BATTLETECH™

FIELD MANUAL

3145™



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A DARK AGE ERA SOURCEBOOK



ENEMIES AT THE GATES

It is the year 3145. Only thirteen years have passed since Gray Monday—the day that most of humanity's interstellar communications grid suddenly and mysteriously collapsed. Plunged into darkness and fearing the worst, the leaders and armies of the Inner Sphere scrambled to act, some fearing the approach of invaders, others seeking to exploit the chaos. Now, armies are on the march, war has erupted on every front, and the Republic of the Sphere—once a sign of mankind's hope for a brighter future—has retreated behind its fortress walls to prepare for the inevitable.

Field Manual: 3145 updates the military and political state of the Inner Sphere as it stands in the year 3145. This report includes a brief history and overview of recent developments in the *BattleTech* universe, as well as current TO&Es for the major 'Mech forces and mercenary commands employed by the realms and Clans of the Dark Age Inner Sphere. Special era-specific rules are also included, enabling players to create characters and forces for use in campaigns set in and after this critical point in *BattleTech* history.

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STAR LEAGUE ERA · CLAN INVASION ERA · JIHAD ERA · SUCCESSION WARS ERA · CIVIL WAR ERA · DARK AGE ERA

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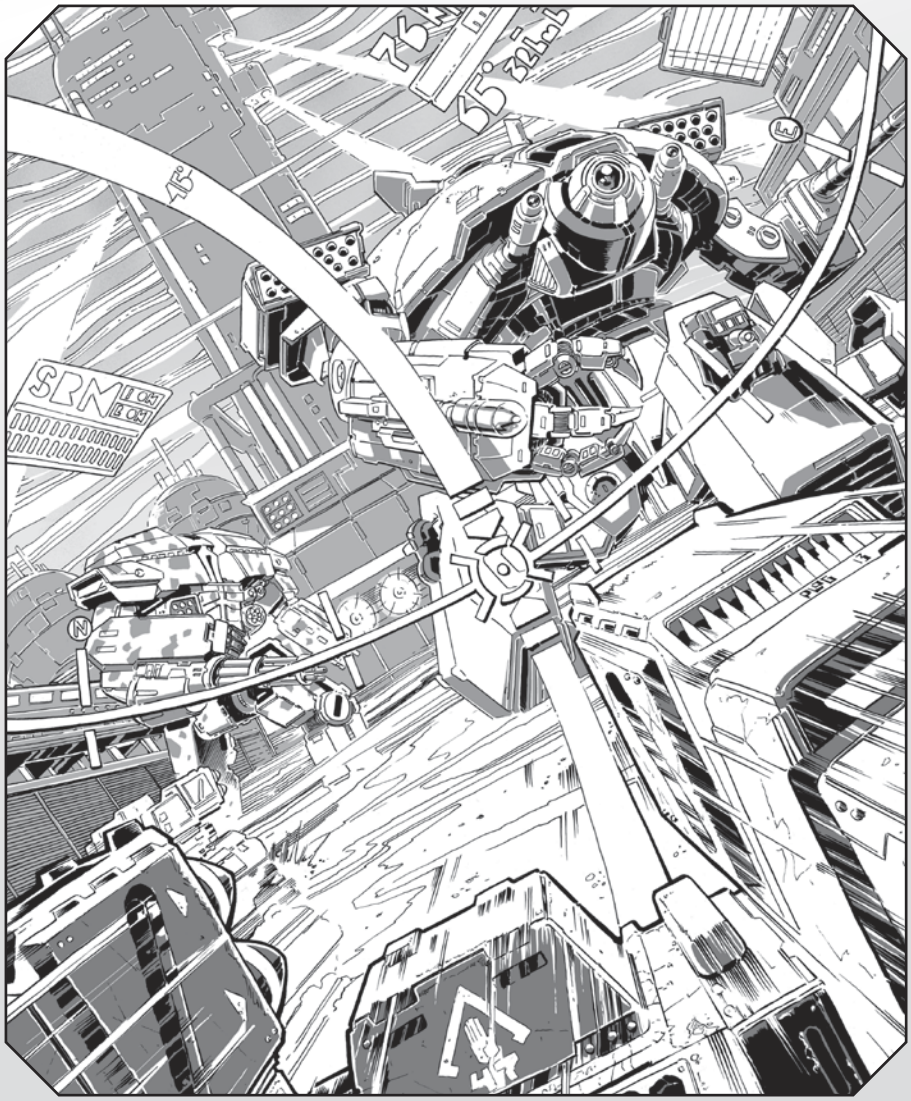
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CREDITS

