's independence. A long, narrow strip of space bordering the Free Rasalhague Republic, Alshain served the primary purpose of a buffer district. The DCMS sent fourteen regiments of varying expertise to garrison Alshain, ready to support the fledgling state of Rasalhague as well as to defend the district's borders. Alshain's regiments also served as a reserve force, ready to move down into Dieron or Benjamin as needed.

In 3050 and 3051 the Clan military machine swallowed much of Alshain along with Rasalhague. Caught between Clan Smoke Jaguar and Clan Ghost Bear, the Alshain District Regulars fought a valiant but losing battle. They acquitted themselves well on several worlds, buying time for the rest of the Combine to bring its might to bear on the invaders. Out of the original fourteen regiments, remnants of five survived that maelstrom—three so shattered that the Bureau of Substitution combined them into a single regiment. Hoping to capitalize on the anger of the Alshain Regulars at the virtual destruction of their district, the bureau renamed the remaining regiments the Alshain Avengers. For the past few years, Alshain's survivors have followed a training schedule that has kept them in top condition and spoiling for combat. Theodore Kurita plans to use the Alshain Avengers as shock troops when the Clan War heats up again, and has pressured the Procurement Department into giving the Avengers top priority for upgrades and OmniMechs.

Not every Planet in the Alshain District fell to the Clans. When the Clan juggernaut stopped in 3052, a handful of Alshain worlds near the border of the Dieron District remained free. However, the tiny number of worlds could not feasibly be maintained and administered as an independent district, and so Theodore Kurita ordered them incorporated into the neighboring districts of Benjamin and Dieron "until the Clans have been swept from Combine space." As a symbol of his commitment to one day restore the Alshain District to its former place, the Coordinator named *Tai-sho* Toshimichi Uchida as the new Warlord of Alshain.

COMMANDING OFFICER

Theodore Kurita officially appointed Toshimichi Uchida Warlord of Alshain in absentia, at least partly to maintain the balance of power among the various district warlords. *Tai-sho* Uchida's appointment also symbolizes the Coordinator's resolve to reclaim Alshain and serves as a living reminder of the potential fate of all Combine districts if the DCMS does not adequately prepare for the renewed Clan onslaught. *Tai-sho* Uchida and his aide, *Tai-sa* Paul Okinatori, train alongside the Alshain Avengers when possible and plan to lead the fight to reclaim their homeworlds.



AVAILABLE FORCES

An incredible 70 percent of the Alshain Avengers' BattleMechs have been upgraded in all three regiments, and each regiment also includes one battalion of OmniMechs. According to the Coordinator's wishes, the Avengers have samples of almost all of the new technology employed in the DCMS. Despite this royal treatment, the Avengers are regarded as wavering between reliable and questionable loyalty because of their single-minded devotion to reclaiming their captured homeworlds. When fighting the Clans, the Avengers are likely to display fanatical loyalty to the Combine's objectives; if their orders conflict with their desire for revenge against the Clans or freedom for one of their district's planets, however, their likely actions remain in doubt.

COLORS AND INSIGNIA

The Alshain Avengers have abandoned their regiments' traditional colors of white, jade green and shades of gray for a white background with bright red and orange accents. The Avengers shun camouflage—they want their enemies to see them and remember. The Avengers also have adopted a new insignia, a red dagger pointing out of an eclipsed sun with a flaring corona. This insignia appears on the upper right arm of all Alshain BattleMechs and is prominently displayed on all other vehicles.



8TH ALSHAIN AVENGERS: STRENGTH THROUGH PURPOSE

Despite losing Thessalonika to Clan Ghost Bear in November of 3051, the Eighth Alshain fought one of the Combine's more successful campaigns against the Clans. The Eighth's aerospace fighters repeatedly denied the Ghost Bears air superiority while the rest of the Eighth Alshain, supported by the Twelfth Sun Zhang Academy Cadre, managed to tie down the Ghost Bears' Delta Galaxy for more than a week. This battle significantly delayed Clan Ghost Bear's offensive and taught the Eighth which tactics worked against the Clans. Two-thirds of the Eighth managed to escape Thessalonika along with the remnants of the Twelfth Sun Zhang. The survivors of the Twelfth were reassigned among other DCMS regiments, and the High Command brought the Eighth back up to full operational status minus armor support. Plans are currently in the works to add a battalion of light armor with superior reconnaissance ability.

Since the Truce of Tukayid, the Eighth Alshain warriors have concentrated on training to meet the Clans and defeat them. All support personnel, from technicians to administrators, also train daily with personal weapons so that they can kill as many Clansmen as possible should they get the opportunity. Whether the Eighth can resist the call of blood lust and stick to cool-headed tactics in the field remains to be seen.

The Eighth Alshain Avengers paint their 'Mechs and aerospace fighters white or light gray with burnt-orange accents. The regimental insignia is a planet surrounded by a wreath of fire.

OFFICERS

The loss of the unit's commander in a recent training accident stunned the Eighth Alshain. *Tai-sa* Tasha Greer had led the unit for more than eight years, and her death sent morale plummeting. *Tai-sa* Mikail Breshnov, promoted to commander from executive officer, has since used *Tai-sa* Greer's memory to great effect in restoring the regiment's fighting spirit. While the First Battalion cannot help comparing Breshnov somewhat unfavorably to Greer, the other two battalions have responded eagerly to *Tai-sa* Breshnov's call for strenuous training in honor of the regiment's fallen commander. The new executive officer, *Tai-sa* Naga Kuritsu, also commands the aerospace wing that performed so brilliantly in the defense of Thessalonika. For his leadership and combat ability in that engagement, Kuritsu received a commendation from Coordinator Kurita.

TACTICS

As the Eighth proved on Thessalonika, the Clans can be hurt in prolonged engagements. The Eighth Alshain practices maneuvers and strategies intended to exploit this weakness of the invaders. Heavily defended supply convoys, aerial reconnaissance of enemy movements, and accurate timing between split forces are just a few of the areas on which the Eighth has focused its efforts.



8th Alshain Avengers

Regiment/Veteran/Reliable

CO/First Batt: *Tai-sa* Mikail Breshnov

Second Batt: *Chu-sa* Komeito Tsugaru

Third Batt: *Chu-sa* Blane An-shih

In addition to their high rate of upgrades and a battalion of OmniMechs, the Eighth has received enough C³ components to equip a full company in each of its battalions.



Ryu-Kami

Wing/Elite/Reliable

XO/Wing Cmdr: *Tai-sa* Naga Kuritsu

Ryu-kami translates as "Dragon Spirits" or "Spirits Inhabiting Dragons." The *Slayer* aerospace fighter is the mainstay of the wing, which has also received a few experimental OmniFighters.



8th Alshain Avengers Infantry

Regiment/Veteran/Questionable

Troop Cmdr: *Tai-sa* Bjorg Davidson

All DCMS infantry troops are trained in anti-Mech tactics.

Except for the battle-armor company and a few individual soldiers, most of the Eighth Alshain's infantrymen have fought the Clans. The regiment includes two companies of VTOLs and two artillery companies. Unlike the rest of the regiment, the soldiers of the battle-armor company are regular rather than veteran troops and their loyalty is considered reliable.



11TH ALSHAIN AVENGERS: DIVINE RAGE

The Eleventh waited out most of the invasion on Trolloc Prime, champing at the bit to strike at the Clan forces eating away at their district. A single battalion of 'Mechs, supported by elements from another planetary garrison, finally received the call to the front and got summarily chopped to pieces by Clan Smoke Jaguar. The Eleventh rebuilt its lost battalion from the garrison forces of the few Alshain worlds not taken by the Clans. When Coordinator Theodore Kurita incorporated Alshain into the Dieron and Benjamin Districts, the DCMS moved the Eleventh and its supporting forces to the world of Chatham. The large number of support assets attached to the Eleventh may mean the DCMS intends to farm out the Eleventh as support for other, more experienced Alshain regiments as needed.

For five years on Chatham until its reassignment to the planet Kiesen, the Eleventh trained incessantly against the Eighth Alshain Avengers so that both regiments could improve their tactics in preparation for battle against the Clans. The Eleventh has since repeatedly petitioned for raiding assignments into Clan space, but so far the High Command has refused its requests. Sources close to Warlord *Tai-sho* Uchida speculate that he intends his denials to stoke the burning rage of the Eleventh against the Clan forces.

The regiment has recently begun conducting limited live-fire exercises, even though such activities are technically against the Eleventh's orders. However, the only notable response to these actions has come from *Tai-sho* Uchida, who sent the Eleventh's commanding officer a letter expressing his concern over the high percentage of recent training accidents. The unit commander has since toned down the exercises but continues to sponsor them.

Because much of the Eleventh has yet to engage the Clans in battle, the Procurement Department is less liberal in awarding this regiment newer technology. The Eleventh receives reasonable amounts of upgraded equipment, but not as quickly as the Eighth or Fourteenth Alshain Avengers.

The Eleventh adopted a color scheme of pure white with scarlet accents.

TACTICS

The Eleventh has no tactical specialty aside from an overwhelming drive to inflict damage on their opponents. This creates a weakness that a clever enemy can exploit, but opponents meeting the Eleventh in stand-up combat are in for a shock. The troops of the Eleventh make a practice of rushing enemy lines, starting in a regimental wedge formation and quickly splintering into twenty-seven individual lance-sized attacks. With this tactic, they intend to shatter the enemy with one violent blow. They also frequently engage in fierce physical attacks and keep up such a constant rain of weapons fire that their BattleMechs routinely risk shutdown from overheating. An enemy facing such sustained ferocity might break off the attack rather than face such an opponent.



11th Alshain Avengers

Regiment/Regular/Questionable

CO/First Batt: *Tai-sa* Tracy Miyazaki

XO: *Tai-sa* George Gibson

Second Batt: *Chu-sa* Sari Masuhira

Third Batt: *Chu-sa* Palmer Yoshio

After being held in check for so long, the warriors of the Eleventh are as close to being berserkers as any DCMS troops are likely to come. Because of this, the DCMS High Command has serious doubts that the Eleventh can follow any battle plan more complex than a no-holds-barred rush toward the Clan enemy. All of the Eleventh's battalions are considered heavy, though a few companies contain a mix of light and medium BattleMechs.



11th Alshain Aerospace

2 Wings/Green/Questionable

Wing Cmdr: *Sho-sa* Gabrielle St. Claire

The Eleventh's aerospace wings train under the direction

of the Eighth Alshain's *Ryu-kami*. So far, the Eleventh aerospace does not seem to have learned much from the experienced Eighth.



17th Trolloc Armored Division

Regiment/Green/Questionable

Armor Cmdr: *Tai-sa* Christopher Hughes



22nd Trolloc Heavy Guard,

Alshain Freedom Brigade

2 Regiments/Green/Questionable

Troop Cmdr: *Tai-sa* Yoritoma Ito

Tai-sa Ito commands the 22nd Heavy Guard, which consists of artillery, heavy offensive vehicles and jump troops trained with lasers and SRMs. The Alshain Freedom Brigade, commanded by *Tai-sa* Nepharam Vanharobis, is subordinate to the 22nd. The Freedom Brigade is a motley assortment of foot troops formed from surviving remnants of destroyed Alshain units.



14TH ALSHAIN AVENGERS: DRAGON'S CRUCIBLE



The Fourteenth Alshain Avengers were created from the three surviving battalions of the Third, Fourth and Seventh Alshain Regulars. All three battalion commanders wanted to lead the new regiment, and so the DCMS solved the problem by offering *Tai-sa* Cohen command of the soon-to-be-formed Fifteenth Alshain Avengers. *Tai-sa* Watkins and *Tai-sa* Shazli settled their differences in private, after which *Tai-sa* Shazli requested assignment as the Fourteenth's executive officer.

Each battalion brought to the Fourteenth valuable insight in fighting the invaders. All three of the battalion's former regiments acquitted themselves well against the invaders, and the Third Alshain Regulars did so on two different worlds. Each surviving battalion came away from its defeat resolved to defeat the Clans one day, and all three took note of weaknesses in Clan tactics they believed they could exploit if given a mostly equal technological level. The DCMS upgraded nearly all of the Fourteenth's

BattleMechs, adding new technology to the older models and giving the new regiment a full battalion of OmniMechs.

The Fourteenth Alshain Avengers are compiling a massive database on Clan organization, technology and tactics. Though their single-minded desire to defeat the Clans makes their loyalty to the Combine as a whole somewhat doubtful, the Fourteenth remains well-regarded by much of the High Command because of the heroism its three parent regiments displayed against Clan forces.

The Fourteenth Alshain employs a paint scheme of white with dark red accents. The regimental insignia is a fire raging under the planet Alshain.

OFFICERS

The unit's commander and executive officer maintain a cold calm as they prepare to face the Clans once again. Their choice of *Chu-sa* Kiyaga to lead the Third Battalion surprised many, as the *chu-sa* is generally regarded as a mediocre MechWarrior. Most observers do not realize, however, that *Chu-sa* Kiyaga has a valuable knack for high-level strategy.

TACTICS

The Fourteenth's three parent battalions brought a variety of special skills to their new regiment. The First Battalion excels at using terrain to maximum benefit; it can move through otherwise impassable areas and locate optimum battle sites quickly. The Second Battalion specializes in rapid response, able to shift with a battle no matter what unexpected events take place. The battalion commander, *Tai-sa* Shazli, is a master of improvisation. The Third Battalion excels at keeping supply lines open during a long engagement, and *Chu-sa* Kiyaga is personally capable of planning anything from a short raid to a full-scale multi-planet invasion.



14th Alshain Avengers

Regiment/Veteran/Questionable

CO/First Batt: *Tai-sa* Steven Watkins

XO/Second Batt: *Tai-sa* Yama Shazli

Third Batt: *Chu-sa* Jennifer Kiyaga

The Fourteenth has received more upgrades than any other District Regular Force. The unit also possess a wide array of specialized equipment such as C³ networks and Arrow IV capability, plus one battalion of OmniMechs.



14th Alshain Aerospace

Wing/Veteran/Questionable

Wing Cmdr: *Sho-sa* Tik Wu Ti

The Bureau of Substitution formed the Fourteenth Alshain Avenger Wing from the same shattered regiments that produced the BattleMech troops.



14th Alshain Armor

Battalion/Regular/Questionable

Armor Cmdr: *Chu-sa* Hans Peterson

The Fourteenth Alshain's armor division, all light and fast medium vehicles, once belonged to the Seventh Alshain Regulars. The Fourteenth has requested another battalion of heavy armor, but has not yet gotten it.



8th Alshain Fast Response

Regiment/Regular/Questionable

Troop Cmdr: *Tai-sa* Devon James

The DCMS High Command released one battalion of light battle armor from the Eighth Alshain to the Fourteenth, relying on the Fourteenth's rational commanders to refrain from throwing the battalion away in combat. Battle-armor commander *Chu-sa* Takamora Honshu reports directly to the regimental commander, *Tai-sa* Watkins. The battle-armor troopers are green, with reliable loyalty.



15TH ALSHAIN AVENGERS: SHADES OF ALSHAIN

The Fifteenth is the "leftover" regiment of the Alshain Avengers; it consists of individual soldiers separated from their units, fragments of previous regiments and militia forces from the few unconquered Alshain worlds. Regimental commander *Tai-sa* Cohen and his officer corps have worked hard to unify the regiment's disparate elements and get them ready to fight the Clans. The experience level of most of the unit's warriors has helped them in this task, but they have been hindered by the staggering variety of backgrounds of their troops. Almost every soldier wants to do things "the way we did it in my last unit," and so unifying the troops is hard going. Reflecting its worries about the Fifteenth's stability as a fighting force, the Procurement Department has not upgraded the Fifteenth to the same level as the other Avenger units, but the unit's upgrades are still better than average.

Despite the many differences within the unit, few complaints arise from within the ranks. Every soldier shares a common goal—to return to Alshain and free it from the Clan invaders. The Fifteenth holds training sessions nearly every day, training jointly with other regiments whenever possible.

The Fifteenth paints their vehicles light gray. Each prominently displays the Alshain Avengers insignia and the regimental insignia, a sword rising out of fire.

OFFICERS

The Bureau of Substitution offered *Tai-sa* Cohen command of the Fifteenth plus a full company of *Avatars* in return for his voluntary transfer away from the newly formed Fourteenth Alshain Avengers.

15th Alshain Avengers

Regiment/Regular/Questionable

CO/First Batt: *Tai-sa* Murry Cohen

XO: *Chu-sa* Kenji Shotuka

Second Batt: *Chu-sa* Jon Risner

Third Batt: *Chu-sa* Sun Ch'uan

Tai-sa Cohen kept all the OmniMechs in the First Battalion, along with those he believed to be the better troops. Only battle will show whether this decision was right or wrong. The Second Battalion contains one company of veteran troops who came in together and refused to give up their BattleMechs—many manufactured in the Alshain District—for OmniMechs.



15th Alshain Aerospace

Reinforced Wing/Regular/Questionable

Wing Cmdr: *Sho-sa* Gavin Sundancer

The reinforced wing currently contains forty-one aerospace fighters, and adds one or two more every month. The Procurement Department may not allow the Fifteenth to retain all these fighters, however. Few have been upgraded, despite promises from Procurement. The Fifteenth has no DropShips assigned it at this time, but it is still too far from combat readiness for that to matter.



15th Alshain Armor

Battalion/Veteran/Reliable

Armor Cmdr: *Chu-sa* Naomi Lee-Tanaka

When *Chu-sa* Lee Tanaka and her elite company of Savannah Masters joined the Fifteenth Avengers, *Tai-sa* Cohen named her commanding officer of the Fifteenth's armor forces. Originally part of the smashed Second Alshain Regulars, *Chu-sa* Lee-Tanaka and her group pilot their Savannah Masters as if possessed. In simulated combat, the *chu-sa*'s twelve five-ton hovercraft have managed to drop a medium and sometimes even a heavy 'Mech without losing a single craft.



15th Alshain Infantry

Expanded Regiment/Green/Questionable

Troop Cmdr: *Tai-sa* Andrew Yamagatso

This four-battalion regiment possesses infantry of all types except battle armor, from foot soldiers to a heavy artillery lance.



DISTRICT OF BENJAMIN

The Benjamin District Regular Forces have a reputation for resourcefulness. Though their primary mission has always been to defend the Benjamin District, the DCMS also uses Benjamin District troops as reserves, moving them into the neighboring districts of Dieron or Galedon as needed. The prospect of swift redeployment requires the Benjamin District Regulars to know their own district's worlds, the worlds bordering FedCom space, and also worlds in other districts where they might be called to fight. The ability to learn and adapt quickly is the primary trait that the Benjamin Regulars look for in potential recruits.

This regard for flexibility of mind has brought both positive and negative effects in its wake. Despite its closeness to the Pesht District and the capital of Luthien, Benjamin District historically maintained a relaxed attitude toward politics, which allowed the average soldier in the District Regulars to concentrate more on honing his fighting skills than polishing correct opinions for social gatherings. On the down side, the Procurement Department tended to regard the Benjamin District Regulars as a low priority. Though Procurement never outright neglected the unit's needs, department officials tended to make Benjamin's commanders wait longer than some other district commanders for supplies and new equipment.

This "let-them-wait" attitude came back to haunt the Draconis Combine when the Clans cut a swath through Pesht. The DCMS dared not move any of the Benjamin Regulars too far out of position for fear of leaving that district—next in the line of attack—in the unsteady hands of planetary militias and reinforcements not accustomed to fighting outside their own area of operations. As a result, the DCMS committed to battle only the minimum forces necessary from Benjamin, bringing in most of its troops from Galedon and Dieron to fight the Clan juggernaut.

These days, Benjamin stands at the front line of the Clan advance. What remains of the Pesht District has been relegated to flanking support, and the districts of Galedon and Dieron are also gathering their forces for a titanic effort against the Clans. As

the Benjamin District Regulars prepare for the coming battle, they know they will be in the forefront of renewed war.

COMMAND STRUCTURE

Tai-sho Boris Petroff succeeded *Tai-sho* Shotugama in the post of Warlord of Benjamin, largely because then-Coordinator Takashi Kurita felt that Petroff would exert a stabilizing influence among the High Command. In 3059, with solidarity more important than ever in the face of the Clan threat, Petroff has become one of Coordinator Theodore's greatest assets. *Tai-sho* Petroff possesses not only a keen strategic mind, but also a first-class diplomat's skill for negotiating consensus among the various strong-willed warlords of the Dragon.

AVAILABLE FORCES

The Benjamin District Regulars are upgrading their 'Mechs as fast as the Procurement Department will allow. On the average, Benjamin Regular Forces are upgrading at levels similar to the regulars in the Dieron District, but without the OmniMechs that Dieron-based units have received.

While Benjamin possesses strong conventional forces across the district, individual Benjamin District Regulars are not assigned much conventional support. A few regimental commanders have changed this pattern, but Benjamin Regular Forces normally work with a small number of conventional units trained for specific tasks.

COLORS AND INSIGNIA

The Benjamin Regulars have never agreed on BattleMech colors. Parade colors tend to be white or off-white with brown or dark red striping. The district insignia, painted on a BattleMech's lower left torso and in a corresponding spot on other war machines, is a white dagger in a red sheath set against a blue field. BattleMechs also carry the Kurita crest on the outside facing of the right shoulder, and individual regimental insignias are placed on the upper right arm or upper left leg. Aerospace fighters and conventional vehicles carry insignias in corresponding places.





2ND BENJAMIN REGULARS: DEFENDERS OF THE COMBINE

Throughout their history, the Second Benjamin Regulars have based their loyalty to the Draconis Combine on the treatment they receive from the DCMS Bureau of Substitution and Procurement Department. Some accuse the Second Benjamin Regulars of displaying a mercenary attitude, but the members of the regiment say they merely believe that *giri*, the Combine ideal of loyalty and duty to the state, extends both ways. Far from desiring preferential treatment, the Second Benjamin Regulars simply want acknowledgment that they are a part of the DCMS and as such deserve the same treatment as the privileged District Regular Forces of Galedon and Dieron.

The Second Benjamin Regulars employ a light gray and brown paint scheme that blends well in a city environment. The regimental insignia is a hunter's trap and chain worn on the upper right arm of a BattleMech; the chain snakes back up the arm as if to attach itself to the Kurita dragon crest on the 'Mech's shoulder.

OFFICERS

Chu-sa Onai Tekimata commands the Steel Jaws BattleMech company of the First Battalion, in addition to serving as the regiment's executive officer. Because of his contributions to the Second Company's tactical doctrines, the Second Benjamin can use its conventional forces to devastating effect. Troop commander *Chu-sa Petrovka* is another gifted strategist and has been granted permission to act as he sees fit on the field of battle.

TACTICS

The Second Regulars specialize in city engagements and prefer offense over defense. They rely on speed to move through a city and threaten several sections at once, thus forcing defenders to spread their forces thin. At that point the fight develops into an elaborate game of hide and seek—a game at which the Second Regulars excel.

The Steel Jaws company, lacking speed, has developed a special tactic of its own. The MechWarriors of this company like to move down parallel streets and catch an enemy 'Mech between them in murderous crossfire.



2nd Benjamin Regulars

Regiment/Regular/Reliable

CO/First Batt: *Tai-sa Ben Auberjona*

XO/Second Company: *Chu-sa Onai Tekimata*

Second Batt: *Chu-sa Keith Mick*

Third Batt: *Chu-sa Hamilton Veil*

The Second Company, also known as the Steel Jaws, has veteran expertise and has received a solid share of new technology. Composed of two assault and one heavy lance, this company delivers the nastiest bite in the regiment. The rest of the regiment is classified as medium, with a mix of light and heavy BattleMechs.

The Second Regulars MechWarriors all receive considerable intelligence information on any planet where they will be fighting. Before planetfall, they are expected to know everything about possible fields of battle and important strategic locations.



War Shrikes

2 Companies/Veteran/Reliable

Wing Cmdr: *Dai-i Jase Montgomery*

The War Shrikes have seen more combat than the BattleMechs of the Second Regulars. They fly vintage Combine fighters, mostly *Shilones* and *Slayers*, but with upgraded weapons. Each fighter has a giant bird of prey painted across its undercarriage.



15th Precinct Armor

Battalion/Regular/Reliable

Armor Cmdr: *Chu-sa Reese Massikocho*

Long ago the Fifteenth Precinct was part of a police force on a particularly rebellious world. The unit developed superior city fighting tactics that make excellent use of its light armored vehicles.



Vlad's Vanguard

2 Battalions/Regular/Reliable

Troop Cmdr: *Chu-sa Vlad Petrovka*

With only two battalions of fast-moving infantry—one jump troops and one fast motorized—*Chu-sa Petrovka* can move deep into a city and open an entirely new front. He has also used his troops' superior mobility to pin down standard-infantry units more than twice the size of the Vanguard.



3RD BENJAMIN REGULARS: PRIDE OF BENJAMIN

Despite the skill of the Third Regulars' veteran troops, the DCMS correctly predicted that the Third's stand against the Clans on Asgard in February of 3052 would fail. The Third possessed virtually no upgraded machines, and Asgard's strategic importance meant that Clan Smoke Jaguar would hit it hard. The DCMS hoped that the Third Regulars could drag out the battle for three to five days to give the DCMS time to move elite units into the path of the Clan advance. If the Third Benjamin could hurt the Smoke Jaguars in the process, so much the better.

The Third Benjamin Regulars lost the battle for Asgard, but did the Smoke Jaguars far more damage than anyone had expected—including the DCMS. The Third hit the Jaguars hard right from the start, first using artillery fire and then committing heavy and assault 'Mechs in a pitched fight while the rest of the Third fell back to a more defensible position. Despite the Jaguars' relentless push, the Third managed to drag out the battle for an entire month before finally conceding defeat and boarding their DropShips.

Exhausted and hurt, the Smoke Jaguars' Nineteenth Striker Cluster did not even attempt pursuit.

The Third has since been rebuilt with survivors from the Eleventh Benjamin Regulars. Since 3055, the Procurement Department has rewarded the Third's amazing efforts with an intensive upgrading program.

The Third Regulars' regimental insignia is a ring of stars, the topmost one very bright. These stars represent Benjamin's sun and the twenty artificial "semi-suns" that surround the planet.

TACTICS

In an initial engagement, the Third tries to destroy as many of the enemy's lighter 'Mechs as possible, thus depriving the enemy of any advantage in mobility. The unit then breaks off, if possible, to let its technicians repair what armor damage they can while the Third's own lighter 'Mechs stage a few flanking raids. Once recommitted to battle, the Third's heavy and assault forces batter enemy lines into submission with fierce combined fire, followed by another retreat and more flanking raids. The retreats give the enemy a brief, false impression that he holds the upper hand, but the Third almost always overwhelms their opponents with two or three onslaughts. Only the Clans' superior weapons evened up the invaders' losses on Asgard, and the Clans' weapons no longer provide as large an advantage.



3rd Benjamin Regulars Regiment/Veteran/Reliable

CO/First Batt: *Tai-sa Clifford Allen*

XO: *Chu-sa Amanda Mattile*

Second Batt: *Chu-sa Onyoko Akagi*

Third Batt: *Chu-sa Gerrard Teyku*

The Third Benjamin is an assault regiment specializing in open-field battles. All its BattleMechs are heavily armored, including the light and medium 'Mechs used for reconnaissance. The Third Regulars includes one company of OmniMechs, and roughly half of the regiment's 'Mechs have been upgraded.



3rd Benjamin Regulars Aerospace Wing/Veteran/Reliable

Wing Cmdr: *Sho-sa Brandon Klein*

The Third's aerospace wing includes a full company of *Slayers* equipped with pod mounts that enable each fighter to carry two wing-mounted five-ton weapon pods.



Rook's Armored Wall Regiment/Elite/Reliable

Armor Cmdr: *Tai-sa Maximillian Rook*

The DCMS attached Rook's Armored Wall to the Third Benjamin just before the battle of Asgard. This heavy-armor regiment proved its worth many times over during that long month of combat—during one engagement, two battalions stood alone in a pitched battle against a trinary of OmniMechs supported by Elementals. The armor protected the flank of the retreating Third, and *Tai-sa Rook* promised that his troops would hold. True to the *tai-sa's* word, not a single Elemental made it past his line. *Tai-sa Rook* lost two companies on Asgard, including his own command tank. No Elementals survived that battle, and only seven OmniMechs limped from the field.

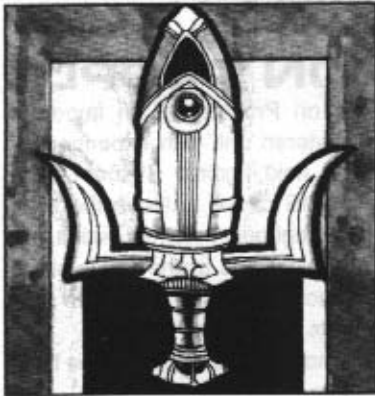
Since then, the unit has received generous upgrades and two companies of new machines, including several Tokugawa heavy tanks.



Dragon's Gentle Kiss 2 Battalions/Regular/Reliable

Troop Cmdr: *Chu-sa Sath Reinholdt*

Aside from its single battalion of heavy artillery, the Gentle Kiss includes demolition experts and mine-layers.



6TH BENJAMIN REGULARS: LORD KURITA'S HOPES

While most Benjamin Regular Forces enjoyed their district's relaxed atmosphere, the Sixth worked hard to embody the ideals of what it considered "proper" Combine culture. More warriors obey strict samurai practices in the Sixth than any in other Benjamin Regular Force. Unfortunately, many of them also adhere to the "old-school" interpretation of bushido and its application in combat. This rigid attitude prompted the DCMS to hold the Sixth back during the Clan invasion, but it may not be able to afford such action when the Clan assault resumes.

The Sixth Benjamin Regulars employ a brown and dark red color scheme, which blends well in some open-field settings and can look particularly menacing against lighter backgrounds. They have no regimental insignia, but down the right torso of each BattleMech and in an appropriate place on other vehicles is written the motto, "to serve the Dragon" in Japanese hiragana script.

OFFICERS

Both the unit commander and the executive officer, *Tai-sa* Mara and *Chu-sa* Yechido, served under Coordinator Takashi Kurita for most of their careers and are dedicated followers of the old bushido philosophy. Officers in the Sixth who support Coordinator Theodore's reforms keep quiet about their thoughts on the subject and simply steer their soldiers in that direction as much as possible within the battle order of the Sixth.

TACTICS

Even though the regiment is considered medium-weight because of its many light BattleMechs, accepted tactical doctrine calls for an all-out offensive against the enemy's strongest forces. While upgraded weapons might give warriors a fighting chance against the Clans in such an assault or in single combat, the DCMS High Command is skeptical of the Sixth's chances for success.

The Third Battalion, however, is beginning to apply new theories of warfare. Battalion commander *Chu-sa* Karen Smythe is carefully introducing what reformed tactics she can, circumventing the *tai-sa*'s restrictions on combined fire by deploying her battalion in three waves. The First Company contains the heaviest 'Mechs, able to last until reinforcements show. These 'Mechs concentrate on machines that are slightly lighter and therefore easier targets. If this attack prompts an enemy to break the usual single-combat rules, *Chu-sa* Smythe then joins in with the rest of her forces. If not, her heavies keep the fire lanes blocked so that rearward enemy units cannot engage her reserves; in this way, *Chu-sa* Smythe can cordon off a third of the enemy force with a single company. She then uses her other BattleMechs to support *Chu-sa* Hendrickson's Second Battalion as its 'Mechs fall or are pulled back from combat.



6th Benjamin Regulars Regiment/Regular/Reliable

CO/First Batt: *Tai-sa* Hajii Mara

XO: *Chu-sa* Timothy Yechido

Second Batt: *Chu-sa* Grant Hendrickson

Third Batt: *Chu-sa* Karen Smythe

No hard-line champions of the Coordinator's reforms exist among the Sixth's First and Second Battalion warriors; instead, these MechWarriors are either set in the older ways or ambiguous about the changes. With the two senior officers promoting bushido as it was under Takashi Kurita, the Sixth leans toward the old school of military thought.



6th Benjamin Regulars Aerospace 2 Companies/Regular/Reliable Wing Cmdr: *Dai-I* Paul Hoberson



45th Marduk Light Armor 2 Battalions/Green/Reliable Armor Cmdr: *Chu-sa* Russel Taylo



REGULARS



9TH BENJAMIN REGULARS: WRATH OF THE COMMON PEOPLE

The Ninth Benjamin Regulars serve as garrison troops on Proserpina, an important Combine world near the Federated Commonwealth border. A veteran unit with experience in planetary defense, the Ninth could reasonably be expected to hold against Steiner-Davion aggression long enough to reinforce the border, and so the DCMS chose to leave the Ninth behind as it moved other forces to the Clan front. In addition to the regiment's normal duties, officers of the Ninth Benjamin Regulars also run simulated combat sessions at the University of Proserpina. With the DCMS's need for a steady flow of skilled MechWarriors to rebuild its shattered ranks, the Ninth served the Combine best by remaining at its station.

The DCMS makes a practice of forwarding its latest intelligence on Clan tactics to the Ninth for use in training maneuvers at the university.

The Ninth Benjamin Regulars paint their BattleMechs and other vehicles in parade colors, white with brown striping. The regiment's insignia is a bloody scythe set against a green field.

TACTICS

The Ninth Benjamin Regulars have considerable experience in city fighting. Though their services have not been called on for some time, they keep in top form through simulated combat. In a classic city-defense situation, the Ninth allows its infantry support—the Eighteenth Reconnaissance—to operate independently. The Ninth also uses its armor assets to harass the enemy and lead enemy 'Mechs down booby-trapped streets.

Meanwhile, the Ninth deploys its 'Mechs in double-lance formations around the city's perimeter and at critical spots in its interior. Known as the "sentry defense," this strategy provides the Ninth with numerical superiority if the enemy tries to send in small detachments at several places, ensuring the quick destruction of up to 50 percent of the enemy forces. If enemy forces are larger, the defenders can regroup as necessary in a timely fashion.



9th Benjamin Regulars

Regiment/Veteran/Reliable

CO/First Batt: *Tai-sa Richard Rekai*

XO: *Tai-sa Opuo Weyhu*

Second Batt: *Chu-sa Jonathon DeVries*

Third Batt: *Chu-sa Suan Hap Do*

Excellent relations with the Procurement Department have kept the Ninth upgraded at a level better than most Regulars units. The fact that the Ninth managed to acquire a full company of OmniMechs despite its position far from the Clan lines has outraged many other Benjamin Regular Forces. The Ninth has deployed the OmniMechs in command lances for each of the three battalions.

The Ninth is one of the few regiments aside from the Proserpina Hussars that can draw new recruits directly from the University of Proserpina. This gives the regiment a constant supply of excellent recruits for all areas, including technical support.



Tears of Proserpina

Company/Elite/Reliable

Wing Cmdr: *Dai-i Karl Grunhaben*

While the Tears of Proserpina have been attached to the Ninth for some time, they have recently requested temporary reassignment to the Clan front. They are expected to get their wish but would most likely return to the Ninth if they survive. The aerospace wing includes one flight of OmniFighters.



9th Benjamin Regulars Armor

Battalion/Veteran/Reliable

Armor Cmdr: *Chu-sa Christopher Peto*

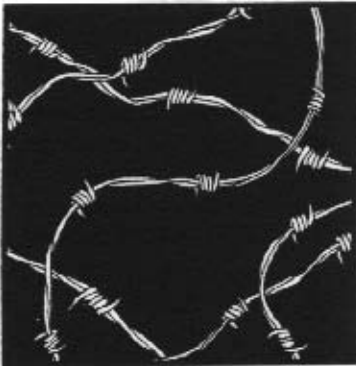


18th Reconnaissance: Special Delivery

2 Battalions/Regular/Reliable

Troop Cmdr: *Tai-sa Jesus Gonzalez*

Elements of the Eighteenth Reconnaissance are trained in anti-Mech strategies and carry both laser rifles and SRM packs into the field. Between them, both battalions also possess enough stealth suits to outfit one platoon. The Eighteenth Recon has a lance of Arrow IV artillery platforms and recently added lightweight hover vehicles equipped with TAG to their TO&E for spotting homing missile strikes.



15TH BENJAMIN REGULARS: THE TRIBUTE OF THE UNPRODUCTIVES

The Fifteenth Benjamin Regulars has not moved off the planet Xinyang in thirty years. They may not have to, as the Clans seem to be coming to them.

Despite being stationed on a world so close to Luthien, the Fifteenth Benjamin Regulars have behaved like a parade regiment, giving so little thought to combat that months at a time often passed without the regiment holding training maneuvers. The initial months of the Clan attack served as a sobering wake-up call. The Fifteenth's commander, *Tai-sa* Hof, was allowed to retire quietly in 3055; the DCMS replaced him with *Tai-sa* Samuel Lepke from the Benjamin Military Academy.

Tai-sa Lepke immediately ran the regiment's MechWarriors through a series of aptitude tests similar to those used at the Benjamin Academy. At the end of the testing eight MechWarrior

officers were demoted, five of them all the way back into the enlisted ranks. Even the unit's executive officer was demoted to commander of the Third Battalion. Two officers and six MechWarriors were promoted into higher positions, and twenty-nine MechWarriors were dropped from the Fifteenth's rosters. The latter were reassigned to other units such as the Nineteenth Galedon Regulars and the recently formed 45th Dieron Regulars. *Tai-sa* Lepke promised harder tests in the following month, as well as tests for aerospace, armor and infantry personnel. Starting the tightening-up process with the usually privileged MechWarriors got everyone's attention; the regiment's performance levels shot up so high that the next round of tests brought only two demotions and fourteen expulsions, none of them MechWarriors. Though *Tai-sa* Lepke's tactics are unorthodox, the Bureaus of Administration and Substitution back his initiative without reservation.

The Fifteenth currently employs a tan and brown color scheme, and *Tai-sa* Lepke says that the regiment will get new colors when they are deserved. 'Mechs and vehicles still sport the regiment's insignia, a black banner with a long twist of barbed wire depicted in gold.

OFFICERS

Tai-sa Lepke has recently eased up a bit on the Fifteenth but allows his troops no opportunity to backslide. Tests are held every six months, and almost everyone prepares well for them. *Chu-sa* James Entobi, having worked his way back up from command of the Third Battalion to the position of executive officer, backs his new commander despite his initial demotion and the affront to his personal honor. Entobi rightfully blames his previous lack of discipline for his fall and has worked hard to overcome his faults.



15th Benjamin Regulars Regiment/Green/Reliable

CO/First Batt: *Tai-sa* Samuel Lepke
XO: *Chu-sa* James Entobi

Second Batt: *Chu-sa* Ghoto Duiki

Third Batt: *Chu-sa* Franklin Bjaltim

The standing joke in the Fifteenth is a prayer that the Clans will attack soon, because combat against the Clan invaders will be a snap compared to *Tai-sa* Lepke's demands. Many of the regiment's 'Mechs have been upgraded in recognition of their good performance. Only half of the regiment's upgraded BattleMechs are actually being used; the rest remain stockpiled until *Tai-sa* Lepke feels that his MechWarriors are worthy of them.



15th Benjamin Regulars Aerospace Wing/Green/Reliable

Wing Cmdr: *Sho-sa* Peter Yoshuka



15th Benjamin Regulars Armor Battalion/Green/Reliable

Armor Cmdr: *Chu-sa* Alexandria Constantus



12th Xinyang Motorized Infantry Regiment/Green/Reliable

Troop Cmdr: *Tai-sa* Eugene Clepper



REGULARS



17TH BENJAMIN REGULARS: THE POWER OF PROPER RELIGION

Although most soldiers in the Seventeenth do not strictly adhere to the samurai codes, they believe personal honor plays a vital role in the life of any warrior, regiment or nation. They see honor to be maintained, lost or gained in any situation. The Seventeenth cautiously adopted Theodore Kurita's reforms, taking care never to step over what they personally considered the line between honorable and dishonorable tactics.

The Seventeenth Benjamin paints its machines with camouflage appropriate to the world on which it expects to fight. For formal occasions, the regiment's colors are red-brown stripes on a white background. The regimental insignia is a yellow lightning bolt against a blue field, painted on a 'Mech's upper right leg or in a corresponding spot on other vehicles.

OFFICERS

No less than three previous commanders of the Seventeenth Regulars have been posthumously awarded the Honor of Wakizashi, two for service provided while commanding the unit and the third just after transferring out of the Seventeenth. One of these medals hangs over the door to the CO's office, another over the 'Mech bay doors. The third medal, awarded over a matter of family honor, was sent on to the commander's family.

TACTICS

The Seventeenth and its support forces specialize in open-field warfare. The BattleMech regiments are comprised mostly of heavy and assault 'Mechs, with only two companies of light and medium 'Mechs for scouting. The Seventeenth employs no dirty tricks in combat, offering the enemy a stand-up fight. The Seventeenth prides itself on winning through superior tactics rather than skullduggery.

A favorite opening maneuver of the Seventeenth is the tactical engagement the unit calls "Heaven-and-Earth." As the Seventeenth and the enemy force approach each other, the Seventeenth suddenly forms into two line-abreast formations. Missile boats lay a sweeping line of Thunder munitions between the two forces, then give way to long-range artillery fire on pre-plotted areas near the enemy's rear. This tactic effectively seals the enemy lines into a long but shallow area. While the 'Mechs trade fire across the line of Thunders, the Seventeenth's aerospace forces make strafing runs down this long, narrow passage. Facing such concentrated destructive power, the enemy's best option is to fall back through the deadly rain of artillery and hope to regroup. In a simulated-fire engagement on Luthien, the Seventeenth used its Heaven-and-Earth maneuver to handily defeat the Seventh Sword of Light.



17th Benjamin Regulars

Regiment/Veteran/Reliable

CO/First Batt: *Tai-sa* Timothy Tousley

XO: *Chu-sa* Tehi Kiato

Second Batt: *Chu-sa* James Elliot

Third Batt: *Chu-sa* Randy Olson

Some debate exists in the DCMS over whether to consider the warriors of the Seventeenth reliable, because of the many instances in which they have chosen to remain true to their personal honor rather than the honor of serving House Kurita. However, the awarding of the Honor of Wakizashi indicates House Kurita's reluctant support for such decisions.



Petals on the Wind

Expanded Wing/Veteran/Reliable

Wing Cmdr: *Tai-sa* Jasmine Imikoto

Each flight in this wing is named after a flower: orchid, lotus, jasmine and so on. The DCMS assigned the Seventeenth its own DropShips while the unit was stationed on Luthien, including an older *Vengeance* Class vessel that can carry most of the expanded fighter wing.



17th Benjamin Regulars Armor

2 Battalions/Regular/Reliable

Armor Cmdr: *Chu-sa* Harry Smith

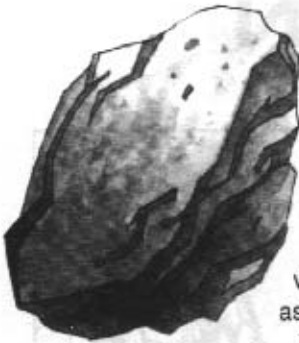


3rd Benjamin Heavy Motorized Infantry

Regiment/Regular/Reliable

Troop Cmdr: *Tai-sa* Lynn Yuan-ming

The troops of the Third Benjamin Heavy Motorized live to cause maximum damage. From its battalion of heavy artillery to its new battle-armor troops, this regiment can hurt a BattleMech force with no help from anyone else. The battle-armor troopers are green but reliable.



22ND BENJAMIN REGULARS: PERSEVERANCE OF THE SOUL

The 22nd is the only regiment of the Benjamin Regulars whose loyalty is in question, primarily because the 22nd has never proved itself in battle and apparently will not receive the chance to do so for some time. The DCMS transferred the regiment to the planet Marduk for garrison duty, far from the Clan front.

The Procurement Department has made things worse by treating the 22nd Benjamin Regulars as a dumping ground for older technology being phased out of other regiments. The Department took back much of the equipment the 22nd had acquired during the Clan war and the following few years, replacing it with large lasers and PPCs. The regiment also received an extraordinarily high number of AC-5s and AC-10s as the more powerful Ultra and LB-X models flooded into other units.

Taking a lead from nearby Proserpina, the 22nd is attempting to turn garrison duty to their advantage. It is experimenting with some interesting BattleMech, aerospace and tank configurations using old weapons plus whatever new technology it can obtain.

The 22nd's BattleMechs are painted in the Benjamin District's parade colors. The regimental insignia, a giant rock representing tenacity or perseverance, is painted on the upper right leg of BattleMechs or the fuselages of aerospace fighters.

OFFICERS

Despite his fearsome reputation in the field, armor commander *Chu-sa* Williams is a thin, awkward, timid-seeming man. This timidity is a carefully cultivated front, however; the *chu-sa* can shift into a killing rage in the blink of an eye. He is fast and handy with a laser pistol and vicious with a pair of knives.

TACTICS

The 22nd Benjamin possesses no tactical specialties.

The Wolverines are known for their willingness to move on any enemy force, though they will not charge in blindly. In the War of '39, the Wolverines managed to get close to a FedCom command company and brought down an enemy commander and two of his staff. The enemy 'Mechs, certain that the Combine armor was an advance force, retreated in panic.



22nd Benjamin Regulars

Regiment/Green/Questionable

CO/First Batt: *Tai-sa* Stephen Dirks

XO: *Chu-sa* Thomas Payne

Second Batt: *Chu-sa* Joshua Siga

Third Batt: *Chu-sa* Kiato Massanumi

Warriors of the 22nd are disappointed with their assignment and outraged over the poor treatment they receive from the Procurement Department. They spend a lot of time in simulators trying out new weapon configurations for their BattleMechs and tactics that might actually let them survive against the superior weapons becoming standard throughout the rest of the Inner Sphere.



22nd Benjamin Regulars Aerospace

2 Companies/Green/Questionable

Wing Cmdr: *Dai-i* Kalvin Hlato



Williams's Wolverines

Battalion/Veteran/Fanatical

Armor Cmdr: *Chu-sa* Malakie Williams

Against their wishes, the Wolverines are on temporary leave from combat. A full regiment before the Fourth Succession War, their tenacity in combat has led to the systematic destruction of two-thirds of their number over the past few years. The remaining Wolverines are as ready as ever to charge a regiment of BattleMechs.



New Mendham 10th Militia

2 Battalions/Green/Reliable

Troop Cmdr: *Tai-sa* David Jibitsu



DISTRICT OF DIERON

Until the Clan invasion, assignment to the Dieron Military District was a DCMS soldier's greatest opportunity to win glory in combat. The district shares a long border with the Federated Commonwealth and saw more than its share of action against the Federated Suns and the Lyran Commonwealth throughout the Succession Wars and the War of 3039. Frequent skirmishes over the years weeded the unskilled and unlucky from the ranks of the Dieron Regular Forces, leaving the Dieron Regulars with a general level of expertise a few steps above those of regular units in other military districts. Only the District of Galedon Regulars could match the Dieron Regulars in prestige, and even the Galedon Regulars remained a distant second in the arts of warfare.

The Clan invasion changed Dieron from the Draconis Combine's premier battleground to a prime source of reserve troops. Like the District of Galedon, Dieron has seen its fighting forces reduced to minimal garrison levels as the DCMS shifts large numbers of Dieron Regular Forces to the Benjamin and Pesht Military Districts to meet the Clan threat. In several cases, regular or veteran-level Dieron Regulars are assigned to a world jointly with a green Pesht or Benjamin unit to help train the less experienced soldiers.

The Dieron District has also become a primary source of new DCMS troops, as several units of Dieron Regular Forces have formed the core of new BattleMech regiments. Most of the Dieron Regular Forces embraced Theodore Kurita's doctrines of warfare, and the district also boasted a higher percentage of experienced troops among its units. The DCMS has been building new BattleMech regiments ever since the signing of the Truce of Tukayyid, both to bolster the Combine's defenses against the Clans and with an eye to taking on the Federated Commonwealth once the Clan crisis is over.

Dieron District Regulars have never cared much for politics, nor do they concern themselves with their place in history. Dieron warriors live, fight and sometimes die; they regard this as the natural order. The pragmatism of most Dieron Regulars allowed Theodore Kurita's reforms to take root in the district early, though critics of the Coordinator's newfangled ways are quick to point out the "dishonorable" manner in which Dieron Regular Forces sometimes employ them.

COMMAND STRUCTURE

Theodore Kurita appointed his cousin Isoroku Kurita to the post of Warlord of Dieron in 3057. Formerly in command of the Kessel Prefecture, Isoroku is as much a politician as a warrior. Breaking the unwritten rule against placing too much trust in potentially ambitious family members, Theodore has given his cousin a level of responsibility that makes use of Isoroku's talents while limiting the amount of damage he can do should he



prove untrustworthy in the long run. As warlord of a district whose military power has been largely transferred outside its borders, Isoroku is being tested for both loyalty and ability; the Coordinator can observe how his cousin handles the job and judge his worthiness to keep it. Meanwhile, the ISF has increased its surveillance of Isoroku should Theodore's trust prove misplaced.

AVAILABLE FORCES

The Dieron Regulars have received more upgrades overall than the regular forces of any other district, with an average rate of 60 percent. In addition, the Dieron Regulars have received a total of three battalions of OmniMechs. Most of the BattleMechs that have not been upgraded are family possessions, and many are lighter 'Mechs that the newer technologies do little to improve.

COLORS AND INSIGNIA

The pragmatic Dieron Regular Forces disdain parade-style color schemes, preferring to camouflage their 'Mechs and vehicles according to the needs of their current operational theater. When under specific orders for parade dress, the Dieron forces paint their 'Mechs white with gold trim. The amount of gold accenting indicates a unit's level of expertise. The Dieron regiments bear their district and regimental insignias proudly, along with the House Kurita dragon crest. The crest always appears on the outside of a BattleMech's right shoulder, and the district insignia of a red starburst against a setting sun appears on the right arm just below it. Regimental insignias tend to appear on a BattleMech's upper left leg. The various insignias appear in corresponding locations on other types of war machines.



2ND DIERON REGULARS: THE PRIDE OF SHIONOHA



Though the regiment has not been stationed on the world of Shionoha for years, the Second still maintains strong ties to that planet and its capital city. Originally raised from the planet's population, the Second Dieron built its own small MechWarrior academy, the Dieron District Gymnasium, in the city of Shiona. This academy turns out only fifteen to twenty students every year, but they are all battle-ready. The Second Dieron takes most, but not all, of these students.

The Second Dieron lives by the principle that nothing is more honorable than victory, and so are prone to secure victory by any measures necessary. During the Fourth Succession War, the Second Dieron committed acts barely permissible under the Ares Conventions. In one battle on a Federated Commonwealth world, the unit set a large forest fire as a diversion, not taking into account the winds that ended up driving the fire into a major city. Certain officers and soldiers in the Second

Dieron have taken the Coordinator's reforms as a license to break any rule if such action would ensure victory.

The regimental insignia of the Second Dieron is a golden scorpion, a beautiful but deadly creature native to Shionoha. Many warriors wear glass pendants with baby scorpions frozen inside.

OFFICERS

The unit's commanding officer, *Tai-sa* Jim Nicholas, is not an officer one should cross. He has the resources to ruin careers, and the will to do so. In spite of his hard manner, warriors of the Second follow him willingly because he achieves results.

TACTICS

The Second Dieron specializes in mountain fighting and loves to set up surprises for the enemy on and off the battlefield. The Second Dieron infantry prefers to scout possible battlefields before beginning an engagement and often sets up ambushes to make the fight interesting. The regiment's armored battalions employ their speed and firepower to slip around enemy lines and attack command posts and supply dumps. Ambushes, false truces, and "playing dead" are all considered sound tactics in the Second Dieron, where no tactic that achieves victory is considered dishonorable.

2nd Dieron Regulars

Regiment/Veteran/Questionable
CO/First Batt: *Tai-sa* Jim Nicholas
XO: *Chu-sa* Dave Jacobs
Second Batt: *Chu-sa* Tammy Owens
Third Batt: *Chu-sa* Franklin Smythe

The philosophy of "victory above all" makes for a certain need to watch your back among the MechWarriors of the Second Dieron. Warriors tend to ally with each other, breaking the regiment into cliques. Far from ruining unit cohesion, however, the MechWarriors seem to thrive in this uneasy atmosphere; they claim it sharpens their wits and leaves them always ready to fight.



Dragon-kin
Wing/Veteran/Reliable
Wing Cmdr: *Sho-sa* Omiato Yoshigi

The Dragon-kin wing is part of an aerospace regiment broken up years ago. The unit remains in contact with one of their former fellow fighter wings, the Dragonkind.



2nd Dieron Regulars Armor
2 Battalions/Veteran/Questionable
Armor Cmdr: *Chu-sa* Brad Davis

The Second Dieron armored division is comprised of medium-weight tanks, none of which have been upgraded. Most regiments would treat such armor as a liability, but the Second puts all of its assets to good use.



35th Shionoha Honor Guard
Regiment/Regular/Reliable
Troop Cmdr: *Tai-sa* Caleb Olafsson

The 35th Shionoha is drawn from the Shionoha Militia, strengthening the regiment's ties to its one-time home. The 35th's artillery battalion and two platoons of mine-laying personnel play a pivotal role in many of the Second Dieron's strategies, as do the regiment's large number of scouts.



3RD DIERON REGULARS: THE EVER-VIGILANT



As the DCMS moves many other Dieron Regular Forces into Benjamin and Pesht space, the Third Dieron Regulars remain behind, both to reassure the district's people that their army has not abandoned them and to remind the Federated Commonwealth that the Dragon's trust in their mutual non-aggression pact extends only so far. In machines and manpower, the Third Dieron is the perfect garrison regiment; its support personnel roster includes a public relations officer who smooths the way between the Third Dieron and the government of any planet the regiment is sent to occupy.

Early in the Clan invasion the Fifth Sword of Light was moved to the front from the planet Dieron, and Altair was stripped of the elite Eighteenth Dieron when that unit was re-assigned to meet the Clan front. To cover these important worlds, the DCMS split up the Third Dieron into two garrison forces.

The Third Dieron's insignia is a falcon in flight against the sun. In contrast to most Dieron Regular Forces, the insignia is painted on the lower left side of a 'Mech's torso. The Third Dieron also uses a distinct color scheme, light gray with dark gray trim.

OFFICERS

All officers in the Third Dieron possess political views approved by the ISF. Company and battalion commanders, in addition to the overall commanding officer, are expected to work well with planetary governments on the worlds where the Third may be stationed.

TACTICS

The Third Dieron specializes in city fighting, adopting different tactics for defense and attack. If the Third defends a city, it equips its BattleMechs with less damaging weapons such as lasers. For assaults on cities, lasers give way to weapons such as missiles and heavy autocannon that cause large-scale damage. All of the Third's infantry are trained in urban fighting, specifically in strategies for keeping enemy jump troops away from the regiment's BattleMechs.

The Third prefers to move through a city slowly, securing each portion of it before moving on. Whenever possible, it tries to follow natural borders such as rivers or lakes, thereby keeping its flank well protected.



3rd Dieron Regulars Regiment/Regular/Reliable

CO/First Batt: *Tai-sa* Gerald Hyogo

XO: *Chu-sa* Alexander Carrington

Second Batt: *Chu-sa* Jean-Michael Bouchier

Third Batt: *Chu-sa* Matthew Lodo

This regiment's single company of OmniMechs is a conciliatory gesture by the Procurement Department, intended to make up for the lack of upgraded equipment the Third Dieron has received. The Third's position as a garrison regiment puts them lower on the upgrade list than Dieron District Regulars stationed at the Clan front. The OmniMechs are all in the regiment's First Battalion, which is stationed on the world of Dieron.



3rd Dieron Regulars Aerospace 2 Companies/Regular/Reliable

Wing Cmdr: *Sho-sa* Koshiki Anderson

One aerospace company is stationed on each world the Third currently garrisons. In addition to these forces, the Third has made arrangements to commandeer another full aerospace wing from the planetary militias should the need arise. *Sho-sa* Anderson, his eye on the future, is trying to arrange for at least one of the militia aerospace wings to remain attached to the Third.



Dieron Red Brigade, 255th District Armored 2 Regiments/Green/Reliable

Armor Cmdr: *Tai-sa* Constantine Kohrani

Both regiments are attached to the Third Dieron on a temporary basis and are likely to remain stationed on their home planets should the Third Dieron be called away.

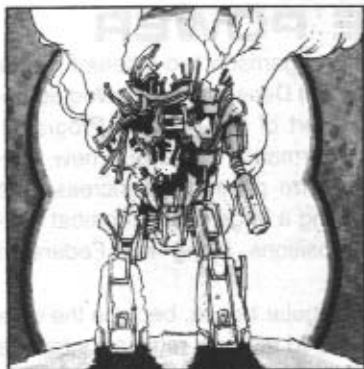


7th Dieron Protectors, 21st Altair Defense Force

2 Regiments/Green/Reliable

Troop Cmdr: *Tai-sa* Yeho Nashamori

The Third Dieron works diligently with the Altair Defense Force, particularly its battalion of jump troops. The Third's commanding officer, *Tai-sa* Hyogo, would like the Defense Force to accompany the Third to its next station; whether it will do so depends on the decision of the DCMS High Command.



8TH DIERON REGULARS: WRATH OF THE DRAGON

During the Third Succession War, the Eighth Dieron failed to win an important objective because it lacked adequate support from a Sword of Light regiment. The Second Sword of Light refused to consider any attack except the one that fit their notions of honorable combat: striking the enemy's strongest position and breaking it. Having seen the enemy's fortified positions, the Eighth Regulars knew that such an attack would bog down the offensive. Furthermore, the better-equipped Sword of Light could expect to survive such a battle far more intact than the Eighth, which possessed only standard equipment and weapons. Refusing to serve unnecessarily as cannon fodder, the Eighth Regulars went their own way and came much closer to achieving the objective than the Sword of Light. Despite this, the Eighth took the blame for the battle's ultimate failure because the unit had failed to follow the Sword of Light's lead. When the commander of the Eighth Regulars politely refused the option of honorable suicide—a scandalous affront to the DCMS High Command convened a trial at which the Eighth's commander was forced to stand

then-Coordinator Takashi Kurita—the DCMS High Command convened a trial at which the Eighth's commander was forced to stand mute and convicted him of cowardice. The Eighth never forgave Takashi Kurita for that injustice.

Theodore's ascension to power has slowly begun to heal the breach between the Eighth Regulars and House Kurita. When the Procurement Department sent two companies of OmniMechs to the Eighth Regulars at the request of Warlord Isoroku Kurita, the Eighth made a peace offering, returning one company with the request that "the Coordinator find better use for these machines among those more worthy." By returning half the OmniMechs, the Eighth symbolically offered to shoulder half the blame for the regiment's dishonor if the Coordinator agreed to accept the rest on behalf of his family. Theodore Kurita responded by ordering the OmniMechs sent to the Warlord of Dieron with the orders, "Give these to warriors of the Dragon's wrath." Isoroku Kurita interpreted the order to mean that the OmniMechs should go to the Eighth Dieron Regulars, and he returned them to that regiment.

The Eighth recently adopted the insignia of a burned-out BattleMech, the fate the unit promises to those who oppose the Dragon.

TACTICS

The Eighth Dieron specializes in night operations. Their favorite tactic is to break two battalions into company-sized units and attack in staggered, varied formations. If the first assault throws the enemy into chaos, the reserve battalion strikes the crippling blow. If not, the raiding companies pull enemy forces in different directions so that the reserve battalion can smash them up piecemeal.

The regiment's First Infantry Battalion, Carmen's Commando, also does its best work at night. The Commando's favored tactics include placing demolition charges on BattleMechs, headhunting and serving as TAG spotters.



8th Dieron Regulars

Regiment/Veteran/Reliable

CO/First Batt: *Tai-sa* Jerry Simms

XO: *Tai-sa* Kris Rusch

Second Batt: *Chu-sa* Dean Wesley

Third Batt: *Chu-sa* Kathy Sakura

The Eighth Dieron has an unusually large proportion of medium 'Mechs, many of which have been upgraded to improve their firepower. However, the reserve battalion is well-stocked with heavy and assault 'Mechs.



111th Dieron Heavy Armor

2 Battalions/Regular/Reliable

Armor Cmdr: *Chu-sa* Fredrick Sato

The DCMS has rotated fifteen different armor units through the Eighth over the past twenty-five years, all of them considered reliable, in the apparent hope that reliable loyalty would rub off on the rest of the Eighth Regulars. Now that the Eighth has begun to reconcile with House Kurita and the DCMS, the High Command will likely allow the 111th to become a permanent part of the unit.



8th Dieron Regulars Infantry, Carmen's Commando

Regiment/Veteran/Questionable

Troop Cmdr: *Tai-sa* Carmen Rodriguez

Carmen's Commando, the regiment's First Battalion, consists of jump troops extensively trained in anti-'Mech combat and special operations. *Tai-sa* Carmen Rodriguez was once a DEST trooper, and her battalion has a reputation for being mavericks of unmatched skill. The Eighth Dieron considers the First Battalion's expertise well worth a little political difficulty now and then. Carmen's Commando is an elite unit; the remaining battalions of the Eighth Dieron Infantry are veteran troops.



8th Dieron Regulars Aerospace

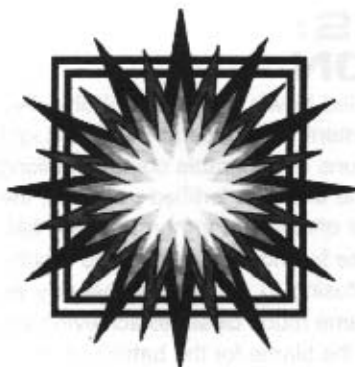
Wing/Veteran/Reliable

Wing Cmdr: *Sho-sa* Taki Russo

The aerospace wing became part of the Eighth's TO&E in 3028, and the aerospace pilots have forged much tighter bonds than usual with their MechWarrior counterparts.



REGULARS



12TH DIERON REGULARS: ARM OF UNSWERVABLE POWER

After the DCMS broke up the original Twelfth Dieron Regulars to garrison two different worlds along the Clan border, the Bureau of Substitution and the Procurement Department received authorization to expand both parts of the Twelfth to full regiments as part of the Phoenix Programs. Besides rebuilding the old, the Phoenix Programs called for the formation of several new regiments—upwards of thirty by the year 3067. Through such long-term planning to increase the strength of the Dieron District, Coordinator Theodore Kurita is creating a large pool of combat regiments whose normal duty assignments will place them in positions along the Federated Commonwealth border if and when the Clan threat subsides.

The old Twelfth Regulars' First Battalion, comprised of DCMS regular troops, became the core of the new Twelfth Dieron Regulars. The Bureau of Substitution swelled the new regiment's rosters

over several years, placing at least one experienced MechWarrior in the unit for each raw recruit. This strategy ensured that the Twelfth would not be swamped with green warriors and also allowed the regiment to integrate and train its newest members.

The Twelfth Dieron's insignia depicts a bright red and orange explosion.

OFFICERS

When *Tai-sa* Katherine Stavrakos took over command of the Twelfth Dieron, the assignment severely tested her command skills and administrative talents. She rose to the challenge, and the Twelfth has become a solid, reliable regiment. *Sho-sa* Delos Takagi, the aerospace wing commander, replaced the Twelfth's original wing commander, who was reassigned to the newly formed 44th Dieron.

TACTICS

The Twelfth is a medium regiment, a rarity considering the DCMS's tendency to regard medium BattleMechs as inferior machines. The Twelfth's high level of technical upgrades, however, enables it to move well and put up a good fight. The Twelfth concentrates on reconnaissance, where its likeliest opponents are the Clans' light OmniMechs.



12th Dieron Regulars

Regiment/Regular/Reliable

CO/First Batt: *Tai-sa* Katherine Stavrakos

XO: *Chu-sa* William Ambassa

Second Batt: *Chu-sa* George Daily

Third Batt: *Chu-sa* Mark Isoguri

In an unusual move, *Tai-sa* Stavrakos requested more and better upgrades for her regiment's older machines in lieu of replacing a few of them with OmniMechs. The Twelfth's MechWarriors enthusiastically support the resulting widespread appearance of new technology in the regiment.



12th Dieron Regulars Aerospace

Expanded Wing/Regular/Reliable

Wing Cmdr: *Sho-sa* Delos Takagi

The wing includes one flight of captured OmniFighters.



Kiesen Medium Lancers

Regiment/Green/Reliable

Armor Cmdr: *Tai-sa* Blane Hoover

The Kiesen Medium Lancers are working hard to integrate themselves into the Twelfth's order of battle. They show little initiative but follow orders swiftly and completely.



Legacy of Minoru

Regiment/Regular/Fanatical

Troop Cmdr: *Tai-sa* Jerome Weber

The Legacy of Minoru regiment was cobbled together from remnants of several smashed units consisting of graduates from Minoru Kurita University, an infantry training center with a reputation for churning out troops as quickly as possible. The regiment has little major equipment and contains only a few squads of light artillery and one platoon of demolition experts. However, all infantry troopers carry heavy laser rifles and are quite willing to charge a BattleMech. *Tai-sa* Stavrakos is currently working with the infantry to teach it the value of more subtle maneuvers.



15TH DIERON REGULARS: THE PRICE OF REDEMPTION



The Fifteenth Dieron is currently in disgrace for the actions of its previous commander, *Tai-sa* Jeffrey Kusunoki. In 3057, the Fifteenth Dieron joined with the infamous Black Dragon Society—an organization of Combine industrialists, military officers and members of the yakuza devoted to the overthrow of Theodore Kurita and the re-establishment of what they considered “traditional samurai values”—in an attack on the world of Towne in the Chaos March. Abandoned by its Federated Commonwealth protectors in the face of the Marik-Liao invasion, Towne looked like an easy road to glory for the commander of the Fifteenth Dieron. Unfortunately for the unit, *Tai-sa* Kusunoki miscalculated.

The Fifteenth had hoped to present Coordinator Theodore Kurita with a *fait accompli*, knowing that victory often lightens punishment for unauthorized actions. Despite the overwhelming force mustered for the assault, the Fifteenth Dieron lost badly to the Seventeenth Recon Regiment, also known as Camacho's Caballeros. The DCMS and ISF landed hard on the Fifteenth, as much for the embarrassment of its failure as for the attack itself. Those officers not cashiered or offered the option of *seppuku* were demoted, and new officers took command of the Fifteenth. The Procurement Department cut off the flow of new technology to the regiment, and the Bureau of Substitution stripped the Fifteenth of conventional support forces. The Fifteenth has been further disgraced by effectively being relegated to the status of planetary militia; it has standing orders to report to the government of the planet where it is stationed, currently Al Na'ir, and follow that government's orders.

The Fifteenth is required to paint all of their machines flat gray; in addition, the unit may not display its regimental insignia or the House Kurita crest. All vehicles and uniforms must display only the insignia of the Dieron Regular Forces.

OFFICERS

In his previous command, Michael Warner disobeyed a direct order to withdraw, opting to press his advantage against Smoke Jaguar raiders. His bravery and success earned him a promotion, but his insubordination landed him in a dishonorable unit as penance. *Tai-sa* Warner finds commanding the Fifteenth distasteful, and each day he makes sure the regiment knows his feelings. The Fifteenth's other officers are either assigned to this regiment against their will or have been promoted above their actual skills.

TACTICS

The Fifteenth is an assault regiment that specializes in city fighting. With the officer corps gutted and the unit in disarray, however, the Fifteenth has lost any claim it once had to genuine tactical skill. Only the Third Company of the Second Battalion can boast any tactical expertise. In the belief that the DCMS cannot punish the Fifteenth forever, company commander *Tai-i* Lwai insists that his troops study the tactical advantages of coordinating BattleMechs with aerospace, armor and infantry.