Writing
Joel Bancroft-Connors
Herbert A. Beas II
William Gauthier
Philip Lee
Joshua C. Perian
Aaron Pollyea
Luke Robertson
Joel Steverson
Geoff Swift
Øystein Tvedten
Patrick Wynne

The Death of Glory
Jason Schmetzer

Rules Annex
Joel Bancroft-Connors
Herbert A. Beas II
William Gauthier
Philip Lee
Joshua C. Perian
Aaron Pollyea
Luke Robertson
Joel Steverson
Geoff Swift
Patrick Wynne

Expanded Random Assignment Tables
Joshua Franklin
William Gauthier
Keith Hann
Johannes Heidler
Luke Robertson
Paul Sjardijn
Jeff Skidmore
Patrick Wynne

Product Development
Herbert A. Beas II
Strategic Assistance
Øystein Tvedten

Product Editing
Herbert A. Beas II
Editing Assistance
Patrick Wynne

BattleTech Line Developer
Herbert A. Beas II
Assistant Line Developer
Ben H. Rome

Production Staff
Art Director
Brent Evans
Assistant Art Director
Ray Arrastia
Cover Art
Anthony Scroggins
Layout & Cover Design
Ray Arrastia
Illustrations
Justin Adams
Jason Cheeseman-Meyer
Chris Daranouvong
Chris Lewis
Victor Manuel Leza Moreno
Jeff Porter
Maps
Øystein Tvedten
Additional Logos
Ray Arrastia
David Kerber

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Playtesters and Fact-Checkers

Joel Bancroft-Connors, Randall N. Bills, Sebastian Brocks, Chris Callicoat, Bill Derer, Brent Ezell, Joshua Franklin, William Gauthier, Chris Hartford, Keith Hann, Johannes Heidler, Daniel Isberner, Jan Prowell, Christopher Purnell, Adam Sherwood, Paul Sjardijn, Øystein Tvedten, Elliotte Want, Chris Wheeler, Matthew Wilsbacker, Patrick Wynne.

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Find us online:
Precentor_martial@catalystgamelabs.com
(e-mail address for any BattleTech questions)
http://bg.battletech.com (official BattleTech web pages)
http://www.CatalystGameLabs.com (Catalyst Game Labs web pages)
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THE DEATH OF GLORY

When fame's loud trump hath blown its noblest blast,
Though long the sound, the echo sleeps at last;
And glory, like the phoenix midst her fires,
Exhales her odours, blazes, and expires.

—Lord Byron

Berchtesgaden
Terra
Fortress Republic
1 April 3145

In the end, it was a simple matter.

He had spent the last twenty months evading the very best of the Republic and ComStar. He had hidden from knights and adepts, paladins and precentors. And he had done it all while searching out his ultimate goal, the goal every child of the Republic of the Sphere had been fantasizing about since Gray Monday more than a decade ago.

That is the real cost, he told himself. *An entire generation of children have been born and grown to awareness surrounded by war and pain. They weren't born in the golden age, when we expected peace and worked to maintain it*. Instead, they'd been born into a tumult of war and barriers, when the custodians of the dream that was the Republic had cut themselves off from the rest of the Inner Sphere, behind the walls of Fortress Republic.