15th Dieron Regulars

Regiment/Regular/Questionable

CO/First Batt: *Tai-sa* Michael Warner

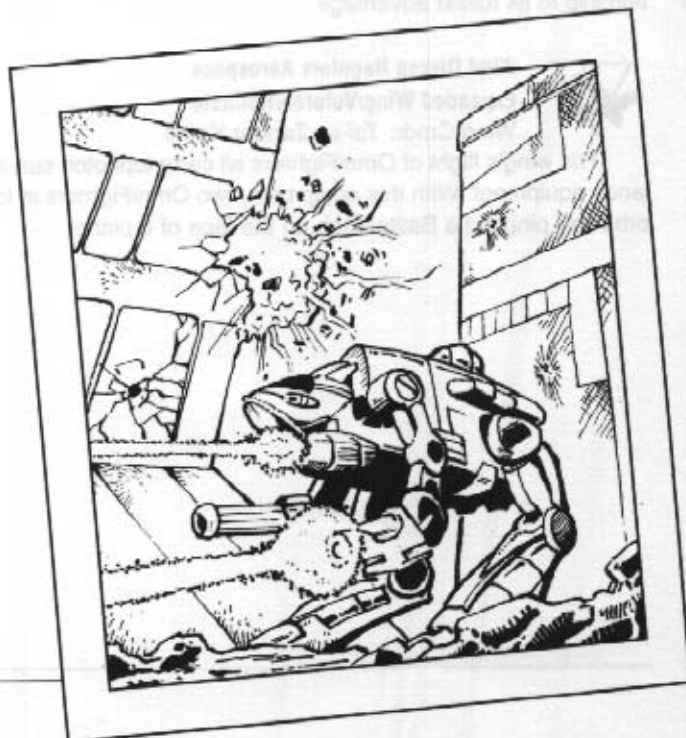
XO: *Chu-sa* Robert Jimmu

Second Batt: *Chu-sa* Sharon Carrols

Third Batt: *Chu-sa* Hank McCoy

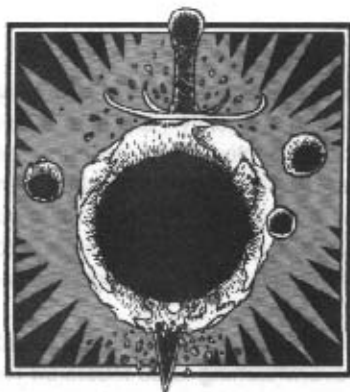
Second Company: *Tai-i* Rawldin Lwai

The Fifteenth has no OmniMechs, and few of its BattleMechs have been upgraded. Worse, the unit's disgrace means that ammunition and spare parts are slow to arrive.





REGULARS



22ND DIERON REGULARS: VENGEANCE OF DIERON

Once a unit on the border between honor and disgrace, the 22nd Dieron Regulars has shown remarkable progress in advanced tactics and in upholding the principles of the samurai since the regiment adopted Theodore Kurita's military philosophies. When regimental commander *Tai-sa* Jason Ohiro retired in 3058, the Coordinator showed his appreciation for the 22nd's efforts by sending him a pair of samurai swords identical to those given to Sun Zhang Academy graduates. Theodore also sent a pair for *Tai-sa* Ohiro's executive officer, *Tai-sa* Bella Solanicé, who moved up to commanding officer. Under her leadership, the 22nd continues to perform to the highest standards.

The 22nd Dieron's regimental insignia is a dagger thrust through a planet.

TACTICS

Once a light regiment specializing in reconnaissance, the 22nd has passed on those duties to its armor, infantry and aerospace support units, all of which are much better suited to the job. The MechWarriors of the 22nd prefer fighting in terrain that restricts movement, such as cities, mountain ranges and dense forests. The regiment gains advance knowledge of terrain from its support forces and chooses its battlefields based on that intelligence. The 22nd makes good use of tactical advantages such as high ground, while its missile 'Mechs liberally spread Thunder munitions across the field. The 22nd's brilliant use of Thunders and C³ units makes rushing its fortified positions risky at best.



22nd Dieron Regulars

Regiment/Veteran/Reliable

CO/First Batt: *Tai-sa* Bella Solanicé

XO: *Chu-sa* Kora Machinassu

Second Batt: *Chu-sa* Lawrence Sepu

Third Batt: *Chu-sa* Lyle Brock

In addition to a battalion of OmniMechs and a high level of upgrades, the 22nd Dieron has received twelve C³ networks and several of the newest weapons and support equipment. The 22nd enjoys the best relationship of all the Dieron Regular Forces with the Procurement Department and exploits this relationship to its fullest advantage.



22nd Dieron Regulars Aerospace

Expanded Wing/Veteran/Reliable

Wing Cmdr: *Tai-sa* Zander Kafé

The wing's flight of OmniFighters all carry topnotch surveillance equipment. With this equipment, two OmniFighters in low orbit can pinpoint a BattleMech on the face of a planet.



Devil Dogs

2 Battalions/Veteran/Fanatical

Armor Cmdr: *Chu-sa* Pedro Sifuentes

Composed entirely of light or fast medium vehicles, the Devil Dogs battalions go on reconnaissance in force or harass enemy units on the field. The Devil Dogs have been known to burst from cover and take down a small or medium BattleMech before the enemy realizes they are there.



22nd Dieron Regulars Infantry

Battalion/Elite/Reliable

Troop Cmdr: *Chu-sa* Samuel Tohira

Every infantry trooper in the 22nd Dieron is a professional scout or in training as one. The 22nd relies heavily on its infantry to gather accurate intelligence before a battle. The battalion includes one battle-armor company of regular expertise and reliable loyalty.



24TH DIERON REGULARS: COLLECTOR OF HEADS

As with the Twelfth Dieron Regulars, the DCMS split up the original 24th Dieron with plans to expand both parts into full regiments. The battalions assigned to the world of Herndon retained the regimental name because the unit's commanding officer also remained on that planet. The Bureau of Substitution made up for the missing 'Mech battalion relatively quickly, but new conventional units have been slower in coming. The original 24th's conventional units went to form the new 45th Dieron Regulars, and the armor and infantry currently assigned to the 24th are temporary. Should the regiment be called into action, these units will not leave Herndon.

True to their nickname, the 24th's insignia depicts a hand holding a severed head by its hair. The head greatly resembles that of Prince Hanse Davion, former ruler of the Federated Suns and nemesis of Takashi Kurita.

OFFICERS

The 24th's commander, *Tai-sa* Akihito, spent five years as an instructor at the Sun Zhang Academy. He knows how to train MechWarriors and has already implemented a rigorous daily training routine in his regiment. Wing Commander *Dai-i* Metsuichi is a third-generation samurai but lacks the stereotypical samurai's reserve; he is hot-tempered and not easily curbed when his mind is set on something. The *tai-sa* allows Metsuichi considerable leeway, because Metsuichi gets results.

TACTICS

The 24th is a regiment of heavy and medium BattleMechs, with a few assault lances as anchor points and light 'Mechs for scouting. Most of the unit's 'Mechs carry at least one energy weapon, usually a large laser, in case ammunition runs low. As a result, the 24th can stay on the battlefield longer than most BattleMech forces. The 24th's *Archers* and *Catapults*, designs most other units relegate to the backfield, frequently wade into combat when their ammunition is expended. Accompanied by fresh tanks, these 'Mechs can present a potent threat in the later stages of a battle.

In combat simulations *Dai-i* Metsuichi frequently leads his wing in daring, steep-angle strafing runs at enemy 'Mechs. Such a run normally hits the upper torso and head of a BattleMech and makes the fighter nearly impossible to hit; however, the fighter pilot risks being unable to pull up in time to avoid crashing. Though circumstances currently restrict the aerospace wing to simulators, there is little doubt that *Dai-i* Metsuichi and his pilots will use this maneuver in real battle as soon as they get the chance.



24th Dieron Regulars

Regiment/Green/Reliable

CO/First Batt: *Tai-sa* Buntari Akihito

XO: *Chu-sa* David Parks

Second Batt: *Chu-sa* Gary Stamp

Third Batt: *Chu-sa* Tim LeMondé

Those of the 24th's warriors with combat experience make large tick marks on the backs of their BattleMech with an arc-welder after every battle. Large marks represent the warrior's BattleMech kills; small marks represent aerospace fighters. Half of the regiment's BattleMechs have been upgraded, most for maximum defensive capability. Most of the upgraded 'Mechs carry maximum armor, ferro-fibrous whenever possible. Several of the 24th's 'Mechs also have CASE, Guardian ECMs, anti-missile systems and Beagle probes. The upgraded BattleMechs support an array of short-range weapons, including an unusual number of rear-firing weapons.



24th Dieron Regulars Aerospace

2 Companies/Regular/Reliable

Wing Cmdr: *Dai-i* Phillip Metsuichi

Most of the fighters are configured with laser weapons, which provide more destructive power than standard weapons at the expense of higher heat levels.



5th Herndon Heavy Armor Division

Regiment/Green/Reliable

Armor Cmdr: *Tai-sa* Derrik Andreson



63rd Herndon Militia

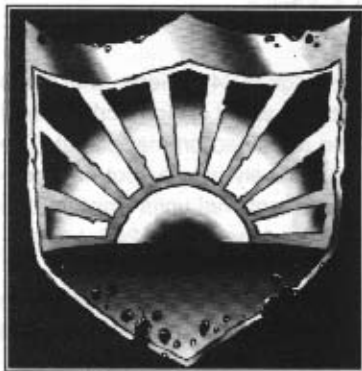
Regiment/Green/Reliable

Troop Cmdr: *Tai-sa* Terry Williams

The 63rd Herndon regiment includes two companies of conventional aircraft and one company of VTOLs.



REGULARS



40TH DIERON: SHIELD OF TRUE BELIEF

In a measure of the Coordinator's trust for the non-aggression pact with the Federated Commonwealth, the 40th Dieron Regulars is the only regular force remaining in the Kessel Prefecture. Stationed less than a single jump from the Commonwealth's Skye March, a region known for separatist agitators and unstable government, the 40th worries constantly over the possibility of invasion. Between training exercises, the warriors of the 40th monitor the status of the Skye Militia. The regiment questions the trust that the Coordinator has placed in the Federated Commonwealth and constantly agitates for further resources to be sent to the Kessel Prefecture.

The insignia of the 40th Dieron is a red shield against a black and gray field.

OFFICERS

The 40th's commander, *Tai-sa* Carlton Doi, espouses the old school of military philosophy. He cares little for the Coordinator's reforms and even less for the current Coordinator. He resents his initial assignment to what he regards as a "dead-end" unit, feels insulted at being left out of the fight against the Clans and frets over the Dieron District's military weakness. Only his rock-steady control over his regiment and his talent for high-level strategy have kept him in command. Should invasion come through the Skye March, *Tai-sa* Doi can be counted on to blunt the thrust in time for reinforcements to arrive.

TACTICS

Tai-sa Doi's strategy for taking the Lyons Thumb worlds, code-named Tourniquet, is "under advisement" by the DCMS. The High Command has no intention of using the strategy any time soon, if at all, but their pretense of considering it keeps the *tai-sa* quiet.



40th Dieron Regulars

Regiment/Green/Questionable

CO/First Batt: *Tai-sa* Carlton Doi

XO: *Chu-sa* Brantly Whitfield

Second Batt: *Chu-sa* Elias Pacheco

Third Batt: *Chu-sa* Owen Phillips

Though they share some of their commander's trepidation, the warriors of the 40th Dieron accept their station with more calm. They console themselves with the promise of renewed aggression against the Federated Commonwealth once the rest of the DCMS has dealt with the Clans. Battalion and company commanders continue to study the latest intelligence on the Skye March and devise tactics for fighting in FedCom space.



40th Dieron Regulars Aerospace

Wing/Green/Questionable

Wing Cmdr: *Sho-sa* Xavier Hepideus

The DCMS permanently assigned the 40th Dieron a single JumpShip to move elements of the 40th anywhere it might be needed. As a safeguard against another embarrassment such as the attack on Towne by the Fifteenth Dieron Regulars, the JumpShip captain has standing orders from the High Command to confirm any jump order with the Kessel planetary governor.



31st Kessel Armor

Regiment/Green/Reliable

Armor Cmdr: *Tai-sa* Edward Brandon

The 31st Kessel Armor is newly attached to the 40th Dieron and can expect to be included in the order of battle if the 40th fights the Clans. Should the Clans be defeated, the 31st is unlikely to remain attached to the 40th Dieron Regulars.



2nd Defenders of Asta

Regiment/Green/Reliable

Troop Cmdr: *Tai-sa* Tom Lindell

The Second Defenders' two companies of conventional aircraft and two companies of VTOLs all serve primarily as scouts. Only one flight of the aircraft and one flight of VTOLs are armed and armored for combat. Both VTOL companies are considered regular rather than green troops.



44TH DIERON: CRUSADERS OF DIERON

In 3056 the Bureau of Substitution administratively detached two green battalions from the Twelfth Dieron Regulars and authorized their expansion to regimental strength as the new 44th Dieron Regulars. *Tai-sa* Brian Quick nicknamed his new regiment "Crusaders of Dieron" and designed the regiment's insignia to quickly focus his warriors' hearts and minds on the glory of their new regiment.

The 44th's insignia is an Oriental dragon, drawn in a rudimentary style rather than in the detail of House Kurita's dragon crest. The insignia appears on every vehicle attached to the 44th. When the unit is on parade, the 44th's BattleMechs also carry the insignia depicted in gold on a white banner.

TACTICS

The 44th deploys with its assault battalion anchoring the middle of the line and its light battalions on each flank. Often one flank breaks away, drawing a third of the enemy force after it onto a separate battlefield. The other flank then curls inward, ignoring the enemy units attacking it, and helps the assault battalion crush the enemy's main force by hitting them from behind while the assault 'Mechs hammer them from the front. The separate battalion employs the same tactic on a smaller scale.

The 44th usually uses its infantry to counter the enemy's infantry assets and safeguard lines of communication during battle. Armor units are deployed prior to battle but held back until an engagement is well under way, generally called into action after the BattleMech battalions have divided the enemy force.



44th Dieron Regulars

Regiment/Green/Reliable

CO/First Batt: *Tai-sa* Brian Quick

XO: *Chu-sa* Nicole Lindsey

Second Batt: *Chu-sa* Hohiro Saragosi

Third Batt: *Chu-sa* Louis McGill

Tai-sa Quick configured his regiment differently than most DCMS commanders, dividing his 'Mechs by weight to a much greater extent than the norm. The 44th's Second and Third Battalions are mostly light 'Mechs, with only a few lances of heavy 'Mechs for support. The First Battalion contains mostly assault 'Mechs, with only two lances of fast medium 'Mechs for scouting. Morale in the 44th is high even though two-thirds of its warriors are still becoming accustomed to the fact that they are no longer part of the Twelfth Dieron Regulars.



44th Dieron Regulars Aerospace

Wing/Green/Reliable

Wing Cmdr: *Sho-sa* Wayne Gabriel



2nd Ashio Armor

Regiment/Green/Reliable

Armor Cmdr: *Tai-sa* Richard Smith

A useful combination of light, medium and heavy vehicles, the Second Ashio Armor came from its post on Ashio at the request of *Tai-sa* Quick. The presence of the Second strengthens the 44th's ties to Ashio, the homeworld of many of the onetime Twelfth Dieron Regulars. *Tai-sa* Richard Smith, a native of Ashio, hopes to return there with his regiment someday.



43rd Pesht Reconnaissance

Regiment/Green/Reliable

Troop Cmdr: *Tai-sa* Michel Hunter

In addition to a company of VTOLs, which are normally used to keep an eye on an engagement, the 43rd Pesht Reconnaissance is also equipped with state-of-the-art communications gear. The 43rd generally keeps communication lines open no matter how sprawling a battle becomes; the unit also excels at crippling enemy communications by breaking its opponents' codes and jamming their frequencies.

The VTOL company is composed of regular rather than green troops.



45TH DIERON REGULARS: SPAWNED IN DARKNESS

Like the 44th Dieron, the 45th Dieron Regulars were formed when the DCMS expanded a single battalion of the 24th Dieron Regulars in 3058. Unfortunately for the 45th, the unit did not receive the same advantages as the 44th.

Sudden demands by high-priority regiments, combined with logistical mismanagement, created an unexpected shortage in the flow of new technology that put the newly created 45th at a sharp disadvantage. The Procurement Department sent equipment to the new regiment in the form of partly disassembled BattleMechs and a surplus of old weapons and equipment discarded by higher priority regiments. Because the 45th was so poorly equipped, the Bureau of Substitution saw no reason to send the 45th better-quality recruits. Many of the new warriors had discipline problems, and none could boast exceptional skills. Citing the lack of skilled soldiers,

the Procurement Department became even more reluctant to waste superior equipment on an "inferior" regiment. When the DCMS officially added the 45th to its battle rosters in late 3058, the new regiment bore an eerie resemblance to the once-scorned Legions of Vega.

The 45th is sometimes called Ioto's Irregulars, and certain MechWarriors have taken to spray-painting the nickname across the backs of their BattleMechs. The name arose after a company in the regiment began spray-painting the Dieron District insignia and the Kurita dragon crest on its 'Mechs, which prompted the Warlord of Dieron to send an official reprimand to regimental commander *Tai-sa* Ioto. The regiment's official insignia is the silhouette of a housefly, the most common pest in the Inner Sphere, on an orange field.

OFFICERS

Tai-sa Ioto does the best he can with the troops and resources allotted to him. He is training his regiment in a semblance of coordinated maneuvers but also lets his forces maneuver in company-size or smaller units. He turns a blind eye to the activities of the Second Battalion commander, *Chu-sa* Lance Y'uang-wu, who styles himself the head of the regiment's "acquisitions" branch. *Chu-sa* Y'uang-wu is almost solely responsible for the few upgrades the 45th has managed to procure.

TACTICS

The 45th works best in battles that can be broken down into several engagements of company size or smaller. After hearing a joke about the Second Battalion's gang mentality, *Tai-i* Loveday of the battalion's Second Company developed a tactic in which two members of the command lance physically hold onto an enemy 'Mech while the other two lance members destroy it. In every simulation in which he has used this tactic, *Tai-i* Loveday has salvaged one piece of equipment from the battered 'Mech.



45th Dieron Regulars

Regiment/Green/Questionable

CO/First Batt: *Tai-sa* Sebastian Ioto

XO: *Chu-sa* Dwayne Kristian

Second Batt: *Chu-sa* Lance Y'uang-wu

Second Company: *Tai-i* Russ Loveday

Third Batt: *Chu-sa* Bobbi Hartford

The 45th's ability to scavenge so much new technology in a seller's market is impressive, especially considering the specific items they have acquired. The regiment has a linked network of four C³ systems, Thunder and Swarm LRM munitions, Artemis fire-control units, and plenty of small pulse lasers. Except for the ammunition, all of these items are easily removed and shipped. Roughly 20 percent of the 45th's BattleMechs have been upgraded with some or all of this equipment.

The vital cog in the 45th's acquisitions seems to be *Tai-i* Loveday. So far, *Chu-sa* Y'uang-wu has managed to shield his Second Company commander from official inquiries, but an ongoing ISF investigation has uncovered possible evidence of the *tai-i*'s involvement with the yakuza as well as major criminal organizations in the Federated Commonwealth and the Free Worlds League.

The ISF is attempting to trace the illegal lines of supply back to each source before making a move against Loveday.



45th Dieron Regulars Aerospace

2 Wings/Green/Questionable

Wing Cmdr: *Tai-sa* Leto Kallahvena



32nd Odabasi Fast Armor

Regiment/Green/Reliable

Armor Cmdr: *Tai-sa* Paul Blake



19th Pesht Regular Infantry

Regiment/Green/Reliable

Troop Cmdr: *Tai-sa* Tom Tahukiu

The Nineteenth Pesht includes one company of heavy artillery.



DISTRICT OF GALEDON

Galedon is the Combine's oldest military district, and a few Galedon units can trace their histories back to their nation's founding. Known originally as the Alliance of Galedon, this district has long enjoyed special distinction as the birthplace of the Draconis Combine and its ruling Kurita dynasty. New Samarkand, the original homeworld of the Kuritas, is home to the headquarters of the Internal Security Forces and also to the Combine's premiere MechWarrior training school, the Sun Zhang MechWarrior Academy. Galedon shares a long border with the Davion half of the Federated Commonwealth, and ongoing conflicts with its neighbor state have given the district a long and glorious military history. Combine military personnel regard assignment to the Galedon District a high honor.

Because of Galedon's cultural and military importance, the ISF must approve all soldiers' assignments to the Galedon Regulars. Conventional troops receive a cursory examination unless something in a soldier's file warrants closer investigation. All MechWarriors and aerospace pilots receive closer scrutiny, and all officers undergo thorough background checks. In keeping with current ISF doctrine, loyalty to House Kurita is slightly less important than loyalty to the Draconis Combine. This distinction may well cause trouble at some future point, and Galedon is the most likely area for such problems to occur.

Galedon Regular Forces have had little trouble filling their rosters with exceptionally well-qualified personnel, even in the wake of the Clan invasion. Each year, Galedon's district forces receive the highest percentage of graduates from the elite Sun Zhang Academy Cadres. The only exceptions to this policy occurred in 3054, 3055 and 3056, when some of the more prestigious DCMS regiments recruited directly from the Sun Zhang Cadres to fill their own decimated ranks. This did little to inconvenience the Galedon Regulars, however, as they also draw nearly all of the graduates from the district's own highly-regarded military school, the Galedon Military Academy. Retired or on-leave officers from the Galedon Regulars often serve as instructors at the GMA and the Sun Zhang, passing on the benefit of their expertise to each new class of cadets.

The Galedon Regulars have an excellent reputation in combat, second only to the Dieron District Regulars. Their reputation for loyalty also makes the Galedon Regulars the reserve forces of choice. In general, the Galedon district forces have excellent relations with the Bureaus of Substitution and Administration and the Procurement Department, which means that these units have little trouble keeping themselves adequately supplied.

COMMAND STRUCTURE

The Warlord of Galedon is *Tai-sho* Li Dok To, an able general with strong political ties to Galedon. Devotion to his district has not blinded him to the threat of the Clans, however, and he



staunchly supports Theodore Kurita's reforms in spite of subtle ISF pressure to remain neutral in the debate. His aide, *Tai-sa* Jarvek Dolmassay, is currently watching over the district while the *tai-sho* stays on Luthien to prepare for renewed Clan assaults. The ISF has more influence over *Tai-sa* Dolmassay, but as long as the warlord possesses Theodore's favor the ISF can do little to extend its influence in Galedon.

AVAILABLE FORCES

The Galedon District Regulars have retrofitted roughly 30 percent of the BattleMechs in each of its regiments slightly below the DCMS-wide average. Realizing that he can easily upgrade his forces' older 'Mechs when they need servicing, *Tai-sho* Li Dok To has instead concentrated his efforts on getting new OmniMechs assigned to the Galedon district units. To date, the Galedon Regular regiments have received almost five battalions of OmniMechs, more than any other District Regular Force. The *tai-sho* has given most of these to regiments that support the Coordinator's combat reforms.

Galedon forces also employ more armor than other District Regulars, and several factories that produce tanks and hovercraft lie within the Galedon Military District.

COLORS AND INSIGNIA

The Galedon Regulars insignia is a gray-white katana set over a field composed of one blue and one black triangle. This insignia is always painted on a BattleMech's upper right leg or on the fuselage of an aerospace fighter. Most Galedon regular units use color schemes based on light blue, tan, white and gray. Parade colors are usually gray with light blue stripes or tan with white stripes.



REGULARS

2ND GALEDON REGULARS: THE WRATH OF HISTORY

Since its formation in 2295, this regiment has served as a training cadre for the Galedon Military Academy. GMA graduates spend two years in the Second Galedon, where their performance determines the unit to which they will be transferred. When Shiro Kurita founded the Alliance of Galedon in 2302, he authorized a trial period of less than two years for warriors who distinguished themselves above their peers. This allowed him to assert tight control over army personnel native to Galedon, as the green cadets from the GMA looked to Shiro for approval.

Today, the Second Galedon keeps GMA graduates for the full two-year trial period. Classes rotate out of the GMA at six-month intervals, a policy that provides a constant turnover of a quarter of the regiment and keeps the regiment's general level of expertise green. The best and brightest of the Second Galedon get their choice of duty among all the Galedon Regular units, including permanent officer status in the Second, once they have finished their first two-year tour. The top 20 percent are drafted by the Galedon Regulars, and the rest are assigned in the district as the DCMS Bureau of Substitution sees fit. The bottom 5 percent of each graduating class are assigned to units deemed a suitable "purgatory" by the Bureau of Substitution.

The Second Galedon's regimental banner is a blue-bordered, white pennon with a striking whip emblazoned on it. The banner is always an actual flag either carried or attached to a 'Mech, fighter or vehicle.

OFFICERS

The commanding officer of the Second Galedon is *Sho-sho* Hojim Banjuri, himself an honors graduate of the GMA and a victor in Kensai Kami in 3026. A competent battle commander and an excellent judge of character, *Sho-sho* Banjuri has a gift for distinguishing between flamboyant risk-takers and individuals that possess a natural flair for improvisation. His vote singles out each semester's honors recipients, whether or not they are among the top 20 percent of their classes.

Tai-i Yoshimata "Yoshi" Noketsune, commander of the Second Battalion's Third Company, has six months left in his two-year assignment and has already proved himself among the regiment's most talented young officers. Battalion commander *Chu-sa* Kelley relies heavily on Noketsune's brilliant grasp of tactics and is expected to promote Noketsune to the rank of *sho-sa* very soon. The much-honored Noketsune has asked to remain with the Second Galedon Regulars when his duty tour is up.

TACTICS

The Second Galedon has long preferred to test its green warriors in open-field battles. As a result, the regiment tends to get bogged down during large-scale maneuvers in cities or other confining terrain.

Tai-i Noketsune of the Second Battalion has come up with the tactics most worthy of note. Noketsune has an instinctive feel for the battlefield, which he uses to advantage. His favorite stratagem is to gradually maneuver his lances into a position where they can swiftly bring down the opposing commander with concentrated fire. Noketsune sometimes restricts fire on the targeted 'Mech in order to draw it in; other times he uses flankers to harry the target into the desired position.



2nd Galedon Regulars Regiment/Green/Reliable

CO/First Batt: *Sho-sho* Hojim Banjuri

XO: *Tai-sa* Davis Hiromane

Second Batt: *Chu-sa* James Kelley

Third Company: *Tai-i* Yoshi Noketsune

Third Batt: *Chu-sa* Marie Koda

The Second Galedon has received two companies of OmniMechs, mostly *Striders* and *Blackjacks*. MechWarriors in the battalion command lances have first option on these machines. Ten percent of the remaining 'Mechs in the unit have been upgraded.



2nd Galedon Regulars Armor Battalion/Green/Reliable

Armor Cmdr: *Chu-sa* Christopher Basil



2nd Galedon Regulars Infantry Battalion/Green/Reliable

Troop Cmdr: *Sho-sa* Benjamin Lee

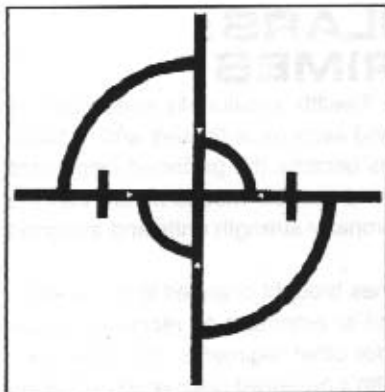
The Second Galedon infantry battalion includes a company of VTOLs. Unit infantrymen are transferred out by squads, and it is the rare trooper who receives the commanding officer's special attention. In general, the Second Galedon's troop commander stresses group achievement over individual accomplishments.



2nd Galedon Regulars Aerospace Company/Green/Reliable

Wing Cmdr: *Dai-i* Karl Winters

The aerospace wing consists of SL-21 *Sholagars*.



5TH GALEDON REGULARS: PRIDE OF GALEDON

The Fifth Galedon Regulars traces its foundation back to the earliest days of the Draconis Combine. As a battalion of heavy armor supporting a regiment of infantry, the Fifth Galedon Regulars served as Shiro Kurita's personal regimental guard during the invasion of Sverlovsk. Thanks to the Fifth Galedon, only a small militia force got close to Shiro Kurita during that battle, and a single company of Stalkers made short work of it. When the Draconis Combine was formally established in 2319, Shiro Kurita resurrected the Stalkers company and gave them an official place of honor in the DCMS.

Mindful of its history, the Fifth Galedon still holds armor in high regard. In fact, the Fifth Galedon is one of the few DCMS regiments working to keep up this branch of warfare. The Fifth's homeworld, New Samarkand, is home to two of the few factories that produce armored vehicles: Demolisher and Behemoth tanks and the Schrek PPC Carrier.

Because its primary duties include safeguarding New Samarkand, the Fifth receives closer scrutiny from the ISF than any other Galedon District regular force. The Fifth keeps at least one battalion of BattleMechs and a full regiment of infantry on garrison duty at all times.

The insignia of the Fifth Galedon is targeting cross hairs painted in red on the torso of a BattleMech or the body of any other vehicle.

OFFICERS

The Fifth's commanding officer is *Tai-sa Ivor Stollarude*, a fourteen-year colonel considered by many to be a prime choice for the next Warlord of Galedon. *Sho-sa Kenneth Reid*, the Fifth's executive officer and wing commander, is a DCMS master ace, awarded the Order of the Dragon by Coordinator Takashi Kurita.

TACTICS

The Fifth Galedon Regulars have always excelled at mountain fighting, where they can make the best close-in use of light reconnaissance lances and several heavy and assault lances for fire support. They prefer to avoid city fighting, however, because of the sheer damage done by their machines. The Fifth uses several C³ networks to maximize the damage inflicted from long ranges by their heavier machines, including the armored division.

The Fifth Galedon likes to anchor one flank with light 'Mechs and armor, thereby presenting the enemy with a difficult choice: to fire on the armor, which has the heavier firepower, or on the light 'Mechs, which can move swiftly. Another favorite tactic is to draw the enemy out in a ragged line, then cut the line in half with a battalion of heavy armor. Another battalion of armor then hits the divided enemy's unguarded flank.



5th Galedon Regulars Regiment/Regular/Reliable

CO/First Batt: *Tai-sa Ivor Stollarude*
Second Batt: *Chu-sa Heru Masahone*

Third Batt: *Chu-sa Stephen Suwo*

Because of close ISF scrutiny, the MechWarriors of the Fifth Galedon Regulars are among the most politically rigid in the Combine. Most subscribe to the "old school" of military thought and have had difficulty accepting Coordinator Kurita's reforms.

Though half of its 'Mechs have been upgraded, the Fifth has yet to receive OmniMechs, except for a single *Sunder* sent specifically for *Tai-sa Stollarude*.



42nd Aerospace Wing: the Wyverns Wing/Regular/Reliable

XO/Wing Cmdr: *Sho-sa Kenneth Reid*

The 42nd Aerospace Wing often detaches from the Fifth Regulars for auxiliary assignments.



156th Galedon Regulars Regiment/Veteran/Reliable

Armor Cmdr: *Tai-sa Jenno Kiyala*

The heavy armor unit of the 156th consists largely of veteran troops, as well as a few elite companies with top-quality upgraded equipment. In keeping with the Fifth Regulars' historically honorable position as Shiro Kurita's personal guard, *Tai-sa Stollarude* has chosen twelve tanks to serve as escort for his command lance.



357th Assault, 503rd Motorized 2 Regiments/Regular, Green/Reliable

Troop Cmdr: *Tai-sa Sun-li Mishira*

The 357th Assault Regiment originally supported the Fifth Galedon Regulars, and the jump troops and armored infantry of the 357th's First Battalion train heavily in anti-'Mech tactics. The Bureau of Administration added the green 503rd Motorized to ensure that the strategically and culturally important world of New Samarkand would be adequately protected against invasion. *Tai-sa Mishira* makes no secret of his disdain for the battle-armored troops of the 357th's Third Company and prefers to leave them behind on garrison duty.



REGULARS



12TH GALEDON REGULARS: THE AVENGERS OF CRIMES

Formed at the beginning of the Star League era, the Twelfth traditionally specialized in reconnaissance work. It began as a collection of light armor and aerospace fighters and expanded to include light and fast medium 'Mechs when BattleMechs became the preferred instrument of warfare. During the Succession Wars, the lack of heavy and assault 'Mechs meant that the Twelfth Galedon was often parceled into battalion- or even company-strength units and assigned to heavier regiments as a scouting force.

The DCMS's recent moves away from light regiments has brought changes to the Twelfth, but the unit retains its preference for speed over firepower and its emphasis on reconnaissance. The Twelfth is still parceled out from time to time as support for other regiments, but more often it operates on its own. Locally suitable camouflage is the Twelfth's preferred color scheme, but on formal occasions such as parades, the various machines are painted dusty tan or gray with off-white accents. The unit's insignia has recently been changed to the silhouette of a crouching figure, half-man and half-beast.

white accents. The unit's insignia has recently been changed to the silhouette of a crouching figure, half-man and half-beast.

OFFICERS

Tai-sa Jerome Wolf-Hunter is one of the rare COs who prefers to pilot a lighter BattleMech, and in heavy engagements he relies on his exec's knowledge of the larger machines. No officer in the Twelfth can match his expertise at scouting and hit-and-run missions, or his uncanny knack for sneaking 'Mechs into allegedly secure areas. The unit's troop commander, *Chu-sa* Alliandre, can pilot or drive almost any support machine.

TACTICS

The Twelfth Galedon always scouts terrain before moving into it and relies heavily on conventional vehicles and aircraft. Light BattleMech scout lances are always backed up by a lance of fast heavies, plus armor and aerospace support. Throughout its long career, the Twelfth Galedon has never walked blindly into an ambush. The unit's previous commander, *Tai-sa* Oscar Bassman, frequently moved a battalion into an already-discovered trap to provoke an enemy response; the remaining battalions would then hit the enemy from behind and break enough holes in their lines to allow the "bait" unit to escape.

Tai-sa Wolf-Hunter prefers to maneuver heavy forces into supposedly secure areas. This usually involves traversing ground thought too dangerous for BattleMech movement or taking advantage of every possible feature of the landscape to hide the maneuver. In almost every battle the Twelfth has fought, its forces appear where the enemy least expects—often in more than one place. With surprise in its favor, the Twelfth fights with all the skill of a veteran unit.



12th Galedon Regulars Regiment/Regular/Reliable

CO/First Batt: *Tai-sa* Jerome Wolf-Hunter

XO: *Chu-sa* Lynnette Cole

Second Batt: *Sho-sa* Morgan Yokahana

Third Batt: *Chu-sa* Akeem Raspell

Half of the Twelfth regiment's 'Mechs are light or fast mediums; most of the rest are heavies, with only a few assault 'Mechs. Speed is everything in reconnaissance; how fast support can arrive to bail the light 'Mechs out of a botched mission can often mean the difference between survival and defeat. Roughly one-third of the Twelfth's 'Mechs—mostly the larger machines—have been upgraded to move faster than usual. This performance upgrade is generally accomplished by the installation of extra-light engines, although a surprising number of machines in this regiment have the notoriously risky MASC installed for extra bursts of speed. The regiment includes two companies of OmniMechs, all light 'Mechs and all grouped into two lances per battalion.



12th Galedon Regulars Aerospace Wing/Regular/Reliable

Wing Cmdr: *Sho-sa* Yin Mohatsu

The Twelfth maintains a variety of aerospace fighters from manufacturers throughout the Inner Sphere. The unit has also acquired a pair of Smoke Jaguar OmniFighters, currently grounded for lack of spare parts.



12th Galedon Regulars Armor 2 Battalions/Veteran/Reliable

Armor Cmdr: *Chu-sa* Jason Jamison

The Twelfth prefers light armor and hovercraft to tracked vehicles.



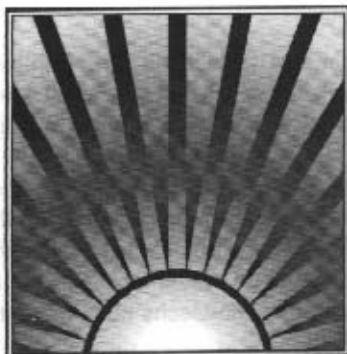
12th Galedon Regulars Infantry 2 Battalions/Regular/Reliable

Troop Cmdr: *Chu-sa* Benito Alliandre

The Twelfth's infantry forces include several scout platoons, a battalion of in-atmosphere fighters, two companies of VTOLs manned by veteran troops, and above-average support assets.



16TH GALEDON REGULARS: THE KEEPERS OF TREASURES



The Sixteenth garnered a solid reputation for combat ability in the Third and Fourth Succession Wars but was abruptly placed on garrison duty in 3033 when its commanding officer, *Tai-sa* Francisco Bevier, ran afoul of the Warlord of Galedon. In March of 3034, the Warlords of Pesht and Dieron rebelled against then-Kanrei Theodore Kurita's decision to grant independence to the Free Rasalhague Republic. Believing that the so-called Ronin War offered him a chance to get his regiment back into action, *Tai-sa* Bevier hinted that he might throw his support behind Vasily Chernenkoff, Warlord of Dieron, unless the Warlord of Galedon reassigned the Sixteenth Regulars to more honorable duty. Unfortunately for Bevier, Chernenkoff was killed and the Sixteenth blacklisted.

Tai-sa William Tohiro, the regiment's current commanding officer, took over soon afterward and immediately began working to bolster the regiment's reputation. This unit has seen little ac-

al combat for almost thirty years. The Sixteenth is not considered a prestigious assignment, and the unit's relationship with the Procurement Department leaves much to be desired.

In spite of the Sixteenth's troubles, *Tai-sa* Tohiro has not allowed morale to sag. The regiment remains reliable, and retains the proficiency in city fighting that earned it a reputation for competence. Though no one expects the regiment to get OmniMechs any time soon, the Sixteenth has received refits in keeping with the average rate for the Galedon District.

The Sixteenth favors tan and gray, which it blends into camouflage for city maneuvers. On formal occasions, the regimental colors are tan with white stripes. The regimental insignia is a half-sun with alternating red and white rays.

OFFICERS

The unit's executive officer, *Chu-sa* Anna Yokashia, commands the Second Battalion. *Chu-sa* Van Buren, commander of the Third Battalion, conveys the impression of a calm and relaxed nature; however, those who know him well are wary of his hidden vicious streak.

TACTICS

The Sixteenth's skilled VTOL pilots can perform high-speed reconnaissance without requiring air superiority, a distinct advantage because aerospace fighters do not fight efficiently in cities. The Sixteenth uses VTOLs and light 'Mechs to accurately place and monitor enemy 'Mech activity, then moves its heavy forces into pointblank range in side streets. The surprise appearance of a *BattleMaster* from around a corner is the last sight many enemy MechWarriors see.

Even in simulations, *Chu-sa* Gage Van Buren and his Third Battalion use tactics that stretch the limits of acceptable behavior. In cities that the DCMS intends to keep, Van Buren favors burrowing through buildings to surprise enemy forces, or undercutting a building's structural integrity and pushing it over onto enemy forces in the next street. In an enemy-held environment with looser mission parameters, the 'Mechs of Van Buren's battalion specialize in causing "accidental" collateral damage. Large-scale weapons fire frequently "just happens" to miss its primary target and gouge large chunks out of surrounding areas, and an enemy 'Mech in its death throes often gets pushed into a building "just to be sure of victory."



16th Galedon Regulars Regiment/Green/Reliable

CO/First Batt: *Tai-sa* William Tohiro

XO/Second Batt: *Chu-sa* Anna Yokashia

Third Batt: *Chu-sa* Gage Van Buren

The unit possesses several 'Mechs adapted for urban fighting, such as the *UrbanMech* and several *BattleMasters*. The Sixteenth's lighter 'Mechs tend to be slower-moving models, such as the *Panther*.



252nd Regular Infantry Regiment/Regular/Reliable

Troop Cmdr: *Tai-sa* Blaine Edwards

The Bureau of Administration attached the 252nd Regular Infantry to the Sixteenth to garrison the planet Hachiman. If called to active duty, the Sixteenth might end up fighting with no infantry or armor support aside from its two veteran companies of VTOLs.



16th Aerospace Flight/Regular/Questionable

Wing Cmdr: *Chu-i* Tyler Nohiritsu

The flight actually belongs to Hachiman's planetary militia and is not officially listed on the Sixteenth's TO&E.



REGULARS

17TH GALEDON REGULARS: PROTECTORS OF KARMA

The Seventeenth Galedon Regulars were among the first regiments to test the new Combine OmniMechs, receiving a lance of *Raptors* in late 3052. Since then, as a reward for the unit's fanatical devotion to the Combine and to Theodore Kurita in particular, the district warlord has arranged for the Seventeenth to receive a full battalion of OmniMechs.

The Seventeenth has seen most of its recent action in minor raids on Clan Ghost Bear territory, intended to acquire intelligence on Clan strength as well as to shake down the new OmniMechs. On the last raid, the actuators in a *Sunder* driven by *Chu-sa Lee* of the Third Battalion gave out, almost costing the *chu-sa* his life. *Sho-sa Conner Rhys*, piloting a DCMS *Owens* OmniMech, used his C³ system and TAG to call in long-range support from the rest of his Second Company, keeping the three enemy OmniMechs busy while the Third Battalion evacu-

ated *Tai-sa Lee* and his crippled *Sunder* from the field. The Second Company then destroyed all three Clan OmniMechs.

The Seventeenth Galedon uses a white and gray color scheme on active duty, switching to flat gray with black accents for parade colors. The unit insignia is a blue star burst, painted on each 'Mech's shoulder or near the front of any other vehicle.

OFFICERS

Commanding officer *Tai-sa Ahianu* is new to the regiment, but his preference for simple strategies meshes well with the Seventeenth's city-fighting tactics. By contrast, Third Battalion commander *Chu-sa Lee* is a risk-taker with more luck than anyone deserves. *Sho-sa Conner Rhys*, commander of the veteran Second Company, has a natural talent for 'Mech piloting and is a charismatic leader; some observers wonder if the *sho-sa's* ability makes *Chu-sa Lee* feel insecure in his command. Rhys' bold rescue of *Chu-sa Lee* earned him a promotion and a new *Black Hawk-KU* from the regimental commander.

TACTICS

The Seventeenth prefers city fighting and any situation that allows them to bring their heavier BattleMechs to the front of battle. Most of these 'Mechs carry the maximum armor possible and use cover to their advantage, tactics that give them remarkable staying power in an engagement. The prospect of a stand-up fight with heavy 'Mechs tends to draw the attention of enemy forces away from the lighter 'Mech lances, which slip into the fight and use combined fire to cause damage equal to any single heavy 'Mech.

Sho-sa Rhys often leads his company independently from the rest of the Third Battalion, maneuvering around the field in search of potential weaknesses in the enemy lines. When he finds one, he throws enough weight against it to let the rest of the Seventeenth finish the enemy off after the Third Company moves on. Such tactics often catch enemy troops unprepared.



17th Galedon Regulars

Regiment/Regular/Fanatical

CO/First Batt: *Tai-sa Macona Ahianu*

XO: *Chu-sa Robert Paccuchio*

Second Batt: *Chu-sa Duaine Nohlaska*

Third Batt: *Chu-sa Jeremiah Lee*

Second Company: *Sho-sa Conner Rhys*

The MechWarriors of the Seventeenth Galedon work well together, with few personality conflicts among them. This regiment has a full battalion of OmniMechs of various sizes, ranging from a lance of *Raptors* to larger *Avatars* and *Sunders*. The First Battalion includes two companies of these machines; the third OmniMech company resides in the Third Battalion. The regiment also uses multiple C³ systems, although none of them are linked into a company command network.



95th Aerospace Wing

2 Companies/Regular/Reliable

Wing Cmdr: *Dai-i Tahme Cross*



17th Galedon Regulars Infantry

2 Battalions/Regular/Fanatical

Troop Cmdr: *Chu-sa Hap Wynn Do*



19TH GALEDON REGULARS: WALLS OF ARMORED SPIRIT

In a district known for proud and devoted service, the loyalty of the Nineteenth Galedon has remained doubtful more often than not since the unit's inception. Formed during the long-drawn out Second Succession War in response to the DCMS's insatiable need for troops, the original Nineteenth was largely composed of soldiers of questionable loyalty; however, the High Command determined that the need for more men outweighed the potential risk. The Nineteenth replaced other forces serving as planetary garrisons along the Periphery, freeing these more reliable units for more important duties. Nowadays the Nineteenth Galedon rarely sees significant action; for more than thirty-five years the unit has garrisoned the planet Bad News, where occasional bandit raiders are the only enemy the unit regularly faces.

However, recently discovered evidence suggests that the Nineteenth Galedon may be financing its own operations into the Periphery, hunting down bandits and occasionally raiding planets near the Outworlds Alliance. Apparently, the unit keeps these activities at a low enough level to draw little attention and takes care to leave no evidence linking the attacks to Combine forces. The Nineteenth allegedly uses mercenary JumpShips for transportation, commanded by captains whose loyalty can be bought. Missing forces from the Nineteenth are consistently said to be "on extended maneuvers," but little other information is available.

Relations with Procurement are strained—the worst in the district, in fact—but the Nineteenth usually gains enough battlefield salvage to repair its 'Mechs.

The Warlord of Galedon may be allowing this state of affairs to continue because it keeps a potentially troublesome force occupied and allows the unit's warriors to maintain their level of expertise. Coordinator Theodore Kurita has declined to order an end to the alleged activities until clear evidence shows that the raids are taking place and damaging the Combine in some way.

The Nineteenth favors gray color schemes because they make it easier to repaint their machines to look like bandits. For parade colors, they add white and light blue stripes. The unit's insignia is a grinning jack-o'-lantern.

OFFICERS

How much longer *Tai-sa* Bobby Bock and his senior officers will be allowed to keep their positions is known only to Coordinator Theodore Kurita. The only officer not privy to the Nineteenth's secret activities is *Chu-sa* Amanda St. Cloud, who transferred into the unit in late 3058. So far she is considered reliable, but circumstances may change her attitude before long.

TACTICS

The Nineteenth specializes in defensive tactics, well honed over thirty years of garrison duty. They defend in a static line, concentrating fire when possible. At a signal from *Tai-sa* Bock, the regiment advances in a line-abreast formation. If the center of the opposing force weakens, the Second Battalion drives through it, cutting the enemy in half. If the Nineteenth concentrates on a flank that weakens first, either the First or the Third Battalion swings around to break the enemy line. These tactics work just as effectively on the battalion and the company level.



19th Galedon Regulars

Regiment/Regular/Questionable

XO/First Batt: *Chu-sa* Larry Goldberg

Second Batt: *Chu-sa* Yosif Absahttah

Third Batt: *Chu-sa* Amanda St. Cloud

Few of the Nineteenth Galedon's BattleMechs have been upgraded, and only two machines are completely constructed with new technology. The unit includes no OmniMechs.



Bad News Militia 7th Flight, 12th Flight

Company/Regular/Questionable

CO/Wing Cmdr: *Tai-sa* Bobby Bock

The Seventh and Twelfth Flights are part of the planetary militia, both commanded by *dai-s* retired from active DCMS duty. *Tai-sa* Bock made allies of these individuals early on, and

they owe loyalty to him and the Nineteenth. The Nineteenth Galedon maintains four DropShips, which the unit allegedly uses to transport its raiding parties.



Bad News 43rd Militia

2 Battalions/Regular/Questionable

Troop Cmdr: *Tai-sa* Mitchel Chiang

Like the aerospace flights, the Nineteenth's infantry contingent is part of the Bad News Militia. The infantry maintains two companies of artillery and one of engineers.



REGULARS

21ST GALEDON REGULARS: THE DRAGON'S TAIL



The 21st saw most of its action during the Third and Fourth Succession Wars and the War of 3039, during which the unit suffered the highest turnover of officers and warriors in the Galedon Regular Forces. All officers assigned to the 21st Galedon must strictly adhere to bushido, and commanding officers are expected to promote bushido by example. Every one of the 21st's commanding officers has been awarded the Foundation of Galedon decoration, ensuring proper reverence for bushido throughout the regiment's history.

In the past, particularly rigid interpretations of bushido caused problems for the unit even as it added to its glorious reputation in the Combine. Intense emphasis on personal honor led officers to attack the enemy's strongest point rather than its weaknesses and encouraged warriors to fight losing battles to the death rather than retreat to fight another day. In spite of the high casualties caused by this approach, the sheer grit of the 21st's soldiers brought the unit an above-

average kill ratio and surprising military gains for the Draconis Combine in several engagements.

In recent years, the 21st has proven its loyalty to the new Coordinator by accepting his reforms in military doctrine, including a less doctrinaire interpretation of bushido. Those who found this change impossible to accept—including the unit's previous CO, *Tai-sa Lee Sawyer*—resigned their posts or accepted transfers. By doing so, they kept the 21st Galedon free of internal strife and demonstrated loyalty to the Draconis Combine.

Assignment to the 21st is considered an honor, and the Procurement Department supplies the unit first among all the Galedon Regulars. The unit's BattleMech parade colors are white with dark green accents; fighters, tanks and other machines are painted light gray, accented in green. The 21st has no regimental insignia, considering pride in a mere symbol unworthy of warriors whose first duty is to the Dragon. However, MechWarriors display the House Kurita crest on the front torsos of their BattleMechs.

OFFICERS

Commanding officer *Tai-sa Desu Horiama* has been awarded the Bushido Blade as well as the Foundation of Galedon. He has an excellent relationship with Galedon's warlord, having served under *Tai-sho Li Dok To* in two other regiments. Armor Commander *Tai-sa Victor Kosskov* has also been awarded the Foundation of Galedon, one of the few conventional warriors ever to receive the decoration.

TACTICS

The 21st favors open-ground battles where they can use their superior mobility to the best advantage. Elements of the motorized infantry generally man a defensive line behind the main force, ready to advance swiftly if needed or to hold fast if the 21st pulls back. True to its name, the 320th Heavy Strikers always fight where the action is heaviest. The 21st prefers to avoid long drawn-out fights and usually opts for either a full-scale assault or a tactical retreat. When fighting the Clans, the unit chose the second course far more often than it wanted to.



21st Galedon Regulars Regiment/Regular/Reliable

CO/First Batt: *Tai-sa Desu Horiama*

XO: *Chu-sa Izu Takamoto*

Second Batt: *Chu-sa David Klein*

Third Batt: *Chu-sa Yung Li*

Almost the entire First Battalion and the command lances of the Second and Third Battalions have been upgraded to OmniMechs. The regiment's 'Mechs are evenly distributed between medium and heavy machines, an arrangement that provides the best possible combination of speed and firepower.



99th Aerospace: Veil of Smoke Wing/Regular/Reliable

Wing Cmdr: *Sho-sa Aubry Larsen*

The aerospace wing shares the 21st Galedon's attitude toward bushido. One flight was recently upgraded with OmniFighter prototypes.



320th Heavy Strikers 2 Battalions/Veteran/Fanatical

Armor Cmdr: *Tai-sa Victor Kosskov*

Every tank in the Heavy Strikers has the motto "We are always advancing" inscribed over the tank driver's seat. Even in retreat they manage to retain an offensive posture, causing severe hardship for any enemy unit attempting to harry the 21st. The Strikers believe that they are no less samurai than the MechWarriors and work hard to prove it. Roughly 50 percent of the armor has been upgraded to the latest technical standards.



52nd Motorized Assault Regiment Regiment/Regular/Reliable

Troop Cmdr: *Tai-sa Nicholas Jiritsu*



32ND GALEDON REGULARS: CENTER OF MIND

The 32nd is a product of the Fourth Succession War, composed of warriors whose loyalty is questionable. The 32nd was intended to act as a garrison regiment on worlds of less than vital importance, and so loyalty was not considered the highest priority. When the DCMS High Command appointed *Tai-sa* Elizabeth Venga as the regiment's commanding officer, many heard that as the unit's death knell; given the DCMS's well-known hostility toward female commanders, placing a woman in command over an inexperienced and unreliable unit could not be considered preparation for a more active combat role.

Against all expectations, *Tai-sa* Venga began to turn the 32nd into a show regiment. MechWarriors practiced close-order drills both in and outside of their BattleMechs, armor units worked on precision maneuvers, and every piece of equipment was cleaned, polished and painted. Finally, all personnel, including technicians, were given several dress uniforms. While other

Galedon Regulars fought battles, *Tai-sa* Venga transferred elements of the 32nd around the Combine to put on displays for the people of different worlds. As the unit drew the attention of ruling nobles and officers higher up in the DCMS command structure, members of the 32nd took increasing pride in their unit and worked even harder to show it off. In the uneasy peace following the Truce of Tukayyid, Theodore Kurita ordered the regiment to Pesht, an honorable assignment considered a prelude to military action.

The 32nd paints its BattleMechs and other vehicles in the Galedon District's traditional gray with white stripes. The regiment's insignia is a hand with an eye centered in its palm.

TACTICS

The close-order drills at which the 32nd excels allow for precise movement around a battlefield and accurate timing even when the regiment is split into several different formations. Not surprisingly, *Tai-sa* Venga prefers complex strategies that involve precise timing. Though the 32nd does not possess much battlefield experience, its members' formidable pride in their unit will make the 32nd hard to break.



32nd Galedon Regulars Regiment/Green/Reliable

CO/First Batt: *Tai-sa* Elizabeth Venga
XO: *Chu-sa* Tekiri Ossakota

Second Batt: *Chu-sa* Michael Rogers

Third Batt: *Chu-sa* Franklin Joebsson

Constant practice has given the 32nd's MechWarriors superior piloting ability for green troops. After the 32nd's assignment to Pesht, the Warlord of Galedon assigned the regiment one company of OmniMechs.



Dark Nebula Flight/Veteran/Reliable

Wing Cmdr: *Chu-i* Christopher A. Trainer

The Dark Nebula Flight is all that remains of the Dark Nebula Wing, which the Clans decimated along with the Ninth Alshain Regulars after both units were re-assigned to Galedon to meet the Clan threat. After the signing of the Truce of Tukayyid, the Bureau of Substitution upgraded all the remaining fighters and assigned the Dark Nebula Flight to the 32nd. *Dai-i* Trainer immediately set about turning his veteran pilots into an expert air-show team. The Nebula fighters are sometimes called away for independent actions.



32nd Regulars 2 Companies/Green/Reliable

Armor Cmdr: *Sho-sa* Lauren Cole



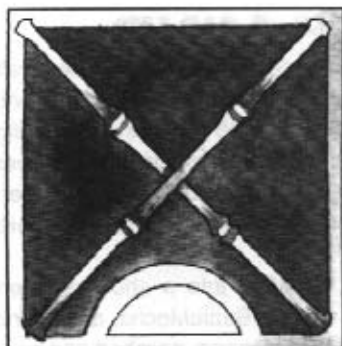
Huan Guardsmen Battalion/Green/Reliable

Troop Cmdr: *Chu-sa* James McCue

One battalion of the planetary militia from the 32nd's previous station, the world of Huan, has been permanently assigned to the regiment. All the Huan Guardsmen are foot soldiers well drilled in close-order routines.



42ND GALEDON: THE CLIMBING DAYSTAR



The Bureau of Substitution combined the surviving battalions of the Eighth and 34th Galedon Regulars to form the 42nd. As the veteran regiment, the Eighth received command of the new unit. *Tai-sa* Oblak, the 34th's previous commander, accepted retirement from active duty and assignment to a teaching post at the Sun Zhang MechWarrior Academy.

Though tensions remain high because of the merger, everyone in the 42nd sees the over-riding need to prepare for the next Clan onslaught. Stationed on Lieston, the 42nd is in position to support the Combine's defense along two fronts. The regiment keeps its BattleMechs and other vehicles in perfect fighting order and maintains a status of cautious alert; a fourth of its personnel are always on duty and prepared to power up for combat.

Though the 42nd currently lacks armor support, a number of upgraded machines due from the factories on New Samarkand have been slated for assignment to the regiment.

The 42nd uses a gray and white color scheme that can be blended in different ways for partial camouflage. The unit's insignia consists of crossed bamboo stalks over a blue field, with a rising sun in the lower triangular quarter.

TACTICS

The 42nd is still considered a heavy regiment, but tactics vary from battalion to battalion. The First Battalion, the remainder of the Eighth Regulars, concentrates on open-field battles and can usually shatter an enemy line with a single, strong drive. The First's BattleMechs tend to carry the maximum amount of armor. The Second Battalion, the survivors of the 34th Regulars, excel at defense. In short amounts of time they can erect fortified positions from which they make surprise, pointblank attacks. The less experienced warriors of the Third Battalion have no tactical specialty as yet.



42nd Galedon Regulars

Regiment/Veteran/Reliable

CO/First Batt: *Tai-sa* Richard Hanson

XO: *Chu-sa* Mark Gosch

Second Batt: *Chu-sa* Chin Lo Shek

Third Batt: *Chu-sa* Lisa Shure

The integration of the Eighth and 34th Regulars has not worked as well as the DCMS had hoped. The remnants of the blended regiments remain quite different in their ways of thinking, though the recent influx of a battalion of new warriors has done much to blur the distinctions within the group. As openings develop in appropriate areas, the 42nd's MechWarriors will be transferred around inside the regiment until the unit achieves an optimum mix. Until that time, the Third Battalion is considered to have regular expertise.



42nd Galedon Regulars Aerospace

Expanded Wing/Veteran/Reliable

Wing Cmdr: *Chu-sa* Don Magnusson

The Eighth and 34th aerospace forces have blended much more easily than the MechWarriors. Neither wing suffered the huge losses that their MechWarrior counterparts did, and so the survivors seem to feel they have less to prove. The Eighth lost more fighters to the Clans, while the 34th lost more of its command structure.

The current expanded wing includes one company of OmniFighters, and half of the remaining fighters in the wing have been upgraded.

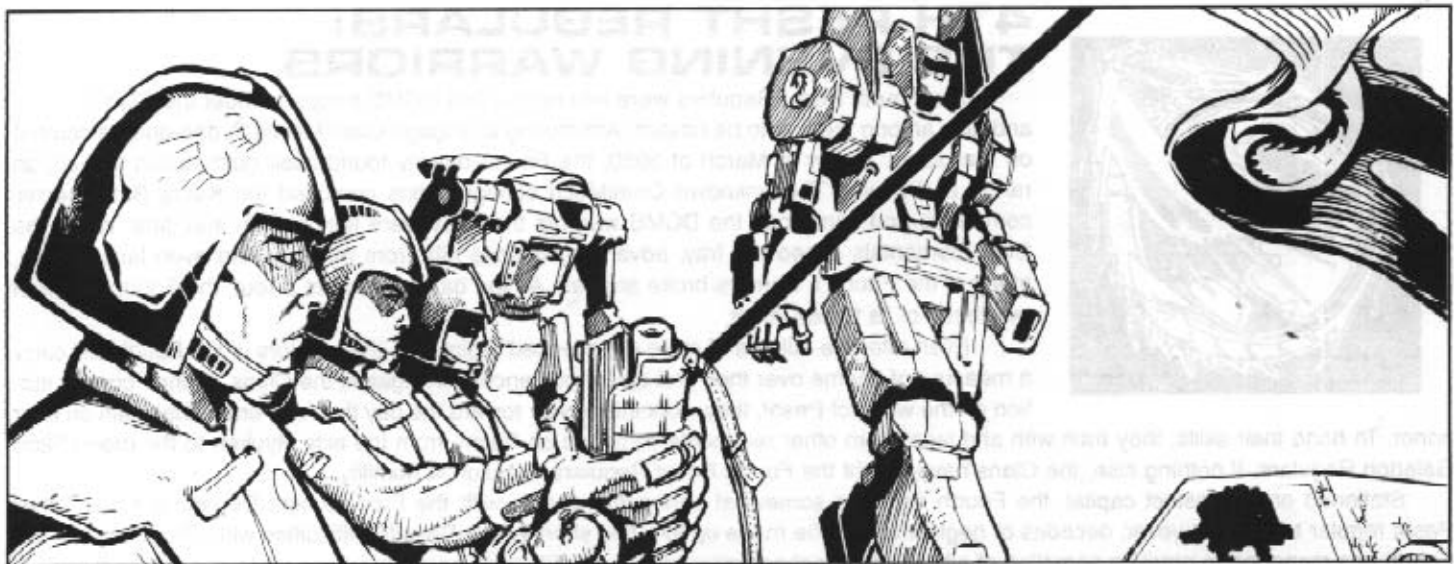


Brauntion Rapid Deployment Force

Regiment/Green/Reliable

Troop Cmdr: *Tai-sa* Victor Kowalski

The remnants of the Eighth's and 34th's infantry troops were reassigned to fill holes in other DCMS regimental rosters, and the green troops of the Brauntion Rapid Deployment Force were assigned as the new 42nd's infantry support. Though lacking experience, this regiment can charge into combat or withdraw and redeploy with surprising swiftness. In addition to a battalion of high-capacity VTOLs, the Rapid-Deployment Force possesses fast hover APCs and support vehicles.



DISTRICT OF PESHT

Until the Clan invasion, no enemy had ever penetrated the Draconis Combine's Pesht District. At one time covering a quarter of Combine space, the Pesht District had the smallest garrison forces of all five military districts, and its fighting forces had little opposition to worry about aside from the occasional Periphery bandit raid. This light combat duty allowed the Pesht District Regular Forces to become endlessly involved in ceremonial affairs, showing off freshly painted BattleMechs and shiny uniform buttons. Older warriors or those the Coordinator felt a need to keep an eye on were routinely transferred into the Pesht Regulars to train generations of green troops; these training exercises were the only real experience many of the instructors could claim.

The Clan invasion made the Pesht District one of the hottest battlefields in the Inner Sphere. Luthien, capital of the Draconis Combine as well as of the district, lies on the border of the Clan Smoke Jaguar occupation zone. Wolcott, a free world behind enemy lines, is a major staging area for anti-Clan operations. The DCMS has concentrated half its BattleMech strength within the Pesht District, leaving its border with the Federated Commonwealth garrisoned by token and conventional forces. Pesht has become a war zone, and its many green troops are learning fast.

COMMAND STRUCTURE

Tai-sho Teyasu Ashora, the Warlord of Pesht, wholeheartedly supports Coordinator Theodore Kurita's reforms. Indeed, *Tai-sho* Ashora was one of the first warlords to transfer his allegiance from Takashi Kurita to Theodore. The overwhelming bat-

tlefield success of the Legion of Vega, the Ghost regiments and the Ryuken have given Ashora more than enough proof that the new methods work.

AVAILABLE FORCES

On the average, Pesht District Regular Forces are badly undersupplied, with the lowest percentage of upgrades in the DCMS. Their average upgrade rate of 25 percent is not much below the Galedon District's, but the Pesht Regulars have not received anywhere near the same number of OmniMechs.

For almost seven hundred years the Pesht District Regular Forces were show armies for parades, and the unit retains a more uniform arrangement of troops than other District Regular units. Deviations from standard arrangements are more likely caused by losses against the Clans than to any deliberate choices.

COLORS AND INSIGNIA

The Pesht District Regular Forces use a color scheme built around white and gray, with green and dark blue accents. The District Regulars insignia is a green dragon encircling a planet. Though the insignia is always displayed prominently on a 'Mech or vehicle, every regiment places it in a different area. All Pesht Regular 'Mechs also sport the Kurita Dragon crest on the upper left leg. Only a few regiments display their own insignias.



4TH PESHT REGULARS: THE EVENING WARRIORS



The Fourth Pesht Regulars were among the first DCMS troops to meet the Clan menace and also among the first to be beaten. Attempting to engage Clan 'Mechs in one-on-one combat on the planet Tamby in March of 3050, the Fourth quickly found itself outmatched in weapon range and power. The unknown OmniMech configurations confused the Kurita BattleMechs' computers and convinced the DCMS warriors that they were facing alien intruders. When the Clan Elementals joined the fray, advancing despite hits from medium and even large lasers, many of the Fourth's warriors broke and ran. As the battle turned to a rout, the Fourth fled with two-thirds of its forces intact.

Even after the failures of more experienced regiments, the warriors of the Fourth still carry a measure of shame over their first disastrous encounter against the Clans. At their current station on the world of Pesht, they work intensively toward the day they can erase that stain on their

honor. To hone their skills, they train with and learn from other regiments stationed on Pesht, from the elite Ryuken to the green 32nd Galedon Regulars. If nothing else, the Clans have taught the Fourth Pesht Regulars a lesson in humility.

Stationed on the district capital, the Fourth enjoys a somewhat better relationship with the Procurement Department than other Pesht regular troops. However, decades of neglect cannot be made up in a few short years. Despite difficulties with Procurement, the Fourth has managed to obtain a sampling of all the latest technologies and is using them to best advantage while angling for more.

After the unit's defeat on Tamby, the commanding officer of the Fourth Pesht designed a symbol to represent that loss. On the back of each BattleMech in the Fourth Regulars is painted a copy of Tamby's planetary flag. To erase that mark of shame, a soldier must perform a heroic action against the Clans, as judged by the unit's commanding officer. The commander has sworn to remove his own flag only when the entire regiment is free of the taint of defeat. Transfer to another unit does not relieve a warrior of this self-imposed burden. Any officer transferring into the Fourth also gains the shame of Tamby if anyone under their command is tarnished by it.

TACTICS

The Fourth Pesht Regulars is still adjusting to the lessons it learned on Tamby. The failure of traditional tactics against the Clan disillusioned many of the Fourth's MechWarriors, who are trying to accept the Coordinator's reforms in the hope that new methods will work where old ones failed. From the Ryuken regiments stationed on Pesht, the Fourth Regulars have learned how to properly use combined fire and C³ units and subsequently have made several urgent requests for the C³ units.



4th Pesht Regulars

Regiment/Regular/Reliable

CO/First Batt: *Tai-sa* Stephan Somogyi

XO: *Chu-sa* William Shizuoka

Second Batt: *Chu-sa* Andre Scavros

Third Batt: *Chu-sa* Vasily Kherrov

The Fourth recently received two companies of OmniMechs from the Procurement Department, including a few the heavy and assault Omnis. *Tai-sa* Somogyi has offered first choice to those MechWarriors not carrying the stigma of Tamby, then to officers in descending rank. The *Tai-sa* did not take an OmniMech for himself.



4th Pesht Regulars Aerospace

2 Companies/Regular/Reliable

Wing Cmdr: *Sho-sa* Emil Shofthouse



15th Pesht Armor

2 Battalions/Green/Reliable

Armor Cmdr: *Chu-sa* Koin Ohiyamo



3rd Tamby Defenders

Regiment/Green/Questionable

Troop Cmdr: *Tai-sa* Terrence Black

This infantry regiment left Tamby with the retreating Fourth Pesht and has since been permanently attached to the regiment. Relations between the infantry and the Fourth's MechWarriors are surprisingly cordial, largely because the MechWarriors clearly took the loss of Tamby personally.



6TH PESHT REGULARS: THE NEW HOPES



The time for show regiments is past, and the prospect of combat on the backwater world of Qandahar is unlikely. All things considered, the Sixth Pesht Regulars may face a bleak future.

The Sixth is one of the regiments on which House Kurita relies to offer a modicum of defense in an otherwise sparsely defended region of the Draconis Combine. Once stationed near the Periphery, with a possible shot at combat against the Clans, the Sixth Regulars were recently replaced by a Ghost regiment. The DCMS relocated them just far enough away from the Clan Smoke Jaguar line of advance to remove any chance of the unit seeing major action when the invasion begins anew.

Nonetheless, the Sixth still has an important role to play. Though the regiment might see its current assignment as trivial, it is anything but. Qandahar is a "gateway world" to the major shipping routes leading toward the Combine's coreward worlds. From its current position, the

Sixth Pesht is one double-jump away from action along the Periphery border or the Smoke Jaguar flank. In recognition of its potential importance, the Admiralty has assigned the Sixth Pesht its own JumpShip.

The Sixth Pesht follows traditional Pesht District colors, painting their vehicles white with jade green accents. The unit's 'Mechs, vehicles and aerospace fighters carry no special insignia, only the Kurita crest and the jade dragon of the Pesht District Regular Forces.

OFFICERS

Tai-sa Jefferson McCarl is an excellent administrator but only a passable commander. With a spotless though unremarkable record, the *tai-sa* is likely to move into prefecture administration before long.

The brash and outspoken *Chu-sa* Kevin MacDonnal of the Third Battalion is the opposite of his commanding officer. Bluntness aside, however, the *chu-sa* is an excellent MechWarrior and a charismatic leader. Under his direction, the Third Battalion is close to achieving the expertise of regular troops, in contrast to their green counterparts.

TACTICS

If he can overcome a tendency toward personality conflicts, *Chu-sa* MacDonnal might be just what the Sixth Regulars need. He has fresh ideas and natural leadership ability and can expertly coordinate BattleMechs and any other type of unit on the battlefield.

Recent exercises by the Third Battalion have included coordination between 'Mechs and conventional aircraft. In one scenario, the battalion approaches enemy forces openly, drawing them out of cover. With split-second timing, conventional fighters approach from the backfield and lay down a smoke barrage just in front of the Third Battalion, blinding the enemy while the Third shifts its formation. MacDonnal also frequently connects a C³ slave unit to a VTOL, taking advantage of a VTOL's speed and maneuverability—characteristics that make such vehicles almost unequaled spotters.



6th Pesht Regulars Regiment/Green/Reliable

CO/First Batt: *Tai-sa* Jefferson McCarl
XO/Second Batt: *Chu-sa* Kei Ouchi

Third Batt: *Chu-sa* Kevin MacDonnal

In general, the MechWarriors of the Sixth are dissatisfied with their latest assignment, and the Third Battalion's consistently higher level of performance compared to its fellow 'Mech battalions is only adding to the tension. Unfair pressure is sometimes exerted to gain a transfer into Third Battalion, and the commander of the Third occasionally pulls strings for one of his warriors. The most valuable piece of equipment in the regiment is a single C³ network, scavenged by the Third Battalion.



6th Regulars Armor 2 Battalions/Green/Reliable

Armor Cmdr: *Chu-sa* Yorikura Niigata

The armored unit contains Manticores Demolishers and other heavy vehicles.



101st Pesht Guard Regiment/Green/Reliable

Troop Cmdr: *Tai-sa* Jacob Zedong

The 101st Pesht Guard has been attached to the Sixth for more than ten years and works well with the regiment, especially the Third Battalion. Infantry forces include two companies of VTOLs and a company of conventional in-atmosphere fighters.



1st Qandahar Aerospace Wing Wing/Regular/Reliable

Wing Cmdr: *Sho-sa* Amber Coleman

The First Qandahar will not travel off-planet with the Sixth; its status as a support unit is temporary.



REGULARS

7TH PESHT REGULARS: THE FUTURE GUARDS



In the minds of the Seventh Pesht Regulars, the Sixth Pesht has little to complain about. The Seventh has spent almost forty years garrisoning Land's End, an unremarkable world on the edge of the Inner Sphere, and the regiment is unlikely to see major action any time soon. Much too far from the Smoke Jaguar invasion corridor to assist in the war against the Clans, the Seventh is one of the many regiments forced to play the waiting game while the rest of the Inner Sphere meets its biggest challenge in decades. Land's End rarely even suffers bandit raids, the only other source of real combat. Only the Seventh's firm loyalty to House Kurita keeps its soldiers from voicing a strong protest.

Though the unit holds training exercises at DCMS-prescribed intervals, discipline in the Seventh has grown lax. If unit members can put off a job to the next day, they will. Fortunately, the Seventh does not tolerate genuine miscreants, and so is still regarded as a reliable unit.

The commanding officers of the Seventh have also gone to great lengths to transfer out any warriors who show exceptional ability. Such warriors are better suited to fighting the Clans than garrisoning a backwater planet, and duty to the state impels the Seventh's commanders to put the welfare of the Draconis Combine ahead of their own regiment's well-being. Also, a gifted soldier may well grow resentful and bitter at the waste of his talents on Land's End, ultimately becoming a source of disruption that would eat away at what remains of the regiment's morale. The transfer policy keeps the Seventh stable, and the High Command considers the unit a solid regiment. However, the Procurement Department keeps the Seventh Pesht undersupplied, believing that newer technology is better used elsewhere. Only 10 percent of the regiment's 'Mechs have been upgraded.

The Seventh Pesht favors white with green stripes, and its 'Mechs are always parade-ready. They display only the Kurita crest and the insignia of the Pesht District Regulars.

OFFICERS

Chu-sa Susan K'uang-yin of the Third Battalion displays a solid grasp of tactics and is shaping up as an expert MechWarrior. Her transfer out of the Seventh seems assured, but not until *Tai-sa* Han Kao Tsung decides that she has passed on enough of her skills to other members of the Third Battalion.

TACTICS

Chu-sa K'uang-yin possesses an extraordinary sense of balance and can guide her BattleMech in situations where any other MechWarrior would almost certainly fall. Her *Griffin* moves with fluid grace, and she executes difficult maneuvers such as death-from-above attacks with devastating accuracy.



7th Pesht Regulars Regiment/Green/Reliable

CO/First Batt: *Tai-sa* Han Kao Tsung

XO: *Chu-sa* Peter Redmond

Second Batt: *Chu-sa* Benjamin Toki

Third Batt: *Chu-sa* Susan K'uang-yin

Admission to the Seventh Pesht requires only steadfast loyalty to House Kurita. Because of the chance for rapid advancement and early transfer to a front-line unit, many MechWarriors actually request the Seventh despite its backwater position. To their way of thinking, the Seventh is a proving ground and they might as well take advantage of it. The Seventh sends at least one MechWarrior to the Kensai Kami proving grounds every quarter, usually as a final test to see if the warrior deserves transfer. The aspiring warrior need not win the fight but must make a good showing against standards set by previous members of the Seventh.



Monty's Maulers Regiment/Regular/Reliable

Armor Cmdr: *Tai-sa* Akito Montgomery

Monty's Maulers saw heavy combat back in the War of 3039. When the Clan invasion hit, the High Command sent them to Land's End in case another incursion should occur in that area. In the years since, the Maulers have slid from veteran to regular status, their skills going rusty from lack of practice.



2nd Periphery Watchers Regiment/Green/Reliable

Troop Cmdr: *Tai-sa* Jerome Fuentes

The Second Watchers is a full regiment of foot soldiers. One battalion of the unit is armed with lasers. If the Seventh ever traveled off Land's End, this infantry regiment would be unlikely to follow. If necessary, the Seventh could call on the services of other regiments for limited artillery support or conventional aircraft.



7th Regulars Aerospace 2 Companies/Green/Reliable Wing Cmdr: *Dai-i* Hannabil Jones



9TH PESHT REGULARS: THE PRIDE OF PESHT



The Nineteenth Cluster of the Smoke Jaguars' Delta Galaxy fought a hard-pitched battle against the Ninth Pesht on the planet Schwartz in March of 3050, which ended when *Tai-sa* Mark Graham fell in single combat against Star Colonel Thilla Showers. Graham survived the battle, rescued by a member of his armor battalion, and managed to coordinate the Ninth's withdrawal. Detractors of the Ninth Pesht claim that this feat is merely a testament to the Ninth's emphasis on planning for retreat rather than victory.

In truth, the Ninth's current questionable status derives from *Tai-sa* Graham's concern for his MechWarriors over the DCMS's larger goals and his disregard of the other forces under his command. On Schwartz, when it became clear that his regiment could not stand up to the invaders, the *Tai-sa* fought Star Colonel Showers in an effort to save his MechWarriors' lives. His *Dragon* was no match for Shower's Clan *Mad Cat*, but the *tai-sa* managed to cripple the

OmniMech before falling. He then ordered the remainder of his infantry and a full battalion of armor to engage the Clan forces in a delaying tactic while the BattleMechs fell back to the DropShips. To get off-planet, he sacrificed his regiment's aerospace fighters to open a hole in the Smoke Jaguar air screen. All those lives paid for just two battalions of BattleMechs safely lifted from the planet.

The Ninth Pesht Regulars paint their machines white with heavy jade green accents, and their 'Mechs sport the Pesht District insignia on their upper right arms. The Ninth also adopted a personal motto, painted on aerospace fighters and flown as a banner on all other vehicles. The motto, which is rendered in Japanese hiragana script, translates as "Pride before a fall."

OFFICERS

Tai-sa Graham spent his first years in command giving more favors than he asked. He now enjoys a sizeable political power base, which he uses to keep his many enemies in the DCMS at bay. As his only ambition seems to be to command the Ninth Pesht in combat, the High Command does not consider him a grave threat to security.

TACTICS

Graham's tactics consistently put non-BattleMech forces at extreme risk for the benefit of the regiment's MechWarriors. A favorite plan of Graham's involves baiting a trap with infantry and armor, then raining fire into the area when enemy forces come calling. He usually leaves a small window open for his conventional forces to escape, but on more than one occasion he has ordered his 'Mechs to commence fire before the infantry and armor had begun to leave the area.



9th Pesht Regulars

Regiment/Regular/Questionable

CO/First Batt: *Tai-sa* Mark Graham

XO: *Chu-sa* Minoru Tetsuchiba

Second Batt: *Chu-sa* George Elliot

Third Batt: *Chu-sa* Kyle Iboraki

The regiment's OmniMechs are located in the command lances of the three battalions. Most of the other upgraded 'Mechs, roughly half the standard 'Mechs in the unit, are concentrated in the First and Second Battalions. The Third Battalion is a new addition, composed mostly of green troops. Regular troops compose the Third Battalion's First Company.



9th Regulars Armor

2 Companies/Green/Questionable

Armor Cmdr: *Sho-sa* Vladimir Kassagrich

These tank companies are all that is left of the Ninth's armor battalions. The *tai-sa* has requested replacements, but they are slow in coming.



53rd Chatham Assault Regiment

Regiment/Regular/Reliable

Troop Cmdr: *Tai-sa* William Wellington

The 53rd resents its assignment to the Ninth Pesht because of *Tai-sa* Graham's cavalier attitude to non-'Mech forces, and the unit's members are becoming increasingly careless about concealing their hostility for Graham. So far, *Tai-sa* Graham has used fear of political reprisals to keep them in line. However, a standing joke in the regiment's single artillery battalion deals with Graham's *Dragon* BattleMech wandering into their field of fire.



12th Pesht Strikers

Wing/Regular/Reliable

Wing Cmdr: *Sho-sa* Kashira Mori

The Twelfth Pesht Strikers replace the aerospace assets *Tai-sa* Graham sacrificed on Schwartz. Given the fate of their predecessors, the Strikers may not be too eager to follow their new commander's orders.



10TH PESHT REGULARS: THE RED DAWN



No longer a mere Periphery outpost, the world of Gravenhage and the military units assigned to it have become a critical check against the Clan invasion. Should a new Clan force enter along the Smoke Jaguar flank, or should the Jaguars decide to move laterally and devour more Combine space, only the Tenth Pesht Regulars on Gravenhage could prevent the certain fall of several nearby worlds. Gravenhage also makes a convenient jumping-off point for hitting the Jaguars along their rear, disrupting their supply lines and possibly their communications network. That a green regiment guards such a planet either speaks well for the Tenth's ability—or indicates that the High Command has no plans to launch a counter-offensive in this area in the near future.

Despite being on alert status, the Tenth Pesht seems to take its potentially pivotal assignment in stride. The warriors of the Tenth follow a mixture of old ways and reforms, generally tending toward stoicism. They are prepared for a Clan attack but are also ready to leave the system on short notice should the DCMS require their services elsewhere. This same calm endurance spills over into their training maneuvers, which speaks well for their ability to handle the ever-changing battlefield should the regiment finally see combat.

OFFICERS

Tai-sa Basia Bryant commands the Tenth Pesht, and the DCMS has made no move to replace her in spite of the fact that she is beyond the standard retirement age. Some observers believe that *Tai-sa* Bryant has spent whatever political capital she possessed to retain her present position.

TACTICS

The Tenth Pesht has focused its efforts on coordinating BattleMechs of different weight classes, and fusion-powered and conventional battlefield forces. The unit's maneuvers rarely put forward one unit at the expense of another, though this strategy tends to slow down the various forces' response times. The unit members maintain a stoic approach to combat as to everything else, believing that rash decisions will only make a situation worse.



10th Pesht Regulars

Regiment/Green/Reliable

CO/First Batt: *Tai-sa* Basia Bryant

XO: *Chu-sa* Jamie Richardson

Second Batt: *Chu-sa* Taro Katsura

Third Batt: *Chu-sa* Dirk Hundingson

The Tenth is an assault regiment with three companies of assault 'Mechs, one in each battalion. Two companies of heavily armored light 'Mechs are scattered throughout the regiment in lances, and the unit's remaining BattleMechs are heavies. The DCMS designed the Tenth for staying power, which suits the unit well considering the strategic value of Gravenhage.

The Tenth has two companies of OmniMechs, as well as an above-average amount of upgrades. The upgrades tend to be new weapon systems, though a few pieces of special equipment, such as C³ networks, have made it to this regiment.



Shrieking Skies

2 Wings/Regular/Fanatical

Wing Cmdr: *Sho-sa* Zander Ogasawara

The Shrieking Skies' assignment to the Tenth Pesht represents a kind of "working vacation." The only survivors of the Tenth Alshain Regulars' bloody defeat by the Smoke Jaguars on

Courchevel in Spetember of 3050, the Shrieking Skies accepted assignment to the Tenth Pesht so that they could stay in the district from which many of them came.



71st Gravenhage Honor Guard

Regiment/Regular/Reliable

Armor Cmdr: *Tai-sa* Quentin Shang

The 71st Gravenhage Honor Guard hunted bandits before the Clan invasion changed its duty. The unit excels at armor-versus-BattleMech tactics and may be an ace in the hole for the Tenth Pesht.



22nd Gravenhage Stalwarts

Regiment/Green/Reliable

Troop Cmdr: *Tai-sa* Muhammad Kabahsteh

The Stalwarts include two artillery companies.



GENYOSHA: BLACK OCEAN

The origins of the Genyosha can be traced back to a battle between the Second Sword of Light and the Kell Hounds mercenary unit on Mallory's World in 3016. During that battle, the Second Sword's commander, Yorinaga Kurita, ordered his unit to retreat from the field so that he could face Morgan Kell in single combat. After Yorinaga was defeated, his cousin, Coordinator Takashi Kurita, exiled him to a monastery and ordered him to reflect on the dishonor he had brought on himself, the Second Sword, his family and the Combine.

Then in 3027, Takashi Kurita ordered the disgraced MechWarrior to form a new unit—the Genyosha. Takashi ordered Yorinaga to personally select fifty men from the rosters of the DCMS and train them until their MechWarrior skills matched those of Yorinaga himself. Once Yorinaga Kurita had imparted his skill and knowledge to these men, they would in turn train more men and women until the Genyosha ranks were filled with elite MechWarriors. By accomplishing this task for his Coordinator, Yorinaga would earn the right to take his own life in an honorable fashion.

Since its inception, the Genyosha has fought for the Draconis Combine with distinction. Like every other DCMS unit, the Genyosha suffered losses during the Clan invasion but has rebuilt to its full strength. Well supplied and composed of elite troops fiercely loyal to the Coordinator, the unit promises to be one of the Clans' major adversaries when the invasion resumes.

COMMAND STRUCTURE

Takashi Kurita originally intended the Genyosha to report directly to the Coordinator through an ISF liaison. When Narimasa Asano assumed command of the Genyosha upon Yorinaga Kurita's death, he pledged his personal loyalty to Takashi's son, Theodore Kurita. The Genyosha fell into disfavor with Takashi, who placed the unit under the command of the district warlords. Upon Theodore Kurita's promotion to *Gunji-no-Kanrei*, however, Theodore ordered the Genyosha to report directly to him. Theodore retained direct command over the Genyosha when he assumed the post of Coordinator, and the regiments remain unwaveringly loyal to him.

AVAILABLE FORCES

The Genyosha took time to rebuild after the Clan invasion and lack nothing in the way of personnel or equipment. They receive priority treatment, second only to the Sword of Light regiments and a few others. The Genyosha have gladly accepted much of the new equipment but considered carefully what older technologies they wished to give up. Many soldiers in these elite regiments still pilot their family machines and other tried-and-true 'Mech designs and configurations.

The Genyosha have built up their own armor and infantry regiments over the years, configuring these support forces to the



unit's best overall advantage. Outside units are often attached if the mission requires additional support, but these assignments are always temporary. All Genyosha regiments have their own DropShips and JumpShips.

COLORS AND INSIGNIA

All Genyosha regiments originally painted their 'Mechs ash-gray, with no accents. The Second Genyosha has since begun to use black stripes. All of the Genyosha machines sport the Genyosha crest, a black tsunami filled with stars.



UNQUESTIONED LOYALTY

1ST GENYOSHA: LEGACY OF YORINAGA



The First Genyosha brought the Combine two major victories during the Clan Invasion: the battles on Wolcott and Luthien. During both battles, Theodore Kurita's oldest son, Hohiro, was attached to the First Genyosha as a liaison. When Theodore Kurita became Coordinator of the Draconis Combine, he promoted *Tai-sa* Narimasa Asano to his advisory council and, reportedly at *Tai-sa* Asano's recommendation, placed Hohiro in direct command of the First Genyosha with auxiliary powers over the Second Genyosha.

Hohiro led the First Genyosha in war games sponsored by ComStar's Precentor Martial Anastasius Focht, participating in anti-Clan maneuvers with Victor Steiner-Davion and the Davion Heavy Guards RCT on Tukayyid in April of 3058. The First Genyosha have benefited greatly from the enlightened ideas of Theodore Kurita, and they champion Theodore's reforms wholeheartedly. Their victories have

garnered them respect among those DCMS warriors and regiments who also support reform, and even among many who are still uneasy with the new ways.

The First Genyosha still uses the unit's original dark gray paint scheme. The dragon crest of House Kurita appears prominently displayed on the upper right leg of a BattleMech and in an appropriate spot on any other vehicle. The black tsunami full of stars appears on the upper left torso or the upper left arm.

OFFICERS

Hohiro Kurita was given command of the First Genyosha in January of 3056. He entered the Sun Tzu School of Combat at age fifteen, a year earlier than usual, because his father wanted him to learn the cooperative style of warfare taught by the Sun Tzu School before going on to the Sun Zhang Academy. Hohiro graduated with honors at the age of eighteen and was placed in the Sun Zhang, which waived his first year and a half of studies in consideration of his previous schooling. Hohiro's scores for combat skills and intellectual ability exceeded both his father's and his grandfather's, and he graduated with high honors.

Hohiro Kurita proved his fitness for command during the Clan war, leading a prison breakout on the world of Turtle Bay that threw the planet's Smoke Jaguar occupiers into complete disarray. Soon afterward, he successfully lured the Jaguars into a trap on Wolcott. On the planet Teniente, Hohiro took command of a losing battle and held out, not knowing if promised reinforcements would actually arrive. When Prince Victor Steiner-Davion of the Federated Commonwealth arrived with his Revenants to assist the Combine troops, Hohiro gratefully accepted the aid of his former enemy against their mutual Clan foe.

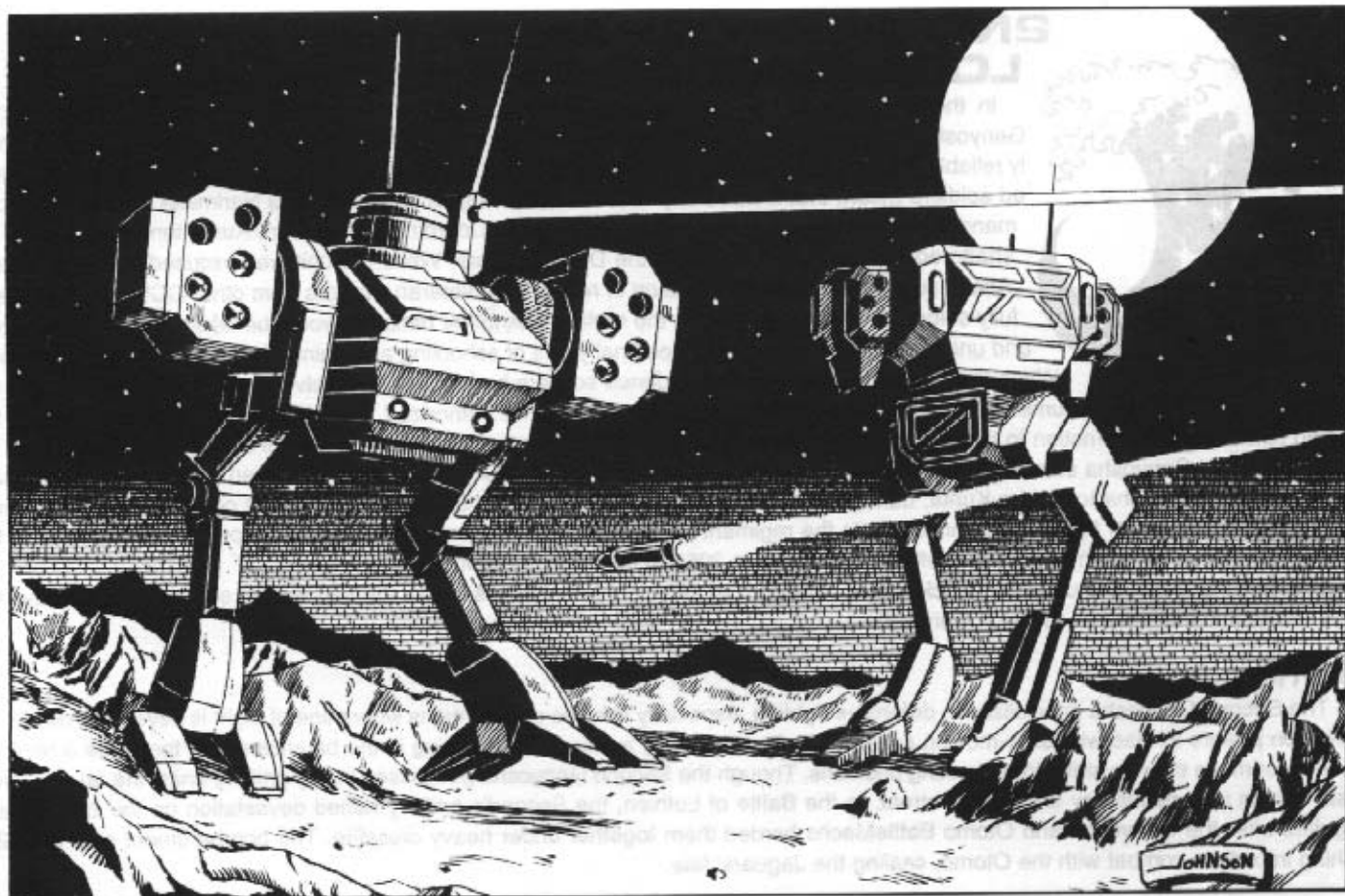
As the Truce of Tukayyid draws nearer to expiration, Hohiro will have an important place in the DCMS order of battle. His personal strengths and fighting ability are likely to make him as critical to the Combine's survival as his father has been, and the Coordinator shows no reluctance to give his heir increasing responsibilities.

Traditionally, Genyosha commanders have refused promotions above the rank of *tai-sa* as a gesture of respect to the unit's founder, Yorinaga Kurita, and Hohiro has elected to follow this practice.

TACTICS

The First Genyosha specializes in a hard-hitting style of warfare designed to intimidate an enemy. The unit warriors use concentrated fire, aerial and artillery harassment, and a system of coordinated movement that wears down opponents until they become convinced that the Genyosha control the battlefield.

Additionally, Hohiro Kurita and Narimasa Asano have developed a set of strategies that make unconventional use of battlesuits, as well as tactics for neutralizing an enemy's powered armor. Borrowing from tactics first used by the Ghost regiments, the Genyosha armor often manage to destroy opposing battlesuit troops while reserving spare armor units for other supporting roles. Using these tactics, a few companies of Genyosha powered armor can cause havoc among opposing armor or infantry support and severely reduce the enemy's strength. Genyosha battlesuit companies often target forces other than BattleMechs; for example, battlesuits deployed before battle is joined have taken out opposing aerospace assets while those assets still remain on the ground.



1st Genyosha

Regiment/Elite/Fanatical

CO/First Batt: *Tai-sa Hohiro Kurita*

XO: *Chu-sa Shiro Cavanaugh*

Second Batt: *Chu-sa Takasuma Nerii*

Third Batt: *Chu-sa Jaqueline Tokawa*

The First Genyosha is considered a heavy regiment, with a battalion of light and medium 'Mechs balancing out two companies of assault 'Mechs. One company of Genyosha OmniMechs are fully equipped with Clan-tech weapon pods. Additionally, the Procurement Department allows the Genyosha to stock up on replacement parts and to draw on the DCMS stockpile of salvaged Clan tech. Command lances from company level upward are equipped with C³ systems.

The Bureau of Substitution submits the names of potential Genyosha warriors to the regimental commander, along with complete academic and family histories. The commanding officer accepts those he deems suitable for Genyosha training. The CO may also request a warrior from any other DCMS regiment, although warriors from other elite units such as the Sword of Light never give up their positions to transfer to the Genyosha.



1st Genyosha Aerospace

Expanded Wing/Elite/Fanatical

Wing Cmdr: *Sho-sa Daniel Evans*

The First Genyosha's flight of OmniFighters are all captured Clan machines. Many other aerospace fighters are upgraded with advanced weapons and lighter fusion engines. The First Genyosha has received several new DropShips and is slated to receive a WarShip in the future.



1st Genyosha Armor

Regiment/Veteran/Fanatical

Armor Cmdr: *Tai-sa Shih Chou*

Many of the Genyosha's tanks and other armored vehicles have received major upgrades, and a few machines have been fitted with omnipod mounts.



1st Genyosha Infantry

Regiment/Veteran/Reliable

Troop Cmdr: *Tai-sa Brent Patterson*

The unit's infantry regiment includes two battlesuit companies composed of regular troops fanatically loyal to the Draconis Combine.



2ND GENYOSHA: LORD THEODORE'S VANGUARD



In the aftermath of the Clan invasion, only one battalion remained of the once-proud Second Genyosha. So battered and beaten were the survivors that the DCMS estimated their loyalty as merely reliable, and the prospect of rebuilding the Second Genyosha with large numbers of new and untested soldiers meant that it was likely to lose its elite status as well. *Tai-sa* Narimasa Asano, then commander of the First Genyosha, recommended that Coordinator Theodore Kurita temporarily retire the shattered Second Genyosha from the DCMS rosters. While the unit was excused from active duty, Asano suggested that a full battalion of regular and veteran warriors from other DCMS units be carefully selected for reassignment to the regiment. Another battalion would be taken from the academies and universities, guided through their final years of schooling and trained in the ways of the Genyosha.

When the new recruits and battle-hardened soldiers had forged themselves into an elite fighting unit, the Second Genyosha would resume its place in the order of battle. Theodore Kurita authorized *Tai-sa* Asano to carry out the plan but ordered him to accept promotion to the Coordinator's advisory council, effective upon the reconstruction of the Second Genyosha.

The Second Genyosha officially resumed active service in June of 3057. *Tai-sa* Asano had already given up his post as commander of the First Genyosha to Hohiro Kurita; during the year he spent working with the Second's prospective commander, *Tai-sa* Laura Nelson, he inspired in her the same commitment to the regiment's well-being that he himself felt. *Tai-sa* Nelson remains devoted to the Second Genyosha, so much so that she refused promotion in 3058 to stay with her unit.

The Second Genyosha uses thin black stripes to accent its vehicles, but otherwise uses the same paint scheme and displays the same crests and insignias as the First Genyosha.

TACTICS

The Second Genyosha specializes in defensive fighting, especially in cities or mountains where line of sight is severely limited. *Tai-sa* Nelson prefers to lead with slow-moving assault 'Mechs and heavy armor and then bring in the balance of her forces as a reinforcing wave or move them to strike from flanking positions. Though the Second Genyosha possesses heavy artillery units, the *tai-sa* prefers to save them until necessary to cover a retreat. In the Battle of Luthien, the Second's artillery rained devastation on the 22nd Jaguar Regulars after the Genyosha and Otomo BattleMechs herded them together under heavy crossfire. The bombardment sent the 22nd rushing into close combat with the Otomo, sealing the Jaguars' fate.



2nd Genyosha

Regiment/Elite/Fanatical

CO/First Batt: *Tai-sa* Laura Nelson

XO: *Chu-sa* Phin Katsura

Second Batt: *Chu-sa* Joseph Fujitama

Third Batt: *Chu-sa* David Myer

The complete rebuilding of the Second Genyosha allowed for major upgrades throughout the unit. The regiment received four full companies of Kurita OmniMechs, as well as one company of Clan OmniMech models salvaged from the battlefield. Overall, this regiment is considered an assault unit, although it has an excellent contingent of light 'Mechs available for recon duty.



2nd Genyosha Aerospace

Wing/Veteran/Fanatical

Wing Cmdr: *Sho-sa* Tracy Konoe



2nd Genyosha Armor

Regiment/Veteran/Reliable

Armor Cmdr: *Tai-sa* Yoshia Okochi

The lighter units of the Second Genyosha armor all carry Beagle probes and Guardian ECM, which enable them to spy out opposing units equipped with ECM and other similar special equipment. Generally, the light armor units protect the Second's C³ assets and neutralize an enemy's Beagle probes or missile targeting systems.

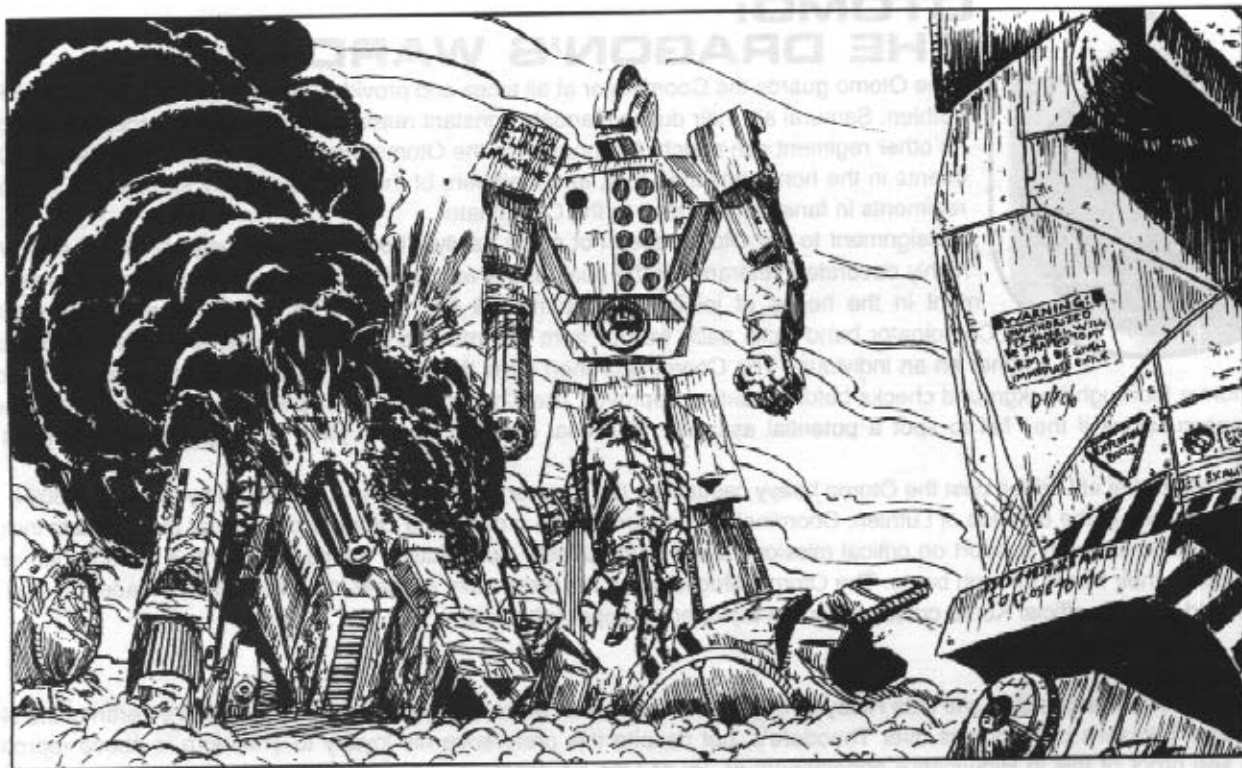


2nd Genyosha Infantry

Regiment/Veteran/Fanatical

Troop Cmdr: *Tai-sa* Zakariah Blaine

The Second's infantry regiment includes one battalion of heavy artillery and a company of regular battlesuited troops fanatically loyal to the Combine.



OTOMO AND DRAGON'S CLAWS: GUARDING THE DRAGON'S LAIR

The primary duty of the warriors of the Otomo and the Dragon's Claws is to preserve the Coordinator's life. The Otomo have a long and honorable history as personal bodyguards to countless Coordinators over several centuries; the Dragon's Claws, also known as the Izanagi Warriors, were created in 3051 by Coordinator Takashi Kurita. Both forces fought valiantly against the Clans during the Battle of Luthien, helping to save the Draconis Combine and its leaders from destruction.

THE DEFENSE OF LUTHIEN

On January 4, 3052, Clan forces appeared in the skies above the Combine capitol world of Luthien. When the five Clan Galaxies landed, they drove straight toward the Imperial City. Theodore Kurita, then *Gunji-no-Kanrei*, defended the city with sixteen 'Mech regiments, including the Otomo and the Dragon's Claws. The Dragon's Claws initially remained at the side of their creator, Coordinator Takashi Kurita, while the Otomo went out to meet the advancing Clans in the field.

The Otomo fought with a skill and tenacity that proved their devotion to the Draconis Combine. Companies of Otomo appeared to be everywhere, supporting other units in battle against the Clan foe. The Otomo's elite warriors lent incredible strength to the Combine forces, and they sold themselves dearly when forced to retreat. Because of their sacrifice, entire battalions from other units managed to escape destruction. The fighting cost the Otomo more than half its total force, but the unit helped turn the tide of battle against the Clan enemy.

The Dragon's Claws, a regiment of retired but exceptionally skilled veteran warriors, served as the Imperial City's last line of defense. The unit stopped the advancing Clan Nova Cat forces dead in their tracks, and when the Clan forces tried to retreat the Dragon's Claws became the anvil on which the Kell Hounds mercenary unit crushed the invaders. Only a single Trinary of Nova Cats managed to break through the Dragon's Claws' line, and even they were destroyed on the outskirts of the city.



UNQUESTIONED LOYALTY



OTOMO: THE DRAGON'S WARDERS

The Otomo guards the Coordinator at all times and provides general security at the Unity Palace on Luthien. Samurai all, their duties mandate constant readiness and a willing acceptance of death that no other regiment can match. Assignment to the Otomo rivals assignment to the Sword of Light regiments in the honor attached to it, and members of the Otomo actually surpass the Sword of Light regiments in fanatical devotion to the Coordinator.

Assignment to the Otomo does not come easily. The Coordinator only considers elite warriors or highly decorated veterans for the post, and a warrior who devotes an obvious effort to self-improvement in the hopes of joining the Otomo will be rejected for too much personal ambition. The Coordinator hand-picks each warrior from records and battle accounts, and selection bestows great honor on an individual. The Coordinator then turns the names of prospective candidates over to the ISF,

which performs thorough background checks before granting approval. The Coordinator's life depends on these men, and the ISF will feel the repercussions if they fail to spot a potential assassin. The final decision on who joins the regiment always rests with the Coordinator.

Though the Battle of Luthien cost the Otomo heavy casualties, the regiment had rebuilt to full strength by the end of 3054. In recognition of their actions in the defense of Luthien, Coordinator Theodore Kurita ordered the Otomo's duty roster expanded to include company- and battalion-strength support on critical missions away from Luthien. Such activity keeps the Otomo's skills honed and allows them to increase their honor through battle. The Otomo 'Mechs use a flat black paint scheme in battle and on parade; the unit's symbol is a gold shield with the official Kurita crest painted on the 'Mech's upper left torso.

OFFICERS

The Otomo commander, *Sho-sho* Oda Hideyoshi, has held his post for more than fifteen years. A hard-line veteran of the old school, he still prefers Takashi's philosophies over Theodore's, but despite this preference his loyalty to Theodore is above reproach. Most observers see proof of this in Hideyoshi's appointment of *Tai-sa* Ling Sayamoto as executive officer, because the *tai-sa* is a staunch believer in Theodore's reforms. The commanders of the Second and Third Battalions are similarly split; Griffon Mashune of the Second Battalion embraces the new ways, while Date Tadakatsu of the Third Battalion prefers the old. *Chu-sa* Tadakatsu once commanded Takashi Kurita's personal bodyguards, but those duties now belong to the Izanagi Warriors.

TACTICS

The Otomo specializes in many forms of defense, and in many ways functions more like an elite support unit than a front-line attack force. Most Otomo warriors have a knack for recognizing weak spots on the battlefield and move quickly to exploit them.

Otomo forces stand ready to guard any retreat but are always the last to leave the field of battle. They sell themselves dearly, 'Mech by 'Mech, with no thought but to protect the Coordinator and all that belongs to him. In the Battle of Luthien, one Otomo MechWarrior purposely ejected from his prone BattleMech so that he could smash into the back of a nearby Clan OmniMech. The force of the impact knocked a few armor plates loose and shoved the OmniMech to its knees. The Otomo warrior's lance mates rallied toward their fallen comrade, destroying the OmniMech and driving the Clans from that section of the battlefield.



Otomo

Regiment/Elite/Fanatical

CO/First Batt: *Sho-sho* Oda Hideyoshi

XO: *Tai-sa* Ling Sayamoto

Second Batt: *Chu-sa* Griffon Mashune

Third Batt: *Chu-sa* Date Tadakatsu

Roughly half of the Otomo's warriors are equipped with OmniMechs. The Otomo were among the first to receive the *Sunder* and *O-Bakemoto*, and all members have access to new materials and technology. It is a unique honor that Otomo MechWarriors are expected to perform "dismounted" guard duty in critical areas of Unity Palace, usually guarding the imperial family. For this reason, they are all expert marksmen and martial artists in addition to being elite BattleMech pilots.



Otomo Infantry

Expanded Battalion/Elite/Fanatical

Troop Cmdr: *Chu-sa* Minoru Hamitsu

The Otomo have always possessed a small infantry attachment for general duty around Unity Palace and important points within the Imperial City. These warriors are not necessarily samurai and do not guard the imperial family, but their fanatical loyalty makes them perfect for almost any other important task. One regular company of battlesuit infantry was recently attached to the battalion for special duty.



IZANAGI WARRIORS: THE DRAGON'S CLAWS

During the 3030s, when Coordinator Takashi Kurita harbored doubts about his son Theodore's loyalty, he formed the regiment known as the Dragon's Claws as a safeguard against any attempt by Theodore to take power from him. Made up of retired veterans personally loyal to Takashi, the regiment remained secret for many years until Takashi found he needed them to fight the Clan threat to Luthien. After the victory on Luthien, the Coordinator placed the Dragon's Claws on the DCMS's official roster and renamed them the Izanagi Warriors in honor of the service of Shin Yodama. Izanagi was a legendary hero who traveled to Hell, then fought his way out again. Presumably this choice of name symbolized Yodama's willingness to undergo adversity time and time again for the Combine, and specifically for Takashi's grandson Hohiro, in spite of his criminal background in the yakuza. Takashi appointed *Tai-sa* Shin Yodama the regiment's new commanding officer and made the Izanagi Warriors personal bodyguards of the Coordinator, augmenting the Otomo.

At the end of the official period of mourning for Takashi Kurita in 3054, Theodore extended an offer to the Izanagi Warriors. If they preferred to remain in a state of semi-retirement, he would honor their wishes; if not, he would officially attach them to the Otomo as the Coordinator's personal honor guards in perpetuity. The Izanagi Warriors accepted their new Coordinator's offer and remain on the DCMS roster. No other forces have yet been attached to the Izanagi Warriors, though a full regiment of battlesuit troopers are slated for that post within the next year.

The Izanagi Warriors use a gold paint scheme with black accents, the opposite of the regular Otomo. Their symbol is a dragon's claw spread over a red field similar to the one on the House Kurita crest.

OFFICERS

Tai-sa Shin Yodama has long been a friend and companion of Hohiro Kurita, Theodore Kurita's son and heir. With dispensation from Theodore, Shin sometimes accompanies Hohiro as his aide, in which case *Chu-sa* Mitsotisa commands the Izanagi Warriors.

TACTICS

The Izanagi Warriors have no favorite battle tactics, performing every maneuver with great skill.



Izanagi Warriors

Regiment/Veteran/Fanatical

CO/First Batt: *Tai-sa* Shin Yodama

XO: *Chu-sa* Sajori Mitsotisa

Second Batt: *Chu-sa* Tanos Jiro-matsu

Third Batt: *Chu-sa* Yeng Sum Lee

The MechWarriors of the unit are all martial experts in various fields, as their regular duty of guarding the Coordinator requires intense physical fitness. Though not quite as skilled as the warriors of the Otomo, they are equally deadly inside or outside a 'Mech. They never excuse failure, and no defense for dereliction of duty is ever expected.

The original Izanagi Warriors were all older samurai with their own BattleMechs. Most of them have chosen to retain their family 'Mechs, and so OmniMechs are not common in this regiment. However, all the Izanagi Warriors have upgraded their BattleMechs to a fair degree.





SWORD OF LIGHT: STRENGTH OF THE FIVE PILLARS

The Sword of Light regiments were formed during General Aleksandr Kerensky's regency over the Star League, when increasing doubts about the League's stability led the Great Houses to engage in a general military buildup. Coordinator Takiro Kurita, an intelligent man who foresaw the collapse of the Star League, knew that he would need extraordinary troops to ensure his own position amid the chaos that would inevitably follow. Therefore, he created a legion of elite BattleMech regiments personally answerable to him, whose warriors would fight in the name of the Coordinator with the overwhelming force that comes from fanatical loyalty.

Takiro Kurita charged the Bureau of Substitution and the ISF to make the five existing Sword of Light regiments the soul of the DCMS. Each regiment was to symbolize one of the five supporting pillars of the Draconis Combine, and all members of these elite regiments down to the last MechWarrior, infantryman and technician was required to exhibit total devotion to House Kurita. Training, equipment, personnel and missions were all chosen to elevate the Sword of Light regiments above the rest of the DCMS. The Sword of Light received every conceivable privilege but was also expected to earn such favoritism. By lavishing funds and attention on the Sword of Light regiments, Takiro Kurita broke with the Combine's tradition of thrift in military spending, but the effort succeeded beyond Takiro's wildest hopes. Assignment to the Sword of Light became the most coveted honor in the DCMS, and those who made it into the units fought with incredible ferocity to preserve their elite reputation.

For three hundred years the Sword of Light has remained among the Combine's most skilled BattleMech forces. The unit's symbol is the flaming sword of the Myoo—wrathful Buddhist deities known for dragging unwilling souls to salvation—and they have always lived up to what that symbol represents. Devoted to House Kurita and the Draconis Combine as the exemplars of all that is good and right, the Sword of Light regiments see every conflict as being in some sense a holy war; they fight on the side of good, bringing enlightenment even to enemies who want no part of it.

To join the Sword of Light, a MechWarrior must have served without blemish for at least five years in another BattleMech regiment of high distinction. Graduates of the elite Sun Zhang Academy or another military school of equivalent prestige have an additional edge, though top placers from the Kensai Kami program are also considered favored candidates. Occasionally a MechWarrior with impressive abilities and little formal schooling may be considered, but such cases are extremely rare. Those lacking a formal military education are less likely to possess the skills, political aptitude, and cultural sophistication required to meet the Sword of Light's qualifications.

All aspiring applicants must pass a battery of tests aimed at

judging the warrior's mental, physical and political skills as well as his spiritual worthiness. Failure in any area disqualifies the warrior, and any mark against an applicant for improper politics can be grounds for rejection. Technicians and other support personnel must pass similar tests to be directly assigned to a Sword of Light unit.

In the three hundred years of the Sword of Light's existence, the five-year service rule has been suspended only once. From late 3054 to mid-3056, the Sword of Light relaxed this requirement in order to rebuild the regiments shattered by the Clan invasion. During this crisis period, the Sword of Light was forced to accept regular and green warriors. The unit made certain, however, that even these troops were the best it could possibly get. The Sword of Light regiments drew the bulk of their new soldiers from the Combine's most prestigious military academies, primarily the Sun Zhang MechWarrior Academy.

COMMAND STRUCTURE

The five *tai-sa* who command the Sword of Light regiments answer directly to the Coordinator. A warlord or prefecture commander might be given temporary authority over a Sword of Light regiment, but the commanding *tai-sa* is still accountable for the regiment's actions. The Coordinator appoints no one as the commanding officer of a Sword of Light regiment who has not been awarded the Bushido Blade decoration.

AVAILABLE FORCES

The Sword of Light regiments are the best-equipped in the DCMS; the Procurement Department promptly fills any request they make. In the field, a quartermaster must immediately accede to any demand from a Sword of Light *tai-sa* or higher-ranking officer, and the regiments have first rights of salvage. Despite this preferential treatment, less than half of the Sword of Light's war machines are OmniMechs. All regular BattleMechs in these regiments are equipped with newer weapon systems and many also use new heat sink technology, but only half are built with endo-steel frames or extra-light engines. The prevalence of older machines stems from many warriors' devotion to their family BattleMechs, which they wish to preserve unchanged. Also, several Sword of Light warriors prefer fighting with the older equipment and weapons to which they are accustomed.

During the Clan invasion and for a few years after the Truce of Tukayyid, the Sword of Light received several newly developed OmniMechs for field-testing. Some Sword of Light warriors took to the new machines with enthusiasm, but many more preferred the BattleMechs they knew. In April of 3056, Theodore Kurita assembled the fully rebuilt First Sword of Light regiment at the Luthien Armor Works 'Mech factory. Opposite them stood one



hundred brand new OmniMechs at silent attention. After a short speech filled with praise for the Sword of Light, Theodore Kurita offered the regiment its pick of the OmniMechs. He asked *Tai-sa* Shigeru Yoshida, the First Sword of Light's commanding officer, to be the first to choose a new 'Mech. The *tai-sa* replied, "The Coordinator pays an old man too much honor. My *BattleMaster* is a worthy machine, given to me by your father. If it does not offend the Coordinator, I would die in that cockpit."

The First Sword of Light accepted only a single battalion of OmniMechs on that day, bringing their total to five OmniMech companies. As the Coordinator made the same offer to every Sword of Light regiment in turn, each accepted a single OmniMech battalion. The Second Sword of Light, which already possessed more than a battalion of OmniMechs, ended up with a little more than two battalions.

Every Sword of Light regiment possesses its own JumpShips and DropShips, including the ships necessary to transport supporting units. The Sword of Light rarely works with aerospace or conventional units that do not share their fanatical devotion to the Combine and House Kurita.

COLORS AND INSIGNIA

All Sword of Light regiments use a flat red paint scheme in the field and on parade. The crest of House Kurita is painted on each BattleMech's left shoulder, with the color of the dragon changing for each regiment. The symbol of the regimental division, a blazing sword, appears on every 'Mech's back and on the front of the right leg.



UNQUESTIONED LOYALTY

1ST SWORD OF LIGHT: THE IVORY DRAGON



The First Sword of Light regiment represents the Pillar of Ivory, religious devotion. The regimental symbol—an Ivory-colored Kurita crest—reflects this religious tie, as does its attempts to surpass all other Sword of Light regiments in its fanatical dedication to the principles of bushido. In the past the unit's members have been among the most active practitioners of seppuku, but the practice is declining as more and more First Sword of Light warriors come to see ritual suicide as a potential waste of a life that might otherwise serve the Dragon in another way.

The First Sword of Light played an instrumental role in defending Luthien against a major Smoke Jaguar/Nova Cat assault in January of 3052 but paid for its victory with heavy casualties. By May of 3052, the battle for Luthien and other conflicts with Clan forces had reduced the regiment's strength from four battalions to two. In the years since Tukayyid, the First has partially reassembled one of its lost battalions, rounding out their numbers with a few transfers and a full battalion recruited from the Fifth Sun Zhang Academy Cadre.

OFFICERS

The regimental commander, *Sho-sho* Shigeru Yoshida, was the first to receive the Warders of the Dragon decoration from then-Coordinator Takashi Kurita for his part in the defense of Luthien. Yoshida and his command staff are all elite MechWarriors. Alexander Horitsu, commander of the Third Battalion, can perform spectacular battlefield feats in his customized *Hatamoto-Chi*. The newest battalion commander, *Chu-sa* Thomas Owen, was awarded the Katana Cluster in 3052.

Sho-sa Carter Richtoff of the First's aerospace wing is a DCMS master ace and an amateur historian. The fact that he shares a name with a famous Terran fighter ace prompts him to match his namesake's illustrious deeds.

TACTICS

The First Sword of Light specializes in night missions and its members excel at operating their 'Mechs and vehicles using only information from their instruments. The new shielding technology used in most of their 'Mechs gives the regiment an edge in this style of combat because it impedes opponents' attempts to track the unit's 'Mechs.

Chu-sa Horitsu and his Third Battalion of heavy and assault 'Mechs prefer close-in fighting. Many of them carry physical weapons or scavenge clubs when needed. Reportedly, the *chu-sa* has scored more than a dozen 'Mech kills using the reckless "death-from-above" maneuver while sustaining no permanent damage to his own machine.



1st Sword of Light

Expanded Regiment/Veteran/Fanatical

CO/First Batt: *Sho-sho* Shigeru Yoshida

XO: *Tai-sa* Tahara Sakamoto

Second Batt: *Chu-sa* Paul Katarious

Third Batt: *Chu-sa* Alexander Horitsu

Fourth Batt: *Chu-sa* Thomas Owen

The three companies of recruits from the Fifth Sun Zhang Academy Cadre serve in lances throughout the regiment's four battalions. By scattering the relatively green Sun Zhang troops across the entire regiment, *Sho-sho* Yoshida avoids overly weakening any one battalion. The Second Battalion has the largest number of green troops; its particular combination of inexperienced and veteran soldiers classifies the battalion as regular overall.



101st Aerospace: Dragonkind Wing Wing/Elite/Fanatical

Wing Cmdr: *Sho-sa* Carter Richtoff

The 101st Aerospace includes a full company of OmniFighters, all captured Clan machines. One of the few aerospace wings ever to match the First Sword of Light in devotion to House Kurita and to warfare in general, the unit is likely to remain attached to the 'Mech regiment. The wings of all fighters in the unit are decorated with silhouettes of flying dragons.



1st Luthien Battlesuit Infantry Battalion/Green/Fanatical

Troop Cmdr: *Chu-sa* Gavin Bjornsson

The First Luthien Battlesuit Infantry will remain attached to the First Sword of Light for the duration of the regiment's stay on Luthien. Because the battlesuit battalion is entirely made up of green troops, it is unlikely to accompany the First Sword of Light on any mission off-planet unless the regiment is expected to face Clan Elementals.



2ND SWORD OF LIGHT: THE STEEL DRAGON



The DCMS's flagship regiment, the Second Sword of Light represents the Pillar of Steel. More than any other Sword of Light regiment, the Second strives for the ultimate embrace of warfare in service to Theodore Kurita. Reflecting its devotion to service through combat, the Second sports a steel-gray dragon in its House Kurita crest.

Currently, the Second Sword is the only Sword of Light regiment with permanently attached aerospace, armor and infantry assets. The regiment lacks atmospheric fighters, but its two full wings of aerospace fighters are more than enough to handle most opponents.

In addition to the House Kurita crest, the Second Battalion of the Second Sword of Light wears the flag of Kentares IV on its 'Mochs. Ever since the Second Battalion's participation in the long-ago Kentares Massacre, its MechWarriors have painted the flag of Kentares IV on the back upper-right torso of their BattleMechs as a reminder of their predecessors' willingness to sacrifice their own honor in service to House Kurita and the Draconis Combine.

OFFICERS

Tai-sa Saruji Hiromassu is a bold and confident strategist who rose quickly through the ranks to become one of the youngest colonels in the Sword of Light. *Chu-sa* Kiko Samohira of the Fourth Battalion exited with high honors from Kensai Kami in the first quarter of 3058.

TACTICS

The Second Sword of Light prefers open-field action where skill and strategy carry the day. Every warrior concentrates on his own role in the battle, trusting his fellow warriors to do their part.

Tai-sa Hiromassu most often softens up resistance with artillery, then moves in with 'Mechs and armor. He uses his regiment's superior aerospace assets to gain air superiority or at least deny it to the enemy. The regiment's infantry units primarily establish strong defensive zones to the rear and flanks of the main forces if possible, but a few infantry platoons and the battlesuit forces frequently engage in anti-'Mech tactics as well. In one favorite strategy, artillery spotters sight the enemy 'Mechs and the Second's BattleMechs pretend to fall back to draw the enemy closer. Once the pursuing enemy 'Mechs are grouped together, the Second opens up with a barrage of artillery fire while the aerospace fighters perform strafing runs. The Second's 'Mechs then close to deliver the final blow to the enemy forces.

The Serpents' Gold Wing usually enters combat first, using the maneuverability and speed of its fighters to draw the enemy in the desired direction. The Silver Wing then decimates straggling enemy fighters or strafes enemy BattleMechs.



2nd Sword of Light

Expanded Regiment/Elite/Fanatical

CO/First Batt: *Tai-sa* Saruji Hiromassu

XO: *Tai-sa* Drake Namakatsi

Second Batt: *Chu-sa* Kevin Samuels

Third Batt: *Chu-sa* Li Sak To

Fourth Batt: *Chu-sa* Kiko Samohira

Most of the Second's OmniMechs are in First and Second Battalions. Except for a few light scout lances, most of the OmniMechs are heavies. The First Battalion's command lance consists of captured Clan OmniMechs, with enough salvaged parts to keep them functional, as well as a single Kurita OmniMech. Many of the regiment's OmniMechs sport some type of Clan-salvaged weapon.

destructive power. Aerospace pilots paint feathered serpents on their fighters, with gold or silver wings.



3rd Luthien Guard: The Stormwalkers Regiment/Elite/Fanatical

Armor Cmdr: *Tai-sa* Sato Moyagi

The Third Guard brings a complete array of armor, from light scouts to heavy support vehicles, to the Second Sword of Light. The vehicles of the unit's two heavy-armor companies and single light-armor company have been fitted with mounts for quick weapon-pod changes, including universal mounts that accept Clan weapons.



71st Mechanized Regiment/Elite/Fanatical

Troop Cmdr: *Tai-sa* Earl Washington

The 71st contains one motorized-infantry battalion, one veteran battlesuit battalion, and one mixed elite battalion that includes an artillery unit and a DEST commando team.



43rd Aerospace: Striking Serpents 2 Wings/Elite/Reliable

Wing Cmdr: *Tai-sa* Xavler Manoku

The Striking Serpents boast one of the highest success rates against Clan OmniFighters. Gold Wing is composed primarily of experimental OmniFighters, many of them fast and well armed, while Silver Wing flies support using heavy craft with immense



UNQUESTIONED LOYALTY

5TH SWORD OF LIGHT: THE GOLD DRAGON



The Fifth Sword of Light represents the Pillar of Gold, the government of the Draconis Combine. Its symbol is the Kurita crest with a golden dragon. At one time the regiment specialized in city fighting, but it lost much of its expertise as a result of sustaining heavy losses during the Fourth Succession War and the War of 3039.

The Fourth Succession War and the War of 3039 were not kind to the Fifth Sword of Light. Before those wars, the unit was an elite regiment of devoted warriors. However, repeated attacks by the Federated Commonwealth during those hostilities reduced the unit to a battalion of green troops. Takashi Kurita kept the Fifth out of the heavy fighting against the Clans, assigning the unit various escort duties as it slowly rebuilt. Only the special consideration received by all the Sword of Light regiments kept the Bureau of Substitution from disbanding the Fifth, and the battered unit had to borrow from other Sword of Light regiments just to assemble a skeleton command staff. The Fifth Sword of Light tried to recruit as many veteran troops as possible, but the Bureau of Substitution forced the unit to accept more regular and green troops than it wanted because the more experienced soldiers were desperately needed to face the Clan onslaught.

The Fifth's commanding officer, *Tai-sa* Hohiro Tastuma, has assembled an elite technical and logistics support staff, but the unit's ability to regain its former prestige remains questionable.

OFFICERS

Tai-sa Tastuma realizes that his re-created regiment is essentially a new unit and has chosen to judge all recruits solely by their combat ability and devotion to House Kurita. His reluctance to reject otherwise acceptable candidates simply because they are women is a departure from Combine tradition, but it has attracted several talented female soldiers and officers.

Sho-sa Kerri Tanaga, one of *Tai-sa* Tastuma's earliest recruits, commands the Second Battalion's Second BattleMech Company. Under Tanaga's leadership, this company has developed considerable expertise in scouting maneuvers, making excellent use of TAG and C³ systems. Tanaga recently proposed that the Fifth divide various battlefield specialties between battalions and between companies in a battalion, so that the Fifth Sword regiment can retain a combat edge no matter what type of mission it faces.

The man in charge of the Fifth Sword of Light's technical and logistics support is *Chu-i* Casper Rodriguez. He and his two aides, *Sho-ko* Carrington and *Sho-ko* Horne, work overtime to build and maintain the elite support unit that *Tai-sa* Tastuma desires.



5th Sword of Light

Expanded Regiment/Green/Fanatical

CO/First Batt: *Tai-sa* Hohiro Tastuma

XO: *Chu-sa* Kristine Johnson

Second Batt: *Chu-sa* Kent Palmer

Second Company: *Sho-sa* Kerri Tanaga

Third Batt: *Chu-sa* Christian Chang

Fourth Batt: *Chu-sa* Astin Kolchiara

Support Cmdr: *Chu-i* Casper Rodriguez

The regiment has slightly relaxed its loyalty standard to acquire the best technical and logistic minds available. The unit will not take on anyone whose loyalty it considers questionable, but Tastuma does not require that technical and support personnel display the same fanatical loyalty as the Fifth's MechWarriors.

All of the Fifth's technicians possess elite levels of skill when dealing with Inner Sphere technology, and many of them also have a solid base in technical theory. They are only slightly less proficient in working with Clan technology. The Fifth also maintains a group of logistics experts to handle supply and travel.





7TH SWORD OF LIGHT: THE TEAK DRAGON



The Seventh Sword of Light represents the Pillar of Teak, the culture of the Draconis Combine—a role that has placed the regiment in a difficult situation in recent years. Honor requires the unit members to show loyalty to Coordinator Theodore Kurita, but their traditional role as cultural guardians requires them to resist his reforms because the Coordinator's ideas are subtly changing Combine culture. *Tai-sa* Kiyomori Minamoto, a warrior who came of age under Takashi Kurita's reign, takes his regiment's symbolic role quite seriously. He believes that the unit's mandate to guard and preserve Combine culture requires that it embody and reflect Kuritan ideals and traditions in its organization and style of combat. Furthermore, he believes that each warrior of the unit has a duty to embody those same ideals and traditions in his or her personal life. Therefore, the Seventh cannot wholly embrace any change in philosophy unless the entire Combine embraces it. Despite Minamoto's rigid attitudes, several of the Seventh's MechWarriors have resolved this apparent contradiction by determining that the Coordinator's reforms are actually closer to the heart of Combine culture than any traditions they

might replace or abolish. And so as the traditional preservers of Combine culture, duty demands that the unit members implement the reforms.

All personnel assigned to the Seventh Sword of Light perpetuate the precepts of bushido by practicing numerous art forms as well as war. Unit leaders also strongly encourage their troops to cultivate a stoic approach to life, for under the precepts of bushido, disturbing another's harmony, or *wa*, by act or voice is considered offensive. To these ends, unit members hold debates in which they test the limits of the Combine art of polite conversation and frequently stage traditional Japanese plays for local citizens.

The symbol of the Seventh Sword of Light is the Kurita crest, its dragon colored dark brown with lines indicating wood grain. The Seventh's warriors are intensely proud of their regiment's heritage, and *Tai-sa* Minamoto has developed a special award for his soldiers based on it. Those who demonstrate exceptional ability in some cultural pursuit receive a dragon hand-carved from teak wood by *Tai-sa* Minamoto. The teak dragons are exquisite, and no two are alike.

OFFICERS

Tai-sa Minamoto has so far politely refused the Coordinator's efforts to promote him. He rebuilt the Seventh almost single-handedly after the losses it suffered against the Clans on Luthien, and he feels a responsibility to oversee its continuing growth. *Chu-sa* Shinohara, the executive officer, follows closely in Minamoto's footsteps.

Chu-sa Chano Minwara, commander of the Second Battalion, is the regiment's martial arts instructor. He leads the Seventh through calisthenics every day and holds classes in several different fighting styles.

TACTICS

The Seventh specializes in city fighting and masterfully uses all of its support units to tactical advantage. Armor usually defends from within a city or contains enemy forces within a single area. The 32nd Aerospace flies high reconnaissance missions, while the VTOLs of the 45th are more likely to streak low along city streets. Frequently, *Tai-sa* Minamoto sends laser- and SRM-equipped infantry troops in the wake of 'Mechs or armor to mop up enemy stragglers.

Thanks to Chano Minwara's teaching, the MechWarriors of the Seventh excel at physical attacks. Minwara, in his *Hatchetman*, makes a habit of taking out virtually undamaged enemy 'Mechs with single crushing blows to their cockpits.



7th Sword of Light
Expanded Regiment/Veteran/Fanatical
CO/First Batt: *Tai-sa* Kiyomori Minamoto
XO: *Chu-sa* Justin Shinohara

Second Batt: *Chu-sa* Chano Minwara

Third Batt: *Chu-sa* Lee To Singh

Fourth Batt: *Chu-sa* Zander Hollyfeld

The Third Battalion is comprised almost entirely of OmniMechs; the other three battalions each possess one OmniMech company. The warriors of the First Battalion are considered elite, those of the Fourth regular.



99th Lancers: Thor's Hammer
Battalion/Regular/Fanatical
Armor Cmdr: *Chu-sa* Jinsiru Stoffersson



45th Recon: The Sappers
2 Battalions/Elite/Fanatical
Troop Cmdr: *Chu-sa* Geoffrey Lambert

This infantry unit specializes in city tactics, including high-speed maneuvers and VTOL insertion. The unit comprises one battalion of regular foot soldiers and one mixed battalion of laser- and SRM-equipped troops. The unit also includes two companies of VTOLs. So far, *Tai-sa* Minamoto has refused to add battlesuit infantry.



32nd Luthien Aerospace
2 Companies/Regular/Fanatical
Wing Cmdr: *Sho-sa* Peter Tokaydo



UNQUESTIONED LOYALTY

8TH SWORD OF LIGHT: THE JADE DRAGON



The Eighth Sword of Light represents the Pillar of Jade, the economy of the Draconis Combine. The Kurita dragon in the unit's insignia is colored a bright jade green.

The Eighth has been one of the busier Sword of Light regiments over the past sixty years, serving various warlords, prefectures and planetary nobles as the Coordinator dictates. The Eighth has performed garrison duty, quieted rebellions and taken planets in large- and small-scale military assaults. Because of its wildly varied assignments, the Eighth Sword of Light has no combat specialty; instead, it excels at just about every type of mission.

For this reason the Eighth was held in reserve while other Sword of Light regiments battled the Clans. The unit's flexibility meant it could fill in wherever needed. If the unthinkable had happened and Luthien had fallen, the Eighth stood ready to repel the invaders from Chatham during the anticipated sixth wave of the invasion. Fortunately, the Truce of Tukayyid stalled the invasion and a sixth wave never came. Although this deprived the Eighth of a chance to fight the Clans, it saved them from the devastating losses sustained by so many other Combine regiments.

At first, the Bureau of Substitution presumed the fifteen-year truce period would provide ample time to rebuild all the Sword of Light regiments using traditional recruiting methods. After a few years, however, it became clear this would not be effective, especially because many predicted the truce would not last. In 3054 nearly half of the Eighth was transferred to other Sword of Light regiments to bring those units up to fighting strength. These transfers, in addition to the temporary recruitment of green troops straight from military academies, enabled the Sword of Light regiments to return to full strength far ahead of schedule.

OFFICERS

The commander of the Eighth Sword of Light, *Tai-sa* Kevin Awano, received the Warders of the Dragon decoration from Coordinator Takashi Kurita along with his promotion to the rank of *tai-sa*. Since half his command was transferred out from under him, the *tai-sa* has worked hard to rebuild the regiment.

The executive officer, *Tai-sa* Nagoya, seems to have a personality conflict with his commanding officer. On several occasions Nagoya has acted to undermine Awano's authority, though too subtly to warrant charges of insubordination. At the request of *Tai-sa* Awano, Coordinator Theodore Kurita has refrained from outside interference in the matter; in keeping with the Sword of Light's devotion to the ideal of honor, *Tai-sa* Awano prefers to deal with internal divisions himself.



8th Sword of Light

Expanded Regiment/Regular/Fanatical

CO/First Batt: *Tai-sa* Kevin Awano

XO: *Tai-sa* Moki Nagoya

Second Batt: *Chu-sa* Uroga Breshnot

Third Batt: *Chu-sa* Chin Sung Lee

Fourth Batt: *Chu-sa* Toshido Harotoga

The warriors of the First and Second Battalions are veterans, but those of the Third and Fourth are all green troops except for those units' command staffs. The Eighth recruited heavily from the Sun Zhang MechWarrior Academy as well as the Sun-Tzu School of Combat, and *Tai-sa* Awano has organized the green soldiers into training battalions until enough of their members prove themselves. This strategy increases the survivability of the first two battalions while ensuring the green troops receive the harsh testing needed to quickly boost their expertise levels.



243rd Aerospace: Persuasion of Greater Wisdom

Full Wing/Veteran/Fanatical

Wing Cmdr: *Sho-sa* Jeremy Kiyama

Pilots from the 243rd Aerospace Wing were not transferred to other Sword regiments like many of the Eighth's BattleMech forces, and so the wing's level of expertise remains high. The wing is organized and deployed in flights rather than company or lance formations. All aerospace fighters in the 243rd display the motto "Inner Strength" in Japanese hiragana script.



SUN ZHANG: THE RISING SONS

The Sun Zhang MechWarrior Academy is unique among Inner Sphere military schools for the extent and type of training it provides cadets. Cadets spend four years in classroom and field training, all the while under intense pressure to be the best the Draconis Combine has to offer. Upon graduation from this phase of their schooling, these newly minted MechWarriors and aerospace pilots are posted directly to one of the Sun Zhang Academy Cadres. In these training regiments, the new warriors hone their skills for nine months. At the end of that term, they are allowed to graduate from the Sun Zhang program if their commanding officers deem them fit to do so; if not, they must serve an additional nine months. Only exceptionally talented warriors graduate from the cadres after only one tour of duty.

Life in the cadres is extremely harsh. Instructing officers routinely treat cadets so brutally that some crack even though they have already experienced four years of intensive training. To graduates from the cadres, a regular DCMS unit often seems tame in comparison. Cadre cadets are routinely transported across borders to lead patrols through enemy territory, are expected to walk unafraid through minefields and must perform many other tasks that would make a hardened MechWarrior hesitate. Those who survive these practices are guaranteed hero status throughout their entire lives.