That is what you have to answer for, you bastard, Tucker Harwell thought. He manipulated the last of the software controls on his noteputer and stepped back. Already he heard the myriad *clicks* and *clanks* of the massive locks opening inside the giant door.

Soon it would open.

Soon he'd wake up the false Arthur so many tied their hopes to.

Behind this door was Devlin Stone, father of the new order, slayer of the Word of Blake, founding exarch of the Republic of the Sphere, master and inheritor of all the reverses of the last thirteen years. The man whose own plans had undermined the dream he'd seemingly fought his whole life to protect.

"You're going to tell me *why*, you son of a bitch," Tucker whispered, as the door opened.

Berchtesgaden
Terra
Republic of the Sphere
11 August 3130

He regarded the simple-looking tube with a frown. The fingers of his right hand played with a small jade monkey totem, while his left scratched at the stubble on his chin. "It looks too simple," he said. His voice echoed from the bare walls of the large room. The other man in the room, a small man in a white lab coat, looked up from where he'd been adjusting a control at the foot of the tube. "It looks like a coffin," the first man, the larger man, said.

"It *is* a coffin," the coated man said.

"It should be a bed," the first man said. "I'm taking a nap, not rising from the grave."

The coated man looked up with a disbelieving expression. "Sure you are." He gestured at the tube. "You're taking a fifty year nap, so you can wake up and return to your people and see the miracle of all you have wrought." He snorted. "You are Achilles, returning to check on your own immortality."

The hand that played with the jade monkey clenched, still-strong fingers squeezing the unrelenting stone. "I'm not doing this for me," he said. His voice had hardened, taken on that flat tone that he heard when it bounced from the walls. *David would have told me to loosen up*, he thought. *He'd have said not every problem is a battle, and not every solution is a death*.

But David was dead.

The first man looked down at the tube again. *I should have had one of these for you, brother*.

"It's too important," he told the man in the lab coat, consciously softening his voice. *The dead are gone when we forget them*, David had once said. The first man remembered David Lear. *David Lear is not gone*. "Damien is a good man, a good soldier. He'll make an excellent exarch. But the dream…"

The coated man stood. "It's time, Exarch."

The exarch looked down at the stone figure in his hand. "He gave this to me, did you know that?"

"The first delegate, you mean?"

"David, yes. It had been his father's. Victor had given it to him." He closed his hand over the figure. "I never told Victor I had it."

"I'm sure Paladin Steiner-Davion would understand," the coated man said.

The exarch looked up from his hand. "I always thought, even then, that I'd give it back to David when I woke up. He'd smile, and I'd smile, and we'd know that our plans had worked. That the Republic had prospered, and spread. That there'd never be another Inner Sphere where something as evil as the Word of Blake could grow." He grinned. "But then David died."

"I remember his funeral," the smaller man said. He touched the exarch on the shoulder. "It really is time, Devlin."

Devlin Stone nodded, and stepped into the tube.

Berchtesgaden
Terra
Fortress Republic
1 April 3145

The giant door opened with the glacial finality of a pharaoh's tomb. The air that blew out was cold, soulless. Tucker shivered in the breeze, holding the breath mask to his face just in case. Some of the notes for this facility had noted one of its storage practices was to pump out the atmosphere and replace it with nitrogen for protection. The mask would have protected him long enough for the air to mix and dissipate.

Not that he was in a hurry. Desperate, yes. Anxious, of course.

But not in a hurry. A dozen or so meters away lay one of the most paranoid men ever to have lived.

Tucker knew his first step could be his last, if he was not careful.

After a moment he checked the display on his noteputer and lowered the mask. The air was fine—old and cold, but fine. He reached into his belt and pulled out a sensor wand from a demolitions kit and began scanning the perimeter of the door. While he did so, his mind wandered. There was little danger—or rather, he cared little enough for the danger. Either the wand would warn him of any booby traps, or it wouldn't. If it didn't, he was sure they'd be lethal enough he'd probably not have time to recognize his mistake.