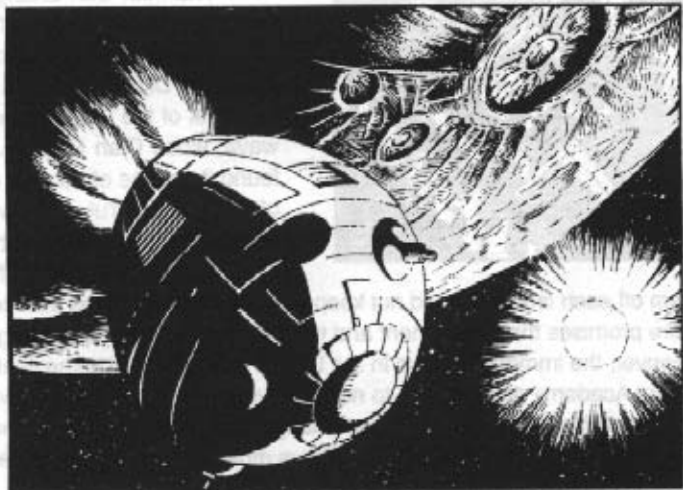
SUN ZHANG ACCELERATED STUDIES PROGRAM (ASP)

Between 3053 and 3056, Theodore Kurita suspended the long-standing tradition of Sun Zhang graduates proceeding directly to a training cadre. Anticipating a swift renewal of hostilities with the Clans, the DCMS needed to rebuild as quickly as possible, and so Kanrei Theodore authorized several elite regiments such as the Sword of Light, Ryuken and Genyosha to recruit directly from the Sun Zhang Academy. The remnants of the academy's graduating class formed the core of the new cadres, which would not reach full strength for nearly three years.

Theodore realized that the stripped-down cadres could no longer serve their vital role in the Sun Zhang's training program, and so he ordered the activation of an Accelerated Studies Program that included more simulators and an emphasis on actual field time. Instructors were ordered to get even tougher on students and drive the cadets past normal levels of endurance. These measures produced cadets to shore up weak points in the DCMS far faster than standard training methods.

COMMAND STRUCTURE

Like the Sword of Light regiments, the Sun Zhang Cadres are not under the command of any particular warlord. Instead, the commanders of each cadre regiment answer directly to the High Command and take orders from the Coordinator. A warlord



or prefecture commander may be placed in temporary command of a Sun Zhang Cadre while it is stationed within that commander's prefecture or district, but at the Coordinator's whim the cadre can be transferred across the Draconis Combine.

In the Sun Zhang regiments, the command lances of the First, Second and Third Battalions are usually staffed with experienced DCMS officers. The positions of company and lance commander are normally filled by elite cadets.

AVAILABLE FORCES

The Sun Zhang Cadres have all the equipment and general supplies they need. In general, the Procurement Department puts the needs of the Sun Zhang Cadres second in line, after the requests of the Sword of Light regiments. Only the needs of a high-status regiment engaged in actual military operations supersede those of the training cadres. As OmniMechs are still far less common than BattleMechs in the DCMS Mech forces, most cadets are trained to use standard BattleMechs. OmniMechs go to DCMS instructors and those exceptional cadets who serve as company and lance commanders. All the Sun Zhang Cadres are classified as light to medium regiments.

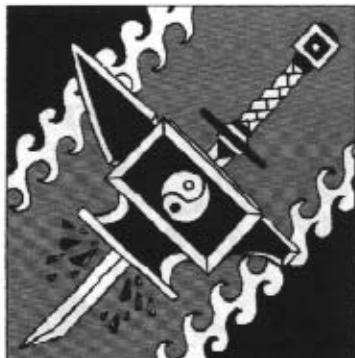
The Sun Zhang Cadres possess their own DropShips and JumpShips, older models in near-perfect condition.

COLORS AND INSIGNIA

Sun Zhang BattleMechs and aerospace fighters are painted white with blue stripes; the pattern of striping varies among the individual cadres. Camouflage is not allowed. Every Mech carries the House Kurita crest on its upper left torso. The Sun Zhang Cadres insignia, a setting sun, appears in a different location depending on the cadre. The Fifth Cadre has its own regimental insignia, though any cadre Mech may carry a banner with the cadre name on it.



UNQUESTIONED LOYALTY



5TH SUN ZHANG CADRE: PERSEVERANCE

The Fifth Sun Zhang Cadre, which was stationed on Luthien when the Clans invaded the Draconis Combine, hit the front lines unusually swiftly for an inexperienced unit. The DCMS, unsure of how deadly a threat it faced, took advantage of the Fifth Sun Zhang's pre-planned deployment to the Pesht District and sent the unit to the world of Altona to bolster the Combine's defenses along the flank of the Clans' invasion corridor. The Fifth arrived on Altona during the Clans' third assault wave; when Clan Smoke Jaguar bypassed Altona in favor of other targets, the Fifth Sun Zhang found its hopes of combat dashed. The unit saw no action against the Clans until after the signing of the Truce of Tukayyid, when frustrated Nova Cat forces launched minor raids from the captured worlds of Bjarred and Tarnby.

From 3053 to 3055, Nova Cat raiders struck Altona from Tarnby. The Fifth Sun Zhang fought them off each time but could not keep the Clan raiding parties from taking or destroying supplies. With the Procurement Department sending more promises than equipment and the Fifth's pool of recruits drying up, the Fifth Sun Zhang suffered through two lean years. By mid-3056, however, the immediate crisis in the DCMS had lessened somewhat and the Nova Cat raids abruptly ceased. The flow of supplies and Sun Zhang Academy recruits rose to normal levels, bringing the Fifth Cadre back up to full strength.

MechWarriors of the Fifth Sun Zhang paint dark blue stripes along the arms and legs of their BattleMechs, which display the Sun Zhang insignia on the upper right leg. All officers must fly the Fifth Cadre banner from their machines. The regimental insignia, a katana piercing an anvil, is displayed on the back of each unit BattleMech.

OFFICERS

Sho-sa Matthew Dillahunty of the Third Battalion is still considered a Sun Zhang cadet even though he is serving his fourth tour in the Fifth Cadre. *Sho-sa* Dillahunty has shown remarkable tactical ability against Clan attacks, and von Nielsburg is reluctant to lose such a talented officer.

TACTICS

Matthew Dillahunty came to his commander's attention when he used a particularly daring tactic during a Nova Cat raid. The Clan forces were threatening the Fifth Cadre's flank, which was falling back under the Clans' heavier firepower. Dillahunty jumped into the middle of the Jaguars' formation, faking a death-from-above maneuver and coming to rest with legs apparently frozen. He then shut down power to his *Wasp's* weapons, but left targeting and communications on-line. Counting him out of the fight, the Clan 'Mechs continued to pound away at the rest of the Fifth Sun Zhang. Meanwhile, *Tai-i* Dillahunty fed C³ targeting data to his company commander and the other lance leaders. They took down two Clan 'Mechs with combined fire, briefly throwing the Cats into confusion. Before the Clan forces had a chance to realize what was happening and redirect their fire toward him, Dillahunty crash-started his 'Mech and jumped away. The ingenuity shown by *Sho-sa* Dillahunty is representative of the creativity shown by many Sun Zhang MechWarriors.



5th Sun Zhang Cadre

Regiment/Regular/Fanatical

CO/First Batt: *Sho-sho* Ishtar von Nielsburg

XO/Second Batt: *Tai-sa* Kyle Montgomery

Third Batt: *Sho-sa* Matthew Dillahunty

It is unusual for a training cadre to perform as proficiently as the Fifth Sun Zhang, but the Fifth's excellent combat record has convinced the DCMS to post the regiment as a regular unit. So far, a slightly slower than average rotation of new warriors has allowed the Fifth to maintain its expertise.

Though company commanders and higher technically have access to OmniMechs, the Fifth has yet to receive any because of the unit's remote location on Altona. Though the Procurement Department supplies the Fifth with any other special equipment it asks for, officials are concerned about maintaining a supply of OmniMech pods so far out. The Fifth is classified as a medium regiment and possesses two companies of heavy 'Mechs scattered throughout the regiment.



5th Sun Zhang Aerospace

Wing/Regular/Fanatical

Wing Cmdr: *Sho-sa* Janice Kyotosagi



Dragon's Cavaliers

2 Battalions/Veteran/Reliable

Armor Cmdr: *Tai-sa* Blake Wilson

The Dragon's Cavaliers came to Altona from Qandahar at about the same time that the Fifth arrived on Altona. Originally a full regiment, the Cavaliers have played an instrumental role Altona's defense. Though the Fifth Sun Zhang rarely works with armor support, the unit has an excellent working relationship with the Cavaliers.

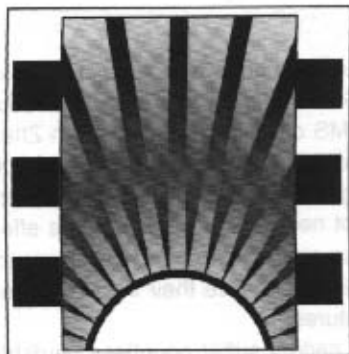


17th Alton Militia

Regiment/Green/Questionable

Troop Cmdr: *Tai-sa* Ling To Duk

The infantry regiment includes two artillery companies of reliable regular troops and one VTOL company.



13TH SUN ZHANG CADRE: TENACITY

The Thirteenth Sun Zhang is the first Sun Zhang Cadre to be fully rebuilt. The DCMS rebuilt the unit by taking a core of survivors from the shattered Ninth and Twelfth Sun Zhang Cadres and adding new warriors who had survived the academy's accelerated "hell years" but lacked the class standing to pass directly into the DCMS. The DCMS hoped to make the Thirteenth a combat-ready unit more quickly by combining the somewhat more experienced survivors with seasoned cadets. Instead, the survivors of the Ninth and Twelfth resented the newcomers, believing that they had not properly proven themselves in battle against the Clans. The bad blood between the survivors and the new recruits is slowly fading under the careful administration of *Tai-sa Vincent Foley*, but enough tension remains to prevent the DCMS from classifying the reliable unit as fanatically loyal.

The Thirteenth Sun Zhang adopted an off-white paint scheme with blue striping so dark it looks black in dim light. Every unit BattleMech carries the banner of the Thirteenth Cadre, and the Thirteenth's aerospace fighters bear a facsimile of the banner on their fuselage. The Sun Zhang Cadre insignia appears on every BattleMech's upper right arm.

OFFICERS

Tai-sa Foley is a recipient of the Order of the Dragon as well as a one-time Kensai Kami instructor. He has been careful not to force changes on the Thirteenth Cadre, concerned that the inevitable backlash will make it impossible for the unit to function effectively.



13th Sun Zhang Cadre

Regiment/Green/Reliable

CO/First Batt: *Tai-sa Vincent Foley*

XO/Second Batt: *Chu-sa Trevor Harigata*

Third Batt: *Chu-sa Lea Kajasura*

The Thirteenth Cadre is classified as a light regiment, with few heavies and not quite three companies' worth of medium BattleMechs. The Thirteenth resembles older DCMS regiments that relied on light BattleMechs as the mainstay of their offensive power.

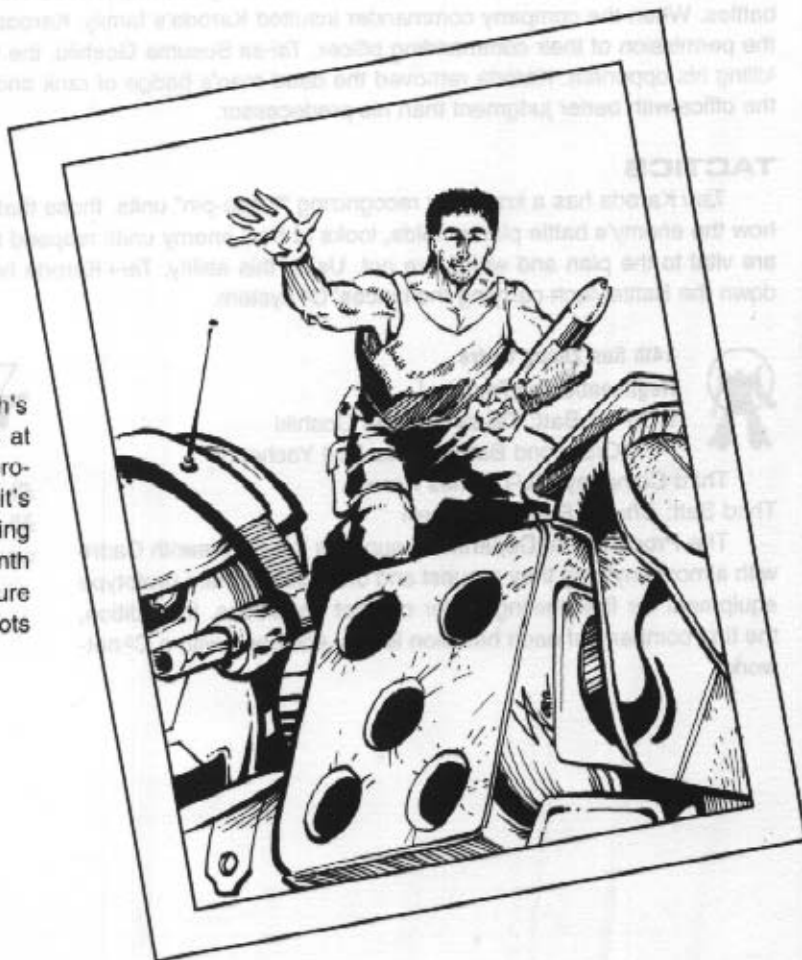


13th Sun Zhang Aerospace: Sun Zhang Wing

Wing/Green/Fanatical

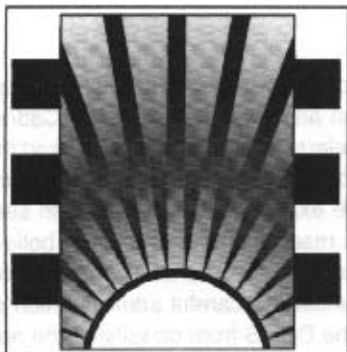
Wing Cmdr: *Sho-sa Jennifer West*

The aerospace wing routinely avoids the Thirteenth's MechWarriors; the usual camaraderie of shared experiences at the Sun Zhang Academy is sadly lacking on both sides. The aerospace pilots further distance themselves from the unit's MechWarriors by referring to themselves as the Sun Zhang Wing assigned to the Thirteenth Cadre, rather than as the Thirteenth Cadre Aerospace Wing. *Tai-sa Foley* has exerted quiet pressure on the pilots to end this practice, and a significant number of pilots have heeded his requests.





UNQUESTIONED LOYALTY



14TH SUN ZHANG CADRE: OBEDIENCE

Anxious to avoid the stresses threatening the unity of the Thirteenth Sun Zhang, the DCMS embarked on a unique strategy in rebuilding the Fourteenth Sun Zhang Cadre. In addition to funneling some of the academy's best students to the unit, DCMS officials offered top Sun Zhang graduates of recent years promotions in exchange for voluntary service as battalion and company commanders. This strategy helped to shape the forming cadre's political doctrines and attitudes as well as its combat skills. In an unexpected and not necessarily welcome side effect, however, the Fourteenth's reputation for instant and fearless obedience gave rise to warriors who not only scorn death but embrace it. Such warriors willingly sacrifice their lives under any circumstances if ordered to do so—even in meaningless gestures.

The Fourteenth Cadre is stationed on Wolcott, where cadets suffer countless hardships while executing dangerous missions. The unit has retained its DropShips, but its JumpShips

have been reassigned to Luthien to join the ship rotation by which the DCMS moves troops and supplies into and out of the Wolcott system.

The Fourteenth's color scheme is a pure white base with narrow, light blue stripes. The Sun Zhang insignia is displayed on each BattleMech's left shoulder or an aerospace fighter's wing.

OFFICERS

Tai-i James Karoda of the Second Battalion's Third Company is a fifth-generation samurai and the third in his family to graduate from the Sun Zhang Academy in good standing. He received his promotion to company commander under unusual circumstances. As a new lance commander, the *tai-i* drew the animosity of the previous Third Company commander by routinely beating him in simulator battles. When the company commander insulted Karoda's family, Karoda drew his katana and demanded immediate satisfaction. With the permission of their commanding officer, *Tai-sa* Susuma Goshiki, the two warriors fought a brief, fierce duel that ended with Karoda killing his opponent. Karoda removed the dead man's badge of rank and offered it to *Tai-sa* Goshiki, who told him to keep it and to fill the office with better judgment than his predecessor.

TACTICS

Tai-i Karoda has a knack for recognizing "hinge-pin" units, those that are critically important to a given battle plan. Karoda watches how the enemy's battle plan unfolds, looks at how enemy units respond to one another's movements, and judges from this which units are vital to the plan and which are not. Using this ability, *Tai-i* Karoda has more than once faced two full lances of 'Mechs and taken down the BattleMech carrying the lances' C³ system.



14th Sun Zhang Cadre Regiment/Green/Fanatical

CO/First Batt: *Tai-sa* Susuma Goshiki

XO/Second Batt: *Chu-sa* Earl Yachengo

Third Company: *Tai-i* James Karoda

Third Batt: *Chu-sa* Emile Fontenelli

The Procurement Department supplies the Fourteenth Cadre with almost anything they request and often sends them prototype equipment for field-testing under combat conditions. In addition, the first company of each battalion is fully equipped with a C³ network.



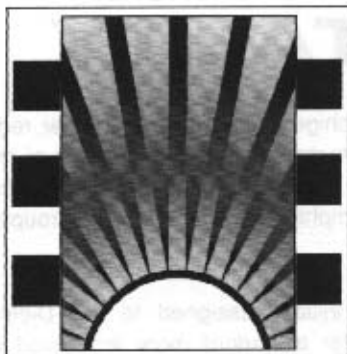
14th Sun Zhang Aerospace Wing/Green/Fanatical

Wing Cmdr: *Sho-sa* Quenton McDaniels

The wing comprises two companies of *Slayers* and one of *Shilones*, standard aerospace fighters in the Draconis Combine. All of these fighters are made of new materials and carry the best weapons available in the DCMS.



16TH SUN ZHANG CADRE: DILIGENCE



The Sixteenth Sun Zhang Cadre owes its existence to the Fifteenth Cadre's misfortune. In late 3057, the nascent Fifteenth Cadre found itself stationed on the planet Brauntion when that planet came under attack during a sneak Clan Smoke Jaguar. So swift and deadly was the attack that the nearby support units were unable to reach Brauntion before the raiders decimated the unprepared Fifteenth. Rather than rebuild the cadre, the DCMS transferred the unit's surviving warriors into the Thirteenth Cadre and transferred new warriors meant for the Thirteenth and Fifteenth into the Sixteenth Cadre. The Sixteenth remained on New Samarkand until it had fully formed, at which point the DCMS transferred the cadre to Luthien.

The Sixteenth Sun Zhang Cadre uses a white paint scheme with medium-blue stripes and displays the Sun Zhang insignia on the back of its BattleMechs.

OFFICERS

Tai-sa Jean Fabier has good enough political connections to arrange for his unit's posting on Luthien, where the Sixteenth is sure to take part in any major offense or defense when the Clan invasion resumes. He also arranged for an extra company of light OmniMechs to be assigned to the Sixteenth's TO&E, and he uses these machines to reward highly motivated cadets. Fabier devotes himself personally to the warriors under his care, so much so that on more than one occasion he has used his personal connections on behalf of a cadet in trouble.

TACTICS

Sho-sa Steve Johansson of the Sixteenth Aerospace Wing instructs the Sixteenth's MechWarriors in proper air-to-ground and ground-to-air tactics. Even in the few seconds it takes his aerospace fighter to streak across a battlefield, he can recognize formations and tactics and employ his own weapons to the best effect. And as a former MechWarrior, he knows the weaknesses of almost any 'Mech and how to exploit them.



16th Sun Zhang Cadre

Regiment/Green/Fanatical

CO/First Batt: *Tai-sa* Jean Fabier

XO/Second Batt: *Chu-sa* Franklin Kepplinger

Third Batt: *Chu-sa* Terrence Midowara

The warriors of the Sixteenth are kept well-supplied with personal gear and equipment needed for their machines. *Tai-sa* Fabier uses his connections on his warriors' behalf to keep the Sixteenth Cadre supplied at better levels than most full-fledged regiments, believing that the special risks a Sun Zhang Cadre warrior must face entitle such warriors to special privileges.



16th Sun Zhang Aerospace

Wing/Green/Fanatical

Wing Cmdr: *Sho-sa* Steve Johansson

Sho-sa Johansson is a man of many talents. An ace aerospace pilot, he is also a capable MechWarrior and an accomplished armor commander. He is one of the few soldiers in the history of the Combine who have been awarded the Bushido Blade for aerospace as well as BattleMech service. The *sho-sa* offers courses in BattleMech piloting and gunnery and limited training in heavy armor for any of his pilot cadets who wish to experience ground combat, in the belief that any soldier can benefit from first-hand knowledge of a potential target.



AMPHIGEAN LIGHT ASSAULT GROUPS: PACK MENTALITY

The Amphigean Light Assault groups were the brainchild of Jinjiro Kurita—the Coordinator responsible for the Kentares Massacre and, many say, the Second Succession War. While his involvement certainly did not lend the proposal particular prestige, even in his worst periods of madness Jinjiro possessed a brilliant strategic mind firmly focused on the conduct of warfare. While organizing the Chain Gang Missions, a program in which convicts were given rudimentary 'Mech training and dropped behind enemy lines to sell themselves as dearly as possible, Jinjiro recognized that the Draconis Combine could use a few standing regiments of shock troops trained to soften up an enemy's tough spot. Thus, he proposed the creation of the Amphigean Light Assault Groups. No samurai were incorporated into the Amphigean units: unit members were considered expendable and were expected to stand ready to further the goals of the Dragon at any cost.

The Amphigean Light Assault groups operate under a pack mentality; that is, members try to single out an opposing BattleMech or other vehicle and use several light 'Mechs to harry the opponent and finally bring it down. These regiments are highly proficient at instigating a running battle, forcing the enemy to spread itself thin, or quickly outdistancing the enemy and setting up ambushes for enemy pursuers. As the light 'Mechs that comprise most of the Amphigean troops can be easily destroyed by heavier machines, any lance commander or higher officer can call a general retreat and regroup in the face of potential disaster. Amphigean groups work their way as close to the enemy ranks as possible, then spring out to make a rear attack or overwhelm their opponents with sheer numbers. The Amphigean Light Assault groups specialize in search-and-destroy missions, relying on their superior speed rather than armor and raw firepower to get the job done. They rarely engage in one-on-one fighting, even against other light 'Mechs.

The First and Second Amphigean acquitted themselves admirably in the Second Succession War, conducting successful search and destroy missions on the planets Strawn, Kessel and

Kobe. When the Second Amphigean destroyed a Steiner regiment of heavy and assault 'Mechs on Kessel in a series of hit-and-run raids conducted over the course of several weeks, the High Command dubbed the Amphigeans "Light Assault Groups."

COMMAND

The Amphigeans were initially assigned to the Dieron Military District to serve under a warlord more interested in results than the proper observance of bushido. The immediate successes of the Amphigean regiments caused concern among other warlords, who worried that such potentially lethal troops were under the command of a single warlord. To minimize the potential that these regiments might be turned against the Dragon, Jinjiro ordered the Amphigean regiments split into floating regiments that would serve among various districts and answer to the prefecture commander or warlord of their assigned districts.

FORCES

One of the few regimental divisions that prefer light 'Mechs, the Amphigean groups receive most of the equipment they request, though their highly mobile status frequently means requested supplies are delivered to the garrison regiment of a world they just left. The regiments prefer the fastest light 'Mechs currently in production and often upgrade even traditional designs like the *Panther* to deliver better speed rather than more firepower.

COLORS AND INSIGNIA

The Amphigean Light Assault groups rely on camouflage schemes that change from planet to planet. When forced to participate in public parades, they adopt their "junkyard camo," painting their vehicles a combination of flat gray highlighted with rust-brown splotches and black scorch marks. The Amphigean group insignia is an armor-plated shark outlined in red and swimming out of a black circle.





1ST AMPHIGEAN LIGHT ASSAULT GROUP: LEGACY OF BLOOD

Reassigned to Kilmarnock during the final wave of the Clan offensive, the First Amphigean discovered enroute that the Second and Fifth Amphigean had served their purpose by blunting Clan strikes on planets near the Clan front, sacrificing themselves to the last man in the effort. Though eager to avenge their fellow regiments, the First found itself restricted to garrison duty after the Truce of Tukayyid was signed shortly afterward.

The DCMS High Command later authorized the First Amphigean to stage several lightning raids on the Clan-occupied planets of Cyrenaica, Avon and Irece. The main goal of these raids is the destruction or confiscation of Clan supply depots to stall any offensive effort the Clans might launch from those worlds. In the process, the First Amphigean has managed to inflict damaging losses on Clan garrison forces, who repeatedly underestimate the tenacity and skill of this group of light 'Mechs and their warriors.

OFFICERS

Tai-sa Trueffeau and *Tai-sa Two-Feathers* are master tacticians when it comes to forming and implementing battle plans on the run. Both men have served their entire careers in the First Amphigean, studying its history back into the Second Succession War and learning the art of swift warfare from the unit's previous commanders. These two leaders enjoy such strong rapport that they can split the First Amphigean into two independent halves to perform precision maneuvers and rely absolutely on the other to execute perfectly.

TACTICS

The First Amphigean specializes in open-field maneuvers but can operate effectively in almost any terrain. The First follows traditional Amphigean tactics with a twist—the unit employs the traditional Amphigean traps and hit-and-fade tactics but with its regiment split in half. Unaware that it faces only half the strength of the First, even a veteran opponent can be thrown into complete disarray when an unexpected force suddenly hits its flank or rear. The resulting stragglers are quickly brought down by the vicious attacks of the Amphigean warriors.



1st Amphigean

Regiment/Veteran/Reliable

CO/1st Batt: *Tai-sa Calvin Trueffeau*

XO: *Tai-sa Nathaniel Two-Feathers*

2nd Batt: *Chu-sa Michael Larson*

3rd Batt: *Chu-sa Jerome Nishiura*

The First Amphigean still draws many of its best warriors from the Dieron district and relies heavily on recruits from the Dieron District Gymnasium. Warriors drill in the Amphigean fight-and-flight methods until such maneuvers become second nature.

The Light Assault group currently boasts two full companies' worth of OmniMechs, some gained in their raids on Clan-held worlds. The DCMS allows the First sufficient supplies to keep their company of Clan-tech Omnis well-equipped and in good repair and has approved the First Amphigean's request for permission to trade supplies to other regiments for Combine OmniMech technology.



Starwalkers

Wing/Veteran/Questionable

Wing Cmdr: *Sho-sa Lynette Susuma*

An unpredictable lot led by an erratic commander, the Starwalkers are brave to the point of being suicidal. Unfortunately, the wing displays a tendency to change its mission parameters without warning—often in the middle of combat. In fact, several times during their latest raids, the Starwalkers have left the First Amphigean without air support when *Sho-sa Susuma* spotted ripe targets of opportunity and pursued them.



45th Pesht Defenders

2 Battalions/Regular/Reliable

Armor Cmdr: *Chu-sa William Brandhorst*

The 45th Defenders comprises two light-armor battalions, which are able to move fast enough to support the highly mobile Amphigean BattleMechs. The Amphigean uses the armor unit for flanking operations or scouting rather than direct combat.



Kilmarnock 4th Defense League

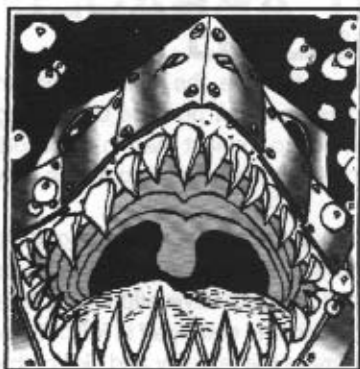
Regiment/Green/Reliable

Troop Cmdr: *Tai-sa Jack Ashton*

The Fourth Defense League is attached to the First Amphigean only for security detail on Kilmarnock.



ALTERNATE PATHS



7TH AMPHIGEAN LIGHT ASSAULT GROUP: RED SKIES

When the High Command sent the Second and Fifth Amphigean groups to oppose the Clan advance, no one expected the light machines to stand against the invaders. Both regiments were well aware that their efforts represented only a delaying tactic, but they successfully bogged down the Clans in guerrilla engagements and even destroyed several Stars of front-line OmniMechs. This impressive performance and the later raiding successes of the First Amphigean prompted the formation of the Seventh Light Assault group.

The Seventh formed up in the Dieron Military District, drawing members from raw recruits and the remains of regiments shattered by the Clan juggernaut. The entire regiment pilots pre-3050 technology BattleMechs with a minimum of upgraded equipment. Dissatisfied with the speed of Procurement's response to their requests for improved materiel, the Seventh recently obtained two C³ master systems with slave units from the Legion of Vega. The terms of this transaction are under investigation.

OFFICERS

Chu-sa Karen Snow won the fourth-quarter Kensai Kami in 3057. She embraces the reform philosophies of Theodore Kurita and considers the Amphigean units to incorporate those reforms to the greatest advantage. Nicknamed "the Peacekeeper," *Chu-sa Snow* has smoothed over the differences between the MechWarriors and the other soldiers attached to the regiment so effectively that some warriors tend to forget she is an excellent combat officer.

TACTICS

Too new to have developed any unique battlefield tactics, the Seventh works diligently on the traditional open-field, fast-paced maneuvers for which the Amphigean Light Assault groups are known. Supported by heavy armor able to deliver artillery barrages from the far backfield, the Seventh promises to surprise any opposing force inclined to scoff at light BattleMechs.



7th Amphigean

Expanded Regiment/Green/Questionable

CO/1st Batt: *Tai-sa Paul Wazigi*

XO/2nd Batt: *Chu-sa Karen Snow*

3rd Batt: *Chu-sa Ramon Sandalvas*

4th Batt: *Chu-sa Orion St. Jamais*

At its formation, the Seventh found extra personnel listed on the TO&E, a situation *Tai-sa Wazigi* took immediate advantage of by creating the core of a fourth battalion with the intention of turning the Seventh into an expanded regiment. Though attrition might reduce the Seventh to a standard regiment, the *tai-sa* hopes to retain his augmented organization. An extra battalion of light 'Mechs held in reserve would certainly enhance the Seventh's ability to employ traditional Amphigean pack-mentality tactics.



Reveling Hunters

2 Companies/Regular/Reliable

Wing Cmdr: *Dai-i Oda Huntingi*

The Reveling Hunters work well with the new warriors of the Seventh Amphigean. The aerospace companies field mostly light craft, which are well suited to the advanced scouting work a light 'Mech regiment depends on for accurate terrain information.



Steel Rain

Battalion/Regular/Reliable

Armor Cmdr: *Chu-sa Vasily Gorov*

Chu-sa Karen Snow recommended the Steel Rain battalion and its commander, *Chu-sa Gorov*, to the Seventh Amphigean commander. In a sterling example of a paperwork hustle, the Seventh Amphigean managed to attach the Steel Rain battalion to its TO&E just as the armored forces received two full lances of Tokugawa heavy tanks modified to carry Arrow IV missile systems. Along with a handful of TAG-equipped light 'Mechs, these tanks would give the Seventh the capacity to rain serious damage onto the heads of an unsuspecting enemy.



Darlus Motorized Militia

Regiment/Green/Reliable

Troop Cmdr: *Tai-sa Wilson Hughes*



AN TING LEGIONS: RETURN TO PROSPERITY



Prior to the Second Succession War, An Ting boasted a prosperous population. The First Succession War bypassed the planet, though the general reduction in technology levels created by that war caused the planet's water purification facilities to degrade. Even before the DCMS stepped up its rate of expansion in the early 2820s, the planetary government had renovated an abandoned Star League base into a successful military academy—the An Ting Academy—which turns out aerospace pilots and elite special-forces infantry in addition to MechWarriors. When Jinjiro Kurita launched the Second Succession War, An Ting contributed to the war effort by raising and helping to maintain five full regiments of MechWarriors, complete with support forces.

The initial successes of the An Ting Legions argued well for their future, but several costly defeats near the end of the Second Succession War crippled the Legions, decimating three regiments and mauling the remaining two. Suffering under Davion raids and the further, widespread loss of technology, the planet An Ting found itself in rapid decline, with many formerly productive areas now uninhabitable. Because An Ting could no longer sponsor the regiments properly, the Bureau of Substitution reformed the Legions into two regiments and accepted full responsibility for their supplies and materiel.

The Third Succession War pushed the An Ting Legions further into decline, as their diminished strength and experience prompted Procurement to move them further down the list of priority units. When a band of Sun Zhang alumni staged a raid against An Ting Academy in 3015 in retaliation for Sun Zhang losses in the Kensai Kami, the academy closed its doors and the Legions lost their best source of highly skilled MechWarriors.

Despite recent setbacks, the An Ting Legions may yet regain the success they enjoyed in the past. Though they failed

to stop the Clans at either Itabaiana or Kanowit, both the Second and Fourth An Ting performed as well as any other DCMS regiment. As a reward for their efforts, Theodore Kurita diverted certain supplies and some funding to help reopen An Ting Academy. The Coordinator also ordered the formation of a new An Ting regiment to replace the Fourth. (Commanded by *Sho-sho Jophet Pati*, the Fourth was mauled and driven into the mountains of Itabaiana by a Smoke Jaguar force in 3050.) Though the DCMS cannot confirm whether or not the Fourth An Ting Legion survived, it seems extremely unlikely that, after nine years, the unit exists as a viable entity.

The Procurement Department does not give the An Ting Legions enthusiastic support, but the department supplies the unit's materiel needs in a timely fashion.

COMMAND

As with other floating regiments, the An Ting Legions report to the prefecture commander and district warlord as required by location and duty assignment. The Director of the Legions, based at the new An Ting University, coordinates the training of warriors with the needs of the An Ting Legions. The director possesses only administrative authority and works with both Procurement and the Bureau of Substitution to keep the An Ting Legions functioning smoothly.

FORCES

The An Ting Legions intend to rebuild slowly to regain the troop quality of their glory days, being careful not to overextend their resources or capabilities. The Legions received a single battalion of OmniMechs from Procurement; however, many are early models plagued with design flaws, and so the Legions only field two companies of Omnis. An Ting Academy uses the most problematic units for study and training purposes. The new Sixth Legion commands the lion's share of all upgraded equipment.

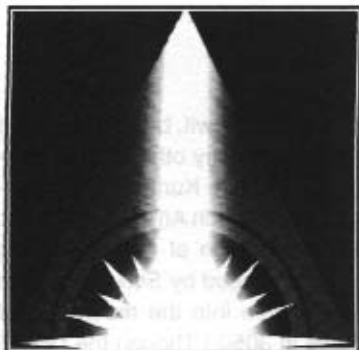
Every member of the An Ting Legions harbors a carefully nurtured resentment of the Sun Zhang Academy and its graduates. Though the strength of this resentment varies from warrior to warrior and regiment to regiment, members of the Legions take every opportunity to disrupt Sun Zhang activities and concerns.

COLORS AND INSIGNIA

The traditional Legion color is dark blue, but each regiment selects its own accent colors. The Legion insignia is a small, young dragon set against a red field. Each An Ting Legion also displays the Kurita crest and its own regimental symbol.



2ND AN TING LEGION: THE LIGHT OF ENLIGHTENMENT



When the DCMS placed the Second An Ting Legion on Tanh Linh with the 42nd Dieron Regulars—directly in the path of the oncoming Smoke Jaguar advance—both regiments prepared for heavy fighting. However, the Truce of Tukayyid forestalled the Jaguar attack, and the Combine troops assumed the Clans would rest and regroup from their losses. Thus, the Third Jaguar Cavaliers' strike against Tanh Linh only two weeks after Tukayyid came as a nasty shock.

The Second An Ting played a game of feint-and-strike against the Third Cavaliers, relying on its proficient night-fighting tactics to carry the bulk of the resistance. The Clan forces repeatedly tried to bring their full weight to bear against the DCMS units, but it took the better part of a week before the Smoke Jaguars caught the 42nd Dieron against a mountain range. The Clan attackers shattered two battalions before the Second An Ting could come to the rescue. Striking from the rear, the Second hammered the Smoke Jaguars against the same mountain range and

the anvil created by the remnants of the Regulars. Though taking heavy losses themselves, the Legion members crippled the Cavaliers and knocked acting commander Star Captain Oleg Nevversan out of the fight. The Second An Ting managed to force the Third Jaguar Cavaliers from the field and the planet, though the victory was bittersweet: the 42nd Dieron Regulars had ceased to exist as a unit.

The Second rebuilt on Leiston using improved Inner Sphere technology. Because Leiston lies only a single jump from Luthien and the Smoke Jaguar front lines, the Second An Ting expects to meet the Clans again.

The Second An Ting Legion accents its 'Mechs and vehicles with narrow silver lines. Its regimental insignia is a ray of golden light penetrating a black field.

OFFICERS

Tai-sa Oshika assumed command of the unit when *Tai-sa* Waters fell during the rescue of the 42nd Dieron Regulars, and Oshika's improvised tactics allowed the two regiments to defeat the Smoke Jaguars. *Chu-sa* Randi Olsen commanded the air support on Tanh Linh, denying the Smoke Jaguars air superiority at the cost of one company of the 42nd's green pilots and one flight of her own troops. Her air command accounted for ten confirmed OmniFighter kills.

TACTICS

The Second Legion specializes in night operations, and unit members are extremely proficient at moving and targeting using instrument data only. Because the Second also encourages proficiency in firing at multiple targets, one unit battalion or company can inflict damage equivalent to other units twice or even three times their size. When an enemy turns to confront what it believes to be the bulk of the Legion troops, the main Legion force drives through the opponent's flanks. The Legion rarely attacks from the rear, keeping its options open for efficient strategic withdrawals.



2nd An Ting

Regiment/Veteran/Fanatical

CO/1st Batt: *Tai-sa* Shin Oshika

XO: *Tai-sa* Yoshiyuki Konoe

2nd Batt: *Chu-sa* Erik Schmidt

3rd Batt: *Chu-sa* Jonathan Tochigi

The Second Legion rebuilt its membership by recruiting the first graduates of the revitalized An Ting Academy and sending experienced unit MechWarriors to the academy as much-needed instructors.

Though the DCMS allocated above-average upgrades to the Second An Ting, the unit accepted only enough of the upgrades to rebuild the regiment and sent the bulk of the new equipment to the Sixth An Ting. The Second split the company of OmniMechs evenly between the battalions and assigned the Omnis to the green warriors. The Second is also field-testing various prototype systems developed by the An Ting Academy.



2nd An Ting Aerospace

2 Companies/Veteran/Reliable

Wing Cmdr: *Chu-sa* Randi Olsen

The Second Legion expects a third company of pilots as soon as the Sixth An Ting builds up to a full wing.



2nd An Ting Armor

2 Companies/Regular/Reliable

Armor Cmdr: *Tai-i* Matthew Smith



2nd An Ting Infantry

Battalion/Veteran/Reliable

Troop Cmdr: *Chu-sa* T'sao Lung-ye

The Second Infantry includes a single company of jump troops skilled in anti-'Mech combat; the other infantry troops of the unit carry lasers rifles and SRM packs capable of damaging a BattleMech or destroying opposing foot soldiers.



6TH AN TING LEGION: THE THIRTEENTH HOUR



When Coordinator Theodore Kurita authorized the formation of the Sixth An Ting Legion, the DCMS probably expected the Legion to fill out the Sixth's ranks with troops from the An Ting militia and retired Legion warriors, rotating those warriors out as graduates became available from the An Ting Academy.

Instead, the Second called up its retired veterans as instructors for the academy, counting on the experience of Legion veterans to produce higher-quality graduates. As the warriors finished training, a certain percent of the new soldiers went to the Second An Ting and able veterans rotated back to form the officer corps of the Sixth.

By the end of 3057, the An Ting Legions possessed two battalions of upgraded BattleMechs, including one of OmniMechs in varying degrees of disrepair, and one battalion of standard-configuration 'Mechs. Though the Procurement Department expected the Legions to

divide this equipment evenly between the two regiments, the Second sent the bulk of the new equipment to the Sixth. Further upgrades obtained through the planetary militia meant the Sixth was exceptionally well fitted for a green regiment. By late 3058, the academy had turned out enough graduates to complete the roster of the Sixth An Ting Legion.

The Sixth Legion accents its vehicles with a medium gray paint. Because the Sixth is currently designated as a training cadre, the warriors of the unit carry no regimental insignia. However, each flies a banner on his or her BattleMech inscribed with the motto "When you least expect it," written in Japanese hiragana script. Current students and alumni of the Sun Zhang Academy and the Sun Zhang cadres assume this message is meant for them.

OFFICERS

Tai-sa Hsia came out of his recent retirement to take command of the Sixth An Ting. He serves as a father figure for the regiment and has put a great deal of effort into integrating the Sixth into the An Ting Legions as a whole. An old-school warrior himself, Hsia nonetheless recognizes that new times call for new methods and leaves tactics to his exec, *Chu-sa Blake*, who is a firm devotee of Theodore's reforms.



6th An Ting Legion

Regiment/Green/Reliable

CO/1st Batt: *Tai-sa Ch'ien Hsia*

XO: *Chu-sa David Blake*

2nd Batt: *Chu-sa Kakuri Myazaki*

3rd Batt: *Chu-sa Bethany Kobu*

As the first new graduates from an academy shut down by its competitors in the Sun Zhang, the Sixth Legion feels all the righteous indignation of the unjustly injured and deeply resents the very existence of any person or group associated with the Sun Zhang Academy. As a whole, the regiment views the Kensai Kami as the perfect opportunity to defeat and humiliate the Sun Zhang in a legitimate, public forum.



6th An Ting Aerospace/Silver Lining

(mercenary company)

Wing/Regular/Questionable

Wing Cmdr: *Dai-i Trenton McDaniels*

The Sixth An Ting Legion recently picked up the long-term contract of a veteran company of mercenary aerospace pilots and gave the mercs command of the Sixth's support wing. This arrangement improves the combat effectiveness of the wing but degrades its loyalty rating.



6th An Ting Armor

Battalion/Regular/Reliable

Armor Cmdr: *Chu-sa Minami Kenju*

The An Ting militia sent the best it could offer to the Sixth Legion. As soon as the academy begins producing graduates from its fledgling armor program, the Sixth will receive additional troops.



3rd An Ting Motorized Infantry

Regiment/Green/Reliable

Troop Cmdr: *Tai-sa Blake Hendriksson*

The Third An Ting Motorized Infantry provides the Sixth Legion with an impressive range of ground troops as well as a smattering of nearly every type of infantry vehicle.



THE ARKAB LEGIONS: PATH OF RIGHTEOUSNESS



Long known for the fierce resistance its citizens show invaders, the Draconis Combine itself encountered similar resistance when it attempted to conquer the Azami worlds in 2497. Fighting with a passion and abandon born of religious fervor, the Azami defended their independence with a ferocious determination that earned the respect of the Dragon—even as the Combine battled to stamp out the fire that made these people unique. The power of its star-spanning empire assured the Combine victory, but fate—or Allah, as the Azami people believe—intervened in the form of a native virus that nearly decimated the invading DCMS troops.

Unable to force its will on the Azami, House Kurita negotiated a peaceful settlement, granting the Azami limited autonomy in return for an oath of loyalty to the Draconis Combine and to the Kurita family. The pact included the stipulation that the Azami raise and support a fighting force to serve the DCMS. Determined to capitalize on the Azami fighting spirit, the Kurita family arranged for the Azami to be trained in BattleMech combat, and these skilled warriors turned out to be natural MechWarriors. The three Azami regiments—known as the Arkab Legions—were outfitted with light and medium 'Mechs whose capabilities would suit their lightning-fast style of fighting.

Though the Azami have served the Dragon loyally and well for more than five hundred years, the Procurement Department and certain elements of the High Command still consider the Arkab to be of questionable loyalty because they 'serve' the Draconis Combine as allies rather than subjects. The reluctance of the DCMS to allocate supplies to the Arkab Legions in a timely fashion occasionally strains the relationship between the two realms, but the Legions' faultless performance in the War of 3039 and their actions during the Clan invasion have done much to reassure the Combine military of Azami loyalty.

COMMAND

The Arkab Legions recognize no overall commander. The *tai-sa* of the Sixth Arkab speaks for the Legion when necessary, but he serves in this role only because the Sixth has always garrisoned the world of Arkab. Each regiment of the Legion reports to the Combine prefecture commander or district warlord, as the case warrants.

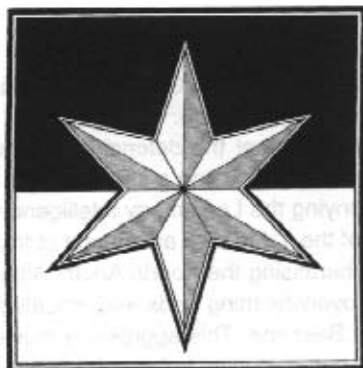
FORCES

The Arkab Legions still favor speed over armor and firepower. Originally, the typical Arkab regiment fielded 'Mech forces composed of 60 percent light machines, 30 percent medium machines, and 10 percent heavy 'Mechs. Now that new technology enables heavier 'Mechs to achieve faster speeds, the make-up of the typical Arkab 'Mech weight distribution stands at 30 percent light machines, 40 percent medium machines, and 30 percent heavy machines. The heaviest BattleMechs in the Arkab Legions almost always employ triple-strength myomer or MASC for temporary speed boosts.

The Arkab Legions must maintain their own forces, purchasing supplies from the DCMS as needed and as available. As a result, the Arkab Legions field very few OmniMechs.

COLORS AND INSIGNIA

The three Arkab Legions paint their 'Mechs in tans and dark greens. The Legion crest is a six-pointed star set against a half-yellow, half-black background. The Legions are not required to bear the dragon crest of House Kurita, though the commanding officer of each Arkab Legion voluntarily paints the dragon insignia on the upper left arm of his BattleMech to show the Azami allegiance to House Kurita. Only in response to those times when Procurement's delays in resupplying endangered an Arkab Legion has the dragon crest been removed, and it has always been reapplied when such units receive restitution.



2ND ARKAB LEGION: DEFENDERS OF THE FAITHFUL

The Second Arkab traces its history back to a conventional regiment of planetary militia that opposed the Draconis Combine in the early 2500s. According to Azami tradition, the virus that killed Combine soldiers during the Dragon's attempt to conquer the Azami worlds was Allah's warning to Kurita. Now the Arkab fighters interpret the fact that DCMS soldiers in service with the Legions no longer succumb to the virus as a sign of Allah's favor toward the Combine. (Actually, Kurita researchers created an effective vaccine for the virus many years ago.) By synthesizing these beliefs, the members of the Second Arkab have reached the conclusion that they are duty-bound to fight for the Azami way as allies of the Dragon.

Because the Azami have always been responsible for acquiring and maintaining their own equipment, the Second Arkab carefully guarded and maintained the Star League-era 'Mechs it received when the Legion was established—even after the rest of the Inner Sphere lost the

knowledge of building and repairing these machines. When the Second met Clan Smoke Jaguar on Hyner, they used the vintage *Hussar* and *Mercury* BattleMechs, among others, to great advantage. Though clearly surprised and pleased at the prospect of facing fierce warriors piloting more challenging equipment, the Clan never allowed the Arkab to press the advantage. After a hard-fought engagement, the Legion gave way to the superior forces of the Clan invaders and used their speed to escape into the surrounding woods.

Though the Smoke Jaguars gave chase, the Second managed to make it off Hyner with more than a battalion of BattleMechs and the remnants of its support force. To its credit, the Second inflicted heavy damage on the First Striker Cluster and temporarily downed Khan Hoyt himself.

The members of the Second Arkab Legion adorn their 'Mechs with the Legion insignia and also cover the left half of the torsos of their machines and fighter fuselages with inspirational religious passages rendered in Arabic script.

TACTICS

The Second Arkab specializes in fast attacks, using the technique of hit and fade to whittle away its opponents' strength. In a stand-up fight, the BattleMechs of the Second tend to buckle easily and retreat under intense opposition.

Unit members effectively use terrain for cover and hidden movements but prefer to avoid confining landscape. The Second requires room for the high-speed maneuvers it favors, and it tries to set up only in areas offering multiple points of escape. One of the Second's most successful strategies is to attack hard, wait until its enemy pushes back, then fake a rout. The BattleMech force breaks into a dozen fragments and escapes in several different directions. If the enemy force breaks apart to pursue the scattering force, the Second regroups and decimates the smaller enemy contingents. If the main force tracks only one of the Second's decoys, the Legion regroups and springs an ambush. If the Second is simply outmatched by the enemy, unit members can turn the fake rout into a tactical retreat.



2nd Arkab Legion

Regiment/Regular/Reliable

CO/1st Batt: *Tai-sa Sahalli Odessa*

XO/2nd Batt: *Chu-sa Achmiell Jahared*

3rd Batt: *Chu-sa Devon Marshall*

The Second fields a company of light OmniMechs, each outfitted with new-tech weapons. The Second also possesses a few Clan weapon systems salvaged during its escape from Hyner.



Hard Air

Wing/Veteran/Reliable

Wing Cmdr: *Chu-sa Bapu Kingsley*

Khan Hoyt bid away all but a fraction of his air power for the honor of taking Hyner, allowing the Second's aerospace assets to control the skies. Between aerial reconnaissance and strafing runs, the Hard Air wing contributed much to the Second's powerful defense and eventual escape.



2nd Arkab Armor

Battalion/Regular/Reliable

Armor Cmdr: *Chu-sa Srin Odin*



2nd Arkab Infantry

Regiment/Regular/Reliable

Troop Cmdr: *Tai-sa Yossif Gadeffey*

The infantry of the Second will not break from battle unless ordered to do so. While unit infantrymen are quite willing to give their lives for their fellow Azami, they are less willing to sacrifice themselves for the Draconis Combine. The unit includes one battalion of anti-'Mech infantry.



ALTERNATE PATHS



4TH ARKAB LEGION: ALLAH'S BLESSINGS

The battle of Equilles in 3052 between the Fourth Arkab Legion and Clan Ghost Bear offers a good example of the Fourth's fighting style and explains its current condition.

The 115th Striker Cluster of Clan Ghost Bears' Delta Galaxy met the defending Fourth Arkab Legion as the Fourth came down the slopes of Mount Gershtain. Using a series of lightning raids, the 115th threw the Fourth Arkab off-balance by denying the Legion any intelligence on the composition of its forces. Star Colonel Romana Tseng of the 115th took advantage of the initiative, resting her warriors when possible while continually harassing the Fourth Arkab. After two days with no rest, the Fourth became convinced it faced overwhelming odds and mounted a suicide run at what it believed to be the center of the Ghost Bear line. This aggressive move caught the 115th unprepared and the Clan force broke from the battle. Hoping to force the enemy to rout, the Fourth Arkab gave chase.

On Carstair Plains the Ghost Bears turned and re-engaged the Legion. Star Colonel Tseng fell in single combat against *Tai-sa* Kosiridam, then commander of the Kurita regiment. Low on ammunition, demoralized from retreating and now shocked by the loss of Star Colonel Tseng, the Ghost Bears retreated again to their DropShips, where they awaited the Fourth. Running on emotion and the last of its strength, the Fourth surrounded the Ghost Bear position and pressed for victory. A strong counterattack shattered the Fourth's line and *Tai-sa* Kosiridam's resolve, however. He ordered the weary Fourth Arkab back to their DropShips, conceding victory to the Clan force. The 115th gave half-hearted pursuit but seemed content to let the Fourth escape.

The Fourth lost its single battalion of armor during the first days of Equilles and has yet to rebuild this support force.

In addition to the Legion insignia, the Fourth Arkab displays an insignia showing an Arabian scimitar with a bloody blade and gold cords dangling from the hilt set against a field of gold and white rays.

OFFICERS

Tai-sa Kosiridam requested a demotion in rank to atone for his failure at Equilles, but at the suggestion of *Tai-sa* Sharief received only a demotion in position. Though Kosiridam lost his personal drive on Equilles, Sharief recognized that Kosiridam's experience in strategy and training would remain valuable to the Fourth Arkab Legion. Sharief is bold and aggressive and looks forward to meeting the Clans in combat once again.

TACTICS

The Fourth prefers to take the initiative in battle by mounting fast attacks designed to harass the enemy into a premature move. As soon as the opposing force takes the bait, the heavier machines of the Fourth take a stand against the enemy force while the unit's lighter machines strike its flanks. The unit's standard flanking maneuver calls for a company-sized feint against one enemy flank, two companies opening a hole in the other flank, and a battalion of medium and light 'Mechs held in reserve that will pour through the hole and hit the main body.



4th Arkab Legion

Regiment/Veteran/Reliable

CO/1st Batt: *Tai-sa* Jabal Sharief

XO/2nd Batt: *Tai-sa* Sajulam Kosiridam

3rd Batt: *Chu-sa* Abu Ja'haim

The Fourth Arkab received two companies of light OmniMechs from the DCMS. While this supports the Arkab preference for smaller and faster BattleMechs, the Fourth also fields one company of assault 'Mechs, another of slow heavies, and one of fast heavies. Enemy forces with only basic knowledge of the Arkab Legions often find themselves unpleasantly surprised to be facing such powerful machines and unable to accurately predict the unit's strategy.



4th Arkab Aerospace

Wing/Regular/Reliable

Wing Cmdr: *Chu-sa* Raffyd Cerelliat

The Fourth Arkab air wing was formed entirely by the Azami worlds and has never accepted any support from House Kurita. Attached to the Fourth Arkab Legion since that unit's inception, most of the wing's equipment predates the War of 3039, though efforts are underway to secure new weaponry.

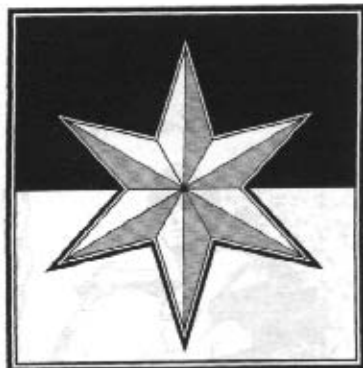


17th Tannil Holy Defenders

Regiment/Regular/Reliable

Troop Cmdr: *Tai-sa* Bashier Soufa

The 17th Tannil was attached to the Fourth for garrison duty. The single regiment includes motorized infantry but offers little air or artillery support.



6TH ARKAB LEGION: DESERT NOMADS

The planet Arkab raised the Sixth Legion entirely from its own populace following the decimation of the Fifth Arkab in the Second Succession War. Because the Fifth's destruction could be easily traced to Procurement's delays in providing adequate supplies, Coordinator Miyogi Kurita ensured that this new Arkab garrison received the best equipment available. Because the DCMS had already begun hoarding supplies in anticipation of the Third Succession War, Miyogi felt this allotment restored Combine honor—and paid House Kurita's debt to the Arkab Legions.

The Sixth Arkab saw very little action in the Third and Fourth Succession Wars. During those years, the DCMS occasionally detached a battalion from the garrison force for auxiliary duties such as supporting a raid into enemy territory or the defense of an important planet. For a few months during the Third Succession War, the entire Sixth Arkab was reassigned to protect the Azami world of Camlann on the Lyran border, but this duty offered little action and virtually

no opportunity for the Sixth to maintain a desirable level of proficiency. To address this problem, the Sixth worked out a schedule with the Fourth Arkab to rotate warriors from each unit through the other unit's ranks, giving the soldiers of the Fourth needed rest and maintaining the expertise of the Sixth's troops.

The DCMS calls the Sixth Arkab to active duty only in times of great need. This consideration tells the Azami people that House Kurita respects their worth enough to leave them adequate protection against invasion. Theodore also recognizes that, with the Clan occupation zone now only one jump from Arkab and only slightly farther away from Camlann, leaving the Sixth on Arkab places a sound regiment in a strong defensive position.

The Sixth Arkab displays no other insignia but that of the Arkab Legions.

OFFICERS

Though past retirement age for the regular DCMS, *Tai-sa* Bjutial still commands respect from his troops and his superiors. He sits on the Arkab military board, which sets policy for the Legions, and is a very old friend of *Tai-sho* Camden Tomokamai, Commander of the Baldur Prefecture.

TACTICS

The Sixth specializes in fast attacks and expert reconnaissance work. The unit conducts most of its training in the desert regions and sparse woodlands of Arkab, where unit members learn to move BattleMechs with impressive stealth under the minimal cover of scrub vegetation and low hills. The unit's emphasis on proper scouting makes the Sixth more cautious than the other Arkab Legions, but once battle commences the Sixth uses the same swift, deadly fighting style employed by the other Legions. The unit's extensive desert training makes the Sixth Arkab very proficient at operating in high-heat environments.



6th Arkab Legion

Regiment/Regular/Reliable

CO/1st Batt: *Tai-sa* Jusiral Bjutial

XO/2nd Batt: *Chu-sa* Shali Arazad

3rd Batt: *Chu-sa* Omar Keref

The Sixth's infrequent active duty assignments mean the unit sits at the bottom of Procurement's list for assigning supplies to the Arkab Legions. The few pieces of new technology the Sixth fields were purchased by the Azami. Many of the Sixth's BattleMechs have been refitted to operate more efficiently in hot environments. In most cases, this is accomplished by removing lasers and PPCs and replacing them with comparable machine guns and autocannon, although some machines have sacrificed armor for additional heat sinks.



51st Armored

Regiment/Green/Reliable

Armor Cmdr: *Tai-sa* Mustaffa Serral

The 51st armored is almost as adept at desert actions as the Sixth Arkab 'Mech detachment. Most of the armored unit's vehicles are fast wheeled or hover tanks, although the unit also possesses a fair contingent of heavy tracked vehicles.



6th Arkab Warriors

Regiment/Green/Reliable

Troop Cmdr: *Tai-sa* Muha Aballahstahn

Permanently attached to the Sixth Arkab, this unit consists of a battalion of conventional recon aircraft and a battalion of fast motorized-infantry troops.



6th Arkab Aerospace

2 Wings/Regular/Reliable

Wing Cmdr: *Sho-sa* Tarne Raya



NIGHT STALKERS: ADAMANT WILL

Though forced into retirement by the DCMS due to age and injuries, *Tai-sa* McGavin felt he could still fulfill his oath to protect the realm. Out of respect for his service record (and assuming he would fail), the High Command granted McGavin permission to form a new regiment. McGavin initially convinced wealthy members of various commercial enterprises within the Draconis Combine to fund his endeavor, and by 3020 he had assembled two regiments' worth of light BattleMechs. His officer corps consisted of other retired warriors who still wished to serve the Dragon, and he recruited the bulk of his troops from proving grounds and from among the ranks of those destined for the least prestigious DCMS units. In 3021, with a few months of training under their belts, the Night Stalkers entered formal service to the Dragon.

Most DCMS regiments considered the Night Stalkers admirable in intent but laughable in formation. During the Third Succession War, however, the Stalkers crippled several Lyran Commonwealth operations using highly effective hit-and-run tactics. And when the regiment's experienced leadership enabled it to capture objectives that other, younger regiments could not, the Night Stalkers earned further respect.

Unfortunately, *Tai-sa* McGavin's determined efforts to prevent other commanders from wasting the talents of the Night Stalkers eventually damned the unit's fortunes. Twice he disobeyed orders when he felt a battle plan boiled down to a sacrifice of his "used up" warriors to execute a strategy he considered marginal at best. Despite his accomplishment in providing the DCMS with two veteran regiments and his achievements in battle, McGavin fell out of favor with Takashi Kurita, who ordered the regiments sent to two different districts. As a further sign of his disfavor, the Coordinator ordered the First Night Stalkers into battle during the Fourth Succession War, using them as a diversion to draw off part of the Lyran thrust. Facing a reinforced regiment of heavy BattleMechs, the First fought to the last man. The unit's stand earned *Tai-sa* McGavin the black-and-red banner and admission into ranks of the Fallen Samurai.

Because the unit refuses to give blind, unquestioning obedience to House Kurita, the Night Stalkers remain listed as questionable troops by the DCMS. The Night Stalkers have reinforced their defiant reputation by naming each unit regiment for the current commanding officer. Despite the unit's reputation, Theodore Kurita has honored the unit's experience by authorizing the formation of a new Night Stalkers regiment; apparently the Coordinator believes the Stalkers' philosophy mirrors his own belief that living and fighting again is more honorable than throwing away good warriors by fighting against impossible odds.



COMMAND

The Night Stalkers allow only officially retired warriors to hold officer positions above the rank of *tai-i*. Younger warriors deserving of the rank receive transfers to other DCMS units but are welcomed back if they reach mandatory retirement and wish to return.

Most retired warriors who join the Night Stalkers accept a voluntary demotion. The unit does not have enough officer positions to accommodate the number of retirees who wish to continue fighting in service to the Dragon; as a result, more than 40 percent of the Night Stalkers are retired warriors who hold the honorary rank of *chu-i*.

FORCES

The Night Stalkers prefer light 'Mechs. Their hit-and-run raiding maneuvers are more easily carried out using such machines, and a low percentage of upgraded equipment means less to a 'Mech most commonly used for close-in combat.

The Night Stalkers have acquired substantial aerospace, armor and infantry assets during their forty-year history. Nearly half of these assets were transferred directly to the Third Night Stalkers during that regiment's formation in 3058.

COLORS AND INSIGNIA

The Night Stalkers favor blacks, grays and dark blues. The unit's dress uniforms, which consist of ruffled shirts and dark traveling cloaks, reflect ancient Terran clothing styles. Each Stalker regiment display a unique insignia.



2ND NIGHT STALKERS: TOYOMA'S REGIMENT

As punishment for McGavin's disobedience during the Third Succession War, Takashi Kurita ordered the Second Night Stalkers to Matamoras, where any form of action was unlikely. Not even bandit raids broke up the monotony of garrisoning the planet. As the unit's oldest warriors passed on over the years, the Second lost the edge that had made it such an effective raiding unit, for raiding maneuvers require skills that cannot be effectively developed or maintained on simulators alone. *Tai-sa* Henderson, commanding officer at the time, found an elegant solution to the problem: he simply focused the unit's expertise on alternate strategies. Because precision maneuvering and targeting in nighttime conditions were skills that could easily be practiced in a peaceful sphere of operations, Henderson selected night missions as the Second Stalkers' new specialty.

Still stationed on Matamoras but now near the Jaguar line of advance, the Night Stalkers can hope to see battle again. *Tai-sa* Toyoma has intensified the Second's training schedule, and DCMS representatives recently evaluated the regiment's combat readiness.

The unit encourages its warriors to paint their 'Mechs according to personal preference using the dark colors traditionally associated with the regiment. The insignia is a skeleton wrapped in a dark cloak.

OFFICERS

Many of the officers hold rank above what their position suggests. These honorary titles recognize the warriors' past service and are used only in informal situations. These officers wear the rank insignia for their position but also wear a pin that identifies their honorary rank.

Tai-sa Ishida of Second Battalion serves as a regimental curiosity and an inspiration to all warriors in the Night Stalkers. At seventy-nine years of age, Ishida remains hard of body and sharp of mind and reflexes. He keeps First Company honed to the level of elite status and handles his *Jenner* as if he were part of the 'Mech himself.

TACTICS

The Second Night Stalkers train for twilight and nighttime situations, where they can employ hit-hard-and-fade tactics under the cover of darkness and make an enemy believe it faces a larger force than what the Night Stalkers actually field.



2nd Night Stalkers
Regiment/Veteran/Questionable
CO/1st Batt: *Tai-sa* Jericho Toyoma
XO: *Tai-sa* Kelly Palmerson

2nd Batt: *Tai-sa* Aritomo Ishida
3rd Batt: *Chu-sa* Franklin Bennett

Thirty percent of the Second is made up of retired warriors. When recruiting younger warriors, the Second Night Stalkers makes liberal use of its knack for finding undiscovered recruits with the potential for learning quickly and well. Careful application of recruitment methods also allows the Second to maintain a veteran status level of expertise.

Because it receives so little upgraded technology, the Second chooses its supply requests with as much care as its recruitment requests. Mainly interested in construction material such as endo steel frames and ferro-fibrous armor, the Second also looks for weapons appropriate to light 'Mechs, such as small pulse lasers and Streak missile systems.



The Storm Clouds
2 Battalions/Veteran/Questionable
Armor Cmdr: *Chu-sa* Alexandre Besskhov

The Storm Clouds saw action fighting bandits in the Periphery before reassignment to Matamoras. After the armor unit had worked for several years with the Night Stalkers, then-CO *Tai-sa* Henderson requested the armor be officially attached to his command. The Storm Clouds officially muster a full regiment of light and medium armor, but one battalion of the unit's light armor transferred to the Third Night Stalkers in 3058.



2nd Night Stalkers Aerospace
2 Companies/Regular/Questionable
Wing Cmdr: *Dai-i* Koshira Kagoshima



14th Matamoras Motorized Infantry
Regiment/Regular/Reliable
Troop Cmdr: *Tai-sa* Brent Tochiri



ALTERNATE PATHS



3RD NIGHT STALKERS: MATTILA'S REGIMENT

Well underway by 3058, Theodore Kurita's Phoenix Programs were successful but still fell short of the Coordinator's goals. As another alternative for generating able-bodied warriors, *Tai-shu* Ashora, Warlord of Pesht, facetiously suggested digging up another regiment of Night Stalkers. The Coordinator took this suggestion at face value and authorized the formation of the Third Night Stalkers regiment. No recruitment drive or special benefits accompanied this announcement. Retired warriors were simply offered "another chance to find glory in service to the Dragon." Many of the volunteers who joined the unit simply sought an honorable death. Influenced by the dedicated officers sent to the Third from the Second Night Stalkers, however, these retirees have found a new lease on life. They have worked hard to regain their combat edge and now look forward to battle more than death.

Because they share the same officer corps, the Second and Third Night Stalkers are both classified as being of questionable loyalty.

The current military situation in the Inner Sphere and the apparently permanent presence of the Clans continues to generate vigorous debate over whether or not the DCMS mandatory retirement age should be suspended for volunteers. The performance of the Third Night Stalkers may mark the deciding vote on one side of the argument or the other.

The Third Night Stalkers use the regiment's traditional dark colors and formal clothing. The unit's insignia is a tombstone set against a full moon.

TACTICS

The Third Night Stalkers have yet to develop a strategic specialty, but the unit's configuration of light BattleMechs practically guarantees that the regiment will adopt the hit-and-run tactics historically favored by other Night Stalker units. Though *Tai-sa* Matilla shows no particular aptitude for innovative strategies, he has a great talent for identifying and using the strengths of the troops he leads.



3rd Night Stalkers

Regiment/Regular/Questionable

CO/1st Batt: *Tai-sa* Clifford Mattila

XO/2nd Batt: *Tai-sa* Amanda Ishikawa

3rd Batt: *Chu-sa* Mori Kido

Previously retired warriors comprise slightly more than 50 percent of the Third Night Stalkers. The younger unit warriors are all green, which lowers the regiment's overall expertise to regular. *Tai-sa* Ishikawa pairs each young MechWarrior with a "mentor" who is ultimately responsible for the MechWarrior's training. Young warriors who would rather do without this enforced guidance need only defeat their mentor in two of three simulated 'Mech combats.