All of the information he'd pieced together since his return from Luyten jumbled in his mind. All the tidbits, all the nuggets, all the snippets of files. CLARION CALL. Things worse than CLARION CALL. And at the heart of all of it, Devlin Stone. The father of the Republic.

Even distracted Tucker couldn't stifle his snort of disgust. *Some father. How did we displease you*, Tucker wondered. *What mistakes did we make, when you abandoned us*, Dad. So many people—hundreds of millions, billions, maybe more the Sphere over—looked to him as the savior of millennia.

The wand beeped. Tucker blinked and looked down, but the tip glowed green: all clear.

Sliding the probe back onto his belt, Tucker looked carefully all of the cavernous room he could see. There was a wall of equipment directly across from him, blocking his view of the rest of the room. What he could see was a tangle of cables and tubes, information stations and holoprojectors. There were flatscreens on almost every surface, even the ceiling.

It's a command post, Tucker realized. Seeing the glowing indicators, he saw the room still had power. Or, more accurately, the systems still had power. He knew the room did; that was one of the ways he'd identified it. This close to his goal, this close to an end to the questions, Tucker felt his palms dampen and his heart quicken. He almost wanted to turn around and run outside and summon the searcher he knew Knight Alexi Holt still had on his tail.

But he didn't. He hadn't done that any of the hundreds of other times he'd felt the urge. When he'd felt alone.

He didn't this time, either.

Because he wasn't alone.

Berchtesgaden
Terra
Republic of the Sphere
11 August 3130

The metal of the tube was cold against Stone's skin, but he ignored it. He'd learned to ignore discomfort so many decades before, on Kittery, that he didn't even have to do it consciously. In the world of Devlin Stone there were things that were important and things that were not, and his comfort fell in the latter category. The man in the lab coat leaned over him, adjusting patches and inserting needles.

Stone didn't like needles. Not since Kittery. But he abstained from reacting.

"It's not too late," the man in the lab coat said.

"For?"

"To change your mind." He straightened up on his knees and gestured toward the door. "We can walk out of here, and you can disappear still. Just into time, not a centuries-old bunker beneath a mountain. You can find a wife, and live your dotage in peace."

Stone sniffed air through his nose. "That's not for me."

"But this…"

"This is necessary."

"This is vanity, Devlin."

Stone turned his head enough to stare into the other man's eyes. "Is it, John?" When the other man looked away Stone grunted. "I've heard the charge often enough, you know. My vanity created the Republic of the Sphere. My vanity made men knights and paladins, as if we were living in Camelot itself. My vanity put my name on the currency, for God's sake." He snorted. "So what if it did?" He wanted to stand, to argue, but knew he couldn't. He was already too deep in the tube, too deep in the process.

"Look at what I've done, John," he said, more softly. "Vanity or not, look at what I've done. Look at my Republic, at the peace. Look at a Sphere rebuilding from the Jihad. *I* did that. No one else. Successor Lords, Clan Khans, all of the have dreamed for centuries of the goals I've accomplished. You can argue that I didn't do it alone, but who else tried? Who else was able to gather the minds and bodies of so many, and shape them toward a common destiny?"

John looked back down at him. "So your success vindicates your methods?"

"My methods?"

"You like to talk about peace, Devlin, but you're a soldier. A barbarian, really. You might want to peace but you force it beneath the heel of a BattleMech. How many times did David Lear stop you from declaring another war, another threat to your peace?"

Stone looked away then, staring at the flatscreens in the ceiling. "You sound like the Senate."

John sighed, closed his eyes and shook his head. "No, Devlin. I'm your friend. How many do you have left, who remember you from Kittery? How many know you as Devlin Stone, a man in a cell with fiery determination and a goal, instead of the elder statesman

who's brought scions of the Great Houses and Clan Bloodnamed under his banner?" He leaned in to touch a control on the inside of the tube. "I'm here, aren't I?"