11th Midway Phantoms

Company/Regular/Questionable

Wing Cmdr: *Chu-i* Kimmochi Okinora

The Bureau of Substitution attached the Eleventh Midway Phantoms aerospace unit to the Third more as a gesture of good faith to the Coordinator than out of any serious consideration for the regiment's needs. Most of the Phantoms believe Okinora is far past his prime and bitterly resent their assignment. As a result, the Third Night Stalkers put little faith in the dedication and performance of their aerospace contingent.



Dark Moon

2 Battalions/Veteran/Questionable

Armor Cmdr: *Chu-sa* Charles Brinkerhoff

The Dark Moon unit consists of a light-armor battalion donated by the Second Night Stalkers and a heavy-armor battalion from the Third's decimated Rolling Thunder regiment. *Chu-sa* Brinkerhoff combined the armor battalions randomly to promote better relations between the two divisions, and this policy has produced a completely trustworthy and well-disciplined force.



5th Espakeh Motorized Infantry

Regiment/Regular/Reliable

Troop Cmdr: *Chu-sa* Shih Kai-shek

Probably by accident, the Bureau of Substitution managed to assign the Third an infantry unit eager to serve with the Night Stalkers. The Fifth Espakeh Motorized Militia is pleased to be in position to catch some action against the Clans or any other enemy of the Dragon. As a bonus, the Fifth's organization includes a full wing of conventional aircraft, including a lance of *Mechbuster* fighters.



PROSERPINA HUSSARS: LIVING IN THE MOMENT

The elite of the floating regiments, the Proserpina Hussars have served the Kurita family since before the birth of the Draconis Combine. Though most accounts of the unit's origins and early history are restricted to the private archives of the Kurita family, public records show that a tank division known as the Proserpina Hussars fought for Shiro Kurita in the early years of his reign. These records testify that the unit specialized in hit-and-run tactics, which has led many observers to believe the present-day Hussars are descended from the unit.

Though unquestionably loyal to House Kurita, the Proserpina Hussars put little stock in politics or doctrine—and on occasion have required the Coordinator's personal defense of their cavalier attitude toward political correctness. Their very existence centers on living, fighting and dying; correct thought and rigid adherence to a code of any sort runs a distant second to the daily practice of war. The Hussars speak their minds freely but take care to avoid antagonizing government officials, for they see no gain in borrowing unnecessary trouble. In return for their efforts to remain on cordial terms with the Combine government, the DCMS ignores the occasional excesses of the Hussars' private lives.

The unit originated on Proserpina, and the Hussars continue to receive occasional support from the planet. Recently, the Hussars and the planetary government cooperated to breathe new life into the University of Proserpina. The institution benefits the planet by attracting investment in Proserpina and benefits the Hussars by producing classes of high-quality graduates from which the regiment can recruit. Retired members of the regiments are welcome in all teaching positions at the university.

Through four Succession Wars and the Clan invasion, the Proserpina Hussars have provided exemplary service to the Combine—service that has earned them preferential treatment. They enjoy excellent relationships with the Bureau of Substitution and the Procurement Department, which does all it can to ensure prompt delivery of materiel to the unit. Typically, the only delays the Hussars experience are those caused by unit's own re-assignments, though no other unit would dare appropriate supplies earmarked for the Proserpina Hussars.

COMMAND

The Proserpina Hussars do not support a central command position, though the commander of the First Proserpina may speak on behalf of all the regiments. If the High Command assigns more than one regiment of the Proserpina Hussars to a single mission, the most senior commander leads the troops. Each regiment answers directly to the warlord of the district in which it is serving or to the Coordinator.



FORCES

The Hussars enjoy greater than usual access to OmniMech technology, including salvage retained from action against the Clans. They regularly test experimental technology for the DCMS and are the only unit to field any tech developed at the University of Proserpina.

The commander of each regiment may test any prospective warrior assigned to the Hussars by the Bureau of Substitution. The test concentrates on the MechWarrior's ability to fight and react in a highly mobile combat situation. Any warrior who does not measure up is reassigned to a lesser regiment.

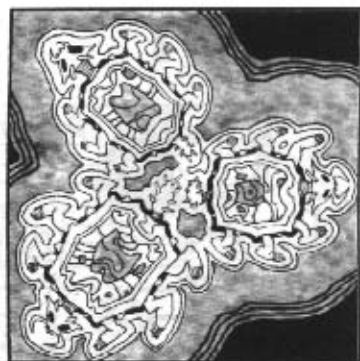
COLORS AND INSIGNIA

The Proserpina Hussars use a simple paint scheme of blue, green and silver. The unit's insignia is a stylized rendition of three blood limpets on a field of green. Native to the swamps of Proserpina, the blood limpet is a quasi-reptile with a hard green shell and six legs. It feeds on the blood of mammals and weighs about a kilogram. When the blood limpet senses body heat, it rises to the surface of the swamp and runs with amazing speed toward its prey.



ALTERNATE PATHS

1ST PROSERPINA HUSSARS: BLOOD SUCKERS



The battle for Port Arthur made the First Proserpina Hussars and Clan Smoke Jaguars into mortal enemies. In the initial engagement on this world, the Hussars damaged the Jaguars by virtue of superior tactics, then led the Clan warriors into a trap of automated defense weapons. Lacking the Clans' resources, however, the Hussars eventually were forced to retreat off-world in the face of the Jaguars' insistent attacks. The regiment rebuilt by recruiting heavily among the graduating class from the University of Proserpina, then engaged the Smoke Jaguars along the Clan's forward lines in a series of hit-and-run raids that left several front-line Trinaries screaming for supplies and Kurita blood.

Then in June of 3057, the First Hussars lured a Smoke Jaguar Cluster into a trap by making a strategic retreat into a mountain pass and calling down a strike from the Third Proserpina, which had accompanied the First on the raiding mission. Heavy casualties forced the Jaguars to

call on nearby Clan Nova Cat forces for reinforcements to avoid suffering total defeat. Under orders to avoid engaging Clan Nova Cat, the Hussars withdrew as soon as the Clan reinforcements arrived, carrying a full Trinary's worth of Clan OmniMech salvage.

The First Proserpina Hussars employ a color scheme of blue with heavy green and silver accents. The Hussars' blood limpet insignia covers most of the torsos of the First's BattleMechs.

OFFICERS

Tai-sa Minowa recently received the Katana Cluster for his impressive tally of OmniMech kills in the frequent raids against Clan Smoke Jaguar. He is also a knight of the Order of the Dragon, a decoration received during the Fourth Succession War. *Chu-sa* Denise Larsen also ranked high in the competition for the Katana Cluster, an impressive achievement for a warrior who fights in a medium-class *Shadow Hawk*.

TACTICS

The First Proserpina Hussars prefer open-field engagements that provide them with plenty of maneuvering room, but the unit can operate effectively in almost any terrain. Unit members specialize in hit-and-run tactics, a favored strategy of the Hussars since the unit's beginnings. The Hussars often plan two independent, simultaneous strikes; two battalions along one front and one battalion along another, with the fourth battalion held in reserve. When an enemy accounts for three battalions and then sets its battle plans accordingly, the regiment uses the fourth battalion to provide unexpected reinforcements wherever needed.



1st Proserpina Hussars

Expanded Regiment/Veteran/Reliable

CO/1st Batt: *Tai-sa* Alexander Minowa

XO: *Tai-sa* Talon Cherynkov

2nd Batt: *Chu-sa* LaRon Kohlmann

3rd Batt: *Chu-sa* Denise Larsen

4th Batt: *Chu-sa* Therese Ahiromassu

The First Hussars enjoy a significant technological advantage over the rest of the DCMS. Their battalion of OmniMechs consists of two-thirds Clan salvage, with enough spare parts to keep the Omnis in good working order for some time to come. The third company in the battalion consists of a mix of *Avatars* and Kurita-made *Black Hawks*.

The Proserpina Hussars can claim almost enough combat experience to be considered an elite regiment. Only recent Kurita orders against raiding have kept them from achieving this goal.



The Blackhearts

2 Battalions/Regular/Reliable

Armor Cmdr: *Chu-sa* Kyle Black

The Blackhearts, comprised of medium and heavy armor units, willingly and effectively operate with little to no BattleMech support. They regularly inflict heavy damage with the sacrifice of only a few tanks. Though outsiders might consider these men and women cold and heartless, the Blackhearts have enjoyed a strong rapport with the First Hussars since the action at Port Arthur.



Proserpina Fast Motor Infantry

Battalion/Veteran/Reliable

Troop Cmdr: *Tai-sa* Obuho Natomi

Once an entire regiment, the Proserpina Fast Motor Infantry has slowly dwindled to the veteran battalion currently shown on the First Proserpina TO&E. *Tai-sa* Natomi has proven himself a man of impressive political connections and military skill for having kept his full rank while commanding a mere battalion.



51st Benjamin Wing

Wing/Veteran/Reliable

Wing Cmdr: *Sho-sa* Liu Kang



3RD PROSERPINA HUSSARS: WARRIORS OF THE NIGHT

The Third Proserpina Hussars met Clan Smoke Jaguar on the world of Kiamba and lost two battalions of elite warriors in a long, bitter struggle. They rebuilt, retaining their combat edge by filling their ranks with the remains of the decimated Fourth Proserpina Hussars and drawing new recruits from the University of Proserpina and the Dieron District Gymnasium. The Third organized additional aerospace support by picking up the remnants of another decimated Hussar regiment. They used light raiding to hone their level of expertise to a razor edge, and their success in several heavy engagements—the last in 3057 in conjunction with the First Proserpina—returned the Third to full duty as the elite of the Proserpina Hussars.

The Third Hussars paint their 'Mechs with a base coat of green, trimmed in blue and silver striping. The blood limpet crest appears on their machines' upper right legs, and unit members paint the regimental insignia of a bat on their 'Mech's upper left arms.

OFFICERS

The only officer of company commander level or higher who escaped the destruction of the Fourth Hussars, Kent Shou brought two full companies out from under the crushing heel of the Clans and organized another two companies that escaped in smaller groups. This experience forged a strong bond between the *chu-sa* and his men, and Shou encourages all his officers to develop the same type of relationship with the warriors they command.

TACTICS

The Third Hussars excel at the regiment's historical strategy of hit-and-run missions, but have begun training in the more traditional Combine style of fighting to give the regiment more flexibility in battle. *Tai-sa* McKenzie noted, after the fact, that the Third Hussars could have seriously hurt the Clans several times on Kiamba—perhaps enough break the invaders' momentum on the planet—if they could have focused their strength into a single, crushing blow. Without formal training in the stand-and-deliver tactic, however, the Hussars found themselves unable to take advantage of the opportunity.

Apparently, the Hussars have remedied this weakness by practicing regrouping on command. Only the regimental commander or acting regimental commander may give the regrouping order, and any of the battalion commanders can countermand this order with flight-and-regroup orders if, in their opinion, the *tai-sa* has overlooked an important threat on the field.



3rd Proserpina Hussars

Regiment/Elite/Fanatical

CO/1st Batt: *Tai-sa* Angus McTeague

XO: *Chu-sa* Elliot Taharaga

2nd Batt: *Chu-sa* Kent Shou

3rd Batt: *Chu-sa* Harrison O'Riley

Though less well-equipped than the First Proserpina Hussars, the Third's upgrade level is still far superior to that of the average DCMS regiment. Classified as a heavy regiment, the Third also fields nearly a full battalion of light 'Mechs and two companies of OmniMechs. A long-held fanaticism for enforcing Lord Kurita's will can be seen in the Third's training regimen.



3rd Proserpina Hussars Aerospace

2 Wings/Veteran/Fanatical

Wing Cmdr: *Tai-sa* Jacob Kwang

The Third Hussars recently attached a wing of fighter craft and veteran pilots to their aerospace branch. These forces, including one flight of experimental OmniFighters, give equal training time to tactics for supporting ground-based warfare and aerial warfare.



201st Pesht Assault Team

Expanded Regiment/Regular/Reliable

Troop Cmdr: *Tai-sa* Patrick Adami

The 201st Pesht Assault Team was augmented by the surviving veteran heavy recon battalion that the Third rescued off Kiamba and then later by a battlesuit company. The assault regiment relies on several light to medium APCs and two VTOL companies for fast relocation and serviceable offensive capability. The recon battalion, led by *Chu-sa* Yeuman Nagari, specializes in long-range infiltration and guerrilla tactics, including special demolitions techniques.



SHIN LEGION: GUARDIANS OF A CURSE

The Shin Legion is actually the remnants of an expatriate Capellan unit that fled the Capellan Confederation shortly after Romano Liao assumed the throne. During the final years of Chancellor Maximilian Liao's reign, the unit's members frequently and publicly commented on his obvious mental instability. When Romano assumed the throne, the legion's warriors grew concerned that they might fall prey to Romano's ruthless purge of those she perceived as threats to her realm and authority. When a unit commander died in a mysterious off-planet automobile accident during the second year of Romano's reign, the unit members immediately suspected the hand of the Chancellor and her Maskirovka.

The original three Shin Legions then began to plan their defection from the Confederation. Although the Third Legion later learned that their commander had simply fallen victim to a drunk driver, all the Shin Legion members realized that they no longer felt safe in the Confederation and realized they would spend Romano's reign continually looking over their shoulders. As a result, they decided to carry out their plan to flee the Capellan Confederation.

The Legions' paranoia proved well founded, however, when Maskirovka agents in the First and Third regiments betrayed the units to port authorities, who launched immediate efforts to detain or destroy the Legions. The First Shin managed to fight its way free and escape Capellan space; the Second eliminated the spies in its midst before the Maskirovka could do any damage. The Third Shin, however, fell in a fire fight that nearly destroyed another Capellan regiment and the spaceport from which the Third was attempting to launch.

The First and Second Shin Legions rendezvoused in a barren system just outside the Capellan borders. After a short conference among the officers, the Legions concluded that they were most likely to find acceptance in the Draconis Combine—a destination that would put them several parsecs away from the long reach of Romano Liao as well.

COMMAND

Until the Clan invasion, the Shin Legions served in the Dieron Military District under the direct control of the district warlord, with each regiment assigned to garrison duty on a separate planet. The Legions harbored no doubts that the DCMS stood ready to sacrifice them if needed to delay Davion aggression. Kanrei Theodore Kurita reassigned both Legions to the Pesht District at the start of the Clan aggression, and the First Shin remains on Luthien under the Coordinator's direct command.

FORCES

In the years since the Shin Legions first offered their loyalty to House Kurita, the unit members have never given the DCMS



the slightest reason to doubt the depth of their devotion. Procurement, however, quickly established an internal policy that ranked the unit with the Legions of Vega and other undesirable units in order of importance. As a result, the unit has consistently suffered from a lack of supplies and materiel.

Though Theodore Kurita obviously values the services rendered by the unit, the warriors of the remaining Shin Legion will always be considered outsiders, and it is highly unlikely that even the Coordinator could convince the DCMS to raise another Shin Legion to replace the lost Second Legion.

COLORS AND INSIGNIA

The Shin Legion originally painted its BattleMechs a flat, dark green with yellow trim. The unit switched to black accents on their acceptance into the DCMS, but customarily leaves a primer-gray spot on their 'Mechs' torsos in anticipation of the day when House Kurita grants the unit permission to display the Kurita dragon crest. The Shin insignia, a black Buddha silhouette against a gold disk, appears on the upper right legs of the unit's 'Mechs.



1ST SHIN LEGION

In late 3051, the First Shin Legion received Star League-era equipment. *Tai-sa* Chou Yanyouan courteously accepted the treasured 'Mechs, well aware that the gift meant his unit would soon be facing the Clans.

The First Shin Legion met Clan Nova Cat on the world of Cyrenaica in February of 3052. The First fought a losing battle from the start, and only a momentary advantage during a fighting retreat allowed the regiment to destroy almost a full OmniMech Trinary and escape off-world. The High Command recalled the First to Luthien, where they learned that the Second Shin Legion had fallen to Clan Smoke Jaguar.

The First absorbed the survivors of the Second Shin and began the slow process of regaining its strength, all the while devoting resources and an impressive amount of manpower to helping rebuild Jirushi City, which had suffered during the Clan invasion of Luthien. In 3057, Theodore Kurita rewarded the unit's effort by ordering Procurement to bring the First Shin up to

full operating strength by supplying it with two full companies of OmniMechs. Procurement also sent the First a few pieces of special equipment over a fifteen-month period.

The First Shin maintains the Legion's traditional color scheme and insignia. 'Mech pilots of the First Shin may also fly a banner carrying the Shin motto, "Welcome to interesting times," an appropriate play on the Chinese curse, "May you live in interesting times."

OFFICERS

Like his predecessors before him, *Tai-sa* Nguyen knows that the Shin Legion can never leave the Draconis Combine except to flee to the bandit kingdoms. Unlike his predecessors, however, he refuses to blindly obey orders simply to maintain the favor of the DCMS and actively protects his unit from being sacrificed for the convenience of the Combine military. He advocates keeping the Shin Legion traditions alive and supports the warriors in the regiment who resist the Combine cultural influence.

Sho-sa Hachidu Toroda is a third-generation samurai who volunteered for assignment to the Shin Legion after graduating with high honors at Wisdom of the Dragon. He believes the Legion traditions represent many qualities worth retaining and is attempting to integrate those traditions with Theodore Kurita's interpretation of bushido. *Sho-sa* Toroda's efforts have won him the grudging respect of both the DCMS and the Shin Legion.

TACTICS

Like the Ryuken, the Shin Legion adapts quickly and easily to any battlefield situation. Unit members fight well in all terrain, specializing in open-field engagements, and find no shame in learning from their enemies. In fact, the First recently began to drill in tactics that the Clan invaders used to defeat the unit on Cyrenaica—sending heavy 'Mechs against the enemy main lines, harassing the flanks with a strong force and using aerospace assets to strafe the rear lines.



1st Shin Legion

Regiment/Veteran/Reliable

CO/1st Batt: *Tai-sa* Huang Nguyen

XO: *Chu-sa* Li Chang

2nd Batt: *Chu-sa* Naomi Yang-ming

3rd Company: *Sho-sa* Hachidu Toroda

3rd Batt: *Chu-sa* Sui Wen Ti

The Shin Legion usually rejects warrior recruits from high-ranking academies and universities because the traditions of the Kuritan and Capellan cultures clash so dramatically. However, the First occasionally accepts graduates who request assignment to its ranks. Most Shin recruits show good potential but come from poor families, and the First garners many recruits straight off the Osaka Fields proving grounds.

The First Shin owes the Coordinator a debt for his order that allocated two companies of OmniMechs to the regiment. Procurement has also supplied the First with a single C³ master system with slave units, some special munitions, and a modest shipment of upgraded lasers and autocannon.



24th Luthien Light Wing

2 Companies/Regular/Reliable

Wing Cmdr: *Dai-i* Carlton RYUANJI

Never rebuilt following the battle for Luthien, the 45th Light Wing has been attached to the First Shin Legion since that battle.

The First Shin Legion retains permanent control over its own, immaculately preserved DropShips. The unit achieved this independence by trading away the JumpShips in which it first arrived in the Combine and so acquired the DropShips initially assigned to the decimated Second Shin Legion.



GHOST REGIMENTS: DEALING WITH THE DEVIL

After the ravages of the Fourth Succession War, Theodore Kurita foresaw the need for a military build-up that the regular DCMS training practices could not produce. In a move as politically dangerous as it was revolutionary, the Kanrei turned to the undesirables of Combine society, confident that in the ranks of women, the lower classes and the criminal element he would find an ample supply of would-be warriors willing to pledge their loyalty to the Dragon. Kanrei Kurita instituted the Tiger Programs—a training program modeled on the Federated Commonwealth Regimental Combat Teams—to give these warriors solid training, if not complete indoctrination.

Theodore also bargained with the yakuza, appealing to its need for a stable economy in which to conduct its business, and so gained an important funding source for the new units. Though the underworld suddenly controlled entire regiments of BattleMechs which took to the field with the Kanrei's full support, the yakuza fighting for Theodore Kurita began to walk the narrow path between loyalty and obedience to the Dragon and to their yakuza lords.

The standard ranks of the DCMS balked at this radical move. The yakuza warriors lacked much of the discipline necessary for a competent fighting force and fell far below the standards maintained by the Draconis Combine Mustered Soldiery. The warriors took advantage of almost every opportunity to loot and plunder, and the yakuza oyabun, the faction or family leaders, exerted greater influence over their former soldiers than did the warriors' commanding officers. While some Ghost regiments continue to serve as a front for yakuza operations, other oyabun have willingly sacrificed their operations to serve the Dragon.

COMMAND

The yakuza regiments serve two masters, regardless of what the High Command or the warriors themselves wish to believe. The reluctance of the Procurement Department to supply the Ghost Regiments at the expense of regular troops forces the regiments to maintain their black-market ties to survive, which keeps them in debt to their oyabun. The oyabun keep a careful accounting of all the favors owed to them by members of the Ghost regiments and take every opportunity to influence the warriors with the promise of future aid.

FORCES

Each Ghost regiment receives different treatment from the DCMS.

Generally, the Ghost regiments must fend for themselves in the manner of mercenary units, though units begin receiving supplies and replacements once the DCMS logistics and command structure believes they have proven themselves.

Most Ghost regiments field their own aerospace units, though these units are smaller than the average aerospace attachment. The DCMS makes temporary attachments of armor and infantry troops based on the requirements of regiments' assignments.

COLORS AND INSIGNIA

The standard paint scheme for the Ghost regiments begins with a base coat of gray so light that it appears almost white. Accenting is usually white or darker gray. The Ghost regiments do not have a regimental crest, as that designation serves as an administrative classification more than anything else.





1ST GHOST: THE MANY-COLORED WINDS OF FATE



The *kuromaku* acts as a liaison between all gangs of the yakuza and may bargain on their behalf. The meeting in 3033 between Theodore Kurita and *kuromaku* Piotr Hitsu was the final step in gaining active yakuza support for the Dragon's efforts to preserve the realm against Davion incursion. To show respect for his status and to honor their agreement, Theodore allowed the *kuromaku* to select the warriors and begin the outfitting of what was named the First Ghost regiment. To form the First Ghost, the *kuromaku* drew from several different gangs, or factions, according to their status and their current relationship to the *kuromaku*. The regiment received veteran status at its inception and was considered completely reliable because of the strong relationship that had developed between Theodore Kurita and the *kuromaku*.

Hard training has forged the First into a cohesive unit, and the allegiance of its warriors belongs equally to the *kuromaku* and Theodore Kurita. These former yakuza owe little loyalty to their respective oyabun.

The First Ghost accents its machines in dark green striping. In keeping with the yakuza tradition of tattooing the body as a record of personal honor, each MechWarrior may decorate his BattleMech with personal designs that describe his warrior history. All BattleMechs are painted with dark green dragon-like scales that run from the torso up over the right shoulder, around the back and then down the left leg in a continuous chain. This design symbolizes the First Ghost's devotion to the Dragon. The warrior's record of BattleMech kills appears as gold scales painted along the edge of the green.

OFFICERS

Tai-sa Kasigi has sacrificed two fingers on his left hand in the past two years, both times for supporting DCMS doctrine in defiance of the *kuromaku*'s wishes. The fact that the *kuromaku* has so far failed to simply "dismiss" the *tai-sa* indicates that the defiances have been matters of personal honor—and that *Tai-sa* Kasigi voluntarily chose to undergo the traditional yakuza rite of apology.

TACTICS

The First Ghost follows the reforms of Theodore Kurita with unquestioning devotion. Experts at integrating all levels of warfare into a single battle plan, the First Ghost warriors strive to bring overwhelming strength to bear against an opponent's weakness. This strategy reflects Theodore Kurita's reforms as well as traditional yakuza prudence in resource management and exploitation principles.

The First Ghost specializes in city-based fighting, a preference established by the *kuromaku*'s judicious choice of members for the original First Ghost roster. As a general rule, the regiment uses laser weapons and SRMs, clustering small and medium lasers on their 'Mechs rather than a few large lasers. This configuration gives the regiment an advantage in close-range combat.



1st Ghost

Regiment/Veteran/Reliable

CO/1st Batt: *Tai-sa* Bryan Kasigi

XO/2nd Batt: *Chu-sa* Ito Yoshitsu

3rd Batt: *Chu-sa* Deborah Gibbons

The First Ghost receives almost equal logistic support from the *kuromaku* and the DCMS. The Procurement Department upgraded the First with new construction materials, a few basic systems and one lance of OmniMechs, which is assigned to the unit's command lance. The *kuromaku* delivered several C³ systems and technology so new that the DCMS only recently assigned such systems to regiments for testing. Though the ISF plans to scrutinize the *kuromaku*'s procurement methods, the equipment in question will remain with the First Ghost.



Iron Will

Battalion/Regular/Reliable

Armor Cmdr: *Chu-sa* Vladimer Russinki



1st Ghost Infantry

Regiment/Regular/Questionable

Troop Cmdr: *Tai-sa* Vernon Planke

The *kuromaku*'s request for infantry yielded an unruly mob of yakuza swept up off the streets by each oyabun. Pressed into service and supplied with what can only charitably be called uniforms, the loyalty of the First Ghost infantry will remain questionable until the *kuromaku* can tighten his grip on these soldiers. The unit fields two companies of conventional aircraft and one VTOL company.



1st Ghost Aerospace

2 Companies/Veteran/Reliable

Wing Cmdr: *Dai-i* Ulden Yamotoa

Though adequately supplied, the First Ghost aerospace possesses almost no upgraded equipment.



3RD GHOST: TRIBUTE OF THE MANY RAINS OF SPRING



The Third Ghost regiment was formed from elements of the once-strong yakuza empire of oyabun Yasir Nezumi. In 3040, Nezumi arranged for Takashi Kurita to be assassinated in Theodore's name, mistakenly believing that Theodore would approve. Theodore prevented his father's death and the kuromaku ended Nezumi's life, delivering the man's head to Theodore Kurita and performing the yakuza rite of apology for the *Kanrei*. More than anything else, that act proved to the other oyabun the depth of their kuromaku's commitment to the Dragon Throne heir.

Much of the regiment's loyalty to the DCMS died with their oyabun. A yakuza's first duty is to his clan, and Nezumi's death brought into question the remaining members' loyalty to the DCMS. The High Command somehow managed to reassure the potentially rebellious troops, but the Third Ghost's loyalty officially remains questionable. To foster better relations between the unit and the DCMS, the Bureau of Substitution has begun transferring multiple warriors into and out of the Third at widely spaced intervals, proceeding carefully to avoid any backlash.

The Third Ghost warriors use white striping to accent their machines. Following the lead of the First Ghost troops, they also decorate their 'Mechs with full-body designs that remind them of their lives in the yakuza. The Third's design is a stylized stream of water that begins at the center-right torso of each 'Mech and branches into two streams. One stream swirls along the 'Mech's left arm and the other spirals down the left leg, so that the entire left side of each unit 'Mech is awash in blue-green.

TACTICS

The Third suffers from a tendency to act as four independent units rather than a single force. Because each branch of this regiment originated as a separate yakuza operation, the unit warriors are unlikely to develop any significant expertise in complex cooperative tactics or specialized-terrain operations. Of all the Ghost regiments, the Third clings most tightly to the "old-school" methods of warfare. Typically, unit members lose patience with battle and each other after a bit of feint and deception and resort to stand-up battle tactics.



3rd Ghost

Regiment/Veteran/Questionable

CO/1st Batt: *Tai-sa* Noah Christenson

XO/2nd Batt: *Chu-sa* Rita Ochibanwa

3rd Batt: *Chu-sa* Diogi Ciayti

Despite its veteran status, the Third Ghost has received only minimal upgrades from both the DCMS and the kuromaku. The unit MechWarriors resent this treatment as a slight against their honor, especially in light of the generous support the clan gives the unit's aerospace wing.



3rd Ghost Aerospace

Expanded Wing/Veteran/Questionable

Wing Cmdr: *Sho-sa* Shannon Fox

The Third Ghost aerospace incorporates nearly all the members of an ex-smuggling operation of the Nezumi yakuza. The unit owns a *Leopard Class* DropShip fitted with smuggling compartments and augmented weapons, and unit fighters carry new weapons—including some black-market Clan tech. Generally, Third Ghost pilots keep to themselves and continue to engage in illegal activities. However, unit members are careful to keep their operations small enough to avoid drawing official action.



The Pack

Battalion/Regular/Reliable

Armor Cmdr: *Chu-sa* Odell Srin

The Pack is a light-armor battalion formed from the remains of Davidson's Devil Dogs, a regiment shattered in the War of 3039. Despite now being attached to a Ghost regiment, the Pack continues to observe the traditions established in the Devil Dogs, including an initiation ritual that requires new recruits to run a gauntlet of several small tanks trying to run the newcomer down. The members of the Pack are even more isolationist than the troops of the Third's aerospace unit.



111th Benjamin Light Infantry

Regiment/Regular/Reliable

Troop Cmdr: *Tai-sa* Earnest Leng-chek

Temporarily attached to the Third Ghost, the 111th Benjamin fields one VTOL company.



5TH GHOST: THE MIRRORED EDGE OF DEDICATION

The kuromaku formed the Fifth Ghost from several different yakuza gangs. The warriors of the Fifth, however, maintain only the most superficial ties to their oyabun. Because the regiment is stationed out on the edge of the Periphery on the world of Nowhere, most yakuza bosses consider the regiment too remote to justify spending the resources necessary to control its actions.

The Fifth's warriors view their service to the Draconis Combine as a commitment that runs both directions. As they swore to fulfill their duty to the Dragon, they also believe the Dragon owes them service in return. This bargaining attitude reflects the way the yakuza normally conducts its daily business. For every scrap of Clan intelligence the Fifth Ghost passes on to the Bureau of Administration, the unit demands an upgrade or some other technological reward.

Nowhere may be a remote world, but its proximity to the Clan occupation zone gives it moderate strategic importance. The Fifth trains to defend itself and to inflict heavy damage on

the Clans but gives little consideration to protecting Combine assets on the planet. The unit members reason that if the DCMS considers this world only moderately important, they will defend it accordingly.

The Fifth accents its vehicles with dark gray striping. The regiment's insignia is a bleeding hand gripping a dagger-shaped shard of glass.

OFFICERS

Chu-sa Koin personally oversees a highly efficient and effective intelligence operation that extends deep into Clan Smoke Jaguar territory. This operation consistently yields valuable information that the Combine incorporates into its ongoing plans, and so the Procurement Department responds with only half-hearted complaints to the Fifth's constant demands for equipment.



5th Ghost

Regiment/Regular/Fanatical

CO/1st Batt: *Tai-sa Wu Ts'ao*

XO/2nd Batt: *Chu-sa Paul Koin*

3rd Batt: *Chu-sa Ophelia Jimmu*

Though the warriors of the Fifth are considered fanatical in their devotion to Theodore Kurita, they do not serve him with blind devotion. The Fifth Ghost's yakuza background virtually ensures that the unit will go to great lengths to bargain from a position of strength and will not accept what it considers to be a bad deal. At the Coordinator's suggestion, Procurement recently sent the Fifth an *Avatar* OmniMech in appreciation for information supplied by *Chu-sa Koin*.



5th Ghost Aerospace

2 Companies/Regular/Reliable

Wing Cmdr: *Dai-i Kengu Nomiaka*



Pesht 77th Medium Cavalry

Regiment/Green/Reliable

Armor Cmdr: *Tai-sa Richard Schaffer*

The 77th was attached to the Fifth Ghost on Nowhere to watch the 'Mech regiment as much as to support it. The combination of the unit's remote posting and its fanatical devotion to the Coordinator encourages the unit to act on its own initiative—thereby greatly increasing the possibility that the Fifth might go rogue. The DCMS relies on the 77th as a safeguard to blunt the potentially harmful actions of such a development, and *Tai-sa Schaffer* has standing orders to assume overall command of the unit's infantry regiment and any nearby militia units if his mission requires it.



201st Pesht Recon

Regiment/Green/Reliable

Troop Cmdr: *Tai-sa Shane Miyamoto*

The 201st Pesht was sent out to Nowhere primarily to provide engineering support to the Fifth Ghost. Expert at field fortifications and working with technicians to keep BattleMechs functioning at peak ability in the field, the 201st Pesht found itself assigned to Nowhere for the express purpose of keeping the Fifth's 'Mechs up and running. This support should enable the Fifth Ghost to bog down any Clan offensive on Nowhere until heavy reinforcements can be brought in from nearby worlds. The 201st comprises two VTOL companies and one company of military engineers.



MODERN WARFARE



6TH GHOST: LIFE THROUGH SERVICE

At the same time that he bargained with the yakuza to help defend the Combine, Theodore Kurita also recruited less accepted warriors from the ranks of women and the lower social classes. Composed completely of these non-traditional warriors, the Sixth Ghost finally proved its worth when the Third Jaguar Cavaliers hit the planet of Marshdale in November of 3051. The invaders immediately discovered that the Sixth Ghost had dug in behind well-prepared defenses. Once flushed from these defensive positions, the Sixth led the Jaguars into one ingenious trap after another, proving its ability to plan ahead and create and execute complex strategies while on the move. The Sixth might have kept the Third Cavaliers bogged down forever, had the Jaguar force not drawn the unit into a pitched battle at the city of Thoughnet. There, the Sixth took such heavy casualties that it was forced to withdraw from the planet. The bulk of the Sixth's aerospace wing was lost covering the regiment's escape from Marshdale.

The Sixth Ghost uses a very traditional insignia of a Japanese bansai tree against a setting sun.

OFFICERS

When Theodore Kurita began his search for less traditional troops, he reviewed the scores and records of students enrolled at the *semmon gakko*, or trade schools. During this search, he identified and recruited *Tai-sa* Olton from an engineering school. She has since repaid his confidence by consistently coaxing outstanding performances from her troops. In fact, she personally designed many of the elaborate traps used to sting the Third Jaguar Cavaliers on Marshdale.

Dai-i Davidson belonged to the DCMS aerospace forces prior to Theodore's reforms but felt stifled under the male-dominated warrior culture. Her transfer to the Sixth Ghost freed her to explore the limits of her abilities, and she showed great composure and inventiveness while commanding the escape from Marshdale. At that time she carried the field promotion of *sho-sa*, the rank she will likely receive officially once the Sixth's aerospace forces are returned to full strength.

TACTICS

The Sixth Ghost specializes in a highly mobile style of warfare, an unusual strategy for a heavy regiment. Experts at multiple small-scale strikes and feints, the regiment frequently leads enemy forces into well-prepared traps. Rather than engaging in large-scale confrontations, the Sixth prefers to stretch out an engagement over a long period, often spending several days to draw a single enemy company into a deadly ambush.



6th Ghost

Regiment/Veteran/Fanatical

CO/1st Batt: *Tai-sa* Katherine Olton

XO/2nd Batt: *Chu-sa* Meito Makura

3rd Batt: *Chu-sa* Talon Mori

During its efforts on Marshdale, the Sixth managed to salvage a substantial amount of Clan technology, which the regiment promptly turned over to the DCMS. In return, Procurement outfitted the Sixth with upgraded equipment and several lances of OmniMechs each year until the unit reached its present capacity of two full companies of Omnis. The Sixth functions as a heavy regiment, with several lances of assault 'Mechs balancing out its lighter machines.

The warriors of the Sixth all recognize that they owe their present opportunity for honor and glory to Theodore Kurita, and without exception they are fanatically devoted to the Coordinator.



Swiftness of Mercy

3 Flights/Elite/Fanatical

Wing Cmdr: *Dai-i* Georgia Davidson

The Sixth has submitted requests for specific pilots nearing the end of their training in various academies and universities of the Draconis Combine. The wing expects a massive influx of recruits in late 3059, and the unit already possesses fighters for these new warriors.



3rd Pathfinders

Battalion/Veteran/Reliable

Armor Cmdr: *Chu-sa* Trevor Osada



13th Pesht Volunteer Force

Regiment/Regular/Fanatical

Troop Cmdr: *Tai-sa* Cameron Hiyana

The Thirteenth Volunteer Force consists mainly of women and warriors from the lower social classes. Created at the same time as the Sixth Ghost, this infantry unit has yet to be permanently attached to the regiment. The Thirteenth fields one lance of conventional aircraft and one artillery company.



7TH GHOST: CLEANSED BY DRAGON'S DARK PASSING

The Seventh Ghost regiment is primarily composed of undesirables, former criminals and yakuza. However, the leaders of the Seventh Ghost discourage their warriors from dwelling on their former lives and judge every individual solely on his or her accomplishments as a member of the DCMS.

Though the Seventh's warriors have yet to be tested in a prolonged campaign, they have repulsed several Clan border raids. The presence of the mighty Clan Smoke Jaguar perched over their duty station on Barun Urt serves as assurance that the Seventh will unquestionably see action when hostilities between the Clans and the Inner Sphere resume. In preparation for that day, the Seventh Ghost trains diligently and receives supplies on a regular schedule from Procurement.

The Seventh Ghost marks its machines with steel gray accents. Its warriors paint a length of chain on their BattleMechs, the links beginning at the right wrist, coiling upward to cross the front of the torso and then cascading down the 'Mech's left leg. The chain breaks where it crosses the House Kurita crest on the 'Mech's upper-right torso, which symbolizes how each warrior's current service to the Dragon has severed his or her ties to the past. One link on the chain is gilded in gold for every 'Mech kill credited to the pilot.

OFFICERS

Tai-i James led several key defensive maneuvers during the unit's actions against Clan raids over the past five years. He has received numerous commendations for his actions and will be promoted as soon as a battalion commander position opens in the Seventh Ghost.

TACTICS

The Seventh specializes in defending cities and large industrial complexes, restricted battlefields that minimize the unit's disadvantage in speed. Typically, the Seventh's artillery and aerospace units harass incoming enemy forces until the attackers reach the outskirts of the battlefield, where a strong BattleMech presence greets them. The Seventh then appears to give way, allowing the enemy to spread itself thin. Any enemy unit that becomes separated from the main attacking force quickly falls victim to the Seventh's undamaged 'Mechs and the Kanazuchi-suited infantry. During city fighting, the Seventh's artillery and aerospace assets also attempt to cut off supply lines and communications. As soon as an enemy begins to retreat, the artillery and aerospace forces inflict as much parting damage as possible.



7th Ghost

Regiment/Veteran/Reliable

CO/1st Batt: *Tai-sa* Tosakiri Kaifu

XO/2nd Batt: *Chu-sa* Monique Chesque

3rd Batt: *Chu-sa* Tochiru Weiassu

2nd Company: *Tai-i* Jason James

The Seventh Ghost is considered an assault regiment based on the classification of its support units, but it actually functions as a heavy regiment. The unit warriors recently adopted the style of wearing decorative gold manacles on their right wrists. For each BattleMech kill a warrior achieves, he or she adds a single chain link to the manacle.



7th Ghost Aerospace

Wing/Regular/Reliable

Wing Cmdr: *Sho-sa* Thadeus Shotoko



15th Benjamin Heavy Raiders

2 Battalions/Regular/Reliable

Armor Cmdr: *Chu-sa* Sul Tseng Ti

The Fifteenth Heavy Raiders prefer to dive into the thick of

battle and pit their strength against BattleMech forces. This tactic reflects *Chu-sa* Sul Tseng Ti's preference for the traditional DCMS practice of driving at the strongest point of an enemy's line in a single massed attack. *Tai-sa* Kaifu constantly revises his tactics and strategy to integrate the armor unit into a stronger overall battle plan, but the *chu-sa* continually resists such plans.



152nd Assault Infantry

Regiment/Regular/Reliable

Troop Cmdr: *Chu-sa* Charles Stanwick

A battlesuit company might seem out of place among the Seventh Ghost, but apparently the High Command decided that the frequent, low-level Clan raids on Barun Urt offered an excellent opportunity to test recently developed battle-armor variants. This decision is bearing fruit; in one raid, a company of assault battle armor surprised and then decimated two Points of Elementals, then went on to tear down two small Clan OmniMechs. This regiment also fields two artillery companies.



MODERN WARFARE



10TH GHOST: FLAMES OF KINDRED SPIRITS

The Eighth Ghost was reduced to a single battalion during the Clan Smoke Jaguar attacks on the world of McAlister that followed the Truce of Tukayyid. The Tenth Ghost fared better, however, losing only a few companies on a raid into Clan territory. In 3057 the Procurement Department decided to merge the remains of the two units, though similar efforts to merge other units had met with mixed success. Apparently, the DCMS hoped that the units' similar status as Ghost regiments would yield a successful merge.

Unfortunately, the composition of the units made a successful combination almost impossible. The Tenth had been previously re-formed with warriors from two rival yakuza gangs. Predictably, these troops quickly resumed their old rivalries and essentially split the regiment in two.

Tossing the survivors of the Eighth into this situation only increased the competition between the former yakuza, who resorted to bribes and intimidation to gain the support of the new warriors. Much to the surprise of everyone involved, however, the new warriors rejected the overtures of both groups. As a result, the regiment has become one of the most problematic units in the entire DCMS.

The Tenth Ghost paints its 'Mechs light gray with dark gray striping. To honor its yakuza heritage, the regiment decorates its vehicles with painted blue flames, which also denote a unit member's faction affiliation. Members of the unit's original two factions paint the flames all along their 'Mech's right or left sides. Members of the newest group paint the upper halves of their BattleMechs to resemble flickering blue fire.

OFFICERS

According to the official records, *Tai-sa* Noda and most of his command staff belong to yet another yakuza gang. In reality, these officers came directly from the instructor ranks of the Sun Tzu School of Combat. The DCMS has charged *Tai-sa* Noda with the responsibility of healing this sick regiment. On the advice of *Chu-sa* Strumf, a warrior hand-picked by the kuromaku to achieve the same goal, the *tai-sa* hopes to integrate the two opposing camps of former yakuza by forcing them to rely on each other in the face a common enemy—the fictional faction portrayed by the command staff.



10th Ghost

Regiment/Regular/Questionable

CO/1st Batt: *Tai-sa* Samuel Noda

XO/2nd Batt: *Chu-sa* Gretchen Strumf

3rd Batt: *Chu-sa* Komeito Ryohara

The Tenth's first yakuza faction, from the Jirigawa empire, receives greater internal support because the regiment's executive officer belongs to that clan. Members of the second faction, from the Minitoma empire, enjoy a strong working relationship, which they use to counter the first faction's advantage. While the *tai-sa* deliberates on his next course of action, these rivals engage in a shadow war of "convenient accidents" that frequently leave unit members injured, crippled or dead.

Until the situation is resolved to the satisfaction of the DCMS, Procurement refuses to send anything but essential supplies to the unit.



10th Ghost Aerospace

Wing/Regular/Questionable

Wing Cmdr: *Sho-sa* Sebastian Ko

The aerospace wing is also deeply divided by the same yakuza rivalry that plagues the Tenth's BattleMech contingent.



45th Benjamin Armored Regiment

Regiment/Regular/Reliable

Armor Cmdr: *Tai-sa* Alexander Gossett

The 45th Armored stands ready to subdue any portion of the BattleMech regiment that steps too far out of line. At *Tai-sa* Noda's orders, a full battalion maintains ready status at all times, with one company in their machines and ready to roll out of the garage.



5th Mellen Groundpounders

Regiment/Regular/Reliable

Troop Cmdr: *Tai-sa* Steve White

The Tenth's infantry assets consist mostly of ISF personnel and graduates of the Sun Tzu School of Combat. While the ISF always works toward its own ends, the Sun Tzu graduates directly support *Tai-sa* Noda's efforts.



11TH GHOST: BRINGERS OF LIGHT AND LIFE

The Eleventh Ghost was created when the oyabun of the Rekara clan—motivated by the potential profit of running his own DCMS unit—offered to supply Theodore Kurita with a regiment, complete with 25 percent of the necessary BattleMechs and equipment. Though the *Kanrei* immediately recognized the oyabun's true motives, he accepted the offer. By inserting a few ISF agents into the regiment and assigning the Eleventh to a backwater world, the DCMS hoped to control the damage this unit might cause the DCMS.

So far the Rekara have a clean record, blemished only by unproved charges of petty larceny. Though the ISF suspects the unit may try to open trade relations of some sort with the Clans, no evidence of such attempts exists. The most likely explanation for this lack of ambition is the Eleventh's ongoing feud with the Twelfth Ghost, a battle of attrition that consumes much of its resources and time.

The regiment accents its vehicles in dark gray. In place of a regimental insignia, the members of the Eleventh decorate their 'Mechs with haiku. Typically, unit members inscribe these poems one after another, beginning at the upper left shoulders of their 'Mechs, winding around their 'Mech's torsos and down one or both legs.

OFFICERS

Chu-sa Riteccini left Davion space at age eighteen and adopted the Combine lifestyle. Riteccini is known to maintain contacts inside the Federated Commonwealth, and the ISF believes he is a MIO spy who was originally planted to infiltrate the Draconis Combine's organized crime. Although the ISF fears that Riteccini is now in a position to report on DCMS activities as well, the agency has been unable to prove its suspicions. Furthermore, certain Propaganda Division agents believe that Riteccini may actually be a yakuza operative planted to divert ISF interest from yakuza operations.

TACTICS

The Eleventh Ghost prefers to attack from a position of strength. The unit typically employs ambushes and concentrated-fire tactics and attempts to muster overwhelming odds against its opponents. Unit leaders usually position their heavier and slower BattleMechs away from the main field of conflict and use light 'Mechs to draw small groups of enemy 'Mechs into pre-arranged ambushes. If the regiment cannot manipulate a battle to its advantage, it immediately retreats.

The fiercely competitive Eleventh uses any means it deems necessary to win—even in training exercises. Once, during a dummy-fire battle against the Twelfth Ghost regiments, the Eleventh dug a large BattleMech trap and layered the bottom with Thunder LRM munitions. More than a full company of the Twelfth's 'Mechs fell into the pit and were immobilized for the remainder of the battle—five of the machines took heavy damage and one MechWarrior was seriously injured.



11th Ghost
Regiment/Regular/Questionable
 CO/1st Batt: *Tai-sa* Tomi Ourho
 XO/2nd Batt: *Chu-sa* Christopher Riteccini
 3rd Batt: *Chu-sa* Teyhiku Wara

In a continuing attempt to raise the loyalty level of the Eleventh, the DCMS regularly transfers non-yakuza warriors into the unit. This attempt has achieved little success, however, because new warriors typically adopt the worst aspects of the yakuza philosophy. What little upgraded technology the Eleventh fields was supplied by the Rekara clan's oyabun.



11th Ghost Armor
Battalion/Green/Questionable
 Armor Cmdr: *Chu-sa* Thomas Quincy

The Rekara gang assembled the motley array of heavy tanks that serves as the Eleventh Ghost Armor battalion. Nearly every tank in the unit lacks an important piece of gear or carries only light armor, and the tank crews suffer from inadequate training. The DCMS has already planned to separate the battalion from the Eleventh in 3060 and transfer it to a remote post if oyabun Oyawahiro Rekara fails to upgrade the unit in accordance with his initial promises to Theodore Kurita.



1st Najha Militia
Regiment/Green/Reliable
 Troop Cmdr: *Tai-sa* Jodie Gardner



11th Ghost Aerospace
Wing/Regular/Questionable
 Wing Cmdr: *Sho-sa* Connie Chang

The Eleventh's aerospace wing consists of outdated *Shiloners* and some *Lucifers*, and many of the craft are held together with jury-rigged technology.



12TH GHOST: SLOW DEATH OF THE MOON



Theodore formed the Twelfth Ghost to check the potential excesses of the troublesome Eleventh. Through the *kuromaku*, the *Kanrei* bargained with the Miyido yakuza gang, sworn enemies of the Rekara, to provide MechWarriors for a full regiment and supply 35 percent of the necessary equipment. In return, the *Kanrei* arranged for the oyabun to "discover" an unguarded shipment of new-tech weapons and BattleMech systems, which would compensate the oyabun for 20 percent of his investment. In classic Kuritan style, Theodore made sure the new-tech consisted largely of upgraded construction material, which was useful to the forming regiment and low in market value. This tactic guaranteed Theodore a partially upgraded new regiment that was immediately ready to oppose the Eleventh.

The DCMS stationed the Eleventh and Twelfth Ghost together from the unit's inception. Though less experienced than the Eleventh in warfare, the Twelfth provides an excellent check against the ambitions of the Eleventh. And by stationing the two regiments on the planet Najha—one of the first planets likely to be attacked when Clan hostilities resume—Theodore hopes to provide the unruly regiments with a common enemy that will force them to cooperate despite their prejudices and develop loyalty to the DCMS.

The Twelfth Ghost uses a color scheme of dusk-gray and black accents. The unit's yakuza design is a band of stars that stretches from the upper right shoulders of its 'Mechs, across the torsos and down the left arms and legs, broken at regular intervals by twelve moons in various stages of eclipse (individual MechWarriors record their BattleMech kills by adding red stars in the design). A fully eclipsed moon surrounded by an aura of light appears on each 'Mech's chest.

OFFICERS

Since *Tai-sa* Yoriama broke off all ties with her oyabun, she has escaped three assassination attempts mounted by members of her own regiment. Fortunately, she can count on a certain amount of silent support within her regiment and expertly plays those who oppose her against the Eleventh Ghost. Her executive officer, *Chu-sa* Kodai, seems the likeliest candidate for leader of the internal forces arrayed against her.



12th Ghost

Regiment/Green/Questionable

CO/1st Batt: *Tai-sa* Maria Yoriama

XO/2nd Batt: *Chu-sa* Mick Kodai

3rd Batt: *Chu-sa* Challum Ysjalian

Apart from the equipment gained in the "discovered" shipment, the Twelfth has nothing in the way of advanced technology. Considering the commander's lack of support from an oyabun, the regiment is not likely to receive any very soon.



12th Ghost Aerospace

2 Companies/Regular/Questionable

Wing Cmdr: *Sho-sa* Nathan Blazer

The Twelfth Ghost recently lost a full company of aerospace assets in a hangar fire. Though the fire's cause was never determined, certain evidence suggests it was set intentionally—most likely by members of the Eleventh Ghost. Four weeks after the fire, the Eleventh lost three BattleMechs to "accidental" ammo explosions during a live-fire target practice session.



51st Benjamin Auxiliary

2 Battalions/Regular/Reliable

Armor Cmdr: *Chu-sa* Luke Austin

As a precaution against the Eleventh getting completely out of hand, the DCMS attached the 51st Auxiliary to the Twelfth Ghost to offset the unit MechWarriors' green status. Per their orders, several officers of the 51st have publicly and bitterly condemned the existence of the Miyido yakuza, hoping that the Rekara will try to recruit the 51st for any plans against the Twelfth.



7th Najha Militia

Regiment/Regular/Green

Troop Cmdr: *Tai-sa* Ageo Korusuku

The Seventh Najha includes a company of DEST troops that the Twelfth frequently uses to gather intelligence on the Eleventh. The DEST troops offer extra insurance of stopping the Eleventh in the event that regiment goes rogue. These veteran DEST troops are considered fanatically loyal to the Combine.



LEGIONS OF VEGA: PATH OF REDEMPTION

Takashi Kurita originally conceived the Legions of Vega as a hell to which the DCMS could consign malcontents, shattered mercenary units, cowards without the courage to end their own lives with dignity, and other warriors of little or no honor. The ISF kept tight surveillance on the unit's three regiments, considering the Legions' warriors one step away from traitorous behavior, and the DCMS logistics machine worked to keep the Legions under-supplied. In short, the DCMS deliberately designed the Legions as a tool to humiliate and shame undesirable warriors and stigmatize them for the rest of their careers.

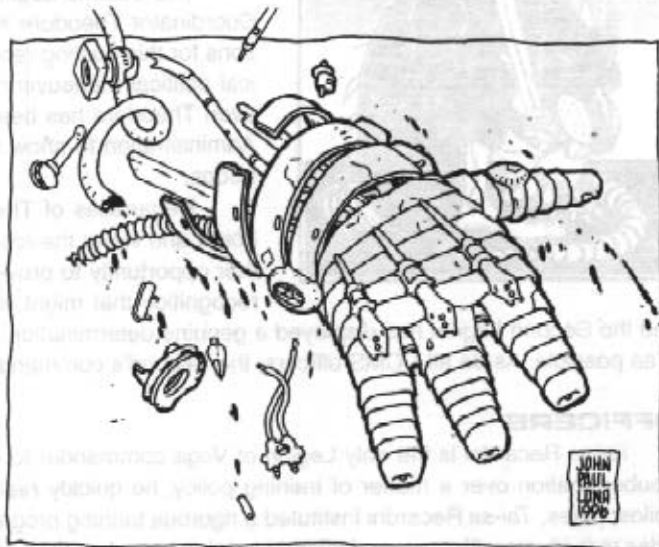
The DCMS attempts to humiliate and shame unit members only achieved limited success, however, as most individuals assigned to the Legions seemed to care little about the DCMS leadership's opinions of them. In fact, unit members seemed to embrace their disgrace. The regiments intentionally took on honorless names—The Pillagers, The Looters, The Boozers—and adopted a deliberately crude design as the Legion's insignia; a scruffy rat wearing boots and smoking a cigarette, crouched in front of a red disk that ostensibly represents Luthien.

Despite the defiant attitude of unit members, assignment to the unit still constituted the least prestigious duty in the DCMS when Theodore Kurita took command of the Legions of Vega in 3024. Although some observers believed Theodore's appointment might herald a change in DCMS policy toward the Legions, it soon became apparent that the Coordinator had sent his son and heir to the Legions to demonstrate the depth of his contempt for Theodore at that time. Theodore responded by dubbing the rat of the Legions' insignia "Takashi", a defiant act that immediately earned him considerable acceptance from the Legion troops.

Rather than accepting defeat, Theodore Kurita surprised his father and the DCMS leadership by re-establishing a sense of pride and responsibility among the unit's troops. The unit's disdain for authority and tradition made it a fertile ground for Theodore's new philosophies and tactics, and the Legions proved the effectiveness of those tactics when they rescued Theodore from Steiner hands on Marfik and bloodied the nose of the Fourth Skye during the Fourth Succession War.

The continuing efforts of subsequent Legion commanders to "reaffirm their warriors in the ways of the Combine" has gained the Legions of Vega new respect from the DCMS. Warriors transferred to the Legions are no longer considered worthless, but merely fallen from grace and ultimately capable of redemption. After a minimum of four years' steady improvement and flawless service, a MechWarrior may be offered a transfer out of the Legions, usually to the District Regulars.

Though unlikely to ever gain the status of fanatical troops, the Legion regiments have traded their honorless names for more acceptable regimental designations and dressed up the



Legion insignia a bit. Despite these changes, the ISF still considers the loyalty of Legion troops questionable and watches the more disciplined and better-equipped Legions more closely than ever.

COMMAND

Because the Legion units serve as floating regiments, the commander of the Second Legion acts as the overall commander of the Legions of Vega only under rare and specific circumstances.

FORCES

The Legions of Vega receive aerospace assets based on the demands of each new assignment (the DCMS usually provides a wing currently in disfavor for such duty). The Second and Eleventh Legions maintain permanently attached units of armor and infantry, all drawn from Vega.

SUPPORT

The Legions of Vega welcome even the most eccentric support personnel to their ranks, an attitude that has enabled them to assemble some of the top technical talent in the DCMS. The Eleventh Legion supports a full research and design team that would be the envy of many corporate research departments.

COLORS AND INSIGNIA

The Legion regiments lack a formal color scheme, though most units lean toward reds and grays. The Legion insignia is still a rat (now known as "Tikki"), though the rat's current incarnation is slightly less scruffy and now wields a Japanese-style sword.



2ND LEGION OF VEGA: THE DRAGON'S RAIDERS

The Second Legion's current posting on Luthien represents one of several marks of favor Coordinator Theodore Kurita has bestowed on the unit. Speculation on the Coordinator's reasons for this posting range from gratitude to the Second for proving his innovative ideas, to cynical political maneuvering designed to reinforce the unit's loyalty to the Coordinator. However, even Theodore has been unable to persuade the Procurement Department and the Bureau of Administration to show the Second the same respect it normally grants other Luthien garrison troops.

Regardless of Theodore's motives, the Second Legion has accepted the posting as an honor and views the responsibility of protecting Luthien as an important assignment—and a further opportunity to prove its worth and loyalty to the Dragon. Many unit members strive for the recognition that might yield them a transfer out of the Legion and into a more prestigious unit,

and the Second Legion has displayed a genuine determination to improve the skills of its warriors and upgrade its equipment as rapidly as possible. As do all DCMS officers, the Second's commanders regularly petition for inclusion in Clan-oriented combat missions.

OFFICERS

Tai-sa Recardni is the only Legion of Vega commander to ever refuse a transfer out of the unit. Originally exiled to the Legion for insubordination over a matter of training policy, he quickly realized that he belonged in the Second. Taking his cue from Theodore's philosophies, *Tai-sa* Recardni instituted a rigorous training program for all personnel transferred to the Second Legion. The program provides individuals with custom-designed training based on their duties and abilities and has proved quite effective at rapidly improving the expertise levels of new members—and keeping them too busy to lament their assignment to what many still consider a disreputable unit. As a result, most personnel accept the Legion as their new home by the end of their second month in the Legion.

A twenty-year veteran, armor commander Kelly Doi boasts a list of BattleMech kills that any MechWarrior would proudly claim.

TACTICS

Because the Second must work with inferior weapons, the unit prefers to engage opponents at close range. Legion members specialize in city and mountain fighting, and when possible they attempt to set up in heavy forests and other terrain that restricts 'Mechs to fighting at pointblank range.

Like the Eleventh, the Second Legion usually sends its heavy and assault 'Mechs against the opponent's front lines. By bogging down the enemy force's main troops, the Legion often provides its light 'Mechs with opportunities to break past the battle line and harass the enemy's rear units or attack the opponent's main force from behind. The C³ slave units mounted in the unit's light 'Mechs increase the effectiveness of such tactics. Typically, the Second Legion tries to engage Clan units in one-on-one combat, switching to combined-fire attacks only when such attacks become most advantageous.



2nd Legion of Vega

Regiment/Veteran/Reliable

CO/1st Batt: *Tai-sa* Tikov Recardni

XO: *Chu-sa* Jason Karmichael

2nd Batt: *Chu-sa* Ieyasu Hiyama

3rd Batt: *Chu-sa* Keigo Miyazaki

The Second Legion fields four light Kurita OmniMechs, fitted out with Clan weaponry salvaged during the invasion. Despite its improved status in the DCMS, the Second rarely receives the most recent Inner Sphere technological innovations, though Procurement did route six valuable C³ systems to the unit.



53rd Vegan Lancers

2 Battalions/Veteran/Reliable

Armor Cmdr: *Chu-sa* Kelly Doi

The 53rd Lancers comprise two battalions of primarily medium and heavy units. *Chu-sa* Doi expertly manipulates her armor formations with precision timing, which gives the Lancers an above-average survival rate and an impressive kill record.



241st Vegan Regulars

Regiment/Regular/Questionable

Troop Cmdr: *Chu-sa* Henri Oubert

The 241st Regulars include one veteran artillery company of reliable loyalty.



11TH LEGION OF VEGA: SWIFTNESS OF WIND

While the Second and Sixteenth Legions of Vega offer innovative tactical paths to success, the Eleventh may well provide the resources needed to successfully travel those paths. Since the Legions' formation, the units' fighting abilities have been crippled by inadequate supplies and irregular pay. In response to this situation, the Legions decided to solve their problems by seeking partnerships with certain commercial interests on Vega.

Following the War of 3039, that effort led the Eleventh Legion strike a bargain with the Cosby Myomer Research Firm on Vega. In return for materiel and other supplies, the Eleventh agreed to locate new markets for the company's products—which it did by opening avenues for CMRF to sell to less "legitimate" clients. The Eleventh expanded this successful relationship in the early 3050s by supplying the CMRF with samples of technological innovations developed elsewhere in the Combine. These samples eventually enabled the CMRF to design and devel-

op a unique BattleMech—the *No-Dachi*. In return for effective control of 50 percent of production and the exclusive right to test all prototype versions of the 'Mech, the Eleventh Legion helped bankroll the operation. When the *No-Dachi* design's success became apparent, the DCMS began funding the 'Mech's production at the newly renamed Cosby 'Mech Research Firm.

Because the commander of the Eleventh built the Legion's relationship with the CMRF very carefully, the DCMS allows the regiment to continue dealing with the civilian firm without interference—an arrangement that preserves this important source of needed equipment for the Vegan Legions.

OFFICERS

Tai-sa Sanvaldez is due for promotion and transfer in recognition of his work to provide the DCMS with a new and useful 'Mech design. He is also one of the first Legion officers ever to receive a commendation while serving with the Legion. *Chu-sa Kyoto*, the regiment's exec, is probably responsible for much of the *No-Dachi* design. An inspired tech in her own right, *Chu-sa Kyoto* works with the Eleventh Legion support crews on a regular basis.

TACTICS

Traditionally a heavy 'Mech unit, the Eleventh also fields several light lances for scouting and backfield operations. The unit specializes in city fighting and trains constantly at running and maneuvering on pavement. Like the Second, the Eleventh uses its light lances in harassment tactics. By sending its scouting lances around an enemy's flanks at high speeds, the Eleventh draws off a fraction of the enemy's strength and gains a slight edge for its frontal attacks. When possible, the flanking 'Mechs continue on to the rear of the enemy force and close with the enemy's back ranks.



11th Legion of Vega

Regiment/Veteran/Questionable

CO/1st Batt: *Tai-sa Petros Sanvaldez*

XO: *Chu-sa Tammie Kyoto*

2nd Batt: *Sho-sa Achmell Kafydich*

3rd Batt: *Chu-sa Masayuki Saigo*

The only Legion of Vega regiment to field the *No-Dachi* in any significant quantity, the Eleventh also fields at least one *No-Dachi* unit built for each stage of the 'Mech's design history and one company of medium and heavy OmniMechs. The Eleventh also boasts a large supply of new-tech weapons and material, a result of trading *No-Dachi* 'Mechs to other regiments. The unit plans to pass some of this surplus to the Second and Sixteenth Legions.



19th Armor: Vega Vandals

Regiment/Regular/Questionable

Armor Cmdr: *Tai-sa Taro Yamioka*



88th Vegan Mechanized Brigade

2 Battalions/Regular/Reliable

Troop Cmdr: *Chu-sa Jesus Haciego*

The 88th Vegan includes one veteran VTOL company and one artillery company.



16TH LEGION OF VEGA: SPIRIT OF VEGA

The Fourteenth Legion of Vega was all but destroyed by Clan Smoke Jaguar on Turtle Bay. Hohiro Kurita, one of the few unit members to escape, paid his respects to the regiment by organizing the formation of a new unit in its place. Theodore endorsed his son's plans and decided to use the new unit as an opportunity to help erase the stigma still attached to the Legions. To this end, Theodore Kurita directed the Bureau of Substitution to assemble the unit from low-ranking academy graduates and warriors currently under review for transfer—and to give all selected warriors the option of service in one of the few district regiments considered less prestigious than the Legion of Vega. The Coordinator also directed that the new unit leaders be respectable, if obscure, DCMS line officers known to possess a solid foundation in bushido and other Combine doctrine.

The greatest risk in the Coordinator's plan was the potential reaction of the existing Legion units, for if the Second and Eleventh rejected the Sixteenth the new unit would fail. The Coordinator's gamble paid off, however, when the existing Legions accepted the new unit as a gesture of faith in the Dragon's decisions.

The Procurement Department and Bureau of Substitution give the Sixteenth preferential treatment (most likely as a subtle effort to sow discontent among the Legion regiments and cause the Coordinator to lose face), but the Sixteenth routinely shares the fruits of this good fortune with the other Vega regiments when possible. The Sixteenth wears the Legion's favored colors of gray and red and has altered the Legion insignia yet again by removing the rat image from the sword-and-disk design.

OFFICERS

All officers of battalion commander rank and higher are samurai who volunteered to assist the Coordinator in this project. After serving in the Sixteenth for one year, these officers may request a transfer or continue their work. The executive officer, *Chu-sa Kijuro Nagoya*, follows the "old school" philosophy of bushido; the rest accept Theodore Kurita's reforms.

The Coordinator's efforts to meld the best qualities of the Vegan Legions and the strengths of standard DCMS practices already have begun to bear fruit. *Tai-i Searcy*, commander of Second Battalion, Third Company, is one of several officers who early on declared their intentions to remain with the unit.

TACTICS

The Sixteenth has yet to develop any trademark tactics. However, *Tai-i Searcy* has developed several tactical routines involving artillery-delivered smoke screens, all designed to exploit unit members' stated preference for open-field battles. These drills consist of placing smoke rounds in optimum positions and closing with an opponent under the resulting cover. In a slight variation of the tactic, the unit also practices dropping smoke rounds close to the enemy to conceal previously dropped flights of Thunder munitions. The munitions may then be used to destroy any enemy unit that rushes forward to take advantage of the Legion's "miscalculation." The other Legion regiments have begun testing *Tai-i Searcy's* tactics in their own training exercises as well.



16th Legion of Vega

Regiment/Regular/Questionable

CO/1st Batt: *Tai-sa Yorishiki Hojo*

XO: *Chu-sa Kijuro Nagoya*

2nd Batt: *Chu-sa Lawrence Sheppard*

3rd Company: *Tai-i Ryan Searcy*

3rd Batt: *Sho-sa Angela Obuchi*

The warriors of the Sixteenth enjoy better prospects for transfers than members of the other Legion regiments and enjoy smoother relations with the DCMS administrative branches. Because Theodore made his aims for this unit very clear, however, the Sixteenth offers its strongest loyalty to the Legions of Vega and to the Coordinator.

The Sixteenth Legion received two companies of light and medium OmniMechs as part of its initial supply shipment and immediately traded away one company of the Omnis to the Eleventh and the Second for a company's worth of *No-Dachi* BattleMechs. Except for these 'Mechs, the Sixteenth lacks upgrades.





'RYUKEN: DRAGON SWORD

As Theodore Kurita trained the Legion of Vega in his new philosophies of modern warfare, halfway across the Draconis Combine a brand-new DCMS regiment began training in similar methods under the guidance of an even more innovative tactician. Conceived by Coordinator Takashi Kurita, the original Ryuken was formed under the tutelage of Jamie Wolf and Wolf's Dragoons. While Theodore's reforms came under attack from all levels of the DCMS—as well as his father, Takashi—the Ryuken enjoyed the full support of the Combine military and administration. Despite the similarities of the two projects, neither Takashi nor Theodore acknowledged that they sought the same ends through different means.

The Dragoons entered the service of the Dragon in 3023. At that time, the Dragoons were recognized as the finest, most effective mercenary regiment in the Inner Sphere. After suffering under the machinations of Galedon Warlord Grieg Samsonov for three years, however, the Dragoons resolved to leave Combine space when their contract expired in 3027. Reluctant to lose a unit on which he relied so heavily, Takashi conceived of the Ryuken as a means of infusing the DCMS with the Dragoons'

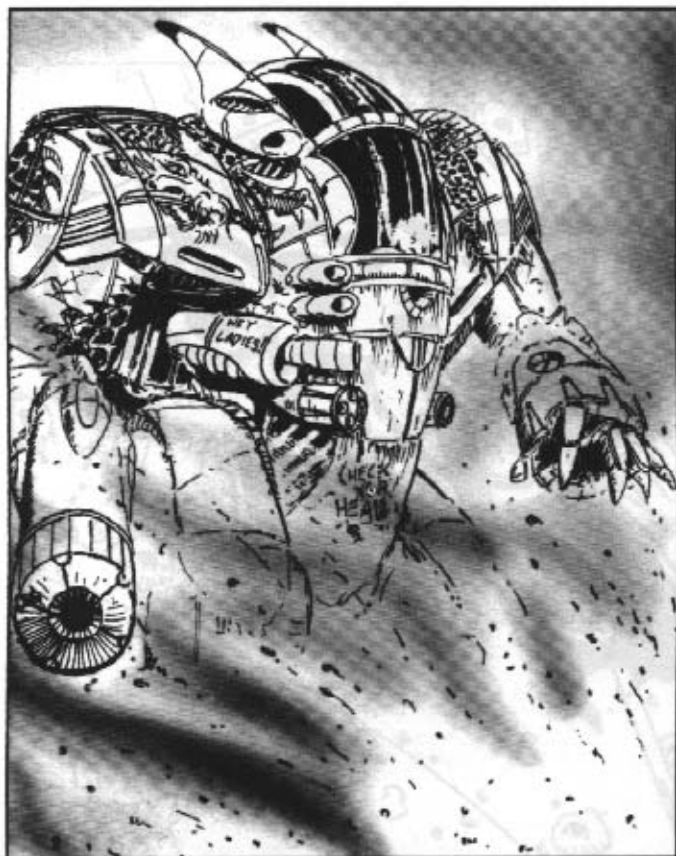
expertise while containing the mercenaries' unorthodox tendencies in a single regiment.

From the start, the fledgling Ryuken trained and fought alongside the Dragoons, learning to think like the mercenaries both on and off the battlefield. Minobu Tetsuhara—the Dragoons' DCMS liaison officer—served as the Ryuken commander. As an "enlightened" samurai, Tetsuhara accepted the Dragoons as superior warriors and even as friends, even though they were mercenaries. And if Tetsuhara's samurai beliefs could survive prolonged contact with the Dragoons, one of Takashi's main concerns would be answered. Furthermore, Tetsuhara's close relationship with the Dragoons and Jaime Wolf ensured that the Dragoons would willingly share their experience and tactical doctrine with the Ryuken.

When the experiment proved an unqualified success, the DCMS broke the Ryuken into company-sized fragments and authorized each of the nine companies to expand into a new regiment. But the Dragon's victory was marred when the Dragoons attempted to leave the Combine after their contract expired. Samsonov's continued ambition to control the Dragoons and Takashi Kurita's pride prevented the Kuritan leaders from allow-



MODERN WARFARE



ing the mercenaries to leave peacefully. Instead, the Combine commanders ordered several Ryukens regiments to block the Dragoons' departure.

Despite their extensive training, the Ryukens units proved no match for the battle-hardened mercenaries. Though the Ryukens crippled the Dragoons, Samsonov maneuvered to deny the Ryukens needed reinforcements. In the end, the Dragoons escaped Combine space—after decimating four Ryukens regiments that had blocked their way. To this day, most DCMS officers and troops remain unaware of Samsonov's machinations and continue to blame the Ryukens for failing to stop the Dragoons.

Despite this stain on the Ryukens's reputation, these veteran units have proved masters at relocating quickly, striking hard and winning during the succeeding years. Although time has done little to temper the mutual hostility shared by the Ryukens and the DCMS, the Ryukens have always remained loyal to the Coordinator.

COMMAND

Ryukens-ni serves as the nominal command regiment for the Ryukens. During joint operations, Ryukens-ni's commanding officer assumes authority over the other regimental commanders. In all other cases, the Ryukens report directly to the warlord of the

district to which they are stationed or to the Coordinator personally, depending on their assigned duty.

Each Ryukens regiment also possesses a mobile-headquarters vehicle (MHQ). These large armored vehicles travel with each regiment and serve as movable operations bases. From these vehicles, regiment officers can plan and direct a battle in relative safety without removing themselves from the action.

FORCES

By special arrangement with the Bureau of Substitution, Ryukens regiments may reject any new member whom they judge unable or unwilling to embrace Ryukens doctrine.

Long ago the Coordinator recognized that the flexibility provided by OmniMech technology—specifically, the ability to quickly change weapon configurations—complemented the Ryukens style of warfare. As a result, each Ryukens regiment received a full battalion of OmniMechs. A few regiments had previously participated in testing one or more lances of Omnis, and so these regiments now field slightly more than one battalion of Omnis each. Ryukens technicians have also adapted the pod mount system to selected standard BattleMechs and have upgraded nearly all Ryukens BattleMechs.

All supporting forces are permanently attached to the Ryukens and typically receive more upgraded materiel than the average DCMS unit. All Ryukens regiments possess their own DropShips, but only Ryukens-ni possesses permanent JumpShip assets.

TACTICS

All Ryukens regiments specialize in choosing the most advantageous battle sites and can make instant and detailed changes to any battle plan with complete confidence that every regiment member will fulfill his or her new role without hesitation. The Ryukens units also can modify their strategy and tactics without hesitation or confusion if battle conditions force them to do so.

SUPPORT

From Wolf's Dragoons, the Ryukens learned greater respect for technicians and conventional troops. Because of this enlightened attitude, some of the DCMS's best technicians request assignment to the Ryukens.

COLORS AND INSIGNIA

All Ryukens units paint their BattleMechs charcoal gray, and each regiment chooses its own accenting colors. The Ryukens apply the Kurita dragon crest to their BattleMechs on the left leg just above the knee and near the exhaust ports of fighters. The Ryukens insignia is a dragon curling around a katana sword, both drawn with rich detail.



RYUKEN-NI: DUTIFUL SONS



Ryuken-ni strives to honor the memory of Minobu Tetsuhara in every decision, action, word and deed. When the Dragoons decided to leave the Draconis Combine, Coordinator Takashi Kurita ordered the Ryuken-ni commander Tetsuhara to lead the Ryuken regiments against the Dragoons and destroy the mercenaries. Despite his own respect and affection for Jaime Wolf, Tetsuhara led the Ryuken against the Dragoons. When the Ryuken failed to destroy Wolf and his troops, Tetsuhara accepted full blame for the failure and performed seppuku: even in death, Tetsuhara remained totally committed to the precepts of duty and honor. His personal integrity and devotion to the code of bushido continue to serve as a model for the members of Ryuken-ni and all Ryuken personnel.

Today, the members of Ryuken-ni guard the honor of their regiment carefully and serve the will of the Coordinator with equal devotion. Each commanding officer of Ryuken-ni considers himself personally responsible for upholding the standard set by Minobu Tetsuhara.

The Ryuken-ni MechWarriors accent their 'Mechs in silver, sparingly applying the color along sharp edges to imitate the edge of a blade. The regiment's insignia, displayed on each 'Mech's head, is a fierce-looking feline head wearing a Japanese-style *kabuto* helm. The regiment's MechWarriors refer to the feline of the insignia as "Tetsuhara-sensei."

OFFICERS

Tai-sa Kitakyusho fought in Ryuken-ni against the Dragoons on Misery and made a personal vow to return to the regiment as its commanding officer shortly after that defeat. In his time away from Ryuken-ni, the *tai-sa* placed first for the third quarter of Kensai Kami in 3049 and received the Bushido Blade.

Though the Ryuken hand-pick members according to their own unique criteria, *Tai-sa* Brandy Hyota's status as one of the DCMS's few female front-line infantry commanders still fuels controversy. Eminently qualified for her position, *Tai-sa* Hyota excels in four distinct martial arts and leads the regiment's battlesuit battalion.

TACTICS

Ryuken-ni can recognize its own potential weaknesses in any battle and develop plans to accommodate those weaknesses. As simple as this sounds, such an attitude and understanding is rare among members of samurai society.

Ryuken-ni prefers open-field battles because its superior ability to adapt to any situation usually enables it to quickly achieve victory in such battles. Unless special considerations exist, Ryuken-ni always includes armor and infantry support in its battle plan. Ryuken-ni commanders often place these units in hidden positions to await a pre-arranged attack signal.



Ryuken-ni

Regiment/Elite/Reliable

CO/1st Batt: *Tai-sa* Masayoshi Kitakyusho

XO: *Chu-sa* Nehru Okochi

2nd Batt: *Chu-sa* Lance Cole

3rd Batt: *Chu-sa* Harrison Ravell

Ryuken-ni accepts both samurai and those who have dedicated themselves to understanding and embodying the ideals of bushido as demonstrated by Minobu Tetsuhara.



Ryuken-ni Aerospace

Expanded Wing/Veteran/Reliable

Wing Cmdr: *Sho-sa* Kevin Powell

The JumpShips permanently assigned to Ryuken-ni are currently "on loan" to the Draconis Combine Admiralty, which is using the vessels to transport other regiments to new assignments.



Ryuken-ni Armor

Regiment/Regular/Reliable

Armor Cmdr: *Tai-sa* Malcom Nagoya



Ryuken-ni Infantry

Expanded Regiment/Regular/Reliable

Troop Cmdr: *Tai-sa* Brandy Hyota

Both the Ryuken-ni armor and infantry can support a variety of assignments. The infantry includes artillery units, one battlesuit battalion, VTOLs and a full roster of other standard infantry units.



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RYUKEN-SAN: STRENGTH OF THE DRAGON

Unlike many MechWarriors who pilot heavy and assault 'Mechs, the members of Ryuken-san make few demands on the DCMS. Rather than boasting of their prowess and seeking favorable treatment for their accomplishments, the warriors of Ryuken-san go about their business with little fanfare, cultivating their image as calm bringers of death and cold battlefield executioners. The members of Ryuken-san believe that this attitude aptly reflects the unit's role as a silent presence that can affect any situation by its very existence.

Perhaps in subtle revenge for the events on Misery, Ryuken-san frequently fails to communicate with DCMS leaders even when good sense warrants it. The regiment accepts its assignments without question and never offers comment even on potentially negative consequences of its orders.

Ryukensan members are careful never to exceed the parameters of their directives, though within those limits they do not hesitate to improvise according to the demands of a situation. In one well-known incident, the DCMS assigned Ryukensan to provide heavy support to another regiment against an enemy flank.

Though the Ryukensan regiment must have noticed that some enemy forces could not be accounted for, it did not offer this observation to the regular unit. During the inevitable counterattack, Ryukensan fell into a perfectly coordinated retreat. The other DCMS regiment also escaped, but in far rougher shape. This attitude of unhelpful silence is apparently learned at the same time as unit history and tactics, and the DCMS can do little to eradicate it short of disbanding the regiment.

Ryukensan warriors do not accent their vehicles with any color. However, they do display the Kuritan and Ryukensan crests and the Ryukensan regimental insignia, a narrow gold line that sketches out an angular dragon's head across each 'Mech's torso.

OFFICERS

After graduating from the Aerospace and Interstellar Institute with remarkably high scores, *Chu-sa* Coleman requested assignment to the Ryukensan regiments. Her unorthodox fighting style and unusual command philosophy meld smoothly into the unique atmosphere of Ryukensan. The *chu-sa* seems to inspire innumerable rumors. Most center around her alleged exploits at the Institute, but one tale even has her voluntarily docking with a Clan WarShip to fight a simulator battle with a Clan aerospace pilot.

TACTICS

Ryukensan favors psychological tactics, especially on the battlefield. All units, from battalions to lances, move in precise formation regardless of the type of attack. Unit members keep radio chatter to a bare minimum, and even weapons fire may occur on a count. Such quiet, efficient order often unnerves the opposition, especially when matched with the hellish damage an assault regiment can unleash. Ryukensan warriors often combine their fire to destroy opposing 'Mechs, another tactic that can quickly demoralize opponents.



**Ryukensan
Regiment/Veteran/Questionable**
CO/1st Batt: *Tai-sa* Alek Gossett
XO: *Chu-sa* Bunto Ishihara

2nd Batt: *Chu-sa* Calvin Frost

3rd Batt: *Chu-sa* Hohiro Namioka

Ryukensan actively enlists MechWarriors known to skirt the edges of acceptable political doctrine. Initial training in Ryukensan seems to inculcate new members with the regiment's traditional disdain for non-Ryukensan forces.



**Falling Skies
Wing/Regular/Questionable**
Wing Cmdr: *Chu-sa* Heather Coleman

The Falling Skies use heavy fighters configured to gain the advantage through raw firepower rather than armor or speed.



**Ryukensan Armor
Regiment/Regular/Questionable**
Armor Cmdr: *Tai-sa* Huang Wu Ti

Except for two light-armor companies reserved for scouting, the Ryukensan armor regiment consists of heavy tanks and a few hovercraft.



**Ryukensan Infantry
Regiment/Regular/Questionable**
Troop Cmdr: *Tai-sa* Arimoto Sagi

The Ryukensan infantry regiment includes one veteran artillery battalion.



RYUKEN-YON: MIDNIGHT SUN



Obviously determined to forever remember the battle against Wolf's Dragoons on Misery, Ryuken-yon traditionally describes the battle in excruciating detail to every new group of recruits. In addition to harboring a general distrust of the DCMS administration, Ryuken-yon despises all warriors of the Galedon District and the Eighth Sword of Light in particular. The regiment rigorously questions every assignment it receives from the DCMS as if wary of being sent into another fiasco such as Misery.

Despite this animosity, the members of Ryuken-yon consistently perform their duties according to the uniformly high standards held by all Ryuken regiments. Ryuken-yon leaders encourage the general study of Theodore Kurita's reformed tactics and advocate the study of the Coordinator's reformed philosophies for the samurai in the unit ranks. Though Ryuken-yon members distance themselves from the Galedon people as much as possible when serving in that district, they do not complain openly and they never show the slightest disrespect to the Coordinator.

Ryuken-yon members adorn their 'Mechs with dark blue accents. The regiment's insignia is a full moon emerging from backlit clouds.

OFFICERS

Though openly hostile in his dealings with DCMS administration, *Tai-sa* Shodaru has proved his competence by winning the Bushido Blade and the Warders of the Dragon. *Chu-sa* Bouchier won the Kensai Kami in the second quarter session of 3058. Because she went out of her way to inflict extra punishment on all candidates from the Galedon Regulars and the one participant from the Eighth Sword of Light, she received an unofficial reprimand along with her new OmniMech.

TACTICS

In addition to the standard tactics employed by units supported with heavy artillery, Ryuken-yon specializes in night operations. In one common maneuver, the regiment moves in using stealth and attacks from three sides with concentrated fire and heavy missile support. Most regiments so attacked tend to flee through the opening left them. Any opponent who does so against the Ryuken-yon, however, will run pointblank into a deadly combination of well-concealed TAG-supported SRM carriers backed by Arrow IV batteries. Typically, a company of medium 'Mechs covers the missile positions to keep enemy units from severely damaging the slow-moving missile carriers.

Additionally, Ryuken-yon fields an above-average number of light 'Mechs, including many light OmniMechs, which it regularly employs in a variety of attacks.



Ryuken-yon

Regiment/Veteran/Questionable

CO/1st Batt: *Tai-sa* Toshimichi Shodaru

XO: *Chu-sa* Kevin Anderson

2nd Batt: *Chu-sa* Dawn Bouchier

3rd Batt: *Chu-sa* Tammi Toshogu

Ryuken-yon commanders simply assigned the regiment's three dozen OmniMechs to individual warriors as they saw fit. As a result, these OmniMechs appear throughout the unit without apparent rhyme or reason. In addition to general upgrades, Ryuken-yon boasts a considerable supply of TAG and C³ units, which the unit employs with deadly efficiency.



Ryuken-yon Aerospace

Wing/Veteran/Questionable

Wing Cmdr: *Chu-sa* Geno Esteban

In view of the regiment's unrelenting hostility toward the DCMS administration, the Ryuken-yon's fearsome fighting reputation—or the Coordinator's influence—seems the only explanation for the Procurement Department's decision to provide the unit with a company's worth of the still-rare OmniFighters.



Ryuken-yon Armor

Regiment/Regular/Questionable

Armor Cmdr: *Tai-sa* Kaleed Brahjah

The Ryuken-yon armor regiment includes an entire battalion of upgraded LRM/SRM carriers supplied with a wide variety of the most recent munition designs—an asset that provides the unit with impressive long- and short-range support. Special weapon-pod mounts fitted to the SRM carriers enable the carriers to accept Arrow IV launchers, which allow them to provide artillery support if needed.



Ryuken-yon Infantry

Regiment/Veteran/Questionable

Troop Cmdr: *Tai-sa* Hydono Kamakura

The Ryuken-yon infantry includes two scout platoons outfitted with an impressive array of special equipment and enough stealth suits to outfit approximately one platoon at any single time. These scouts excel at smuggling demolition experts behind enemy lines well in advance of any battle.



MODERN WARFARE

RYUKEN-GO: SPIRIT OF STEEL EDGE

There is no combat without movement.

That motto represents the primary training philosophy of the Ryuken-go regiment. All units attached to the regiment—including BattleMech, aerospace and armor forces—focus equally on piloting skills. While its standards for new recruits follow the DCMS standards in all other areas, Ryuken-go generally rejects warriors who show anything less than extraordinary scores in piloting.

This strong emphasis on piloting skills helps ensure that unit warriors possess an instinctive and natural relationship with their machines. Ryuken-go highly values this characteristic, because the unit leaders traditionally believe that each warrior should be "one with his machine" so that controlling his 'Mech becomes a matter of reflex rather than thought. Unit leaders believe that this level of expertise enables a MechWarrior to devote his entire attention to the decisions and calculations needed during combat.

Typically, new warriors spend hours practicing elementary operations such as 'Mech hand movement, taxiing their fighter or turret swivels to increase their fine control and develop an instinctive feel for their machines. Graduates of the Benjamin District Academy, routinely schooled in Zen philosophies, find Ryuken-go's training techniques truly inspiring and excel at developing the piloting expertise the unit demands of its warriors.

The members of Ryuken-go accent their machines with shiny steel-blue paint. The unit's insignia is an eight-pointed shuriken with Japanese characters near each point. Each MechWarrior, aerospace pilot, armor lance and infantry unit chooses the characters on its signature shuriken. Typically, unit members select characters that represent their ideals of courage.

OFFICERS

The last three commanders of Ryuken-go have possessed sound training in Zen philosophies. The Zen techniques of meditation and self-contemplation have provided these leaders useful insights into the most efficient ways to conduct the specialized training of the men and women under their command. *Tai-sa* Shotoku has also studied the works of Sun-Tzu, an ancient Terran Chinese commander whose insight on warfare remains applicable even in the thirty-first century.

TACTICS

The Ryuken-go regiment relies heavily on light BattleMechs but also fields equal numbers of medium and heavy 'Mechs. The unit specializes in open-field battles, where their precisely controlled movements give them an advantage in both attacks and defense. To compensate for their warriors' slightly inferior gunnery skills (a direct result of the unit's emphasis on piloting training), Ryuken-go leaders generally prefer to fight at close range or engage the enemy from superior positions and employ combined-fire tactics.

This style of combat affords Ryuken-go's armor and infantry units above-average protection in combat. Almost without exception, enemy units targeting the regiment's armor or infantry assets find themselves drawn away from their targets by the threat of an attacking 'Mech moving in with a deadly grace. As a result, Ryuken-go's armor and infantry units rarely come under direct fire.



Ryuken-go

Regiment/Veteran/Reliable

CO/1st Batt: *Tai-sa* Davis Shotoku

XO: *Chu-sa* Amanda Li

2nd Batt: *Chu-sa* Wesley Smith

3rd Batt: *Chu-sa* Michael Ryoanji

Ryuken-go drills look like poetry in motion. During these exercises, the entire regiment moves with a fluid grace. Because unit warriors feel at one with their machines, they move with great confidence in even the most unfavorable terrain and rarely lose control under fire. While their piloting expertise gives them a noticeable advantage on the field, their gunnery skills are not equally developed—a weakness that occasionally hampers their effectiveness in battle. The regiment fields one battalion's worth of OmniMechs. Most are posted in First Battalion, except for a single lance of *Owens* 'Mechs the Ryuken-go received from the initial production run of that design.



Ryuken-go Aerospace

Wing/Regular/Questionable

Wing Cmdr: *Chu-sa* Kimmohito Saimita

In contrast to the MechWarriors of Ryuken-go, the warriors of the Ryuken-go aerospace wing possess equal skill in piloting and gunnery. The abilities of the aerospace pilots may be more evenly developed because the two skills are closely connected for aerospace pilots.



Ryuken-go Armor

Regiment/Regular/Questionable

Armor Cmdr: *Tai-sa* Andrew Jamesson



Ryuken-go Motorized Infantry

Regiment/Regular/Questionable

Troop Cmdr: *Tai-sa* Karl Tsechier



RYUKEN-ROKU: FLAWLESS VICTORY



The Ryuken-roku regiment always seeks out battles in which it can triumph. This regiment takes an aggressive view of all actions, and, aside from Ryuken-ni, it can change tactics and strategies and react to different conditions more rapidly than any other Ryuken regiment.

Ryukun-roku trains incessantly to eliminate or accommodate all possible errors in a strategy or battlefield maneuver. When unit leaders become satisfied that they have developed a working maneuver, they repeatedly attempt to defeat their own tactics and so discover where an enemy might force an opening. After preparing a number of appropriate responses to a variety of counterattack plans, regiment leaders begin the process again with a new strategy.

Ryukun-roku believes a strong offensive maneuver can be just as formidable as well-prepared defensive fortifications.

The members of Ryukun-roku accent their BattleMechs and other vehicles with red. The regimental insignia, laid directly against the gray of the vehicle, is a rough drawing of a hand holding a sword by the blade.

TACTICS

Ryukun-roku fields a mix of 'Mech designs equally distributed across all weight classes and configurations. The unit specializes in battalion- and regimental-sized engagements, for which its tactical doctrine is well suited. In smaller engagements, Ryukun-roku adopts a more conventional style that places the unit on an even footing with its opponents. With few exceptions, the entire regiment fully embraces Theodore Kurita's reforms.

All warriors attached to Ryukun-roku learn to spot potential weaknesses in any opposing force. Unit leaders expect warriors to exploit any such opening, regardless of their personal safety. However, Ryukun-roku leaders also demand that their warriors never endanger any element of Ryukun-roku for which they are not responsible. Thus, a lance commander who recognizes a weakness in an opposing battalion formation is expected to lead his lance forward even as he reports the opening. The troops he commands might hold that opening long enough for a company or battalion commander to provide the reinforcements necessary to turn the tide of battle. If a superior officer judges that the lance commander endangered other units by his action, however, the superior officer may offer no reinforcements—a decision that may very likely spell the destruction of the lance.

Opponents find that battles against Ryukun-roku tend to be bloody and grueling affairs. The Ryukun warriors have great endurance and stay in battle as long as possible to do the greatest possible damage to their opponents. Forces facing the Ryukun-roku should never expect the regiment to make an error that can be easily exploited. If, after hours of intense combat, part of the Ryukun-roku line seems to buckle or a formation breaks apart a little too widely, opponents should respond very cautiously; such apparent weaknesses often mean that Ryukun-roku is baiting a trap or readying its forces to launch a new offensive. Having studied a myriad of possible battlefield catastrophes, Ryukun-roku leaders often simulate such catastrophes to manipulate their opponents.



Ryukun-roku

Regiment/Veteran/Reliable

CO/1st Batt: *Tai-sa* Alexis Vanharobik

XO: *Chu-sa* Kenji Ibaraki

2nd Batt: *Chu-sa* Hoto Oshakiwa

3rd Batt: *Chu-sa* Bryan Phillips

Despite the threat of abandonment if they fail to successfully take advantage of an opening, Ryukun-roku warriors still pursue such openings aggressively, confident that their training will enable them to differentiate between a true weakness and a ploy. Because Ryukun-roku warriors consider most other units inferior to their own and readily criticize even other Ryukun for practicing less successful tactics, Ryukun-roku members are not well liked outside of their unit.



Ryukun-roku Aerospace

2 Wings/Veteran/Questionable

Wing Cmdr: *Tai-sa* Hans Millner



Ryukun-roku Armor

2 Battalions/Regular/Questionable

Armor Cmdr: *Chu-sa* Jase Nagiia



Ryukun-roku Infantry

Regiment/Veteran/Questionable

Troop Cmdr: *Tai-sa* Peter Jorgensson

Ryukun-roku protects its infantry forces by deploying these troops only with armor or BattleMech cover. The Ryukun-roku infantry includes two artillery companies and two battlesuit companies.



ORGANIZATION & EQUIPMENT

DRACONIS COMBINE MUSTERED SOLDIERY

(Deployment as of 1 January 3059)

Commander: Coordinator Theodore Kurita
BattleMech Strength: 76 Regiments

DIERON MILITARY DISTRICT

Warlord: *Tai-shu* Isoroku Kurita
Aide: *Tai-sho* Jasmine Goshentara
BattleMech Strength: 4 Regiments

Kessel Prefecture

Prefecture Commander: *Tai-sho* Tobias Villagua
Aide: *Sho-sho* Franklin Mannsfield
BattleMech Strength: 1 Regiment

Unit Name	Level	Experience	Loyalty	Homeworld
40th Dieron Regulars (CO: <i>Tai-sa</i> Carlton Doi)	Green	Questionable	Kessel	

Ashio Prefecture

Prefecture Commander: *Tai-sho* Jasik Yoshiro
Aide: *Sho-sho* Seth Adams
BattleMech Strength: No Regiments

Algedi Prefecture

Prefecture Commander: *Tai-sho* Gary Stamp
Aide: *Sho-sho* Gerard Crispen
BattleMech Strength: 1 Regiment

Unit Name	Level	Experience	Loyalty	Homeworld
45th Dieron Regulars (CO: <i>Tai-sa</i> Sebastian Ioto)	Green	Questionable	Shitara	

GALEDON MILITARY DISTRICT

Warlord: *Tai-shu* Li Dok To
Aide: *Tai-sho* Jarvek Dolmassay
BattleMech Strength: 4 Regiments

New Samarkand Prefecture

Prefecture Commander: *Tai-sho* James O'Callahan
Aide: *Sho-sho* Hsari Pangetta
BattleMech Strength: 1 Regiment

Unit Name	Level	Experience	Loyalty	Homeworld
5th Galedon Regulars (CO: <i>Tai-sa</i> Ivor Stollarude)	Regular	Reliable	Now Samarkand	

Vega Prefecture

Prefecture Commander: *Tai-sho* Michael Sobiroff
Aide: *Sho-sho* Vincent Gasora
BattleMech Strength: No Regiments

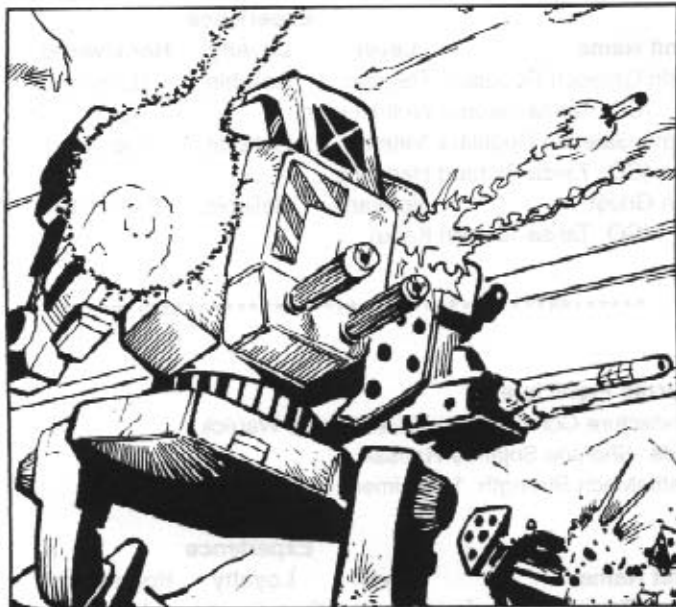
Al Na'ir Prefecture

Prefecture Commander: *Tai-sho* Davis Tremelo
Aide: *Sho-sho* Richard Ouchiwa
BattleMech Strength: 2 Regiments

Unit Name	Level	Experience	Loyalty	Homeworld
3rd Dieron Regulars 1st & 3rd Battalions (CO: <i>Tai-sa</i> Gerrald Hyogo)	Regular	Reliable	Dieron	
2nd Battalion (CO: <i>Chu-sa</i> Jean-Micheal Bouchier)	Regular	Reliable	Altair	
15th Dieron Regulars (CO: <i>Tai-sa</i> Michael Warner)	Regular	Questionable	Al Na'ir	

Kaznejev Prefecture

Prefecture Commander: *Tai-sho* Hak Su Kim
Aide: *Sho-sho* James Flynn
BattleMech Strength: No Regiments



Matsulda Prefecture

Prefecture Commander: *Tai-sho* David Chung

Aide: *Sho-sho* Mich Altermeir

BattleMech Strength: No Regiments

Oshika Prefecture

Prefecture Commander: *Tai-sho* Gavin Eriami

Aide: *Sho-sho* Lynus Scavros

BattleMech Strength: 2 Regiments

Unit Name	Level	Experience	Loyalty	Homeworld
16th Galedon Regulars (CO: <i>Tai-sa</i> William Tohiro)	Green	Reliable		Hachiman
21st Galedon Regulars (CO: <i>Tai-sa</i> Desu Horiama)	Regular	Reliable		Midway

Tabayama Prefecture

Prefecture Commander: *Tai-sho* Joseph Ullors

Aide: *Sho-sho* Cameron Mashuara

BattleMech Strength: 1 Regiment

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

BENJAMIN MILITARY DISTRICT

Warlord: *Tai-shu* Boris Petroff

Aide: *Tai-sho* Lee Heyama

BattleMech Strength: 31 Regiments

Baldur Prefecture

Prefecture Commander: *Tai-sho* George Hujiwara

Aide: *Sho-sho* Kevin Hamilton

BattleMech Strength: 16 Regiments

Unit Name	Level	Experience	Loyalty	Homeworld
2nd Sword of Light (CO: <i>Tai-sa</i> Saruji Hiromassu)	Elite	Fanatical		Baldur
7th Amphigean Light Assault Group (CO: <i>Tai-sa</i> Paul Wazigi)	Green	Questionable		Odabasi
2nd Arkab Legion (CO: <i>Tai-sa</i> Sahalli Odessa)	Regular	Reliable		Ogano
6th Arkab Legion (CO: <i>Tai-sa</i> Jusiral Bjutial)	Regular	Reliable		Arkab
16th Legion of Vega (CO: <i>Tai-sa</i> Yorishiki Hojo)	Regular	Questionable		Meilen
8th Alshain Avengers (CO: <i>Sho-sho</i> Mikail Breshnov)	Veteran	Reliable		Pilkhua
11th Alshain Avengers (CO: <i>Tai-sa</i> Tracy Miyazaki)	Regular	Questionable		Kiesen
15th Alshain Avengers (CO: <i>Tai-sa</i> Murry Cohen)	Regular	Questionable		Chandler
3rd Benjamin Regulars (CO: <i>Tai-sa</i> Clifford Allen)	Veteran	Reliable		Meilen
12th Dieron Regulars (CO: <i>Tai-sa</i> Katherine Stavrakos)	Regular	Reliable		Kiesen
44th Dieron Regulars (CO: <i>Tai-sa</i> Brian Quick)	Green	Reliable		Pilkhua
17th Galedon Regulars (CO: <i>Tai-sa</i> Macona Ahianu)	Regular	Fanatical		Shirotori
1st Ghost (CO: <i>Tai-sa</i> Bryan Kasigi)	Veteran	Reliable		Babuyan
3rd Ghost (CO: <i>Tai-sa</i> Noah Christenson)	Veteran	Questionable		Dumaring
11th Ghost (CO: <i>Tai-sa</i> Tomi Ourho)	Regular	Questionable		Najha
12th Ghost (CO: <i>Tai-sa</i> Maria Yoriama)	Green	Questionable		Najha



ORGANIZATION & EQUIPMENT

Kajikawaza Prefecture

Prefecture Commander: *Tai-sho* Hishu Stonara

Aide: *Sho-sho* Winston Phillips

BattleMech Strength: 3 Regiments

Unit Name	Level	Experience Loyalty	Homeworld
3rd Proserpina Hussars	Elite	Fanatical	Paracale
(CO: <i>Tai-sa</i> Angus McTeague)			
2nd Benjamin Regulars	Regular	Reliable	Paracale
(CO: <i>Tai-sa</i> Ben Auberjona)			
6th Benjamin Regulars	Regular	Reliable	Dover
(CO: <i>Tai-sa</i> Hajii Mara)			

Proserpina Prefecture

Prefecture Commander: *Tai-sho* Fenton Worridge

Aide: *Sho-sho* Hohijo Bradbury

BattleMech Strength: 1 Regiment

Unit Name	Level	Experience Loyalty	Homeworld
9th Benjamin Regulars	Veteran	Reliable	Proserpina
(CO: <i>Tai-sa</i> Richard Rekai)			

Xinyang Prefecture

Prefecture Commander: *Tai-sho* Sawa Gasimiri

Aide: *Sho-sho* June Adji

BattleMech Strength: 10 Regiments

Unit Name	Level	Experience Loyalty	Homeworld
5th Sword of Light	Green	Fanatical	Tanh Linh
(CO: <i>Tai-sa</i> Hohiro Tastuma)			
2nd An Ting Legion	Veteran	Fanatical	Braunton
(CO: <i>Tai-sa</i> Shin Oshika)			
6th An Ting Legion	Green	Reliable	Lieston
(CO: <i>Tai-sa</i> Ch'ien Hsia)			
3rd Night Stalkers	Regular	Questionable	Xinyang
(CO: <i>Tai-sa</i> Clifford Mattila)			
1st Proserpina Hussars	Veteran	Reliable	Yumesta
(CO: <i>Tai-sa</i> Alexander Minowa)			
15th Benjamin Regulars	Green	Reliable	Xinyang
(CO: <i>Tai-sa</i> Samuel Lepke)			
2nd Galedon Regulars	Green	Reliable	Braunton
(CO: <i>Tai-sa</i> Hojim Banjuri)			

Unit Name	Level	Experience Loyalty	Homeworld
12th Galedon Regulars	Regular	Reliable	Bicester
(CO: <i>Tai-sa</i> Jerome Wolf-Hunter)			
42nd Galedon Regulars	Veteran	Reliable	Lieston
(CO: <i>Tai-sa</i> Richard Hanson)			
7th Ghost	Veteran	Reliable	Baruun Urt
(CO: <i>Tai-sa</i> Tosakiri Kaifu)			

Irurzun Prefecture

Prefecture Commander: *Tai-sho* Salija Warrick

Aide: *Sho-sho* Sojanee Rausali

BattleMech Strength: 1 Regiment

Unit Name	Level	Experience Loyalty	Homeworld
22nd Benjamin Regulars	Green	Questionable	Marduk
(CO: Stephen Dirks)			

PESHT MILITARY DISTRICT

Warlord: *Tai-shu* Teyasu Ashora

Aide: *Tai-sho* Howard Mencia

BattleMech Strength: 38

Kagoshima Prefecture

Prefecture Commander: *Tai-sho* Tomoe Sakade

Aide: *Sho-sho* Aron Kirzak

BattleMech Strength: 30 Regiments

Unit Name	Level	Experience Loyalty	Homeworld
1st Sword of Light	Veteran	Fanatical	Luthien
(CO: <i>Sho-sho</i> Shigeru Yoshida)			
7th Sword of Light	Veteran	Fanatical	Luthien
(CO: <i>Tai-sa</i> Kiyomori Minamoto)			
8th Sword of Light	Regular	Fanatical	Chatham
(CO: <i>Tai-sa</i> Kevin Awano)			
Izanagi Warriors	Veteran	Fanatical	Luthien
(CO: <i>Tai-sa</i> Shin Yodama)			
Otomo	Elite	Fanatical	Luthien
(CO: <i>Sho-sho</i> Oda Hideyoshi)			
Ryukun-ni	Elite	Reliable	Luthien
(CO: <i>Tai-sa</i> Masayoshi Kitakyusho)			
Ryukun-san	Veteran	Questionable	Kilmarnock
(CO: <i>Tai-sa</i> Alek Gossett)			
Ryukun-go	Veteran	Reliable	Pesht
(CO: <i>Tai-sa</i> Davis Shotoku)			



Unit Name	Level	Experience Loyalty	Homeworld
Ryukun-roku (CO: <i>Tai-sa</i> Alexis Vanharobik)	Veteran	Reliable	Kagoshima
Ryukun-yon (CO: <i>Tai-sa</i> Toshimichi Shodaru)	Veteran	Questionable	Pesht
13th Sun Zhang Cadre (CO: <i>Tai-sa</i> Vincent Foley)	Green	Reliable	Luthien
14th Sun Zhang Cadre (CO: <i>Tai-sa</i> Susuma Goshiki)	Green	Fanatical	Maldonado
16th Sun Zhang Cadre (CO: <i>Tai-sa</i> Jean Fabier)	Green	Fanatical	Kagoshima
1st Amphigean Light Assault Group (CO: <i>Tai-sa</i> Calvin Truefeau)	Veteran	Reliable	Kilmarnock
1st Genyosha (CO: <i>Tai-sa</i> Hohiro Kurita)	Elite	Fanatical	Luthien
2nd Genyosha (CO: <i>Tai-sa</i> Laura Nelson)	Elite	Fanatical	Pesht
2nd Legion of Vega (CO: <i>Tai-sa</i> Tikov Recardni)	Veteran	Reliable	Luthien
11th Legion of Vega (CO: <i>Tai-sa</i> Petros Sanvaldez)	Veteran	Questionable	Chatham
1st Shin Legion (CO: <i>Tai-sa</i> Huang Nguyen)	Veteran	Reliable	Luthien
14th Alshain Avengers (CO: <i>Tai-sa</i> Steven Watkins)	Veteran	Questionable	Chatham
17th Benjamin Regulars (CO: <i>Tai-sa</i> Timothy Tousley)	Veteran	Reliable	McAlister
2nd Dieron Regulars (CO: <i>Tai-sa</i> Jim Nicholas)	Veteran	Questionable	Pesht
8th Dieron Regulars (CO: <i>Tai-sa</i> Jerry Simms)	Veteran	Reliable	Meinacos
22nd Dieron Regulars (CO: <i>Tai-sa</i> Bella Solanicé)	Veteran	Reliable	McAlister
24th Dieron Regulars (CO: <i>Tai-sa</i> Buntari Akihito)	Green	Reliable	Herndon
32nd Galedon Regulars (CO: <i>Tai-sa</i> Elizabeth Venga)	Green	Reliable	Pesht
4th Pesht Regulars (CO: <i>Tai-sa</i> Stephan Somogyi)	Regular	Reliable	Pesht
9th Pesht Regulars (CO: <i>Tai-sa</i> Mark Graham)	Regular	Questionable	Maldonado
6th Ghost (CO: <i>Tai-sa</i> Katherine Olton)	Veteran	Fanatical	Meinacos

Lonaconing Prefecture

Prefecture Commander: *Tai-sho* Tashu Jacarlaba
Aide: *Sho-sho* Robert Manati
BattleMech Strength: 4 Regiments

Unit Name	Level	Experience Loyalty	Homeworld
4th Arkab Legion (CO: <i>Tai-sa</i> Jabal Sharief)	Veteran	Reliable	Lonaconing
5th Sun Zhang Academy Cadre (CO: <i>Sho-sho</i> Ishtar von Nielsburg)	Regular	Fanatical	Altona
2nd Night Stalkers (CO: <i>Sho-sho</i> Jericho Toyoma)	Veteran	Questionable	Matamoras
10th Ghost (CO: <i>Sho-sho</i> Samuel Noda)	Regular	Questionable	Echo

Ningxia Prefecture

Prefecture Commander: *Tai-sho* William Cloud Climber
Aide: *Sho-sho* Jillian Adams
BattleMech Strength: 1 Regiment

Unit Name	Level	Experience Loyalty	Homeworld
7th Pesht Regulars (CO: <i>Tai-sa</i> Han Kao Tsung)	Green	Reliable	Land's End

Qandahar Prefecture

Prefecture Commander: *Tai-sho* Hya Toyotomi
Aide: *Sho-sho* Tadaki Johiro
BattleMech Strength: 3 Regiments

Unit Name	Level	Experience Loyalty	Homeworld
6th Pesht Regulars (CO: <i>Tai-sa</i> Jefferson McCarl)	Green	Reliable	Qandahar
10th Pesht Regulars (CO: <i>Tai-sa</i> Basia Bryant)	Green	Reliable	Gravenhage
5th Ghost (CO: <i>Tai-sa</i> Wu Ts'ao)	Regular	Fanatical	Nowhere



RULES

This section provides new rules that reflect the unique strengths and weaknesses of DCMS forces. These rules are for use with **BattleTech**; **MechWarrior, Second Edition (MWII)**; or **BattleSpace** as noted in the text.

The **Creating Scenarios** subsection provides rules and tables for quickly creating **BattleTech** scenarios. **Unit Generation** provides guidelines for creating DCMS BattleMech units and tables for randomly assigning DCMS BattleMechs in **MechWarrior** games. **DCMS Regiments** provides optional rules for simulating the unique capabilities of each DCMS regiment. The **Training** section contains special rules for creating **MWII** characters that have attended Combine academies and universities. The final four subsections, **DCMS Battle Armor**, **New Equipment**, **New BattleMechs**, and **New WarShips**, provide descriptions and game information for these new weapons and vehicles.

CREATING SCENARIOS

Most **BattleTech** players have devised home rules for creating single-session scenarios. This section offers a quick method for creating standardized, one-time scenarios that also provides a framework to accommodate the unique abilities, organization and tactical styles of various regiments.

The following guidelines allow players to randomly generate **BattleTech** scenarios using dice rolls. Of course, players may set any scenario parameters they wish, rather than generating them with the supplied dice-roll tables.

The random-generation method consists of two steps: selecting the scenario type and selecting mapsheets.

GENERAL SCENARIO RULES

Unless noted otherwise in the specific rules for each scenario type, the following rules apply to all **BattleTech** scenarios created with this system.

Number of Players

The mission-generation rules are written for two-player scenarios. If more than two individuals are playing, simply divide all players into two opposing teams.

Map Selection

Select scenario mapsheets with the **Selecting Mapsheets** rules beginning on page 138. The total playing area of a scenario is referred to as simply "the map," whether it consists of single or multiple mapsheets.

Force Selection

In most scenarios, the forces on each side will be equal. For example, each side might consist of one Veteran heavy lance, or of one Elite light lance and two Regular medium lances. If both players agree, the composition of each side can be generated randomly using the tables in Unit Generation.

In general, forces created in this manner will be roughly balanced, but only if both sides are Inner Sphere forces or both sides are Clan forces. If one player is using Clan forces and his opponent is using Inner Sphere forces, the resulting match-up may be quite unequal because Clan 'Mechs and MechWarriors are considerably superior to their Inner Sphere counterparts. Players can address this problem by giving the Inner Sphere side a two-to-one numerical advantage over the Clan side; the Clan player should have half as many 'Mechs as the scenario requires.

Set-Up

Both players roll 2D6 to begin. The player with the higher result chooses his *home* map edge—an edge of the map where his units will enter. The opposite edge becomes the opposing player's home map edge. A player's units can safely exit the map only through that player's home edge.

Roll Initiative for the first turn per standard rules. All units start play off the map. A player's units may enter the map on any full hex along that player's home edge. That hex counts as its first hex of movement.

Movement and Retreat

Scenario maps are fixed once play begins. Unless otherwise noted, units that exit the map at any edge other than their home edge are considered *destroyed*. Units that exit the map from their home edge have *retreated*—they remain out of play for the remainder of the scenario and cannot return. However, retreated units do not count as destroyed units when determining victory.

Units may exit the map by intentionally moving off the map or being forced off by an opposing unit using a push, charge, or death-from-above attack.

Half-hexes along the edge of the map—even those with hex numbers in them—are not playable. A unit that enters one of these half-hexes for any reason automatically exits the map.

Ending the Game

Generally, a scenario ends when all of one player's units have been destroyed or have retreated off the map. At that point, the opposing player wins. Depending on the specific scenario type, however, a player may need to achieve additional or alternative goals to claim victory.



Scenario Type Table

1D6	Scenario Type
1	Stand-up Fight
2	Hide and Seek
3	Hold the Line
4	Extraction
5	Breakthrough
6	The Chase

SCENARIO TYPE

If desired, one player may roll 1D6 and consult the Scenario Type Table on page 137 to randomly generate a scenario type to play. Brief descriptions and victory conditions for each scenario type follow the table. Alternatively, players may simply select a scenario type or use the types as models to create their own.

Stand-up Fight

In a stand-up fight, two forces of roughly equal size square off against each other. Only one side will leave the field alive. The scenario ends when all the units on one side have been destroyed or retreated off the map. The surviving side wins the scenario.

Hide and Seek

In the hide-and-seek scenario, one player assumes the role of attacker and the other becomes the defender. The defending player is "it"—his forces hide, and the attacker attempts to find and destroy them.

Set the attacking force at twice the size of the defending force. For example, if the defending player controls a single lance, the attacking player may use two lances. Players may use any size forces they wish, as long as the attacker's force is twice the size of the defender's.

Use half the number of mapsheets (rounded up) recommended in the **Selecting Mapsheets** rules (p. 138). If possible, avoid using the Large Lakes or Lake Area **BattleTech** mapsheets. Urban mapsheets are ideal if buildings are used. Otherwise, avoid these mapsheets as well, because they provide few hiding places for the defender's units.

After the attacking player selects a home map edge, the defending player sets up his units using the Hidden Units rules (p. 89, **BattleTech Compendium: The Rules of Warfare**; or p. 53, **CityTech, Second Edition**). The defending units may be placed on any hex of any part of the map, except for Clear and Paved hexes. Additionally, the defending player may set minefields (see p. 93, **BattleTech Compendium: The Rules of Warfare**; or p. 54, **CityTech, Second Edition**). For each BattleMech or unit in his force, the defender may set one single-hex conventional minefield. For example, if the defender's force consists of a sin-

gle four-Mech lance or a single four-tank armor lance, he can set four minefields.

The scenario ends when all of one player's units have been destroyed or retreated off the map. The player whose forces control the map or simply survive at the end wins the scenario.

Hold the Line

In a hold-the-line scenario, the defending player must stop a larger attacking force. Set the attacking player's force at twice the size of the defender's force. For example, if the defending player controls a single lance, the attacking player may use two lances. Players may use any size forces they wish, as long as the attacker's force is twice the size of the defender's.

Set the experience levels of the defending player's forces at one level higher than those of the attacker's forces. For example, if the attacking force consists of Regular units, the defender uses Veteran units.

The defending units may not intentionally leave the map for any reason.

The scenario ends when all the units on one side have been destroyed or retreated off the map. If the defenders destroy a number of opposing units equal to the number of defending units that started the scenario (or more), the defending player wins. For example, if the defending player begins with a single lance, he can claim victory if he manages to destroy four or more attacking units. In all other cases, the player whose forces survive or control the map at the scenario's end wins.

Extraction

In an extraction scenario, the attacking player attempts to extract a target, such as a secret weapon, an important diplomat or a computer memory core, from behind the defender's lines.

After the players select their home map edges, the attacker secretly chooses a target hex for the extraction. The target hex must be within four hex rows of the defender's home edge and cannot be within four hexes of any other map edge. The attacker then writes down the target hex's number and mapsheet name on a slip of paper, which he folds and gives to a neutral party for safekeeping (or the defending player can simply put the paper in his pocket without looking at it).

The attacking player can reveal the target hex to the defender during any End Phase. Any attacking unit can pick up the extraction target by simply occupying the hex during an End Phase. Additionally, a unit that retrieves the target can pass it to any friendly unit in the same hex or an adjacent hex during any End Phase.

If a unit carrying the extraction target is destroyed, place the slip of paper in the hex previously occupied by the unit. Any unit in play can retrieve the extraction target by occupying the hex during any End Phase.

If the attacker can move a unit carrying the extraction target off his home map edge, he wins the scenario. Otherwise, the defender wins.



RULES

Breakthrough

In a breakthrough scenario, the attacking player's forces have become trapped behind enemy lines. To reach safety, his units must cross the scenario map and break through the defender's forces.

Use one more mapsheet than the number recommended in **Selecting Mapsheets**. For example, if eight 'Mechs will be in play, use three mapsheets rather than two. When setting up the mapsheets, place them in a single, long row with their short edges touching.

Next, both players roll 2D6. The player who achieves the higher result may choose to be the defender or attacker for the scenario. The attacker then chooses one of the narrow edges of the map where his forces will enter. The attacker's home edge is the one opposite the edge where his forces enter. (The attacker's objective is to exit his forces at his home edge.)

The defender may set up his forces in any hexes on the map. Additionally, he may position up to half of his units (round down) using the Hidden Units rules.

The scenario ends when all the defending units have been destroyed or retreated off the map, or when all attacking units have retreated or been destroyed or *crippled*. For the purposes of this scenario, units become crippled when they lose one or more legs or their gyros are destroyed. Attacking units may intentionally exit the map only at their home edge.

If all the attacking units survive and exit at their home edge, the attacking player wins a Decisive Victory. If all the attacking forces are destroyed or crippled and none exit at their home edge, the defending player wins a Decisive Victory.

BREAKTHROUGH VICTORY POINTS

Attacker Points

- 2 for each attacking unit that safely exits at home edge
- 1 for each defending unit destroyed

Defender Points

- 3 for each attacking unit destroyed or crippled
(destroyed units forced off map only count for 2)

If neither of these conditions is met, consult the Breakthrough Victory Points to determine each player's Victory Points. The player with the most points wins a Marginal Victory. If both players achieve equal numbers of Victory Points, the scenario ends in a draw.

The Chase

In a chase scenario, the attacker's forces must race across the map to reach their DropShip before a larger force of pursuing defenders can reach them. Chase scenarios use the same

rules as breakthrough scenarios, with the following exceptions.

Set the defender's force at twice the size of the attacking force. For example, if the attackers form a single lance, the defending force contains two lances.

The defending player may not deploy his forces before Turn 2. During Turn 1, the attacking units may enter the map and move unopposed per standard rules. The defending units enter the map during the Movement Phase of Turn 2, from the same map edge where the attacking units entered.

SELECTING MAPSHEETS

After selecting a scenario type, generate the terrain for the scenario by selecting mapsheets. Certain scenarios call for specific types of mapsheets in their descriptions. In most scenarios, however, players can simply select whichever mapsheets they like or make dice rolls and consult the appropriate mapsheet tables to randomly select mapsheets.

Before selecting mapsheets, determine how many mapsheets you want to use. For most **BattleTech** play, one mapsheet per every four 'Mechs or units works best. For example, a scenario that pits one lance of attackers against one lance of defenders (eight 'Mechs total) will work best with two mapsheets. A scenario that pits one company of attackers against a company of defenders (24 total 'Mechs) will work best with six mapsheets. Different scenarios may work best with other mapsheet/unit ratios, so check the scenario type description.

Using the Mapsheet Tables

Players may use one of two groups of mapsheet tables to randomly select mapsheets. When using the Terrain-Specific Mapsheet Tables, one player rolls 1D6. The result indicates which terrain mapsheet table is used. For example, on a result of 1, use the Flatlands Terrain table; on a result of 2, the Hill Terrain table; and so on. (Alternatively, the players may simply select a specific terrain and skip this step.)

Then select mapsheets from the appropriate table by rolling 1D6. If using two mapsheets, roll twice; if using four mapsheets, roll four times; and so on.

When using the Random Mapsheet Tables, roll 1D6 twice for each mapsheet. The first roll indicates which of the four Random Mapsheet Tables the mapsheet is selected from. From example, on a result of 1, use Random Mapsheet Table 1. (If the initial roll produces a result of 5 or 6, repeat the roll.) The second roll indicates which map from the table is used.

All of the mapsheet tables assume that players possess one copy each of **BattleTech Map Sets 2, 3, and 4**. (For easy reference, each mapsheet name is followed by an abbreviation of the map set or boxed game that contains the mapsheet. Abbreviations: MS = Map Set, CT = **CityTech** boxed game, BT = **BattleTech** boxed game.) If any roll result indicates a mapsheet that is unavailable, simply repeat the roll.



TERRAIN-SPECIFIC MAPSHEET TABLES

1) Flatlands Terrain

1D6 Mapsheet

- 1 Scattered Woods (MS2)
- 2 Desert Hills (MS2)
- 3 City Ruins (MS2)
- 4 **BattleTech** Map (BT, MS2)
- 5 City Street Grid/Park #1 (MS4)
- 6 City Street Grid/Park #2 (MS4)

2) Hill Terrain

1D6 Mapsheet

- 1 Desert Hills (MS2)
- 2 Rolling Hills #1 (MS3)
- 3 Rolling Hills #2 (MS3)
- 4 City (Hills/Residential) #1 (MS3)
- 5 City (Hills/Residential) #2 (MS3)
- 6 Large Lakes #2 (MS4)

3) Mountain Terrain

1D6 Mapsheet

- 1 Mountain Lake (MS2)
- 2 River Valley (MS2)
- 3 Desert Mountain #1 (MS3)
- 4 Desert Mountain #2 (MS3)
- 5 Desert Sinkhole #1 (MS3)
- 6 Desert Sinkhole #2 (MS3)

4) Urban Terrain

1D6 Mapsheet

- 1 City Ruins (MS2)
- 2 **CityTech** Map (CT, MS2)
- 3 City (Hills/Residential) #1 (MS3)
- 4 City (Hills/Residential) #2 (MS3)
- 5 City Street Grid/Park #1 (MS4)
- 6 City Street Grid/Park #2 (MS4)

5) Wetland Terrain

1D6 Mapsheet

- 1 Scattered Woods (MS2)
- 2 Lake Area (MS2)
- 3 Large Lakes #1 (MS4)
- 4 Large Lakes #2 (MS4)
- 5 River Delta/Drainage Basin #1 (MS4)
- 6 River Delta/Drainage Basin #2 (MS4)

6) Wooded Terrain

1D6 Mapsheet

- 1 Scattered Woods (MS2)
- 2 **BattleTech** Map (BT, MS2)
- 3 River Valley (MS2)
- 4 Rolling Hills #1 (MS3)
- 5 Heavy Forest #1 (MS4)
- 6 Heavy Forest #2 (MS4)

RANDOM MAPSHEET TABLES

Random Mapsheet Table 1

1D6 Mapsheet

- 1 Scattered Woods (MS2)
- 2 Desert Hills (MS2)
- 3 City Ruins (MS2)
- 4 Mountain Lake (MS2)
- 5 **BattleTech** Map (BT, MS2)
- 6 **CityTech** Map (CT, MS2)

Random Mapsheet Table 2

1D6 Mapsheet

- 1 River Valley (MS2)
- 2 Lake Area (MS2)
- 3 Desert Mountain #1 (MS3)
- 4 Desert Mountain #2 (MS3)
- 5 Desert Sinkhole #1 (MS3)
- 6 Desert Sinkhole #2 (MS3)

Random Mapsheet Table 3

1D6 Mapsheet

- 1 Rolling Hills #1 (MS3)
- 2 Rolling Hills #2 (MS3)
- 3 City (Hills/Residential) #1 (MS3)
- 4 City (Hills/Residential) #2 (MS3)
- 5 Heavy Forest #1 (MS4)
- 6 Heavy Forest #2 (MS4)

Random Mapsheet Table 4

1D6 Mapsheet

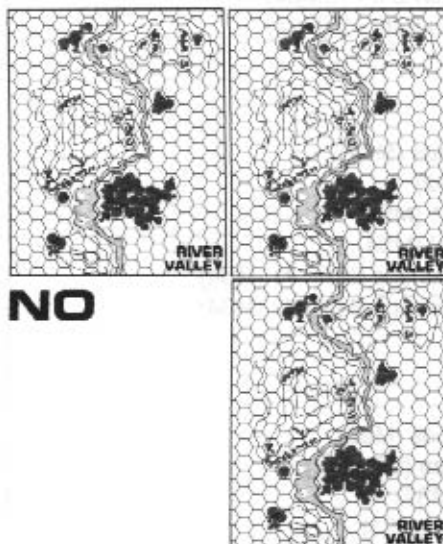
- 1 City Street Grid/Park #1 (MS4)
- 2 City Street Grid/Park #2 (MS4)
- 3 Large Lakes #1 (MS4)
- 4 Large Lakes #2 (MS4)
- 5 River Delta/Drainage Basin #1 (MS4)
- 6 River Delta/Drainage Basin #2 (MS4)

Abbreviations: MS = Map Set, CT = **CityTech** boxed game, BT = **BattleTech** boxed game

Laying Out the Mapsheets

To begin laying out the mapsheets, the players roll 2D6. The player with the higher roll places the first selected mapsheet on the table or floor. The other player then places the next selected mapsheet. The players continue to alternate laying out the remaining mapsheets.

Each mapsheet must be placed with one of its short edges touching the short edge of a mapsheet already placed or with one of its long edges touching the long edge of a mapsheet already placed. Additionally, the mapsheets must be placed so that they form a single, continuous, rectangular or square playing area. Within these and any guidelines provided in the scenario-type description, players may arrange the mapsheets as they see fit.



UNIT GENERATION

After selecting the scenario type and mapsheets, generate the units that will take part in the scenario. Players can generate their forces in two ways. First, they may simply assemble any units they wish based on the descriptions provided in the **DCMS Rosters** sections. The battlefield strength of a unit is determined by its size, weight class, equipment level and experience level, so players who want to create evenly matched battles should take note of these factors when assembling their forces. Players should also select appropriately sized forces for the chosen scenario.

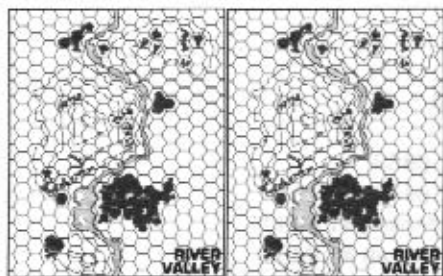
Alternatively, players may use dice rolls to randomly generate forces. When using this system, players perform three steps: determining their forces' composition, assigning BattleMechs and setting unit Experience levels. This system may not always produce evenly matched forces; however, players may increase the likelihood of generating balanced forces by setting a specific weight class, equipment rating, and Experience level for both forces.

Though the tables used in the system assume that players' forces will consist entirely of BattleMechs, most of them can be easily adapted to accommodate armor, infantry and other units.

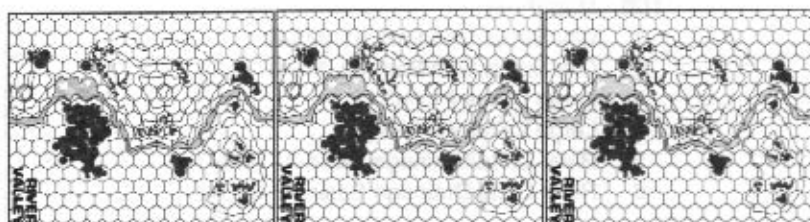
FORCE COMPOSITION

Begin assembling forces by determining the size of each force. Often, the specific conditions of a scenario may suggest a particular size. Players may wish to consider available playing time as well—larger engagements may take considerably longer to complete than smaller ones. Most engagements pit two four-Mech lances against one another, but players are free to use any size forces they desire.

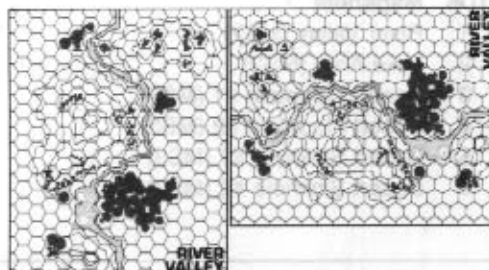
After determining the size of each force, determine its weight class. For lance-sized forces, roll 2D6 and consult the Random Lance Type section on the Random Weight-Class Table. For company-sized forces, roll 1D6 and consult the Random Company Type section of the table. If a company-sized force contains more than three lances, use the Random Lance Type section to determine the weight class of the extra lances.



YES



YES



NO



RANDOM WEIGHT-CLASS TABLE

Random Lance Type

2D6	Weight Class
2-6	Light
7-8	Medium
9-10	Heavy
11-12	Assault

Random Company Type

1D6	Lance Weight Classes
1	3 Light
2	2 Light, 1 Heavy
3	1 Light, 1 Medium, 1 Heavy
4	1 Light, 1 Heavy, 1 Assault
5	1 Medium, 1 Heavy, 1 Assault
6	2 Heavy, 1 Assault

After determining the weight classes of the lance(s) in each force, use the Lance Composition Table to determine the weight classes of the BattleMechs in each lance.

ASSIGNING 'MECHS

After determining the weight classes of the BattleMechs in each force, use the Random 'Mech Assignment Table to determine the specific 'Mech designs.

To use the table, the players must first set the equipment rat-

ings (A, B, C, D or F) of their forces. If playing lances or companies from specific DCMS regiments, consult DCMS Regiments (p. 143) to determine the equipment rating of each force. Alternatively, the players may simply set equipment ratings for their forces (Equipment Rating C is average). The players also may each roll 1D6 to determine their force's equipment rating; a result of 1 provides a rating of "A," a result of 2 a rating of "B," and so on. On a result of 6, repeat the roll.

Keep in mind that using similar equipment ratings for both sides will increase the likelihood of an evenly matched battle.

Though the Random 'Mech Assignment Table in this book can be used to determine the composition of any Inner Sphere force, it is designed for use with Draconis Combine units.

Assigning 'Mechs in MechWarrior

The Random 'Mech Assignment Table can also be used to assign the starting 'Mech for a new **MechWarrior** character who comes from the Draconis Combine. In this case, use this table instead of the standard **MechWarrior** 'Mech-assignment table (p. 20, **MWII**). Base the character's equipment rating on the character's current unit (or the unit with which he last served).

If the character has not served in a unit, assume he has a rating of D. Increase the rating by one level for each of the following advantages the character possesses: Land Grant, Title, an appropriate Contact (i.e., DCMS), or Well-Connected (Draconis Combine).

LANCE COMPOSITION TABLE

Light Lance Composition

1D6	'Mech Weight Classes
1	4 Light
2-3	3 Light, 1 Medium
4-5	2 Light, 2 Medium
6	2 Light, 1 Medium, 1 Heavy

Medium Lance Composition

1D6	'Mech Weight Classes
1	1 Light, 3 Medium
2-3	1 Light, 2 Medium, 1 Heavy
4-5	4 Medium
6	3 Medium, 1 Heavy

Heavy Lance Composition

1D6	'Mech Weight Classes
1	2 Medium, 2 Heavy
2-3	1 Medium, 3 Heavy
4-5	4 Heavy
6	1 Medium, 2 Heavy, 1 Assault

Assault Lance Composition

1D6	'Mech Weight Classes
1	1 Medium, 1 Heavy, 2 Assault
2-3	3 Heavy, 1 Assault
4-5	2 Heavy, 2 Assault
6	1 Heavy, 3 Assault



RULES

RANDOM 'MECH ASSIGNMENT TABLE: DRACONIS COMBINE

Light 'Mechs

2D6	A	B	C	D	F
2	JVN-10P Javelin	OW-1 Owens	LCT-1V Locust	PNT-10K Panther	UM-R60 UrbanMech
3	HM-1 Hitman	OW-1 Owens	WSP-1A Wasp	LCT-1V Locust	FS9-H Firestarter
4	JR7-K Jenner	HM-1 Hitman	JVN-10P Javelin	SDR-5V Spider	PNT-9R Panther
5	OW-1 Owens	JVN-10P Javelin	PNT-9R Panther	JR7-D Jenner	JVN-10N Javelin
6	OW-1 Owens	JR7-K Jenner	PNT-9R Panther	JR7-F Jenner	LCT-1V Locust
7	PNT-10K Panther	PNT-10K Panther	PNT-10K Panther	JVN-10N Javelin	PNT-9R Panther
8	RTX1-O Raptor	PNT-10K Panther	JR7-K Jenner	PNT-9R Panther	STG-3R Stinger
9	RTX1-O Raptor	SDR-9K Venom	JR7-K Jenner	PNT-9R Panther	WSP-1K Wasp
10	RTX1-O Raptor	RTX1-O Raptor	SDR-7M Spider	WSP-1A Wasp	WSP-1A Wasp
11	SDR-9K Venom	RTX1-O Raptor	SDR-7M Spider	OTT-7J Ostscout	JR7-D Jenner
12	SDR-7M Spider	RTX1-O Raptor	JR7-D Jenner	JR7-K Jenner	SDR-5K Spider

Medium 'Mechs

2D6	A	B	C	D	F
2	DMO-1K Daimyo	FS9-O Firestarter	WVR-6K Wolverine	SCP-10 Scorpion	CDA-2A Cicada
3	GRM-R-PR29 Grim Reaper	FS9-O Firestarter	CRB-27 Crab	TBT-5N Trebuchet	SCP-1N Scorpion
4	WFT-1 Wolf Trap	LNK-9Q Lynx	ASN-23 Assassin	CLN-7V Chameleon	PXH-1 Phoenix Hawk
5	BJ2-O Blackjack	KIM-2 Komodo	TBT-7M Trebuchet	ASN-21 Assassin	VL-2T Vulcan
6	BJ2-O Blackjack	GRF-3M Griffin	GRF-1DS Griffin	PXH-1K Phoenix Hawk	SHD-2H Shadow Hawk
7	SR1-O Strider	WFT-1 Wolf Trap	WVR-7K Wolverine	WTH-1 Whitworth	WTH-1 Whitworth
8	WVR-7K Wolverine	DMO-1K Daimyo	WTH-2 Whitworth	WVR-6K Wolverine	HBK-4G Hunchback
9	FS9-O Firestarter	GRM-R-PR29 Grim Reaper	PXH-3K Phoenix Hawk	GRF-1N Griffin	TBT-5N Trebuchet
10	FS9-O Firestarter	BJ2-O Blackjack	KTO-20 Kintaro	HBK-4G Hunchback	GRF-1N Griffin
11	LNK-9C Lynx	BJ2 O Blackjack	STN-3M Sentinel	SHD-2K Shadow Hawk	WVR-6R Wolverine
12	KIM-2A Komodo	SR1-O Strider	GRF-1N Griffin	WVR-7K Wolverine	WVR-6K Wolverine

Heavy 'Mechs

2D6	A	B	C	D	F
2*	QKD-5K Quickdraw	BHKU-O Black Hawk-KU	ON1-K Orion	JM6-DD JagerMech	ARC-2R Archer
3	DAI-01 Daikyu	BHKU-O Black Hawk-KU	OSR-2D Ostroc	OSR-2C Ostroc	CRD-3K Crusader
4	DGR-3F Dragon Fire	BHKU-O Black Hawk-KU	JM6-DD JagerMech	CPLT-K2 Catapult	CPLT-C1 Catapult
5	BHKU-O Black Hawk-KU	WR-DG-02FC War Dog	JM6-DD JagerMech	DRG-1G Grand Dragon	RFL-3N Rifleman
6	BHKU-O Black Hawk-KU	QKD-5M Quickdraw	MAD-5D Marauder	DRG-1C Dragon	WHM-6R Warhammer
7	DRG-5K Grand Dragon	DRG-5K Grand Dragon	DRG-5K Grand Dragon	DRG-1N Dragon	JM6-S JagerMech
8	AV1-O Avatar	DAI-01 Daikyu	DRG-5N Dragon	QKD-4G Quickdraw	GHR-5H Grasshopper
9	AV1-O Avatar	MAD-5D Marauder	QKD-5M Quickdraw	TDR-5S Thunderbolt	QKD-4G Quickdraw
10	MTR-5K Maelstrom	GAL-1GLS Gallowglas	QKD-5K Quickdraw	ARC-2K Archer	QKD-1H Quickdraw
11	DRG-5N Dragon	AV1-O Avatar	CRD-4K Crusader	OTL-4D Ostsol	QKD-5A Quickdraw
12	NDA-1K No-Dachi	AV1-O Avatar	MAD-3R Marauder	QKD-5M Quickdraw	WHM-6K Warhammer

Assault 'Mechs

2D6	A	B	C	D	F
2	OBK-M10 O-Bakemono	GUN-1ERD Gunslinger	HTM-27Y Hatamoto-Mizo	CGR-3K Charger	BLR-1G BattleMaster
3	NG-C3A Naginata	CGR-3K Charger	HTM-27U Hatamoto-Hi	BNC-3E Banshee	GOL-1H Goliath
4	GUN-1ERD Gunslinger	HTM-27Y Hatamoto-Mizo	HTM-27T Hatamoto-Chi	CP-10-Z Cyclops	STK-3F Stalker
5	MR-V2 Cerberus	HTM-27U Hatamoto-Hi	MAL-1R Mauler	STK-3F Stalker	VTR-9B Victor
6	MAL-1R Mauler	HTM-27T Hatamoto-Chi	AS7-K Atlas	VTR-9B Victor	BNC-3E Banshee
7	HTM-27T Hatamoto-Chi	SD1-O Sunder	CGR-3K Charger	CGR-1A1 Charger	CGR-1A1 Charger
8	SD1-O Sunder	MAL-1R Mauler	VTR-9K Victor	AS7-D Atlas	CGR-1A1 Charger
9	SD1-O Sunder	CP-11-C Cyclops	CRK 5003-2 Katana	BLR-1G BattleMaster	CGR-1A1 Charger
10	AS7-K Atlas	HTM-27V Hatamoto-Kaze	HTM-27W Hatamoto-Kaze	AWS-8Q Awesome	AS7-D Atlas
11	CP-11-C Cyclops	MR-V2 Cerberus	HTM-27W Hatamoto-Ku	GOL-1H Goliath	AWS-8Q Awesome
12	AKU-1X Akuma	OBK-M10 O-Bakemono	SD1-O Sunder	VTR-9K Victor	LGB-0W Longbow



EXPERIENCE LEVEL

After determining the 'Mech designs employed by each force, the players determine the Piloting and Gunnery Skills of the MechWarriors in their forces. If the players agree, they can simply assign all MechWarriors the standard starting skill levels (Piloting 5, Gunnery 4).