"It's necessary," Stone said, a moment later. He worked his jaw, trying to find the words. It had been so much easier when David provided the words.

John finished his adjustments and rocked back onto his heels to stand.

"If it's that necessary, why retire at all?" he asked. "Why not go back to Geneva, and make Redburn step down, and run the Republic as long as you can."

"It has to be more than me," Stone said.

"The Republic?"

"Yes."

"Huh." John tapped his chin, looking down at his exarch. "And how does your return, in however long you're going to sleep for, make that argument?"

Stone swallowed his anger and glared up at his friend. "Are you finished?"

"I am. The rest is up to you."

"You rigged the door controls, as well? So I can get out?"

John nodded. "It's on the tube hatch. That red panel."

Stone looked for the control and nodded when he saw it. When he looked back, John was watching him, frowning slightly. "What?"

"This is not the end I imagined for us, back on Kittery. I didn't think we'd get past the first guard shack."

Stone grinned. He remembered those years well—the desperate years, the hard years, the satisfying years. The years when he'd killed the Word of Blake, destroyed it root and branch, until even its memory was a buried thing. He remembered that first guard shack, the sound the sentry's neck had made as Stone had wrapped his big hands around his head and twisted, *twisted*, until he thought the man's head would come off…

"It's not the end," he whispered.

Berchtesgaden
Terra
Fortress Republic
1 April 3145

There was a coffin on the floor, in the middle of the room. And a body next to it.

For a moment Tucker thought he was too late. His mind filled with bad holovid plots, where a sleeper awakens and cannot escape, or when the freeze doesn't take and he wakes up only to die a horrible death. He looked at the ossified corpse, too decayed to identify, and wondered what he'd do if all of his work had been for nothing. What will I do, he wondered, if there is no Devlin Stone to explain himself?

Terrified, Tucker stepped closer, until he could see into the tube. It was still sealed, still active. A green light glowed on a small panel inset in the side. He leaned in, over the translucent top, and saw the shape of a man inside. He couldn't see that it was Stone, but it didn't seem likely that someone else would have found this bunker, evicted Stone, and taken his place.

He looked around. There was no sign of a struggle. Nothing appeared out of place—everything was covered with a uniform layer of dust.

Tucker stepped back and regarded the body. From the clothes and the shoes it had been a man. But how had he died?

And why?

Even as he felt his mind switching gears, trying to unravel the mysteries, he forced it back. The man in the tube was Devlin Stone. It had to be. The dead man didn't matter, not just then. The dead man would tell him no answers. Devlin Stone would know the answers.

Tucker sank down into a lotus and pulled his noteputer around. He sat, regarding the room and doing data searches, trying to identify the equipment. Cryogenic suspension was not a common technology. Despite its historical place in speculative fiction, there were no cryo pods on the open market. No companies marketed themselves as "masters of the hibernation chamber." It wasn't as though Tucker could download the instructions.

Nor did that deter him. He was Tucker Harwell. He'd unstuck hyperpulse generators. He was brilliant.

Thawing a madman would be child's play.

Berchtesgaden
Terra
Republic of the Sphere
11 August 3130

John reached for the lid of the tube. "If you're doing this, it's time."

Stone drew in a deep breath. "I am." John started to say something, but Stone stopped him. "Before you go? Tell me the date from that console behind you? I want to make sure I remember."

John turned to look. "August," he started to say, but Stone moved first.

It hadn't been easy to sneak the laser pistol in, even the tiny one-shot holdout model he'd chosen. John had been very attentive; he would have seen it. Stone had managed it, though, and dreaded its use even as he recognized its necessity. There could be no one left who knew where he was. Too much rode on the shoulders of Devlin Stone.