Alternatively, each player may use the Random Skills Table to randomly determine the skill levels of his MechWarriors. Before using the table, however, the players must determine the Experience levels (Green, Regular, Veteran or Elite) of their forces. If the players are using units from specific DCMS regiments, they can consult the DCMS Rosters (pp. 34–131) to determine Experience levels. Alternatively, the players may simply set any Experience levels they wish, or use the Random Experience Level Table to set Experience levels. (Players can help ensure a balanced battle by setting the same level for both forces.)

RANDOM EXPERIENCE LEVEL TABLE

2D6	Experience Level
2–5	Green
6–9	Regular
10–11	Veteran
12	Elite

After determining the Experience level of his forces, each player determines the Gunnery and Piloting Skills of his MechWarriors with the Random Skills Table. To do so, each player makes two 1D6 rolls for each MechWarrior in his force. (Add 2 to each roll result for Clan MechWarriors.) The first roll result determines the MechWarrior's Piloting Skill; the second, the MechWarrior's Gunnery Skill.

RANDOM SKILLS TABLE (Expanded)

1D6 (Green)	1D6 (Regular)	1D6 (Veteran)	1D6 (Elite)	Piloting	Gunnery
1	—	—	—	7	6
2–3	—	—	—	6	5
4–5	1–2	—	—	6	4
6–7	3–4	1–2	—	5	4
8	5–6	3–4	1–2	4	3
—	7–8	5–6	3–4	3	2
—	—	7–8	5–6	2	1
—	—	—	7–8	1	0

FINISHING TOUCHES

If all players agree, they can "tune up" their units by shifting 'Mechs between lances after they have generated all the 'Mechs and MechWarriors in their forces. However, MechWarriors may not be removed from their assigned 'Mechs. Tuning a force in this manner enables a player to group 'Mechs with similar movement capabilities in lances and arrange effective C³ networks.

Commanders

In some cases, players may wish to designate lance, company, battalion, or regiment commanders within their forces. Usually, the MechWarrior with the highest skills and/or heaviest BattleMech in each unit is the unit's commander, but players may use any criteria they wish when designating commanders. After selecting commanders, each player should identify command units on those units' record sheets.

DCMS REGIMENTS

Each DCMS regiment possesses certain specialties and skills based on its experience and the abilities of its commanders. The regiment descriptions in the DCMS Rosters provide detailed discussions of these characteristics. The following entries provide game rules to simulate these characteristics.

The following rules are intended to supplement existing **BattleTech** and **MWII** rules. They are designed to add variety to and enhance game play, not to give unfair advantage to players, so gamemasters and players should all agree on any supplemental rule before using it in play. Similarly, feel free to modify any rule that seems inappropriate for your campaign. All of the following rules are considered Level 3 rules, and are inappropriate for tournament play.

Many of the following rules are specifically designed for use with the **Creating Scenarios** rules (p. 136). However, feel free to use them in other game situations if appropriate.

USING HIDDEN UNITS RULES

Several regiments can use the Hidden Units rules (p. 89, **BattleTech Compendium: The Rules of Warfare**) to set up part or all of their forces when scenario circumstances allow. If a scenario provides no such opportunity, such regiments cannot exercise this option. In a chase scenario, for example, both sides move right from the start, so neither side can employ these rules. In a stand-up fight scenario, however, a unit has the opportunity to use the Hidden Units rules. Players must decide for themselves if a scenario allows for hidden units; in all cases, both players must agree before using the rules in a scenario.

If the rules of a scenario type already call for a hidden units set-up, ignore the regiment's special ability to set up hidden units.



RULES

OVERLAPPING ABILITIES

If opposing forces possess identical bonuses, the bonuses cancel each other out and neither side receives the benefit. For example, if two opposing units both have the bonus of choosing the side of the map where they enter, ignore the bonus and use standard rules to determine where the units enter.

EQUIPMENT RATINGS

The name of each regiment listed below is followed by a letter in parentheses. This letter is the regiment's *equipment rating* and represents its access to advanced BattleMechs and other equipment. (For DCMS units, this access is determined by the unit's relations with the Procurement Department.) The rating is used primarily when assigning 'Mechs to a unit with the Random 'Mech Assignment Table (p. 142).

EQUIPMENT RATINGS

Rating	Description	Example
A	Top Priority	Ryuken-ni
B	Very Good	First Sword of Light
C	Good	Ninth Pesht Regulars
D	Poor	Sixteenth Legion of Vega
F	Awful	Second Galedon Regulars

REGULARS

8th Alshain Avengers (A)

The Eighth Alshain receives a +2 Initiative bonus when fighting Clan forces.

11th Alshain Avengers (B)

The Eleventh Alshain is an intimidating force on the field. It receives a +2 Initiative bonus when fighting Clan forces. Additionally, any opponent outnumbered by the Eleventh receives a -1 penalty to its Initiative roll.

14th Alshain Avengers (A)

The Fourteenth possesses highly upgraded BattleMechs and several unique talents, so all unit members receive double Skill Point awards for the use of Strategy and Tactics skills.

The unit's First Battalion can choose the terrain it fights on. When appropriate, any player using the battalion can simply select a Terrain-Specific Mapsheet Table or map from the appropriate terrain table in place of making the required dice roll during mapsheet selection.

The warriors of the unit's Second Battalion have amazing response times, so they receive a +3 bonus to all Initiative rolls.

Warriors in the Third Battalion receive triple Skill Point awards for the use of the Strategy Skill and can improve that skill for one less Adventure Point than normally required.

15th Alshain Avengers (B)

The Fifteenth boasts a pool of warriors with a wide variety of skills, which provides an excellent resource for any MechWarrior who wants to learn new skills. Characters in this unit may improve skills and buy new skills by spending only 5 Skill Points instead of the usual 10. Standard Adventure Point costs apply, however.

2nd Benjamin Regulars (D)

The Second Benjamin receives a +1 Initiative bonus any time it fights in Urban terrain or is deployed in company-sized units or smaller. If both conditions are met, the unit receives a +2 bonus.

3rd Benjamin Regulars (C)

When fighting in Flatlands terrain, the Third Benjamin receives a +1 Initiative bonus. If the Third Benjamin fields twice as many units as an opponent, the bonus increases to +2; if the Third fields three times as many units, the bonus is +3; and so on.

6th Benjamin Regulars (C)

By accepting assignment to the Sixth Benjamin in advance, a player automatically succeeds in any Saving Roll made to gain admission into the Sun Zhang or Wisdom of the Dragon schools (see Training, p. 150).

9th Benjamin Regulars (D)

When defending on Urban terrain, the Ninth Benjamin automatically wins the Initiative every turn. Any time an opponent's force is twice the size of the Ninth or larger, the Ninth loses this benefit.

15th Benjamin Regulars (D)

Life in the Fifteenth is currently considered a living hell, but MechWarriors can still benefit from the unit's rigorous training methods. To do so, a unit member must choose four skills, each based on one of the characteristics—Mental, Physical, Athletic and Social. Every three months, the member receives 5 bonus Skill Points to one of the selected skills. Members must alternate the selected skill, so that each skill receives the bonus once a year.

17th Benjamin Regulars (B)

The Seventeenth receives a +2 Initiative bonus when fighting in Flatlands terrain. However, the unit loses the bonus if more than half of its forces occupy Woods or Water terrain when Initiative is rolled.



The Seventeenth receives a -1 Initiative penalty for every officer of company commander level or higher who is lost in a battle.

Membership in the Seventeenth Benjamin also bestows a fair amount of honor on a DCMS warrior, so all members receive a -1 modifier to any Social-based skill roll when dealing with others who know of the Seventeenth and its history.

22nd Benjamin Regulars (F)

The 22nd's experimentation and its relationship with the University of Proserpina provide the unit with a technological edge. When generating 'Mechs for the 22nd on the Random 'Mech Assignment Table, a player can choose 'Mechs from Column D rather than Column F after making the required dice roll. However, a player can use this option only once per lance.

2nd Dieron Regulars (B)

The Second's expertise in mountain fighting gives it a +1 Initiative bonus when fighting in Mountain terrain. Additionally, the constant backstabbing in the unit makes all members especially wary and perceptive; all Skill Point awards for the use of Perception Skill are doubled for unit members.

3rd Dieron Regulars (C)

The Third Dieron's urban-combat expertise makes surprising the unit during city engagements nearly impossible; the unit automatically wins the Initiative during Turn 1 of any battle in Urban terrain. The Third may use the Hidden Units rules when deploying its jump infantry.

8th Dieron Regulars (C)

The Eighth receives a +1 Initiative bonus during night operations. Additionally, unit members receive +1 to-hit modifiers in place of the standard +2 night combat to-hit modifier.

12th Dieron Regulars (B)

The recently improved availability of technology has raised the morale of the Twelfth's warriors to a new high. As a result, the unit breaks in battle only after suffering devastating losses. Additionally, the Twelfth automatically wins the Initiative during Turn 1 of any battle.

15th Dieron Regulars (D)

Warriors in the Third Battalion of the unit's Second Company receive excellent training in strategy and tactics. Therefore, these troops receive double the standard Skill Point awards for the use of the Strategy and Tactics skills.

22nd Dieron Regulars (B)

The advanced scouting techniques of the 22nd pay off when it comes to selecting the terrain on which a battle will take place. When making dice rolls to select mapsheets, a player using the 22nd may repeat each required roll and choose between the two

results. When laying out mapsheets, the player may place two mapsheets each time he would normally place one. (However, this option does not allow the player to exceed the predetermined mapsheet total.)

In fighting on confining terrain such as Urban and Mountain terrain, the 22nd receives a +1 Initiative bonus. Additionally, the 22nd's controlling player may automatically select his home map edge if he forfeits the Initiative during Turn 1 of a battle.

24th Dieron Regulars (C)

At the beginning of any turn, the 24th may forfeit the Initiative. In exchange, the unit's opponent receives +1 to-hit modifiers on all attempts to hit the unit's members during the turn.

40th Dieron Regulars (C)

Tai-sa Doi is a master strategist and enjoys exercising his expertise by engaging his officers and troops in chess games, interstellar war simulations and other similar activities. Any unit member who joins the *tai-sa* in such pastimes receives double the standard Skill Point awards for the use of the Strategy and Tactics skills.

44th Dieron Regulars (C)

The unit's 43rd Recon group specializes in disrupting opponents' communications and isolating enemy conventional-vehicle lances and infantry companies. To simulate this tactic, assign a number to each conventional-vehicle lance and infantry company in the opponent's force. At the beginning of each turn, the 44th's controlling player makes a 1D6 roll. On a result of 6, he repeats the roll. If the second roll yields a result that matches the assigned number of an enemy lance or infantry company, that lance or company is isolated. An isolated unit may only move at Cruising speed for the remainder of the turn.

45th Dieron Regulars (D)

The 45th receives a +1 Initiative bonus in company-sized or smaller engagements. In larger battles, the unit suffers a -1 Initiative penalty. Additionally, all 45th members receive a -1 to-hit modifier for punching, kicking, pushing and clubbing attacks.

2nd Galedon Regulars (F)

All warriors must have graduated from the Galedon Military Academy and served in the Second Galedon for a minimum of two years. Rewards for exceptional duty are listed in the regimental summary. All unit members receive a -1 Initiative penalty when fighting enemy forces larger than a single company.

5th Galedon Regulars (C)

The Fifth receives a +1 Initiative bonus when fighting in Mountain terrain or any time the unit fields at least half as many armor units as BattleMechs. If both conditions are met, the unit receives a +2 bonus.



RULES

12th Galedon Regulars (D)

The Twelfth Galedon's controlling player may choose the side of the map on which his units enter. In scenarios where the unit has the advantage of surprise, each unit member receives a -1 bonus to his BattleMech Piloting and Gunnery skills for Turns 1 and 2 of the scenario.

16th Galedon Regulars (D)

The Sixteenth Galedon automatically wins the Initiative during battles on Urban terrain with at least four VTOLs in the air. In battles on other terrain, the unit receives a -1 Initiative penalty.

17th Galedon Regulars (D)

Third Battalion members of the unit's Second Company specialize in erratic combat maneuvers designed to confuse opponents. To use such tactics, the unit's controlling player must declare his intention to do so at the beginning of a turn. For the remainder of the turn, opponents firing at affected 'Mechs receive +1 to-hit modifiers. However, each affected 'Mech also receives a +1 to-hit modifier when firing at enemy units. If a MechWarrior piloting an affected 'Mech must make a Piloting Skill Roll during the turn, add an additional +1 modifier to the result.

19th Galedon Regulars (F)

If the Nineteenth destroys three or more 'Mechs from the same enemy unit (lance, company, battalion) without losing any machines itself, the commander of the enemy unit must make a successful Piloting Skill Roll to resist becoming *intimidated*. (If using **MechWarrior** rules, the commander makes a Mental Saving Roll.) Any unit commanded by an intimidated commander receives +1 modifiers to all to-hit numbers and Piloting Skill target numbers. The penalty lasts until the intimidated unit destroys one of the Nineteenth's units.

21st Galedon Regulars (C)

The 21st Galedon regularly volunteers to test new DCMS equipment. To reflect this practice, the 21st's controlling player can select a 'Mech from Column B rather than Column C when assigning 'Mechs for the unit with the Random 'Mech Assignment Table. The player can use this option only once per lance.

32nd Galedon Regulars (D)

The 32nd has incredible talent for precision timing. To reflect this talent, a player controlling the 32nd can exit up to half of his units (round down) off the map and return them later in the game at a predetermined map edge.

To use this option, the player must write down the exit hex and mapsheet of each unit, the hex and mapsheet where the unit will re-enter, and the turn when the unit will re-enter. Before re-entering the map, an exiting unit must remain off the map for the amount of time it would take to travel from its exit hex to its

entrance hex. To calculate this travel time, count the number of blank half hexes along the map edges between the entrance and exit hexes. Then divide this number by the unit's Running/Flank MP rating. The result is the minimum number of turns the unit must remain off the map. Note that this figure is a minimum—the controlling player can delay the unit's re-entry beyond this period if he desires.

Each returning unit re-enters the map in the End Phase of the turn noted on its "written orders." At that time, the opposing player can check the unit's orders to make sure the move was legal. If the move was illegal, the unit is considered destroyed and removed from play. (A move is illegal if the unit does not remain off the map for the required travel time or does not re-enter at the location and turn noted on its orders.)

Units off the map cannot engage in combat. If an opponent destroyed all the 32nd units remaining on the map during such maneuvers, the 32nd automatically loses the scenario.

42nd Galedon Regulars (D)

The 42nd's First Battalion receives a +1 Initiative bonus when engaged in battles on Flatlands terrain. If the scenario circumstances allow for it, the controlling player may deploy up to one fourth (round down) of the unit's Second Battalion using the Hidden Units rules.

4th Pesht Regulars (C)

This regiment is still in the process of change, and its warriors are slow to get into battle. To reflect this weakness, the Fourth Pesht automatically loses the Initiative for the first three turns of any scenario. Savvy commanders take this time to move into a good defensive position.

6th Pesht Regulars (D)

While serving under the Sixth Pesht's *Chu-sa* Kevin MacDonnal, a warrior receives double the standard Skill Point awards for the use of the Strategy and Tactics skills. Additionally, reduce by 1 the Adventure Point cost for improving these skills for such troops.

7th Pesht Regulars (F)

A MechWarrior under the command of Third Battalion's talented *Chu-sa* K'uang-yin can learn much. A Third Battalion member who captures the *chu-sa*'s attention and spends at least six months training with her reduces his Jumping to-hit modifier from the standard +3 to +2.

9th Pesht Regulars (C)

Friction between the MechWarriors and conventional forces of the Ninth Pesht force unit members to employ the art of diplomacy every day. Members receive double the standard Skill Point awards when using the Negotiation and Leadership skills.



10th Pesht Regulars (C)

The Tenth Pesht loses Initiative for Turns 1 and 2 of any battle when using non-BattleMech units. However, the unit's controlling player can deploy the Tenth's conventional-vehicle and infantry units per Hidden Units rules if the scenario circumstances permit.

UNQUESTIONED LOYALTY

1st Genyosha (A)

During every Combat Turn, the First Genyosha receives an Initiative bonus equal to the number of enemy 'Mechs it has previously destroyed in the battle, minus the number of destroyed Genyosha 'Mechs. This bonus cannot be reduced below zero.

2nd Genyosha (A)

The Second Genyosha has developed an affinity for defensive missions over the years and performs especially well when it has a limited line of sight. The Second receives a +1 Initiative bonus when acting as defenders or fighting in Urban or Mountain terrain. If both conditions are present, the unit receives a +2 bonus.

Otomo (B)

The Otomo possesses a nearly instinctive ability to identify weak areas within its own defenses and those of its allies. To reflect this ability, Otomo units may torso twist at any time during any phase of a Combat Turn. Additionally, units may torso twist even after firing weapons. Otomo units must still declare their attacks per standard rules, but they may torso twist between shots when declaring. Otomo units are still limited to one torso twist per turn.

Izanagi Warriors (C)

As the personal honor guard of the Coordinator, the members of the Izanagi Warriors are just as deadly outside their BattleMechs as in them. Unit warriors receive double the standard Skill Point awards for uses of the Unarmed Combat, Blade, and Throwing Weapons skills.

1st Sword of Light (B)

The First Sword of Light specializes in night missions. During nighttime conditions, unit members receive +2 Initiative modifiers and do not suffer the +2 to-hit modifier that standard units receive during night combat.

2nd Sword of Light (A)

Every Second Sword unit receives a +2 Initiative bonus in all battles. During any turn in which the Second Sword outnumbers an opponent by more than two-to-one, the opponent automatically loses Initiative.

5th Sword of Light (C)

Though the Fifth is only moderately upgraded compared to other Sword of Light regiments, the unit possesses quite a bit of salvaged Clan gear and a group of elite technicians. Every unit lance commander can upgrade one of his 'Mech's weapons with an equivalent Clan model, as long as his 'Mech's tonnage and size allow for it. For example, a lance commander with a *Hatamoto-Chi* can trade one of his PPCs for a Clan ER PPC. A commander with a *Dragon* can trade his AC/5 for a Clan Ultra AC/5 or LB-5X autocannon. Any surplus tonnage remaining after such upgrades should be filled by heat sinks if possible, but players are free to use such tonnage as they see fit.

7th Sword of Light (A)

The Seventh receives a +2 Initiative bonus in Urban terrain to reflect its expertise in urban-combat tactics. Unit members are also highly proficient in physical attacks. Before rolling for hit location for a punching, kicking or clubbing attack (including the use of hatchets and swords), the unit's controlling player can declare his intention to apply a +1 or -1 modifier to the roll result. However, this modifier cannot cause the final result to exceed the range of results on the appropriate hit location table.

8th Sword of Light (B)

The experienced Eighth has fought in a wide variety of environments and is well adapted to fight in nearly any type of terrain. As a result, all of the unit's opponents lose any terrain-based Initiative bonuses when facing the Eighth.

In addition, the Eighth has cultivated a variety of political contacts during its years of service. These contacts provide the unit with incredible sources for information-gathering and occasionally allow the Eighth to study ISF files on areas or enemy units before combat. To reflect this, apply a -2 modifier to any information-gathering skill rolls made by a character serving in the unit.

Sun Zhang Academy Cadres (C)

The special abilities of the Sun Zhang Cadres are described in the DCMS Rosters (p. 89-93) and under the **Sun Zhang MechWarrior Academy** section in **Training**.

ALTERNATE PATHS

1st Amphigean Light Assault Group (B)

Warriors of the First Amphigean receive a +1 Initiative bonus when fighting in Flatlands terrain.

Additionally, up to half of a First Amphigean force can be held in reserve off the map. To use this option, the Amphigean's controlling player must write down the entrance hex (hex number and mapsheet name) for each unit held in reserve. These units may enter at any hex along the Amphigean's home edge or an adjacent edge (they may not enter at the enemy's home edge).

If the reserve units enter at their home edge, they can enter



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during the Movement Phase of any turn after the first. If they enter from another edge, they cannot enter before the Movement Phase of Turn 4. Additionally, reserve units cannot move more than 3 hexes away from their entrance hexes during their first movement.

7th Amphigean Light Assault Group (D)

The natural speed of the Seventh gives the unit an edge on the battlefield. At the beginning of any turn, the Seventh's controlling player can announce his intention to use the unit speed bonus for any of his BattleMechs. Each affected 'Mech receives 1 additional MP to its Running MP rating for the turn. However, 'Mechs using the speed bonus cannot make weapon or physical attacks during the turn, and all Piloting Skill Rolls made for them during the turn take +1 modifiers.

If the Light Assault Group manages to destroy more than 100 tons of enemy BattleMechs in a single turn, it automatically wins the Initiative during the next turn.

2nd An Ting Legion (C)

All weapons attacks made by Second An Ting units during night combat receive a +1 to-hit modifier in place of the standard night combat to-hit modifier. Additionally, Second An Ting units may fire at multiple targets without the standard multiple-targets modifier.

The unit receives a -1 Initiative penalty during all stand-up fight scenarios.

6th An Ting Legion (D)

The Sixth An Ting maintains particularly strong ties to the resurrected An Ting University. Warriors who pledge to join the Sixth An Ting receive an extra year of training in the university's Advanced Program for Education. Warriors who exercise this option receive 1 additional skill level in Leadership and Training.

2nd Arkab Legion (C)

The Second Arkab prefers lightning hit-and-run tactics, and so its members have developed excellent reaction times. Any unit member with a Gunnery Skill Target Number of 3 or less can perform a weapon attack during the Movement Phase of a Combat Turn instead of moving. All such attacks receive a +1 to-hit modifier, but if the target has not moved when the attack is made, no movement-based to-hit modifiers apply. Damage from such attacks is applied at the end of the Movement Phase, so any weapons damaged by the attack cannot be used during the standard Weapon Attack Phase of the turn.

Any Arkab 'Mech that employs this option cannot take any other action—including torso twisting, movement and physical attacks—for the remainder of the turn.

4th Arkab Legion (C)

During the first three turns of a battle, unit members may seize the Initiative for one turn. However, the controlling player

must announce his use of this option before any Initiative dice rolls are made.

Additionally, any unit member with a Gunnery Skill Target Number of 3 or less can perform a weapon attack during the Movement Phase of a Combat Turn, subject to the same conditions as Second Arkab units using this option (see previous entry).

6th Arkab Legion (D)

The Sixth Arkab's controlling player may deploy up to half of his units using the Hidden Units rules if the scenario circumstances permit.

2nd Night Stalkers (D)

The Second receives a +1 Initiative bonus during all night operations.

In addition, all Second Night Stalkers can outflank units of the same general class or smaller, effectively exerting a "zone of control" that the other unit cannot enter. For example, a Night Stalker 'Mech can outflank an opposing 'Mech, tank, infantry squad, and so on. A Night Stalker tank cannot outflank any enemy 'Mech, however.

To outflank an opponent, a Night Stalker unit must move into a hex adjacent to an enemy unit that has not moved yet. The Night Stalker unit must have at least 1 unused Movement Point remaining and must directly face the enemy unit. If these conditions are met, the enemy unit cannot enter either of the two hexes adjacent to itself and the Night Stalker unit.

If several Night Stalker units employ this flanking maneuver against a single target, they can effectively trap the enemy unit. However, outflanked opponents can jump their 'Mechs over the restricted hexes.

3rd Night Stalkers (D)

The Third Night Stalkers can perform the same flanking maneuver as the Second Stalkers (see previous entry).

1st Proserpina Hussars (A)

The First Proserpina specializes in hit-and-run tactics. Any Proserpina unit (BattleMech or armor) can make weapons attacks while moving at up to half of its Walking/Cruising MP rating (rounded down) without the standard to-hit modifier from attacker movement.

3rd Proserpina Hussars (B)

The elite regiment of the Proserpina Hussars, the Third receives a +1 Initiative modifier. In addition, unit members possess the same expertise as members of the First Hussars (see previous entry).

1st Shin Legion (C)

The First Shin is a seasoned, well-rounded unit equally at home in any battlefield environment. Opposing units lose any ter-



rain-based Initiative bonuses when fighting the First Shin. Additionally, the First Shin receives a +1 Initiative bonus when operating in Flatlands terrain.

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1st Ghost (B)

The First Ghost prefers city-based fighting and receives a +1 Initiative bonus when fighting in Urban terrain. However, this bonus does not apply during any turn in which the opposing force has more units in play than the First.

Any character who is a member of the First Ghost Regiment may purchase the Contact advantage for 1 point less than normal, as long as the contact is related to the yakuza.

3rd Ghost (D)

The Third Ghost has little to recommend it except for its ties to the yakuza and the opportunity it presents to a competent warrior capable of pulling the regiment together.

Any character who is a member of the Third Ghost may purchase the Contact advantage for 1 point less than normal, as long as the contact is related to the yakuza.

5th Ghost (D)

The Fifth Ghost may use the Hidden Units rules. Additionally, the unit's 201st Pesht engineers can turn a camouflage blind into a true fortification. To reflect this ability, the Fifth's controlling player may modify one mapsheet used in a scenario. On this mapsheet, all Light Woods hexes are considered Heavy Woods hexes. All Heavy Woods hexes marked on the map inflict a +3 to-hit modifier on attempts to fire through them, rather than the usual +2 to-hit modifier. Standard Heavy Woods line-of-sight rules apply to these hexes. The player must choose the affected mapsheet before placing hidden units or beginning movement.

Any character who is a member of the Fifth Ghost may purchase the Contact advantage for 1 point less than normal, as long as the contact is related to the yakuza.

6th Ghost (B)

The Sixth Ghost's controlling player can set one trap for each conventional-vehicle lance and infantry platoon he has in play. Each trap acts as a single-hex conventional minefield, except it can detonate only once during the scenario.

Any character who is a member of the Sixth Ghost may purchase the Contact advantage for 1 point less than normal, as long as the contact is related to the yakuza.

7th Ghost (B)

The Seventh specializes in city defense. When acting as defenders in Urban terrain, the unit may seize the Initiative twice during a scenario. The controlling player must announce his intention to use the option before any Initiative dice rolls are made for the turn.

10th Ghost (D)

Internal strife, backstabbing politics and the struggle to stay alive distinguish service in the Tenth Ghost. Unit members receive double the standard Skill Point awards for the use of Unarmed Combat, Perception and Streetwise skills.

Any character who is a member of the Tenth Ghost may purchase the Contact advantage for 1 point less than normal, as long as the contact is related to the yakuza.

11th Ghost (F)

The Eleventh maintains the strongest yakuza ties of all the Ghost regiments. As a result, unit members can purchase a variety of information and equipment unavailable to other regiments.

Any character who is a member of the Eleventh Ghost may purchase the Contact advantage for 1 point less than normal, as long as the contact is related to the yakuza. In addition, unit members can purchase items through the black market at reduced costs. When unit members purchase any item through the black market (see p. 85, **MechWarrior Companion**), reduce the item's standard Legality rating by one level when calculating the item's price multiplier. For example, an item with a standard Legality rating of C would be considered a Class B item. Items with standard Legality ratings of A are not affected by this rule.

12th Ghost (F)

The Twelfth possesses adequate yakuza resources and also manages to obtain regular help from the DCMS's Procurement Department. Under *Tai-sa* Yoriama's command, a movement to break off the unit's yakuza ties is growing within the Twelfth—a development that promises to make the unit a very interesting post in the near future.

Any character who is a member of the Twelfth Ghost may purchase the Contact advantage for 1 point less than normal, as long as the contact is related to the yakuza.

2nd Legion of Vega (D)

Every member of the Second Legion receives a +2 Initiative bonus when fighting in Mountain, Urban, or Wooded terrain. However, all Second Legionnaires receive a -1 Initiative modifier when operating in Flatlands terrain.

11th Legion of Vega (C)

The Eleventh Legion receives a +1 Initiative bonus in Urban terrain engagements, and all unit members receive a -2 modifier on Piloting Skill Rolls made to avoid Skidding on pavement.

16th Legion of Vega (D)

All units of the Legion's Second Battalion, Third Company may deploy under Hidden Units rules if scenario circumstances allow for it. These units may hide in Clear hexes (but not Paved), and are considered prone if they do so.



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Ryukun-ni (A)

All Ryukun regiments display a masterful ability to scout out the most advantageous battle terrain, a practice they learned from Wolf's Dragoons. To reflect this ability, the Ryukun-ni's controlling player may apply a +1 or -1 modifier to any dice roll made when selecting terrain or mapsheets—including rolls made by the opposing player.

The Ryukun-ni gains a +2 Initiative bonus when fighting in Flatlands terrain. The unit's controlling player can also employ Hidden Units rules when deploying the regiment's infantry and armor units.

Ryukun-san (A)

The Ryukun-san quickly gains a psychological edge over opponents. Any Regular troops fighting the regiment receive a -1 Initiative penalty. Green troops facing the Ryukun-san receive a -2 penalty on their Initiative rolls.

In addition, the Ryukun-san's controlling player may apply a +1 or -1 modifier to any dice roll made when selecting terrain or mapsheets—including rolls made by the opposing player.

Ryukun-yon (A)

The Ryukun-yon specializes in night operations, and so the standard night combat +2 to-hit modifier does not apply to the regiment's units.

The Ryukun-yon's controlling player may apply a +1 or -1 modifier to any dice roll made when selecting terrain or mapsheets—including rolls made by the opposing player.

Ryukun-go (A)

When generating skills for Ryukun-go MechWarriors with the Random Skills Table (p. 139), apply a +1 modifier to dice rolls made for Piloting Skill and a -1 modifier to dice rolls for Gunnery Skill.

Additionally, the Ryukun-go's controlling player may apply a +1 or -1 modifier to any dice roll made when selecting terrain or mapsheets—including rolls made by the opposing player.

Ryukun-roku (A)

In battalion-sized or larger engagements, the Ryukun-roku enjoys a +2 Initiative bonus.

The Ryukun-roku's controlling player also may apply a +1 or -1 modifier to any dice roll made when selecting terrain or mapsheets—including rolls made by the opposing player.

TRAINING

The following rules supplement the standard MechWarrior character skill packages provided in **MWII** and the **MechWarrior Companion**. The rules enable a player to accurately simulate the skills a character may learn at the Draconis Combine academies, universities and proving grounds described in **Sowing the Dragon's Teeth** (p. 23).

Before using these rules to create a character, a player should perform Steps 1 and 2 (Assign Priorities and Assign Attribute Points) of the character-design process (pp. 13–15, **MWII**). The player should also calculate his character's Attribute Saving Rolls and Characteristics, because his character may need these to gain entrance to an academy. Gamemasters must ensure that characters meet all entrance requirements.

Follow the standard academy- and university-package rules (p. 18, **MWII**) when using the skill packages in this section. The MOS skill lists in the following entries combine the skills from Basic Training, Advanced Individual Training, and Fields of Study for each academy. Therefore, a character should pick only one MOS and choose skills from that list (exceptions are noted in the appropriate text).

Some academies grant a character extra skills on graduation. Players cannot increase these skills beyond their starting levels during character creation unless otherwise noted.

Unless otherwise noted, characters cannot attend more than one institution.

AEROSPACE AND INTERSTELLAR INSTITUTE (AII)

An aerospace fighter pilot applying to the AII must purchase an Advanced Academy Package or a Basic University Package. If the character selects a university package, the character must take the DropShip Pilot MOS and the JumpShip Pilot FOS. All remaining skill choices are left up to the character's controlling player.

Every AII cadet automatically receives a free Level 2 skill in Special Interest/Naval History. The controlling player can raise the skill per standard rules if desired.

Aerospace Pilot MOS

Required: Gunnery/Aerospace, Medtech, Piloting/Aerospace, Small Arms

Electives: Gunnery/Spacecraft, Survival, Technician/Aerospace, Unarmed Combat, Zero-G Operations

Bonus: A character choosing this MOS may purchase Extra Edge at a slightly reduced cost. One Advantage Point still buys the character 1 Edge Point, but for 2 Advantage Points the character can purchase 3 Edge Points. By spending 3 Advantage Points, the character can raise his total Edge to 5.

DropShip Pilot MOS

Required: Medtech, Piloting/Spacecraft, Small Arms, Zero-G Operations

Electives: Communications/Conventional, Computer, Gunnery/Spacecraft, Leadership, Survival

JumpShip Pilot FOS

Required: Computer, Navigation

Electives: Gunnery/Spacecraft, Leadership, Piloting/Spacecraft, Strategy



AN TING UNIVERSITY (ATU)

ATU requires that every applicant purchase one of the standard university skill packages. If a character takes the Armored Infantry MOS, he need only purchase the Basic University Package. After determining his character's initial skill levels, a player may assign a bonus +1 Skill Level to any single skill, as long as the bonus does not raise the skill above Level 3. All ATU graduates automatically receive a free Extra Edge point.

BattleMech Pilot MOS

Required: Gunnery/BattleMech, Medtech, Piloting/BattleMech, Small Arms

Electives: Blade, Leadership, SI: Military History, Protocol, Strategy, Survival, Tactics, Technician/BattleMech, Training, Unarmed Combat

Aerospace Pilot MOS

Required: Gunnery/Aerospace, Medtech, Piloting/Aerospace, Small Arms

Electives: Blade, Leadership, SI: Military History, Protocol, Strategy, Survival, Tactics, Technician/Aerospace, Training, Unarmed Combat

Cavalry MOS

Required: Drive/Ground or Piloting/VTOL, Gunnery/Conventional, Medtech, Small Arms

Electives: Blade, Gunnery/Artillery, Jump Pack, Leadership, SI: Military History, Protocol, Strategy, Support Weapons, Survival, Tactics, Technician/Mechanic, Training, Unarmed Combat

Infantry MOS

Required: Medtech, Small Arms, Support Weapons, Unarmed Combat

Electives: Blade, Demolitions, Drive/Ground, Gunnery/Artillery, Leadership, SI: Military History, Strategy, Survival, Tactics, Training

Armored Infantry MOS

Required: Gunnery/Battlesuit, Medtech, Piloting/Battlesuit, Small Arms

Electives: Blade, Leadership, SI: Military History, Protocol, Strategy, Survival, Tactics, Technician/Battlesuit, Training, Unarmed Combat

DIERON DISTRICT GYMNASIUM (DDG)

DDG cadets can purchase only a Basic Academy Package. However, if the character has enough skill points, he can purchase a second Basic Academy Skill Package. The player can select the six skills of the second package from the electives list of any other standard MechWarrior MOS or a combination of various MOS. However, none of these elective skills may be raised above Level 2 during character creation.

A cadet's Piloting/BattleMech base target number must be 5

or lower, and his Gunnery/BattleMech base target number must be 4 or lower before he can graduate. (These target numbers depend on the cadet's Attributes and skill levels.)

The DDG emphasizes combat, so any graduate with base target numbers of 4 or lower in Piloting/BattleMech and 3 or lower in Gunnery/BattleMech may purchase 2 Points of Extra Edge for only 1 Advantage Point. The character must pay standard costs for additional Edge purchases, however.

BattleMech Pilot MOS

Required: Gunnery/BattleMech, Piloting/BattleMech, Medtech, Small Arms

Electives: Technician/BattleMech, Training, Unarmed Combat

DOVER INSTITUTE FOR HIGHER LEARNING

The Dover Institute is midway between an academy and a university. Applicants must purchase either the Basic or Advanced University Package and then make a successful Mental Saving Roll (the roll receives a -1 penalty). If the roll fails, the character washes out within the first five months of training and must select his eight skills from the standard Basic Training and BattleMech Pilot MOS lists (p. 19, MWII).

Graduates of the Dover Institute have the option of purchasing any Natural Aptitude advantage for 1 point less than the standard cost. Additionally, any Dover Institute graduate with ten years in the field may return to teach or work on one of the institute's many research-and-development projects.

The required General Science and Literature skills must both be purchased at a minimum of Level 2.

BattleMech Pilot MOS

Required: SI: General Science, Gunnery/BattleMech,

SI: Literature, Medtech, Piloting/BattleMech, Small Arms

Electives: Administration, Bureaucracy, Leadership, Strategy, Tactics, Technician/BattleMech

GALEDON MILITARY ACADEMY (GMA)

Applicants must purchase an Advanced Academy Package and then make a successful Athletic Saving Roll. If the roll fails, the GMA has rejected the candidate, who must use his Advanced Academy Package at another school. If the test succeeds, the cadet must spend 1 additional Advantage Point. Normally, GMA graduates must spend two years in the Second Galedon Regulars, but assume that starting characters have fulfilled this obligation. Such characters cannot purchase the Well-Equipped advantage, however.

Every GMA graduate receives a +1 bonus to his Build Attribute and a -1 penalty to his Charisma. Graduates automatically gain the Toughness Advantage at no cost. Also, graduates receive one bonus skill at Level 1. However, the skill level of any elective cannot initially exceed the cadet's Unarmed Combat or Survival Skill levels.



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BattleMech Pilot MOS

Required: Gunnery/BattleMech, Medtech, Piloting/BattleMech, Small Arms, Survival, Unarmed Combat

Electives: Blade, Technician/BattleMech

Aerospace Pilot MOS

Required: Gunnery/Aerospace, Medtech, Piloting/Aerospace, Small Arms, Survival, Unarmed Combat

Electives: Blade, Technician/Aerospace

Cavalry MOS

Required: Drive/Ground or Piloting/VTOL, Gunnery/Conventional, Medtech, Small Arms, Survival, Unarmed Combat

Electives: Blade, Gunnery/Artillery, Jump Pack, Technician/Mechanic

Infantry MOS

Required: Medtech, Small Arms, Support Weapons, Survival, Unarmed Combat

Electives: Blade, Drive/Ground, Gunnery/Artillery

Armored Infantry MOS

Required: Gunnery/Battlesuit, Medtech, Piloting/Battlesuit, Small Arms, Survival, Unarmed Combat

Electives: Blade, Technician/Battlesuit

KENSAI KAMI

The Kensai Kami program is not a standard academy or university, so characters cannot receive skill packages at the program. However, the program's wide pool of highly skilled MechWarriors and fierce competitive atmosphere make it an excellent setting for beginning a campaign.

If an existing character wants to study at the Kensai Kami, he must possess Piloting/BattleMech and Gunnery/BattleMech base target numbers of 4 or lower, as well as the Tactics Skill. Once the player is at the Kensai Kami, the gamemaster must create encounters for the character.

Alternatively, a starting character can begin play with a stint at the Kensai Kami already under his belt, provided that the gamemaster approves. In these cases, the player must roll 2D6. If the result is higher than the total of the character's BattleMech Piloting and Gunnery base target numbers, the player can provide his character with Kensai Kami experience by spending 1 Advantage Point.

Any character who has attended the Kensai Kami receives a -1 modifier to all Social-based Skill Rolls during interactions with DCMS characters. In addition, the character can increase his Tactics Skill Level by 1 at no cost and receive 1 free additional Edge Point.

OSAKA FIELDS PROVING GROUNDS

The Osaka Fields provides one of the few opportunities for low-born warriors to enter the DCMS. Therefore, characters with Title or Land Grant Advantages cannot train at the proving grounds.

Any eligible character who wishes to prove his worth on the Osaka Fields and enter the DCMS must purchase the Small Arms and Medtech skills per standard rules during character generation. The character must also purchase the Wealth Advantage for 1 Advantage Point, and then spend the Advantage on all the simulator time needed to hone his skills. Additionally, the character must purchase a Basic Academy Package and select skills from the standard Basic Training electives and BattleMech Pilot MOS required and elective skills (p. 19, MWII). Finally, the character must have base target numbers of 4 or lower in Gunnery/BattleMech and 5 or lower in Piloting/BattleMech.

If the character meets all these conditions, he receives 1 Extra Edge point, and a bonus skill of Tactics at Level 1 or Strategy at Level 1.

PAGODA FOR LUTHIEN OFFICERS

Applicants must first possess the Title Advantage and make a successful Social Saving Roll to gain admittance to the Pagoda for Luthien Officers. If the test fails, the character must obtain the Land Grant Advantage before the Pagoda will accept him. Once accepted, the character must purchase the Basic or Advanced University Package.

All Pagoda graduates automatically receive an additional skill level in Protocol and Bureaucracy, but neither skill level may be raised beyond Level 3 in this manner. When Pagoda graduates select a BattleMech weight class on the Master Character Table (p. 14, MWII), raise the Priority Level by 1. If the graduate possesses both the Land Grant and Title Advantages, he can select any specific 'Mech design he wants, rather than rolling on the Random 'Mech Assignment Table. However, the character's choice must belong to the appropriate weight class.

BattleMech Pilot MOS

Required: Bureaucracy, Gunnery/BattleMech, Medtech, Piloting/BattleMech, Protocol, Small Arms

Electives: Administration, Blade, Leadership, SI: Military History, Strategy, Tactics, Training, Unarmed Combat

Aerospace Pilot MOS

Required: Bureaucracy, Gunnery/Aerospace, Medtech, Piloting/Aerospace, Protocol, Small Arms

Electives: Administration, Blade, Leadership, SI: Military History, Strategy, Tactics, Training, Unarmed Combat



SUN TZU SCHOOL OF COMBAT

Cadets need only purchase a Basic Academy Package to attend the Sun Tzu School of Combat—and ferociously defend the honor of their school against all slurs and slights (this is where the roleplaying comes in). Other Sun Tzu cadets, alumni and samurai will scorn any cadet or alumni who fails to defend the school's good name.

Sun Tzu graduates automatically receive the Tactics Skill at Level 1 for free (Tactics is not normally available at small academies). Players may increase the level of this skill during character generation per standard rules. However, Sun Tzu graduates suffer a +2 skill roll modifier when they attempt to use their Tactics Skills in combat situations where they are leading troops of a single type, rather than coordinating the movements of combined-arms forces.

BattleMech Pilot MOS

Required: Gunnery/BattleMech, Medtech, Piloting/BattleMech, Small Arms, Tactics

Electives: Blade, Technician/BattleMech, Unarmed Combat

Aerospace Pilot MOS

Required: Gunnery/Aerospace, Medtech, Piloting/Aerospace, Small Arms, Tactics

Electives: Blade, Technician/Aerospace, Unarmed Combat

Cavalry MOS

Required: Drive/Ground or Piloting/VTOL, Gunnery/Conventional, Medtech, Small Arms, Tactics

Electives: Blade, Technician/Mechanic, Unarmed Combat

Infantry MOS

Required: Medtech, Small Arms, Support Weapons, Tactics, Unarmed Combat

Electives: Blade, Drive/Ground, Gunnery/Artillery, Jump Pack

SUN ZHANG MECHWARRIOR ACADEMY (SZMA)

All applicants must purchase the Advanced Academy Package and then make a Mental Saving Roll to gain admittance. If the test fails, the SZMA has rejected the applicant, who must use his Advanced Academy Package at another academy. If the test succeeds, the applicant must spend 1 Advantage Point to gain admittance.

The prestige of being an SZMA graduate gives a character a -1 modifier to all Social-based Skill Rolls during interactions with characters from the Draconis Combine. However, the character receives a +2 modifier on such tests when interacting with students or alumni of the An Ting University or soldiers from the An Ting Legions.

In addition to the standard allotment of skills from the Advanced Academy Package, SZMA graduates receive 2 bonus

skills at Level 1 and 1 skill at Level 2 (the player may select the skills).

Any starting character who has completed the standard nine-month tour of duty in one of the Sun Zhang Academy cadres begins play with 5 skill points in each of the following skills: Gunnery, Piloting and Small Arms. (See the Sun Zhang MechWarrior Academy description in **Sowing the Dragon's Teeth**, p. 29, for a description of the cadres.)

BattleMech Pilot MOS

Required: Blade, Gunnery/BattleMech, Medtech, SI: Military History, Piloting/BattleMech, Small Arms, Survival, Unarmed Combat

Electives: Communications/Conventional, Drive/Ground, Leadership, Perception, Tactics, Technician/BattleMech, Training

Aerospace Pilot MOS

Required: Blade, Gunnery/Aerospace, Medtech, SI: Military History, Piloting/Aerospace, Small Arms, Survival, Unarmed Combat

Electives: Communications/Conventional, Leadership, Perception, Piloting/VTOL, Tactics, Technician/Aerospace, Training

Armored Infantry MOS

Required: Blade, Gunnery/Battlesuit, Medtech, SI: Military History, Piloting/Battlesuit, Small Arms, Survival, Unarmed Combat

Electives: Drive, Leadership, Perception, Tactics, Technician/Battlesuit, Training

UNIVERSITY OF PROSERPINA (UP)

Students taking the school's Cavalry, Infantry, or Armored Infantry MOS must purchase an Advanced Academy Package or one of the university skill packages.

Students taking the Aerospace Pilot, BattleMech Pilot, or Battlefield Specialist MOS at the UP must purchase a Basic or Advanced University Package. Every Battlefield Specialist candidate must also make a successful Athletic Saving Roll. If the roll fails, the candidate fails to meet the program's entrance requirements and must choose the Armored Infantry or BattleMech Pilot MOS.

All UP graduates may purchase a combat Natural Aptitude or Sixth Sense Skill for 1 Advantage Point less than the standard cost. Every UP Battlefield Specialist graduate receives 3 extra skills (1 skill at Level 2 and 2 skills at Level 1) to represent the extra training needed to complete the program.

BattleMech Pilot MOS

Required: Gunnery/BattleMech, Medtech, Piloting/BattleMech, Small Arms

Electives: Blade, Leadership, Strategy, Survival, Tactics, Technician/BattleMech, Unarmed Combat



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Aerospace Pilot MOS

Required: Gunnery/Aerospace, Medtech, Piloting/Aerospace, Small Arms

Electives: Blade, Leadership, Strategy, Survival, Tactics, Technician/Aerospace, Unarmed Combat

Cavalry MOS

Required: Drive/Ground or Piloting/VTOL, Gunnery/Conventional, Medtech, Small Arms

Electives: Blade, Gunnery/Artillery, Jump Pack, Leadership, Support Weapons, Survival, Tactics, Technician/Mechanic, Unarmed Combat

Infantry MOS

Required: Medtech, Small Arms, Support Weapons, Unarmed Combat

Electives: Blade, Drive/Ground, Gunnery/Artillery, Leadership, Stealth, Strategy, Survival, Tactics

Armored Infantry MOS

Required: Gunnery/Battlesuit, Medtech, Piloting/Battlesuit, Small Arms

Electives: Blade, Leadership, Strategy, Survival, Tactics, Technician/Battlesuit, Unarmed Combat

Battlefield Specialist MOS

Required: Blade, Gunnery/BattleMech, Gunnery/Battlesuit, Medtech, Piloting/BattleMech, Piloting/Battlesuit, Small Arms, Unarmed Combat

Electives: Leadership, Perception, Stealth, Survival, Tactics, Technician/BattleMech, Technician/Battlesuit

WISDOM OF THE DRAGON

Every applicant must purchase the Advanced University Package and make a Social Saving Roll. If the roll fails, the school rejects the character, who must obtain his skills at another DCMS university. If the test succeeds, the character must spend 1 Advantage Point to complete his studies.

Wisdom of the Dragon cadets may purchase 1 Advantage for 1 Advantage Point less than its standard cost. The cadet must pay standard costs for all additional Advantages. Cadets also receive 3 bonus skills: 1 skill at Level 3, 1 skill at Level 2, and 1 skill at Level 1.

BattleMech Pilot MOS

Required: Gunnery/BattleMech, Leadership, Medtech, Piloting/BattleMech, Small Arms, Strategy, Tactics

Electives: Blade, SI: Military History, Technician/BattleMech, Training, Unarmed Combat

Aerospace Pilot MOS

Required: Gunnery/Aerospace, Leadership, Medtech, Piloting/Aerospace, Small Arms, Strategy, Tactics

Electives: Blade, SI: Military History, Technician/Aerospace, Training, Unarmed Combat

Cavalry MOS

Required: Drive/Ground or Piloting/VTOL, Gunnery/Conventional, Leadership, Medtech, Small Arms, Strategy, Tactics, Unarmed Combat

Electives: Blade, Jump Pack, SI: Military History, Technician/Mechanic, Training

Infantry MOS

Required: Leadership, Medtech, Small Arms, Strategy, Support Weapons, Survival, Tactics, Unarmed Combat

Electives: Blade, Drive/Ground, Gunnery/Artillery, SI: Military History, Training

Armored Infantry MOS

Required: Gunnery/Battlesuit, Leadership, Medtech, Piloting/Battlesuit, Small Arms, Strategy, Survival, Tactics

Electives: Blade, SI: Military History, Technician/Battlesuit, Training, Unarmed Combat

DCMS BATTLE ARMOR

The DCMS's traditional veneration of BattleMechs and MechWarriors—and its converse lack of respect for infantry troops—has prompted it to devote few resources to the development and deployment of battle armor. In spite of scant funding, however, the DCMS fields three distinct battlesuit designs—the Raiden, Kage, and Kanazuchi models—each tailored to a different mission profile. Though the DCMS currently deploys relatively few battlesuit units, an increasing number of commanders are beginning to recognize the value of these units in combat. As a result, DCMS military academies and universities are beginning to offer powered-armor training programs and the High Command has ordered increased production of battlesuits. If these trends continue, every DCMS regiment will likely field at least one battle-armor battalion within ten years. (See *Infantry Assets* in **Arm of the Dragon**, p. 16, for more information on current battlesuit deployment in the DCMS.)

Unless specified otherwise in the Game Rules following each entry, DCMS battlesuits follow all the standard battle armor and battlesuit rules provided in the **BattleTech Compendium: The Rules of Warfare** (pp. 66–69) and the **MechWarrior Companion** (pp. 95–97). All DCMS battlesuits are Level 2 BattleTech equipment.



RAIDEN BATTLE ARMOR

R&D Start Date: November 3050

Prototype Design and Production: April 3052

Standard Production: January 3055

The Raiden battlesuit represents the DCMS's attempt to duplicate Clan battle armor by reverse-engineering captured Clan Elemental armor. Though the Federated Commonwealth won the race to be the first Inner Sphere power with its own battlesuit designs, the Raiden's performance is noticeably superior to that of comparable Commonwealth designs.

The first Raiden battlesuit was presented to the Coordinator in June of 3052. It could move at a decent speed and included jump capability, features that early FedCom battlesuits lacked. Perhaps more important, Raiden-equipped warriors could withstand medium laser fire and some missile strikes. Initially, the battlesuit incorporated a small laser in the right arm and a single-shot SRM launcher on the left shoulder. However, the Coordinator directed DCMS designers to modify the suit so that it could protect a trooper against a large laser hit. (He also told the director of the DCMS research and development effort that he expected the modified prototype to be ready for testing in a year—and that the large-laser test would be conducted with the director himself in the suit.) Nine months later the modified Raiden was ready. Without the SRM launcher—which tended to unbalance the suit—the new prototype mounted enough armor to withstand the full force of a large laser hit and still move at a reasonable speed.

Game Rules

The Raiden functions as standard Inner Sphere powered armor and follows the standard Inner Sphere battle armor rules (p. 69, **BattleTech Compendium: The Rules of Warfare**, and p. 98, **MechWarrior Companion**).

KAGE LIGHT BATTLE ARMOR

R&D Start Date: March 3051

Prototype Design and Production: May 3052

Standard Production: March 3056

The Kage design descends from an earlier, discarded version of the Raiden. Developed with advice from DEST veterans, the Kage is intended for scouting missions. Ample speed and stealth were the Kage team's primary design considerations, with offensive capabilities a secondary consideration.

Originally, the Kage's designers intended to produce a battlesuit with jump capability that exceeded the jump capabilities of most BattleMechs. The prototype's volatile flight characteristics presented a serious obstacle to this goal, but eventually the designers fitted the Kage with a partial-wing configuration and stabilizing fins that give the suit a maximum jump distance of 120 meters. When the unit is not jumping, the fins retract to reduce the battlesuit's visibility and radar signature. The addition of

stealth capabilities adapted from DEST sneak suits rounded out the Kage's abilities, turning it from an ordinary, fast infantry design to a true infiltration battlesuit.

The standard Kage arsenal consists of a single antipersonnel weapon, mounted on the forearm for hands-free operation. Typically, one battlesuit unit in every Kage squad is designated as a support unit and equipped with a single heavy weapon in place of the standard antipersonnel weapon. If a Kage squad is attached to a force equipped with Arrow IV launchers, the Kage support unit often carries a compact TAG spotting laser in place of a heavy weapon.

BattleTech Game Rules

Kage units can jump up to 4 MP.

Kage squads always consist of four troopers. The trooper designated as #1 on the record sheet is the squad's support unit and is equipped with one of the following anti-BattleMech weapons: flamer, small laser, machine gun, or a compact TAG unit. The compact TAG operates exactly as standard TAG, except its range is reduced to that of a medium laser. The weapon can be fired once per turn until trooper #1 is eliminated. The loss of trooper #1 means the unit has lost its weapon, but may still move and perform other battlefield tasks, such as spotting for LRM indirect fire or engaging in anti-BattleMech leg attacks per standard rules.

Every Kage battlesuit has an Armor Value of 5 points, plus 1 additional point that represents the trooper inside.

Kage suits are specially constructed to baffle all types of sensors, which makes long-distance targeting of these suits quite difficult. Medium-range attacks against Kage units receive a +3 to-hit modifier in place of the standard medium-range modifier; long-range attacks take a +6 to-hit modifier in place of the standard long-range modifier. Additionally, Beagle active probes and their Clan equivalents cannot locate hidden Kage units.

MechWarrior Game Rules

Tech Level: 3

Availability: D

Legality: C

Cost: 300,000 C-bills*

Energy: 1/2

Ballistic: 1/2

Melee: 3/4

Coverage: Full

Damage Capacity: 60

Movement: Full, with jump

Physical: +0

Athletic: +2

BLD: +1

*Primary weapons cost additional C-bills as follows:

Flamer	7,500
Machine Gun	5,000
Small Laser	11,250
TAG	50,000



RULES

Kage suits are normally equipped with one secondary weapon. One trooper per squad carries a single primary weapon instead of a secondary weapon. The TAG spotting laser has no function in **MechWarrior** games.

Unlike most types of battle armor, a Kage suit has two fully-functioning 5-fingered hands. Therefore, a character wearing a Kage suit can use weapons not installed in the suit. Use the appropriate skill (Small Arms, Support Weapons, Blade, and so on) rather than Gunnery/Battlesuit when making attacks with such weapons, but apply a +2 modifier to the Skill Rolls.

The stealth capabilities of the Kage battlesuit function in the same way as a combination sneak suit with Electronic Countermeasures and Infrared Suppression capability (pp. 85, 87, **MWII**). Integral rechargers allow the suit's stealth systems to operate indefinitely.

KANAZUCHI ASSAULT BATTLE ARMOR

R&D Start Date: July 3053

Prototype Design and Production: November 3055

Standard Production: December 3058

As soon as the Raiden reached prototype stage, its designers began developing a suit with more weapons and armor. Little did they know it would take five long years of work, fraught with seemingly impossible barriers, before the Kanazuchi would see the light of day. Originally called the Komodo, the design progressed smoothly until the summer of 3054, when the High Command displayed its lack of faith in the project by severely reducing its budget. Only the hard work and dedication of the project scientists—many of whom worked for little or no pay—enabled the Komodo to reach the prototype stage.

Early trials of the prototype went poorly. Loaded with more than a ton of armor plating and a massive arsenal that included an arm-mounted medium laser, two arm-mounted small lasers, two torso-mounted SRM 2 racks, a torso-mounted anti-infantry flamer and a torso-mounted SMG, the Komodo proved nearly immobile. Unable to turn around quickly enough to effectively use its weapons, the prototype was little more than an easy target. Additionally, the suit proved difficult and exhausting to control, and on more than one occasion Komodo test pilots suffered serious injuries from feedback or excessive torque. As a result of its poor performance, the DCMS nearly killed the project once again.

After extensive redesign work, a second Komodo prototype made its debut when a volunteer lab assistant took the battlesuit out on the proving grounds before Theodore Kurita and the High Command. This time, the ungainly looking machine performed so well that the High Command immediately tripled the project's funding to accelerate final design work and production of the Komodo. After a bit more refinement, the design went into production under the name Kanazuchi, or "hammer" (the name Komodo had been assigned to a popular BattleMech design during the development of the battle armor).

The squat, thick Kanazuchi features large, stumpy legs, thick arms, and a forward-leaning "head" that contains a cockpit-like

section where the pilot sits. Twin back-mounted SRM-2 launchers, a 'Mech-sized medium laser and a pair of modular-pod-mounted, secondary anti-infantry weapons comprise the Kanazuchi's arsenal. The design also features an impressive amount of armor. During the Kanazuchi's final field demonstration, in fact, the DCMS produced a captured Clan *Mad Cat* that unleashed a PPC blast directly at the battlesuit. Though the blast virtually destroyed the powered armor, the pilot inside survived the hit relatively unhurt and even managed to return fire with two medium-laser bursts, much to the delight of the assembled observers.

Only a small number of Kanazuchi are currently deployed, and are primarily used as defensive units because of their limited mobility.

BattleTech Game Rules

Kanazuchi battle armor units move at the same speed and with the same terrain restrictions as standard foot infantry (1 MP, no jump).

Kanazuchi squads always consist of four troopers. Each suit carries a single medium laser as its main weapon, and two SRM-2 launchers. In any given turn, a Kanazuchi unit may fire its medium laser, plus one or both of its SRM-2s. The SRM-2 racks have no reloads, so each rack can only be fired once per scenario.

Resolve medium laser fire as standard battle-armor direct fire. Resolve SRM-2 shots as standard battle-armor missile attacks. If both SRM-2 racks are fired at the same time, they must be resolved separately. This means a full-strength Kanazuchi unit may make as many as three separate to-hit rolls in a single turn: one for the medium laser, one for the first salvo of 8 SRMs, and a third for the second SRM salvo.

Each Kanazuchi battlesuit has an armor value of 15 points, plus 1 additional point that represents the trooper inside.

The physical construction of Kanazuchi suits prevent them from climbing up onto a BattleMech, so they may not engage in anti-BattleMech leg or swarm attacks. For the same reason, Kanazuchi units cannot travel with a BattleMech using the Mechanized Battle Armor rules (p. 67, **BattleTech Compendium: The Rules of Warfare**).

MechWarrior Game Rules

Tech Level: 3

Availability: D

Legality: D

Cost: 550,000 C-bills

Energy: 3/4

Ballistic: 3/4

Melee: Special

Coverage: Full

Damage Capacity: 180

Movement: 1/2, no jump

Physical: +3

Athletic: +5

BLD: +4



Each Kanazuchi battle armor suit comes equipped with a right-arm-mounted medium laser as its primary weapon. The laser operates on two military power packs, installed in standard ports on the back of the suit. Because of its massive power drain, the medium laser is normally reserved for attacks against battle-field targets. **MechWarrior** game statistics for the weapon appear below.

Medium Laser

Range: 1-18/19-36/37-54

Power Use: 20

Damage: 25D6 + 15

Recharge Time: 1

Every Kanazuchi suit also carries two secondary weapons. Typically, these weapons are mounted on the suit's torso, which gives them a fixed 90-degree forward firing arc. Each arm contains a modular port that will accept a secondary weapon, so any player may move one of these weapons to an arm of his Kanazuchi. Every Kanazuchi suit also contains two shoulder-mounted SRM-2 launchers. Treat these as a heavy SRM launcher that can fire 1 to 4 missiles per round (see p. 98, **MWII**). If a suit fires more than 1 missile, the trooper may aim them at the same target or at different targets that all lie within the suit's forward 90-degree firing arc. Multiple-target attacks receive a +1 to-hit modifier. The launchers hold a total of 4 missiles.

The suit's left arm is equipped with a powerful claw that adds +2D6 to melee attack damage.

NEW EQUIPMENT

The following equipment has been recently developed for use by DCMS forces. Some items are adapted from Clan equipment, while others are completely original Kurita creations.

Currently, these items are available to only DCMS units and mercenaries in the DCMS's employ. In the near future, however, House Kurita will likely authorize sale of these items to other Inner Sphere militaries for use against the Clans.

All of these items are for use in Level 2 **BattleTech**, so they can be used in tournament play unless specifically forbidden by the rules of the tournament.

MEDIUM-RANGE MISSILES (MRM)

Never before has the Combine military expanded so quickly, and the need for weapons to outfit DCMS BattleMechs and other combat vehicles has far outstripped the Combine's ability to manufacture them. Reluctant to purchase too many overpriced weapons from the Free Worlds League or ComStar, Theodore Kurita has directed DCMS designers to address the problem. The DCMS medium-range missile launcher (MRM), is one of the results of this effort.

MRMs evolved to fill the need for cheap and easily produced weapons that could be used effectively by the hordes of green

warriors flooding the ranks of the DCMS during the 3050s. Initially, many observers considered MRMs a giant step backward in weapons development. Originally dubbed "dead-fire missiles" or "dummy rockets," MRMs are basically unguided missile systems. Like machine guns and lasers, these missiles are aimed at a target "over iron sights." Though this configuration makes MRMs less accurate than guided missile systems, the MRMs' lack of targeting systems and steering thrusters drastically reduces the size of each missile. Consequently, a standard-size MRM rack holds far more missiles than a comparably sized LRM rack. In fact, MRMs typically can fire ten, twenty, thirty or even forty missiles in a single salvo. Furthermore, each missile in an MRM rack packs as much explosive punch as an LRM. Thus, MRMs pack a huge amount of firepower—which theoretically outweighs the disadvantage of their limited accuracy.

Initially, most DCMS units spurned the new MRMs. However, the new missile launchers have recently gained popularity among District Regulars and militia forces, largely because they are easy to retrofit into the existing LRM and SRM ports of nearly all BattleMech designs.

Game Rules

Resolve attacks with MRMs in the same way as LRM attacks, with the following exceptions. First, apply a +1 modifier to the base to-hit number of the MRM attack. Second, when determining the missile hits for an MRM-30 or MRM-40 rack, roll twice on the standard BattleTech Missile Hits Table for the attack (p. 38, **BattleTech Compendium: The Rules of Warfare**). For an MRM-30, roll on the "15 missiles" column twice and add the results together. For an MRM-40, roll twice on the "20 missiles" column. Determine hit location per standard LRM rules.

Charlie fires a salvo from his MRM-40 at Bill's 'Mech and scores a hit. To determine damage, Charlie makes two 2D6 rolls and obtains results of 9 and 6. Checking the 20-missiles column on the Missile Hits Table, he obtains results of 16 and 12, for a total of 28 missiles.

Third, MRMs may not be fired indirectly using the LRM Indirect Fire special case rule. Finally, MRMs can be installed as single-shot (OS) launchers, but they cannot be upgraded or combined with any other special equipment or enhancements, such as Artemis IV FCS, Thunder, Swarm and Narc missile beacons. Torpedo and inferno MRM configurations are impossible.

NARC MISSILE-BEACON EXPLOSIVE PODS

These special munitions were created to offer more flexibility to Narc-equipped units, as well as the opportunity to surprise opponents with unexpected firepower. The explosive pod replaces the homing beacon in the standard Narc pod with a powerful shaped charge. Immediately after the pod attaches



RULES

DCMS WEAPONS AND EQUIPMENT TABLE

Type	Heat	Dam.	Min.	Short	Range		Tons	Crit.	Ammo
					Medium	Long			
MRM 10	4	1/missile	—	1-3	4-8	9-15	3	2	24
MRM 20	6	1/missile	—	1-3	4-8	9-15	7	3	12
MRM 30	10	1/missile	—	1-3	4-8	9-15	10	5	8
MRM 40	12	1/missile	—	1-3	4-8	9-15	12	7	6
Narc Missile Beacon									
Explosive Pod	0	4	—	1-3	4-6	7-9	—	—	6
Streak SRM 4	3	*	—	1-3	4-6	7-9	3	1	25
Streak SRM 6	4	*	—	1-3	4-6	7-9	4.5	2	15
Sword	0	*	—	—	—	—	*	*	—

* See special rules for this equipment.

itself to the target, the charge detonates, damaging the armor underneath it.

Game Rules

Any number of Narc pods carried by a BattleMech may be assigned as explosive rather than homing beacons. They need not be assigned in full-ton lots, but the BattleMech's record sheet must show exactly which critical slots contain explosive pods. Additionally, the controlling player must mark off each slot when its explosive pod has fired.

Any time a player fires a Narc pod, he first must announce which type of pod he is firing. If an explosive pod hits, roll hit location per standard rules. Explosive Narc pods inflict 4 Damage Points.

If an ammo bin containing explosive pods takes a critical hit, the explosive pods detonate and each pod causes 4 Damage Points to the 'Mech carrying them (standard Narc beacon pods in the same bin cause only 2 Damage Points).

STREAK SHORT-RANGE MISSILES

After examining large amounts of Clan salvage, DCMS designers have perfected the larger Streak SRM-4 and Streak SRM-6 systems.

Game Rules

These missile launchers follow standard rules for Clan Streak SRM launchers.

SWORD

The BattleMech sword is a distinctively Kurita version of the standard BattleMech hatchet. Most MechWarriors consider the sword less effective in combat than the heavier hatchet, but the large katana blade better fits the samurai ideal of the Combine warrior. Additionally, the lighter weight of a sword makes sword attacks somewhat more accurate than those made with hatchets.

Game Rules

The sword follows all standard rules for hatchets, with the following exceptions. First, the weight of a sword is equal to the tonnage of the BattleMech divided by 20, rounded up to the nearest half ton. Swords occupy 1 critical slot for every 15 tons, or fraction thereof, of the BattleMech's total weight. Second, the Base To-Hit Number for a sword attack is 3. Finally, to determine the damage caused by a sword attack, divide the BattleMech's tonnage by 10 (round up) and add 1.

DCMS WEAPON COSTS AND COMBAT VALUES

Type	Cost		Combat Value
	(unloaded)	(per ton)	
MRM 10	50,000	5,000	27
MRM 20	125,000	5,000	52
MRM 30	225,000	5,000	78
MRM 40	350,000	5,000	105
Narc Missile Beacon			
Explosive Pod	—	1,500	—
Streak SRM 4	90,000	54,000	49
Streak SRM 6	120,000	54,000	74
Sword	10,000	—	Tonnage of 'Mech x 1
	(per ton)		

DCMS OMNIMECH CONFIGURATIONS

The following DCMS OmniMech configurations were designed to support the new weapons described in the preceding passages. The remaining statistics for these 'Mechs can be found in **Technical Readout: 3058**.



RTX1-OE Raptor

The E configuration of the *Raptor* is designed to deliver a barrage of MRMs as heavy fire support for other light units. The RTX1-OE's pods are arranged identically to the popular B configuration, allowing pilots to adapt easily to the new weapons.

Combat Value: 1,329

Weapons and Ammo	Location	Critical	Tonnage
<i>Alternate Configuration E</i>			
MRM 10	CT	2	3
MRM 10	LT	2	3
MRM 10	RT	2	3
Ammo (MRM) 48	LT	2	2
Small Laser	RT	1	.5

SR1-OE Strider

The *Strider*'s integral CASE made the design a natural for installation of the new Streak SRM-6 racks. DCMS MechWarriors already have begun to debate the comparative effectiveness of the SR1-OE variant and the primary *Strider* configuration.

Combat Value: 1,713

Weapons and Ammo	Location	Critical	Tonnage
<i>Alternate Configuration E</i>			
Streak SRM 6	LA	2	4.5
Ammo (SRM) 15	LT	1	1
Streak SRM 6	RA	2	4.5
Ammo (SRM) 15	RT	1	1
Medium Laser	H	1	1

FS9-OE Firestarter

The speed and close-range firepower of the *Firestarter* Omni made it a natural test bed for the newly perfected BattleMech sword. Combining the sword with pulse lasers and a rack of MRMs, the FS9-OE configuration is gaining popularity as a fast city fighter.

Combat Value: 2,996

Weapons and Ammo	Location	Critical	Tonnage
<i>Alternate Configuration E</i>			
Sword	LA	3	2.5
MRM 20	RA	3	7
Ammo (MRM) 12	RA	1	1
Medium Pulse Laser	LT	1	2
Small Pulse Laser	RT	1	1

SD1-OC Sunder

The SD1-OC configuration of the *Sunder* takes advantage of the new DCMS missile systems to deliver withering firepower at close and medium ranges. For maximum efficiency this weapon load should be used in a C³ network that includes one or two faster 'Mechs, such as *Owenses* or *Striders*. The SD1-OC relies on ballistic and missile weapons, but carries an ample supply of ammunition.

Combat Value: 5,844

Weapons and Ammo	Location	Critical	Tonnage
<i>Alternate Configuration C</i>			
MRM 40	LA	7	12
Ammo (MRM 40) 18	LA	3	3
MRM 30	RA	5	10
Ammo (MRM 30) 16	RT	2	2
Streak SRM 4	H	1	3
Streak SRM 4	CT	1	3
Ammo (SRM) 25	CT	1	1
C ³ Slave	LT	1	1
Medium Laser	LT	1	1

NEW BATTLEMECHS

In response to Coordinator Theodore Kurita's directives, the DCMS has approved two new BattleMech designs for full-scale production. Both relatively inexpensive to produce, the *Akuma* and *No-Dachi* will serve to rebuild the DCMS ranks according to the Coordinator's ambitious schedule.



AKUMA

Mass: 90 tons

Chassis: Foundation AKU Endo Steel

Power Plant: GM 270

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Special Heavy

Armament:

- 1 Lord's Light 2 Extended-Range Particle Beam Weapon
- 1 Victory 23R Medium Laser
- 1 Victory Heartbeat Medium Pulse Laser
- 1 Shigunga Medium Range Missile 30-Rack
- 1 Guided Technologies 2nd Gen Streak SRM-4
- 1 Guided Technologies 2nd Gen Streak SRM-6
- 1 Imperator Code Red LB 10-X Autocannon

Manufacturer: Independence Weaponry

Primary Factory: Quentin

Communications System: Sipher Security Plus

Targeting and Tracking System: Matabushi Sentinel

OVERVIEW

The Phoenix Programs created a massive demand for new and refurbished BattleMechs to equip the new units being formed. In addition to the sweeping initiative to create OmniMechs, Theodore Kurita issued a general call to manufacturers to start producing more cost-effective BattleMechs, both in initial investment and upkeep costs. Independence Weaponry, well known for their heavy and assault 'Mechs, responded with the AKU-1X *Akuma*, a low-cost alternative to their own *Atlas-K*. With a price tag comparable to the original *Atlas-D*, the *Akuma* also shares many components with the older design. By creating a broader demand for the same set of parts, Independence Weaponry reduced the overall cost for both units.

CAPABILITIES

The primary cost-cutting measure employed in the *Akuma's* design was to make the *Akuma* smaller and lighter than the *Atlas*. The reduced weight and resulting smaller fusion engine represented a significant savings. In spite of its smaller size, however, the *Akuma* maintains the same ground speed and comparable armor protection. In addition, the 'Mech's head is adorned with a massive mask, giving it the frightening appearance of the mythical demon for which it is named. The *Akuma's* fearsome appearance is intended to distract or startle the enemy long enough for the Combine MechWarrior to get in the first shot.

The 'Mech's armaments are an array of advanced weapons that work most effectively at short and medium ranges. Though the 'Mech is slow compared to others in its class, its intended use for defense or in slow advances against static or dug-in opponents keeps its low speed from being a design flaw. Central

to the *Akuma's* arsenal is a large rack of medium-range missiles, a newly developed weapon that delivers massive firepower while costing relatively little to maintain and reload. Despite their inherent inaccuracy, their low cost and the enormous damage these missiles can do has made them increasingly popular.

Two racks of Streak missiles provide a short-range backup to the MRMs. As the Streaks cannot fire without a lock-on, not a single shot of their expensive ammunition is wasted. Some observers consider the Imperator Code Red LB 10-X autocannon an extravagance, but most experts point out that it provides needed long-range firepower and has performed remarkably well for years on the *Wolf Trap* medium BattleMech. Arm-mounted lasers provide reliable backup weapons in case the *Akuma* runs out of ammunition.

The *Akuma's* key long-range weapon is the Lord's Light 2 extended-range particle beam weapon, mounted in a reinforced housing in the 'Mech's left arm. Though such an expensive and advanced weapon seems out of place on a "budget" 'Mech, the Lord's Light 2 turned out to be a bargain. The Procurement Department began receiving requisitions for older-model PPCs from units assigned PNT-10K *Panthers*, whose pilots complained about the 'Mech's inability to deal with the heat build-up created by firing the new PPCs. Most *Panther* pilots stripped the newer weapons out in favor of older, cooler-running versions. This left the DCMS with a growing stockpile of extended-range PPCs, which they eventually sold to Independence at a cut-rate price to aid the development of the *Akuma*. In the larger 'Mech, equipped with double-strength heat sinks, the new model PPCs were well received.

DEPLOYMENT

As the *Akuma* is barely out of the prototype stage, few have been deployed and even fewer have seen combat. The Ryukengo recently received a lance of the new machines, which saw action barely a week after the new machines arrived on Pesht in repelling a Smoke Jaguar raid. The new 'Mechs performed well, successfully defending their assigned station from a Star of medium Jaguar OmniMechs without suffering any casualties. Current plans call for all key frontline units to receive a lance of thrifty *Akumas* within the next six months.



AKUMA

Type: **AKU-1X Akuma**
 Technology Base: Inner Sphere
 Tonnage: 90
 Combat Value: 5,579

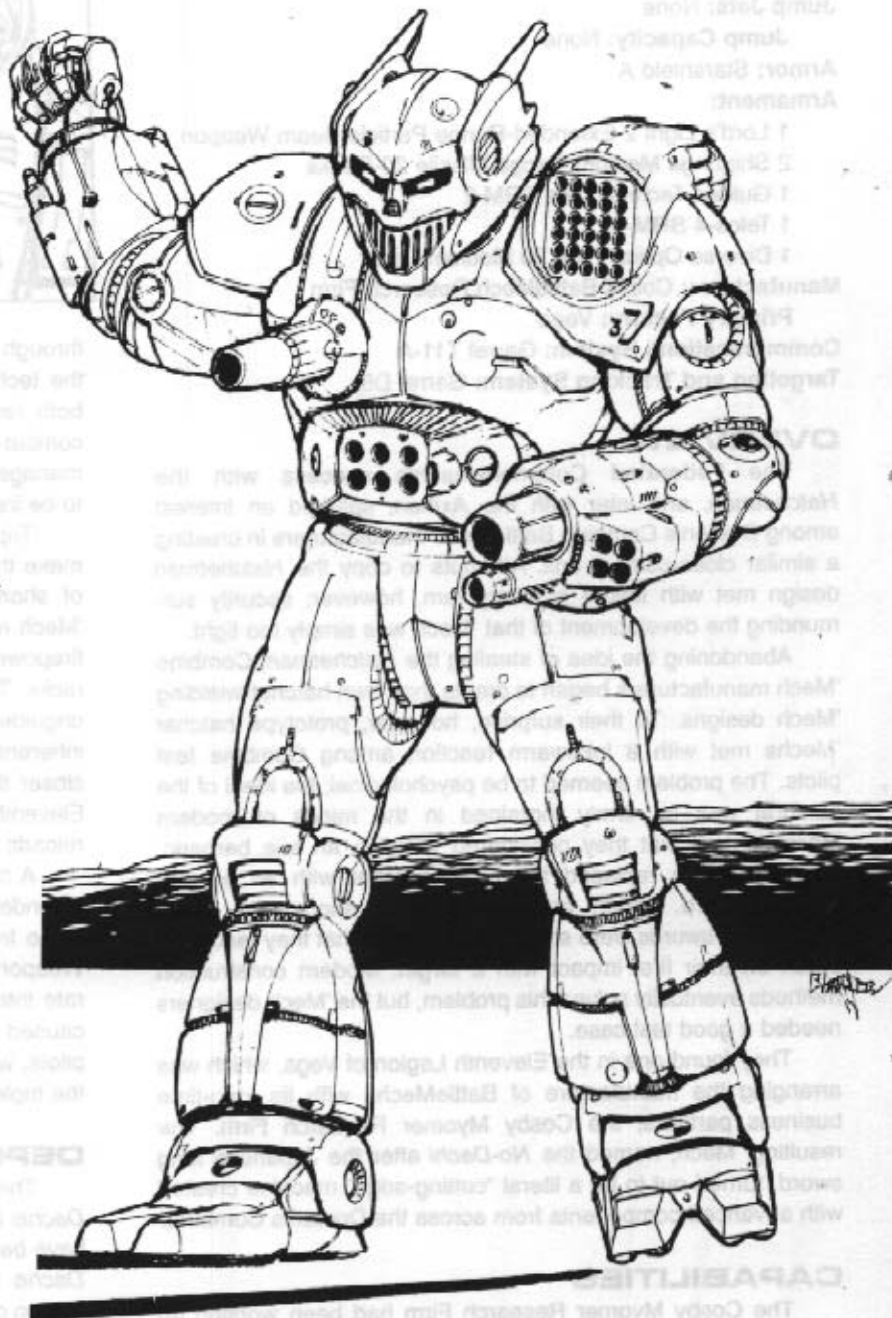
Equipment

Internal Structure:	Endo Steel	Mass
Engine:	270	4.5
Walking MP:	3	14.5
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	13 [26]	3
Gyro:		3
Cockpit:		3
Armor Factor:	280	17.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	29	43
Center Torso (rear)		15
R/L Torso	19	28
R/L Torso (rear)		10
R/L Arm	15	30
R/L Leg	19	38

Weapons and Ammo

	Location	Critical	Tonnage
ER PPC	LA	3	7
Medium Pulse Laser	LA	1	2
Streak SRM 4	LA	1	3
Ammo (SRM 4) 25	LA	1	1
Medium Laser	RA	1	1
MRM 30	LT	5	10
Ammo (MRM 30) 16	LT	2	2
LB 10-X AC	RT	6	11
Ammo (LB 10-X) 20	RT	2	2
Streak SRM 6	CT	2	4.5
Ammo (SRM 6) 15	RT	1	1





NO-DACHI

Mass: 70 tons

Chassis: Foundation CMRFa7

Power Plant: Magna 350 XL

Cruising Speed: 54 kph

Maximum Speed: 97 kph

Jump Jets: None

Jump Capacity: None

Armor: Starshield A

Armament:

1 Lord's Light 2 Extended-Range Particle Beam Weapon

2 Shigunga Medium Range Missile 20-Racks

1 Guided Technologies SRM-2

1 Telos-4 SRM-4

1 Diverse Optics Type 20 Medium Laser

Manufacturer: Cosby BattleMech Research Firm

Primary Factory: Vega

Communications System: Garret T11-A

Targeting and Tracking System: Garret D5j

OVERVIEW

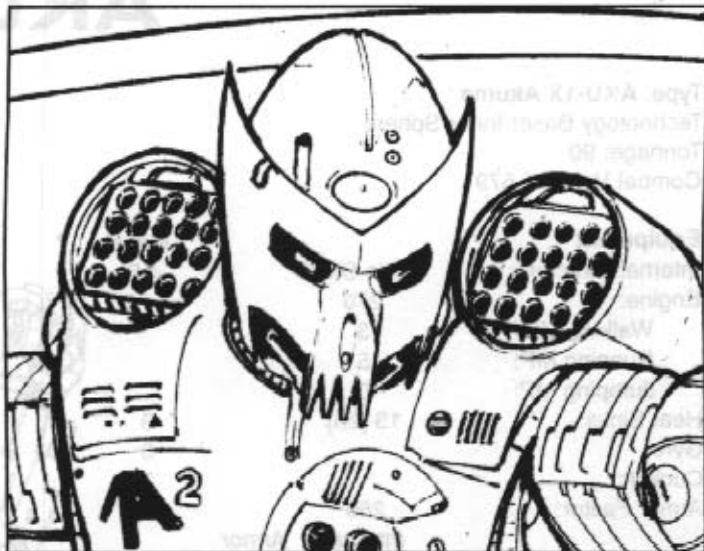
The Federated Commonwealth's success with the *Hatchetman*, and later with the *Axman*, sparked an interest among Draconis Combine BattleMech manufacturers in creating a similar close-combat unit. Attempts to copy the *Hatchetman* design met with failure at every turn, however; security surrounding the development of that 'Mech was simply too tight.

Abandoning the idea of stealing the *Hatchetman*, Combine 'Mech manufacturers began to create their own hatchet-wielding 'Mech designs. To their surprise, however, prototype hatchet 'Mechs met with a lukewarm reaction among Combine test pilots. The problem seemed to be psychological; the ideal of the samurai was so firmly ingrained in the minds of modern MechWarriors that they considered wielding an axe barbaric. Designers then replaced the bulky hatchet with an elegant katana sword, which proved far more successful. Early BattleMech swords were so fragile, however, that they tended to break on their first impact with a target. Modern construction methods eventually solved this problem, but the 'Mech designers needed a good test case.

They found one in the Eleventh Legion of Vega, which was arranging the manufacture of BattleMechs with its long-time business partners, the Cosby Myomer Research Firm. The resulting 'Mech, named the *No-Dachi* after the Japanese long sword, turned out to be a literal "cutting-edge" machine created with advanced components from across the Draconis Combine.

CAPABILITIES

The Cosby Myomer Research Firm had been working on perfecting triple-strength myomer for more than five years by the time the Eleventh Legion of Vega approached them with a proposal to begin BattleMech production. On the verge of a break-



through in myomer production by the time the DCMS perfected the technology that made possible a 'Mech-mounted sword—both technologies important to effective close-quarters 'Mech combat—Cosby scientists stepped up their schedule and managed to complete their work in time for the improved myomer to be included in the assembly of the *No-Dachi*.

Triple-strength myomer and a seven-meter-long katana make the *No-Dachi* a dangerous close-combat fighter. Its array of short-range weapons and exceptional speed for a heavy 'Mech reinforce this role. The primary source of the *No-Dachi*'s firepower is a pair of shoulder-mounted medium-range missile racks. These newly developed weapons launch large salvos of unguided rockets at ranges of up to 450 meters, though their inherent inaccuracy makes them most effective against targets closer than 100 meters. Few complaints have come from the Eleventh Legion of Vega, as the cash-strapped unit can obtain reloads for the weapon easily and inexpensively.

A medium laser, a pair of SRM missile launchers and an extended-range PPC round out the 'Mech's weapons. The PPCs came from the same surplus batch that went to Independence Weaponry's assault-class *Akuma*, so they cost little to incorporate into the *No-Dachi*. Ironically, the PPC-generated heat that caused such headaches for *Panther* pilots is a boon to *No-Dachi* pilots, who must run their machines hot to get the full benefit of the triple-strength myomer.

DEPLOYMENT

Through special arrangement with Cosby, the bulk of *No-Dachis* in service are with the Eleventh Legion of Vega. Some have been sold to other DCMS units, though the majority of *No-Dachis* not stationed with the Eleventh are posted with other Legion of Vega units. The new 'Mech has yet to be tested in combat, but analysts predict that the 'Mech's close-combat attacks will prove devastating against Clan opponents.

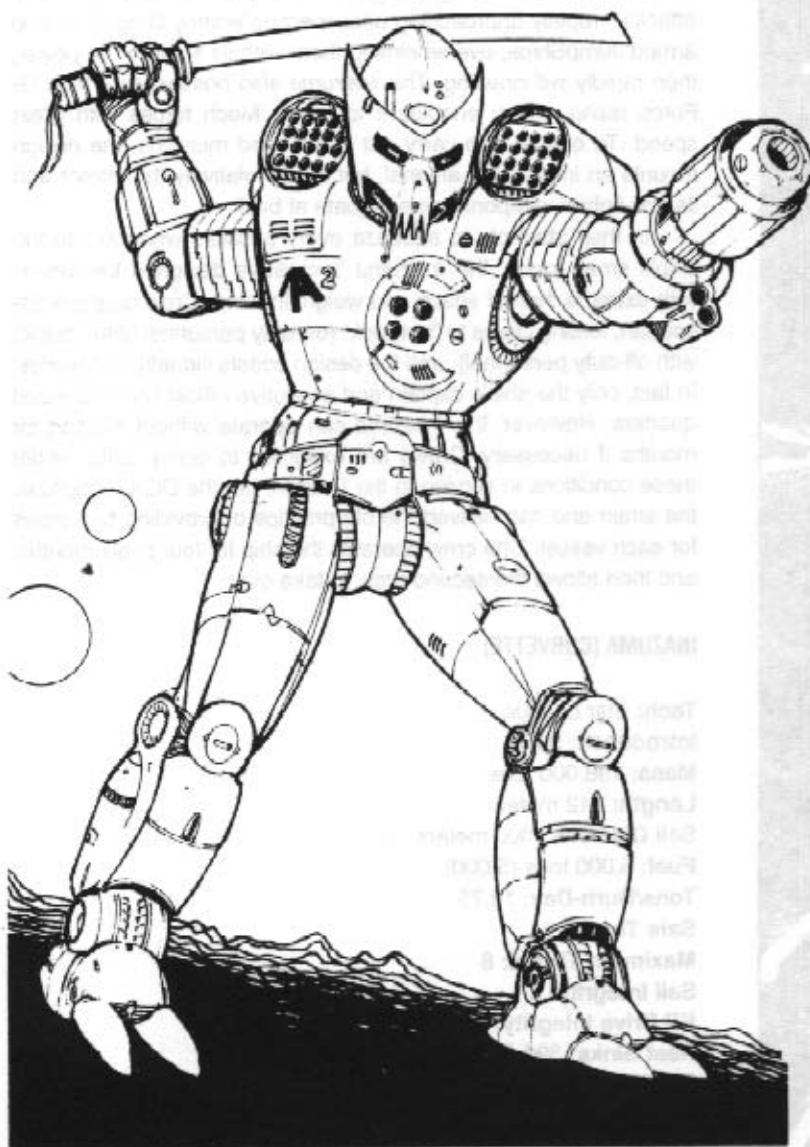


NO-DACHI

Type: **NDA-1K No-Dachi**
 Technology Base: Inner Sphere
 Tonnage: 70
 Combat Value: 4,194

Equipment		Mass
Internal Structure:	Endo Steel	3.5
Engine:	350 XL	15
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor:	192	12
	Internal Structure	Armor Value
Head	3	9
Center Torso	22	29
Center Torso (rear)		10
R/L Torso	15	22
R/L Torso (rear)		8
R/L Arm	11	20
R/L Leg	15	22

Weapons and Ammo	Location	Critical	Tonnage
ER PPC	LA	3	7
SRM 2	LA	1	1
Ammo (SRM 2) 50	LA	1	1
Sword	RA	5	3.5
MRM 20	LT	3	7
Ammo (MRM 20) 12	LT	1	1
Triple Strength Myomer	LT	3	0
MRM 20	RT	3	7
Ammo (MRM 20) 12	RT	1	1
Triple Strength Myomer	RT	3	0
SRM 4	CT	1	2
Ammo (SRM 4) 25	CT	1	1
Medium Laser	H	1	1



Chaffee



NEW WARSHIPS

Following the successful deployment of its *Kyushu* and *Kirishima* Class WarShips, the Draconis Combine has put tremendous effort and resources into creating new WarShip designs to round out its navy. Currently undergoing shakedown trials are two new WarShip designs: the fast and deadly *Inazuma* Class corvette, and the fearsome *Tatsumaki* Class destroyer.

INAZUMA CLASS CORVETTE

The *Inazuma* ("lightning") is designed to make stealth attacks—rapidly approaching unsuspecting enemy DropShips and armed JumpShips, overwhelming them with its superior firepower, then rapidly withdrawing. The *Inazuma* also possesses a high G-Force rating, which enables it to insert 'Mech forces with great speed. To enable it to carry out its planned missions, the design mounts an impressive arsenal, but it has relatively thin armor and its anti-fighter weapons are adequate at best.

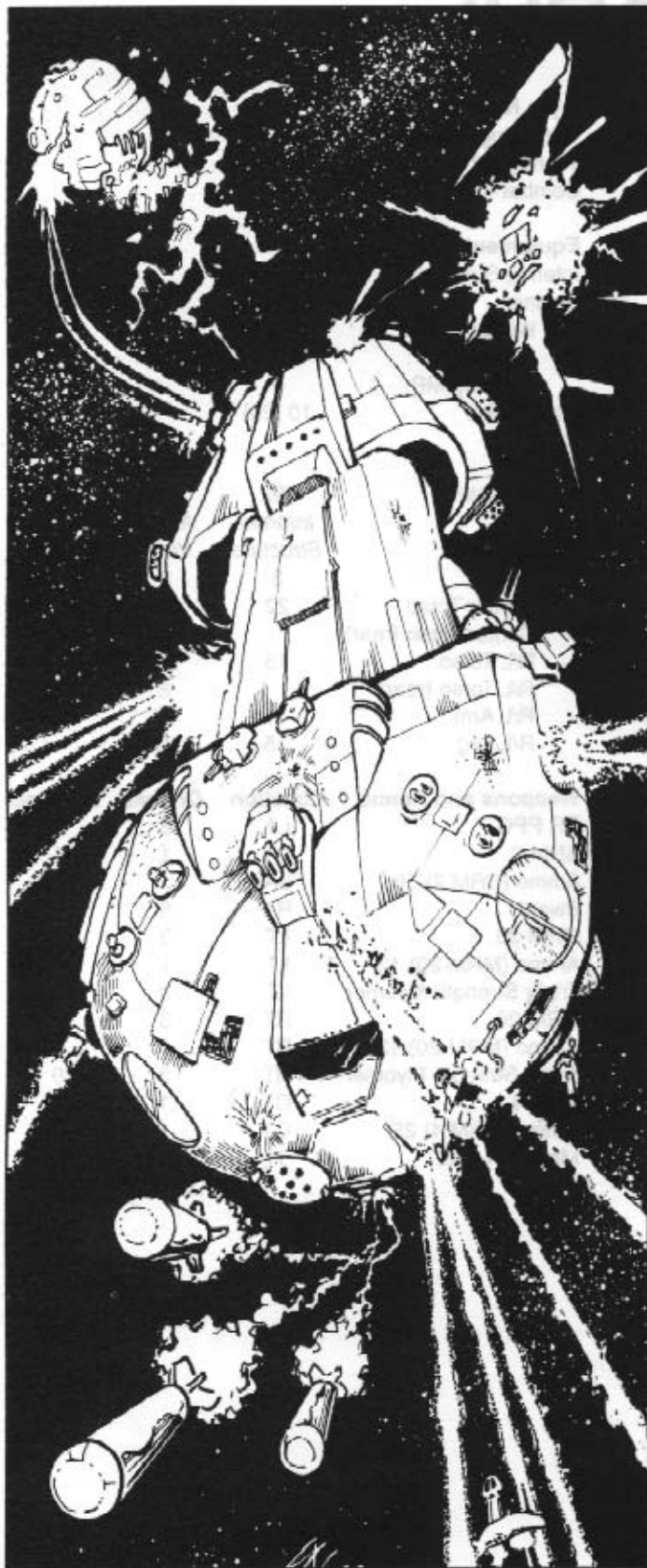
In their attempts to squeeze every possible weapon into the ship's small frame, the *Inazuma*'s creators designed the vessel with extreme thrift of space and weight in mind. Crew quarters are spartan, forcing crews to "hot-rack" (on-duty personnel share bunks with off-duty personnel), and the design boasts virtually no luxuries. In fact, only the ship's captain and executive officer have full-sized quarters. However, the *Inazuma* can operate without support for months if necessary. Crews are expected to gladly suffer under these conditions in service to the Dragon, but the DCA recognizes the strain and has revived the old practice of providing two crews for each vessel. One crew operates the ship for four to six months, and then allows the second crew to take over.

INAZUMA (CORVETTE)

Tech: Star League
Introduced: 3058
Mass: 198,000 tons
Length: 412 meters
Sail Diameter: 800 meters
Fuel: 5,000 tons (5,000)
Tons/Burn-Day: 19.75
Safe Thrust: 5
Maximum Thrust: 8
Sail Integrity: 3
KF Drive Integrity: 6
Heat Sinks: 390 (780)
Structural Integrity: 46

Armor

Fore: 28
Fore-Sides: 30
Aft-Sides: 30
Aft: 25





Weapons		Range Values					
Arc	Type	Heat	S	M	L	Extreme	FTR
Nose	Point	1	1	—	—	—	—
Nose	Laser	120	8	8	8	—	Y
Nose	PPC	40	4	4	—	—	Y
Nose	NPPC	270	18	18	18	18	—
FL	NAC	60	20	20	20	—	—
FL	Point	1	1	—	—	—	—
FL	Laser	96	6	6	6	—	Y
FR	NAC	60	20	20	20	—	—
FR	Point	1	1	—	—	—	—
FR	Laser	96	6	6	6	—	Y
LBS	PPC	60	6	6	—	—	Y
LBS	NPPC	135	9	9	9	9	—
LBS	NAC	60	20	20	20	—	—
RBS	PPC	60	6	6	—	—	Y
RBS	NPPC	135	9	9	9	9	—
RBS	NAC	60	20	20	20	—	—
AL	NAC	60	20	20	20	—	—
AL	Point	1	1	—	—	—	—
AL	Laser	96	6	6	6	—	Y
AR	NAC	60	20	20	20	—	—
AR	Point	1	1	—	—	—	—
AR	Laser	96	6	6	6	—	Y
Aft	Point	1	1	—	—	—	—
Aft	PPC	40	4	4	—	—	Y
Aft	NAC	60	20	20	20	—	—

Cargo: 1,889 tons

Bay 1: Fighters (6) 3 Doors

Bay 2: Small Craft (2) 1 Door

Bay 3: Cargo 2 Doors

DropShip Capacity: 3

Grav Deck: 1 (75-meter diameter)

Escape Pods: 0

Life Boats: 12

Crew: 80

Armament:

42 ER Large Lasers

20 PPCs

6 Anti-Missile Systems

7 NAC/20s

4 Medium NPPCs

18 tons Anti-Missile System ammunition

350 rounds NAC/20 ammunition (140 tons)

Notes: Equipped with lithium-fusion battery system and ferro-aluminum armor.

TATSUMAKI CLASS DESTROYER

The designers of the *Tatsumaki* ("tornado") intended its name to warn the ship's opponents of the fearsome whirlwind of weapons fire that the design is capable of unleashing. However, the engineers and technicians working on the construction of the *Tatsumaki* are beginning to suspect the name "tornado" is a bad omen, as the design seems plagued by a storm of technical problems.

Detractors blame hasty contracting and construction of the *Tatsumaki* for most of its problems, which include temperamental lighting systems, faulty turret rotation and coolant leak from the compact KF drive core. These problems are all under control, but every *Tatsumaki* Class vessel in service carries almost double the standard technical crew—who work tirelessly to keep their ships in fighting form. Though the Procurement Department claims to have plans to dry-dock and overhaul all faulty systems on the *Tatsumakis* in service, most observers doubt that this will happen before 3065.

Lighter and faster than the *Kyushu* Class frigate, the *Tatsumaki* possesses anti-ship weapons that can deliver nearly the same firepower as the *Kyushu's* arsenal. Though the *Tatsumaki's* armor and anti-fighter abilities are somewhat weaker than those of the *Kyushu*, the design has respectable armor and weapons compared to other destroyer-class vessels.

The *Tatsumaki* is primarily designed to escort groups of unarmed JumpShip troop transports in hostile systems. The *Tatsumaki* is strongest at close range, where its massed pulse lasers and naval autocannon can make short work of all but the most powerful targets. With the capacity to carry a full battalion of marines in battle armor, the *Tatsumaki* makes an ideal platform for boarding actions aimed at enemy WarShips.

TATSUMAKI (DESTROYER)

Tech: Star League

Introduced: 3059

Mass: 514,000 tons

Length: 585 meters

Sail Diameter: 1,100 meters

Fuel: 4,000 tons (2,000)

Tons/Burn-Day: 39.52

Safe Thrust: 4

Maximum Thrust: 6

Sail Integrity: 4

KF Drive Integrity: 11

Heat Sinks: 542 (1,084)

Structural Integrity: 50

Armor

Fore: 70

Fore-Sides: 70

Aft-Sides: 70

Aft: 60



RULES



Cargo: 54,292 tons

Bay 1: Fighters (18) 6 Doors

Bay 2: Battle Armor (108) 2 Doors

Bay 3: Cargo/Small Craft (15) 4 Doors

DropShip Capacity: 2

Grav Deck: 2 (200-meter diameter)

Escape Pods: 45

Life Boats: 0

Crew: 240

Weapons

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	FTR
Nose	NAC	120	40	40	40	—	—
Nose	NGauss	18	30	30	30	30	—
Nose	Pulse	40	6	—	—	—	Y
Nose	Point	1	1	—	—	—	—
FL	NPPC	225	15	15	15	15	—
FL	NAC	60	20	20	20	—	—
FL	AC	5	8	8	8	—	Y
FL	Point	1	1	—	—	—	—
FL	LRM	30	8	8	8	—	Y
FR	NPPC	225	15	15	15	15	—
FR	NAC	60	20	20	20	—	—
FR	AC	5	8	8	8	—	Y
FR	Point	1	1	—	—	—	—
FR	LRM	30	8	8	8	—	Y
LBS	NPPC	270	18	18	18	18	—
LBS	NAC	60	20	20	20	—	—
LBS	Pulse	40	6	—	—	—	Y
LBS	Laser	120	8	8	8	—	Y
RBS	NPPC	270	18	18	18	18	—
RBS	NAC	60	20	20	20	—	—
RBS	Pulse	40	6	—	—	—	Y
RBS	Laser	120	8	8	8	—	Y
AL	NAC	120	40	40	40	—	—
AL	Point	1	1	—	—	—	—
AL	NPPC	135	9	9	9	9	—
AL	AC	5	8	8	8	—	Y
AL	LRM	30	8	8	8	—	Y
AR	NAC	120	40	40	40	—	—
AR	Point	1	1	—	—	—	—
AR	NPPC	135	9	9	9	9	—
AR	AC	5	8	8	8	—	Y
AR	LRM	30	8	8	8	—	Y
Aft	Point	1	1	—	—	—	—
Aft	NPPC	450	30	30	30	30	—
Aft	LRM	30	8	8	8	—	Y

Armament:

30 Medium Pulse Lasers

20 Gauss Rifles

20 ER Large Lasers

25 LRM -20s w/Artemis

6 Anti-Missile Systems

1 Heavy Naval Gauss Cannon

4 Heavy NPPCs

10 NAC/20s

6 Medium NPPCs

60 tons Gauss Rifle ammunition

125 tons LRM-20 ammunition

18 tons Anti-Missile System ammunition

100 rounds Heavy Naval Gauss ammunition (200 tons)

500 rounds NAC/20 ammunition (200 tons)

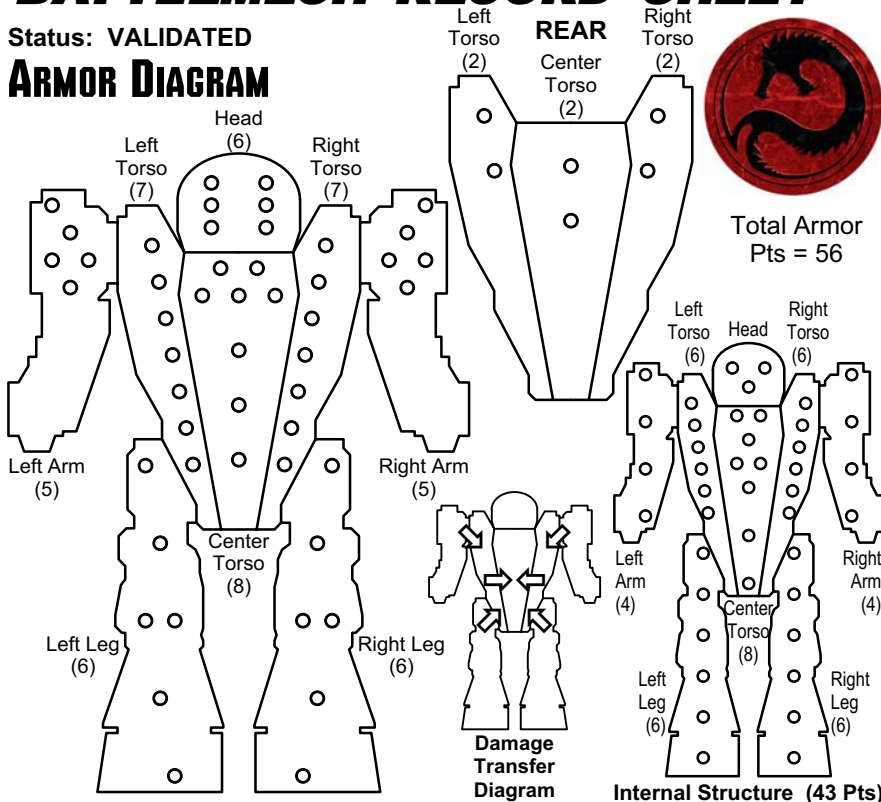
Notes: Equipped with lithium-fusion battery system and ferro-carbide armor.

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Raptor RTX1-OE**

Mass: **25 tons**

Movement Points: Tech, Config. & Level:

Walking: **7** Inner Sphere
Running: **11** Biped OmniMech
Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MRM 10	RT	4	1/hit	-	3	8	15
1	Small Laser	RT	1	3	-	1	2	3
1	MRM 10	LT	4	1/hit	-	3	8	15
1	MRM 10	CT	4	1/hit	-	3	8	15

Ammo Type: MRM 10 Rounds: 48 BV: 25

Total Heat Sinks: 10 Double (20)

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Auto Eject: ☐ Operational ☐ Disabled Weapon Heat: (13)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- XL Engine

Right Torso

- XL Engine
- XL Engine
- XL Engine
- MRM 10
- MRM 10
- Small Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Torso

- XL Engine
- XL Engine
- XL Engine
- MRM 10
- MRM 10
- Ammo (MRM 10) 24
- Ammo (MRM 10) 24
- Endo Steel
- Endo Steel
- Endo Steel

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

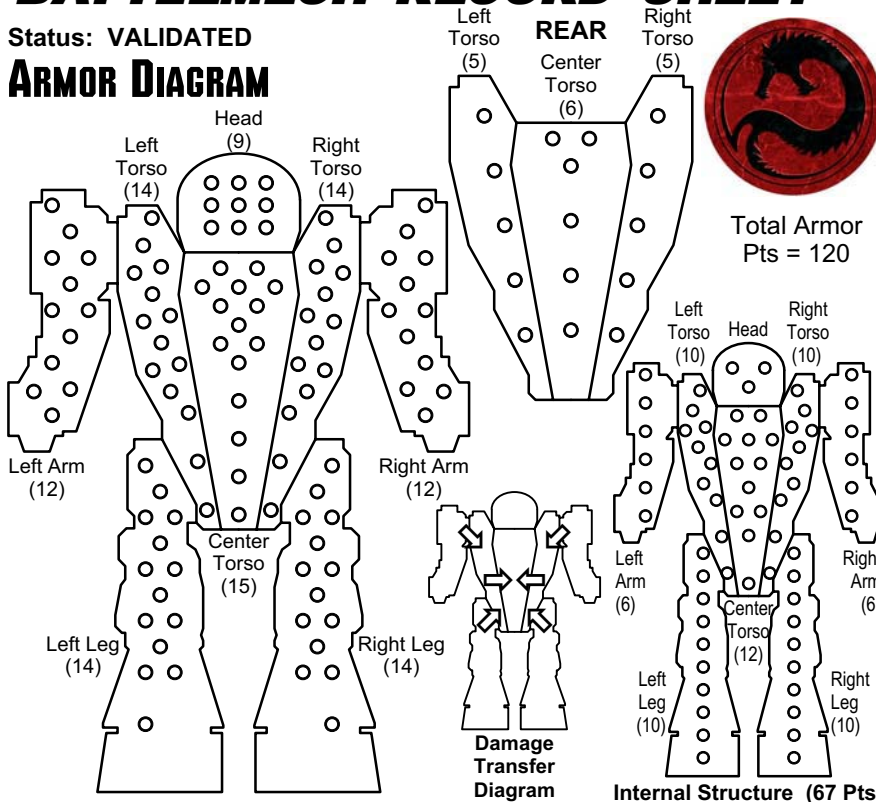
Battle Value: **517**
Weapon Value: **259 / 259**
Cost, C-Bills: **3,820,964**

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Strider SR1-OE**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Inner Sphere

Running: **9**

Biped OmniMech

Jumping: **0**

Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 6	RA	4	2/hit	-	3	6	9
1	Streak SRM 6	LA	4	2/hit	-	3	6	9
1	Medium Laser	HD	3	5	-	3	6	9

Ammo Type: Streak SRM 6 Rounds: 30 BV: 33

Total Heat Sinks: 10 Single

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(11)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Streak SRM 6
- 4 Streak SRM 6
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Ammo (Streak 6) 15
- CASE
- 1-3 Endo Steel
- 4 Endo Steel
- 5 Endo Steel
- 6 Endo Steel

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- 6 Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- 1-3 Fusion Engine
- 4 Gyro
- 5 Gyro
- 6 Gyro

- Gyro
- 2 Fusion Engine
- 3 Fusion Engine
- 4 Fusion Engine
- 5 Roll Again
- 6 Roll Again

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: **864**
Weapon Value: **774 / 565**
Cost, C-Bills: **4,572,750**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Streak SRM 6
- 4 Streak SRM 6
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- Ammo (Streak 6) 15
- CASE
- 1-3 Endo Steel
- 4 Endo Steel
- 5 Endo Steel
- 6 Endo Steel

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

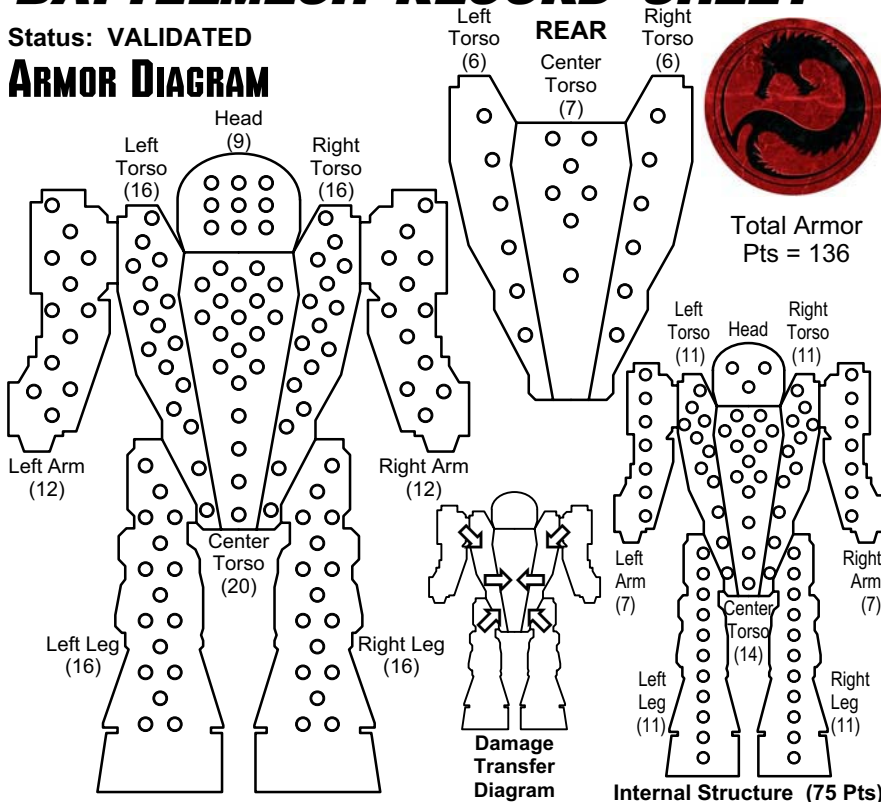
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Firestarter FS9-0E**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** Inner Sphere
Running: **9** Biped OmniMech
Jumping: **6** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MRM 20	RA	6	1/hit	-	3	8	15
1	Small Pulse Laser	RT	2	3	-	1	2	3
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Flamer	CT	3	2	-	1	2	3
1	Flamer	CT(R)	3	2	-	1	2	3
1	Sword	LA	0	6				

Ammo Type: MRM 20 Rounds: 12 BV: 32

Total Heat Sinks: 12 Double (24)

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Auto Eject: ☐ Operational ☐ Disabled Weapon Heat: (18)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Sword
 - Sword
- 1-3
- Sword
 - Endo Steel
- 4-6
- Endo Steel
 - Endo Steel
 - Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Flamer
 - Flamer (R)
- 4-6

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: **932**
Weapon Value: **652 / 652**
Cost, C-Bills: **9,819,400**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - MRM 20
 - MRM 20
 - MRM 20
- 1-3
- Ammo (MRM 20) 12
 - Endo Steel
- 4-6
- Endo Steel
 - Roll Again
 - Roll Again
 - Roll Again

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Jump Jet
 - Jump Jet
 - Jump Jet
 - Small Pulse Laser
 - Roll Again
 - Roll Again
- 4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Left Leg

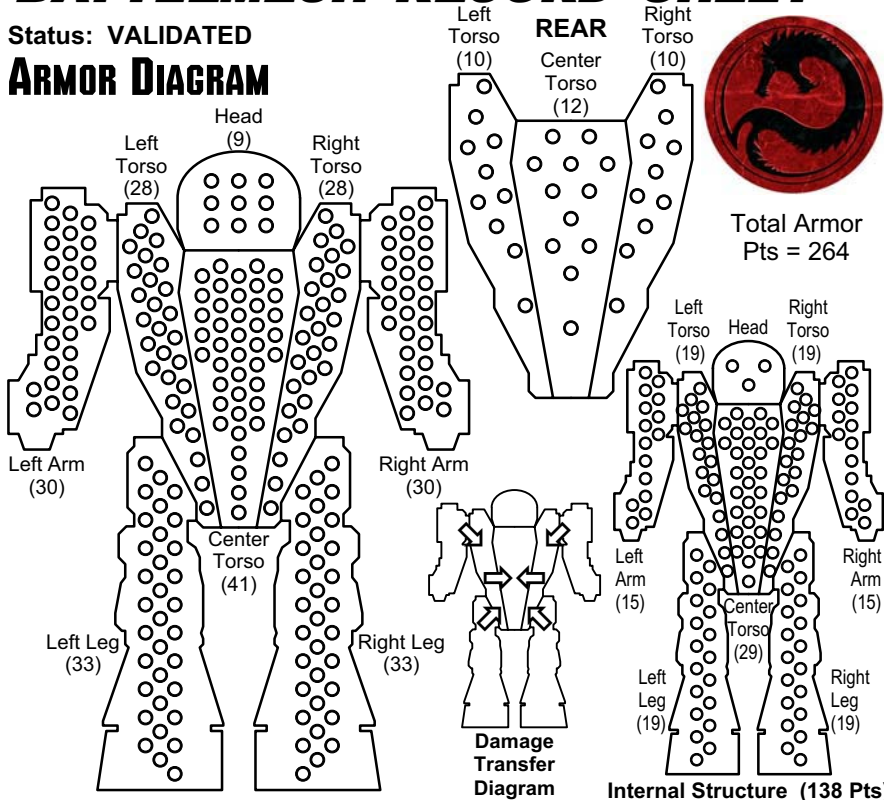
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Sunder SD1-OC**

Mass: **90 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Running: **6**

Jumping: **0**

Inner Sphere

Biped OmniMech

Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MRM 30	RA	10	1/hit	-	3	8	15
1	MRM 40	LA	12	1/hit	-	3	8	15
1	C³ Slave Unit	LT	0	-	-	-	-	-
1	Medium Laser	LT	3	5	-	3	6	9
1	Streak SRM 4	CT	3	2/hit	-	3	6	9
1	Streak SRM 4	HD	3	2/hit	-	3	6	9

Ammo Type:	Rounds:	BV:
MRM 30	16	47
MRM 40	18	94
Streak SRM 4	25	8

Total Heat Sinks: **15 Double (30)**

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(31)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 MRM 40
- MRM 40
- MRM 40
- MRM 40
- 1 MRM 40
- MRM 40
- MRM 40
- 4-6 Ammo (MRM 40) 6
- Ammo (MRM 40) 6
- Ammo (MRM 40) 6

Left Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- C³ Slave Unit
- Medium Laser
- Roll Again
- 1 Roll Again
- Roll Again
- 3 Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Streak SRM 4
- Sensors
- Life Support

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- 1 Gyro
- 2 XL Engine
- 3 XL Engine
- 4 XL Engine
- 5 Streak SRM 4
- 4-6 Ammo (Streak 4) 25

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: **1,493**

Add for C³: **& 195**

Weapon Value: **3,004 / 2,737**

Cost, C-Bills: **28,382,438**

Right Arm

- Shoulder
- Upper Arm Actuator
- 3 Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1 MRM 30
- MRM 30
- MRM 30
- MRM 30
- MRM 30
- 4-6 Roll Again

Right Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- 4 Ammo (MRM 30) 8
- Ammo (MRM 30) 8
- Roll Again
- 1 Roll Again
- Roll Again
- 3 Roll Again
- Roll Again
- 5 Roll Again
- 6 Roll Again

Right Leg

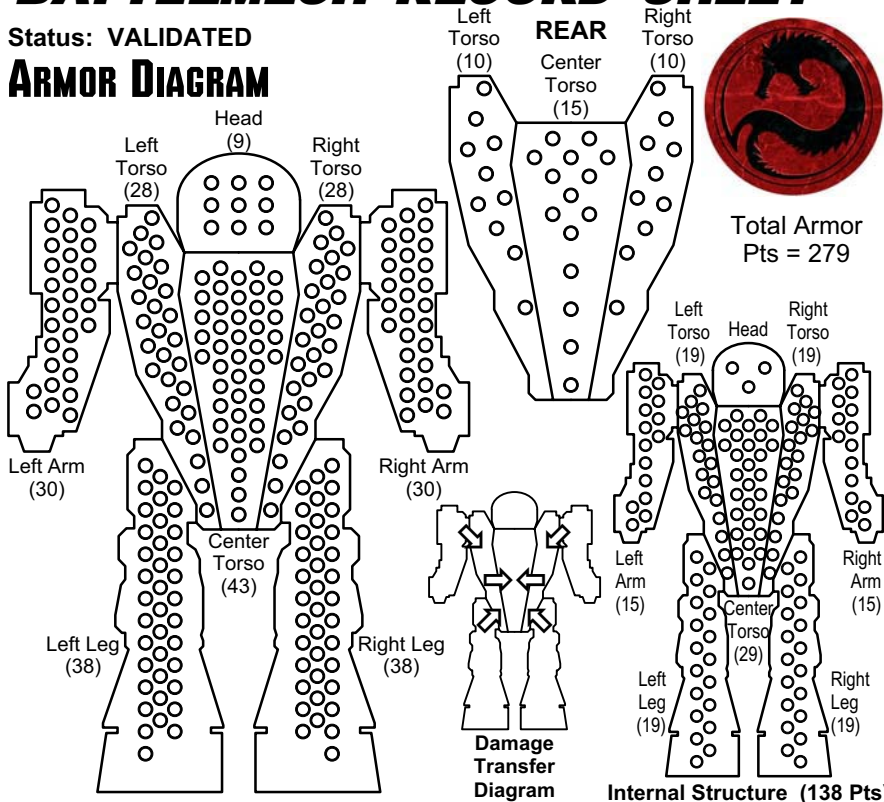
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Akuma AKU-1X**

Mass: **90 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** Inner Sphere

Running: **5** Biped 'Mech

Jumping: **0** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	ER PPC	LA	15	10	-	7	14	23
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Streak SRM 4	LA	3	2/hit	-	3	6	9
1	LB 10-X AC	RT	2	10	-	6	12	18
1	MRM 30	LT	10	1/hit	-	3	8	15
1	Streak SRM 6	CT	4	2/hit	-	3	6	9

Ammo Type:	Rounds:	BV:
Streak SRM 4	25	7
LB 10-X AC	20	38
MRM 30	16	42
Streak SRM 6	15	11

Total Heat Sinks: **13 Double (26)**

oooooooooooo ooo

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: **(41)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

ER PPC

ER PPC

ER PPC

4-6

Medium Pulse Laser

Streak SRM 4

Ammo (Streak 4) 25

Double Heat Sink

Double Heat Sink

Double Heat Sink

Left Torso

- MRM 30
- MRM 30
- MRM 30
- MRM 30
- MRM 30
- Ammo (MRM 30) 8

1-3

Ammo (MRM 30) 8

Double Heat Sink

Double Heat Sink

Double Heat Sink

Endo Steel

Endo Steel

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

4-6

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

Gyro

Fusion Engine

Fusion Engine

Streak SRM 6

Streak SRM 6

Streak SRM 6

Streak SRM 6

Streak SRM 6

Streak SRM 6

Streak SRM 6

Streak SRM 6

Streak SRM 6

Streak SRM 6

Streak SRM 6

Streak SRM 6

Streak SRM 6

Streak SRM 6

Streak SRM 6

Streak SRM 6

Streak SRM 6

Streak SRM 6

Streak SRM 6

Streak SRM 6

Streak SRM 6

Streak SRM 6

Streak SRM 6

Streak SRM 6

Streak SRM 6

Streak SRM 6

Streak SRM 6

Streak SRM 6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Battle Value: **1,535**

Weapon Value: **2,385 / 2,197**

Cost, C-Bills: **9,502,280**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Endo Steel

1-3

Endo Steel

Endo Steel

Endo Steel

Endo Steel

Endo Steel

Endo Steel

Right Torso

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

Ammo (LB 10-X) 10

Ammo (LB 10-X) 10

Ammo (Streak 6) 15

Double Heat Sink

Double Heat Sink

Double Heat Sink

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

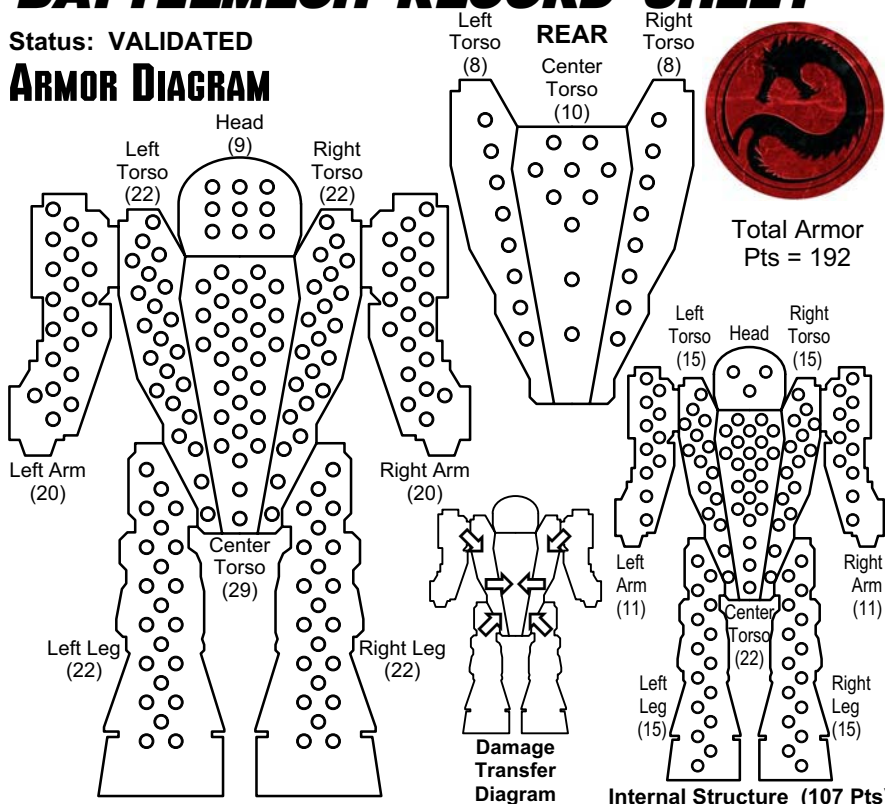
4-6

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **No-Dachi NDA-1K**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **5 [6]** Inner Sphere

Running: **8 [9]** Biped 'Mech

Jumping: **0** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10	-	7	14	23
1	SRM 2	LA	2	2/hit	-	3	6	9
1	MRM 20	RT	6	1/hit	-	3	8	15
1	MRM 20	LT	6	1/hit	-	3	8	15
1	SRM 4	CT	3	2/hit	-	3	6	9
1	Medium Laser	HD	3	5	-	3	6	9
1	Sword	RA	0	8				

Ammo Type:	Rounds:	BV:
SRM 2	50	4
MRM 20	24	42
SRM 4	25	8

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: **(35)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	TSM Activates
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points (not with TSM)
4	
3	
2	
1	
0	

WIZKIDS

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 ER PPC
- ER PPC
- ER PPC

- SRM 2
- Ammo (SRM 2) 50
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 MRM 20
- MRM 20
- MRM 20

- Ammo (MRM 20) 12
- Triple Strength
- Triple Strength
- Triple Strength
- Endo Steel
- Endo Steel

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- 4-6 XL Engine
- SRM 4
- Ammo (SRM 4) 25

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: **1,183**

Weapon Value: **1,755 / 1,755**

Cost, C-Bills: **17,628,886**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Sword
- Sword

- Sword
- Sword
- Sword
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

Right Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 MRM 20
- MRM 20
- MRM 20

- Ammo (MRM 20) 12
- Triple Strength
- Triple Strength
- Triple Strength
- Endo Steel
- Endo Steel

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel



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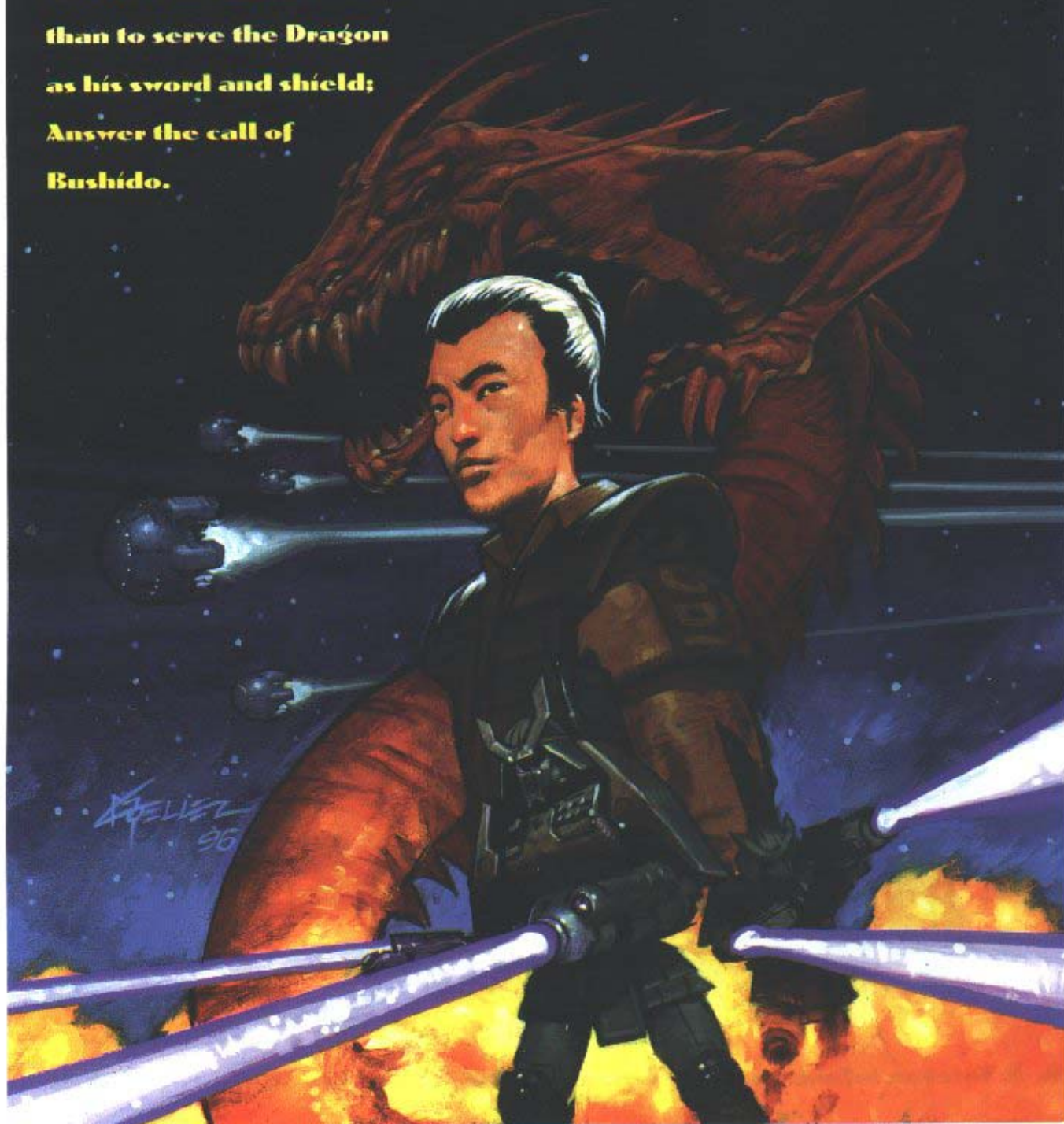
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HONOR THE DRAGON

**There is no greater honor
than to serve the Dragon
as his sword and shield;
Answer the call of
Bushido.**



Contact your local Draconis Combine Mustered Soldiery recruiter for more information. © 3058 Draconis Combine Ministry of War, Department of Indoctrination.



DRACONIS COMBINE



Honor of Wakizashi ▲



Bushido Blade ▲



▲ A Veteran infantry soldier enjoys a steaming cup of sake between shifts.

DRACONIS COMBINE



**Knight of
Samarkand
Ribbon** ▲



**Glory of the
Fallen Samurai** ▲



Order of the Dragon ▲

▲ **Two Draconis Combine MechWarriors, one just out of his cockpit, discuss the day's mission.**



DRACONIS COMBINE



White Starburst of Rasalhague ▲



Katana Cluster ▲



Watcher of the Dragon's Eye ▲



















Prosperpina Bar ▲

▲ This aerospace fighter pilot's flight suit helps counter the effects of high-G maneuvers.

DRACONIS COMBINE



Rank Insígnias

		
Heishi (Private)	Kashira (Talon Sgt.)	Sho-sa (Major)
		
Gunjin (Lance Corporal)	Sho-ko (Sergeant Major)	Chu-sa (Lieutenant Colonel)
		
Go-cho (Corporal)	Chu-i (Lieutenant)	Tai-sa (Colonel)
		
Gunsho (Sergeant)	Senior Master Petty Officer	Sho-sho (Brigadier General)
		
Shujin (Master Sgt)	Tai-i (Captain)	Tai-sho (General)
		
		Tai-shu (Warlord/General of the Army)

◀ **Theodore Kurita**
 wearing the mantle
 of the Coordinator
 over the standard
 officer uniform.



DRACONIS COMBINE

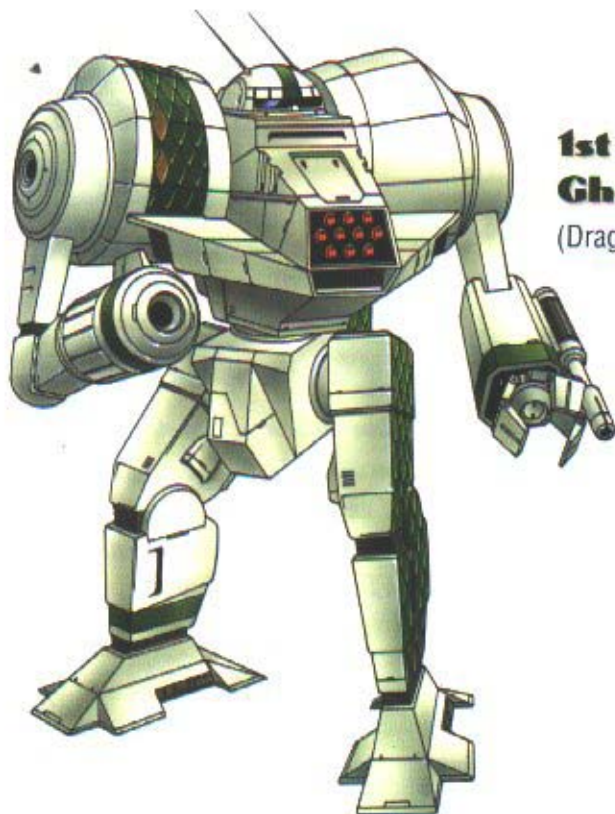
Regimental Paint Schemes



**17th
Benjamin**
(Grasshopper)



**2nd
Dieron**
(Hatamoto-Chi)



**1st
Ghost**
(Dragon)

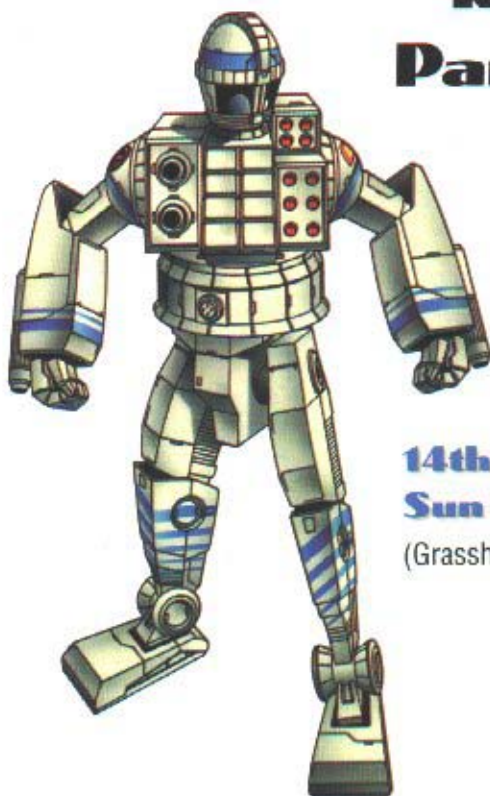


**2nd
Night
Stalker**
(Atlas)



DRACONIS COMBINE

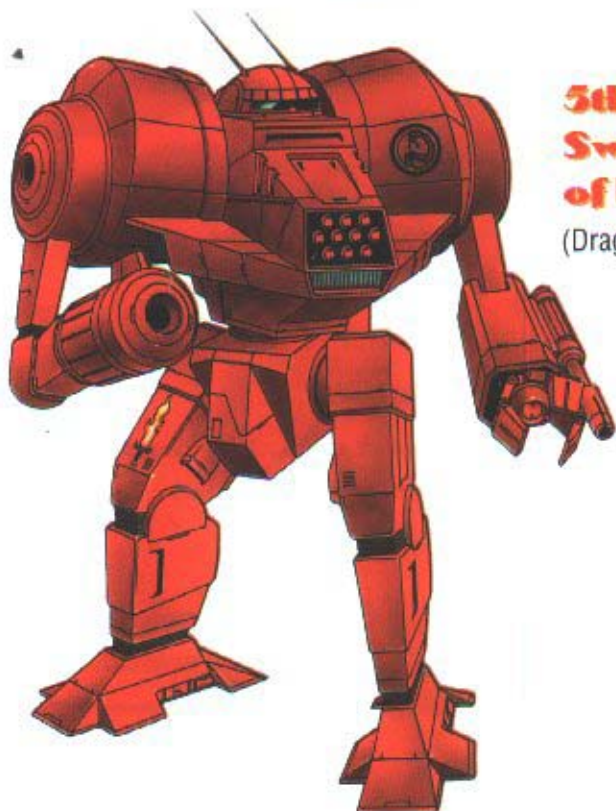
Regimental Paint Schemes



**14th
Sun Zhang**
(Grasshopper)



Ryuken-Go
(Hatamoto-Chi)



**5th
Sword
of Light**
(Dragon)



**7th
Ghost**
(Atlas)



DRACONIS COMBINE

KANAZUCHI BATTLE ARMOR

The mightiest battle armor constructed to date, the Kanazuchi has superior firepower that makes it deadly against infantry and a serious threat to 'Mechs.

22nd Dieron
Kanazuchi battle armor with a Medium Laser and Battle Claw. ▶



The Battle Claw may be swapped for a more specialized arm. The *Industrial Drill* and *Heavy-duty Salvage* arms are the most common alternates.



Industrial Drill Arm



Heavy-duty Salvage Arm

MIGHT OF THE DRAGON

OF ALL THE ARMIES OF THE INNER SPHERE, NONE IS AS UNIVERSALLY FEARED AND RESPECTED AS THAT OF HOUSE KURITA'S DRACONIS COMBINE. WITH FIGHTING SKILLS LEARNED IN THE FINEST ACADEMIES AND TEMPERED BY THE ANCIENT CODE OF BUSHIDO, THE MECHWARRIORS OF THE DCMS KNOW NO EQUALS. THEIR LOYALTY AND SKILL ARE LEGENDARY, AND THEIR TENACITY HAS WON THEM HUNDREDS OF BATTLES ACROSS KNOWN SPACE. THIS CLASSIFIED FIELD MANUAL, SEIZED FROM THE COMBINE'S INTERNAL SECURITY FORCE, REVEALS THE INNER WORKINGS OF THE DRACONIS COMBINE MILITARY, FROM DISTRICT REGULAR UNITS TO THE ELITE SWORD OF LIGHT REGIMENTS. THIS DOCUMENT IS AN INVALUABLE RESOURCE FOR BOTH ALLIES AND ENEMIES OF THE COMBINE.



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