The pistol rose with Stone's arm and fired before John could utter another syllable. The burst of brilliance drilled him in the temple, singing wisps of the old man's hair. He collapsed, gurgling, but Stone didn't get up to check. He'd killed enough people to know the sounds of a body resisting the lure of death while its brain was gone. He felt the tube tremble as John's heel drummed against it in tetanic convulsions.

"I'm sorry, my friend," Stone told the ceiling. "I'm so sorry—but I can't trust anyone, not even you."

He touched the control on the inside of the door.

Berchtesgaden
Terra
Fortress Republic
1 April 3145

"A button?" Tucker asked the air. "That's it? Just press a button?"

Even as he wondered about it he realized it made sense. A man coming out of decades of suspended animation would not have the motor skills for complex commands. Nor would an attendant, arriving at a place to find equipment decades out of date, know what to do. All the necessary commands would need to be programmed in, and need to be actuated simply.

Tucker stood and went to the indicated console. He uncaged a large green button and pushed it. Then he sat down in a stiff chair to wait. Around him machinery surged to life, lights came on, and controls gleamed to brightness. The flatscreens all flickered to static and began to settle down, drawing from different channels. One was a Terran news service. Another the global stock market. Another a popular military watchdog HV show. Some of them remained static, as if they were cut off from their sources.

Across the room another bank of monitors flickered to life. Tucker recognized the crest of the Republic Armed Forces, before the screen began to fill with data. Another bank flicked on. "No way," Tucker muttered, but he'd seen the view often enough on newscasts. One showed the office of the exarch—*Dear Christ, that's Jonah Levin sitting at the desk right now*. Another showed the Hall of Paladins. Another a bunch of knights working in uniform.

More monitors, more and more, came to life around the room.

"That makes sense," Tucker said. "You'd need to catch up."

He looked at the tube, but there was no change. Nor did he expect there to be, not after so long at so cold. It would take time to thaw the old man out.

Tucker drew a ration bar from his pack and peeled back the foil. Time he had. Even if Alexi Holt or Jonah Levin or the shade of his dead sister Patricia burst into the bunker just then, no one could stop what was happening. In a short time Devlin Stone would be awake.

"And I will have my answers," Tucker whispered.

▲▼▲

His mouth tasted of sand and bile. That was Stone's first sensation. He had time—barely—to recognize it before myriad others impinged on his consciousness. He would have screamed had he the breath. This was pain, a pain he'd never felt, not even at the reeducation camp where the adepts had made him forget who he was. Pain such as he had never imagined, and it went on and on for an eternity…

… until it stopped.

He gasped for breath, croaking, and felt water splash his face. The water made his realize how ravenously thirsty he was, and he thrust around with his mouth, lips smacking like a fish out of water, until he found the blessed straw and sucked at he droplets it let out.

And then he opened his eyes, and the light was so much brighter than hellfire.

This time he did scream.

▲▼▲

Tucker started when he heard a thump. He was out of the chair, knees on the floor, and slapping his waist holster for his Python before he realized the noise was coming from the tube, and not the doorway. He twisted around and saw the body in the tube was moving—thrashing.

Then he heard the scream—hoarse, mournful and full of pain.

He smiled. Christ take his soul, but Tucker smiled.

▲▼▲

The pain passed. Pain always passed. If he had learned nothing else in his life, Devlin Stone had learned that. After a time he sipped from the straw and rubbed at his eyes and tried to remember. So many images were jumbled in his head. He worked his hands and his toes, willing the pins-and-needles sensation of nervelessness to pass. His hand brushed something on his chest, and he clutched at it. The shape was familiar and smooth, attached to a cord… the amulet. *David*!

"David," he croaked, or tried to.

David Lear should be waiting for him. He was in the bunker—in the chamber! The tube! He reached up, fumbling for the catch. The metal felt warm—he stopped—*no, it should feel cold, I remember it felt cold when I layed down… is it because I am that cold*?

"Have you no heart left?" a voice whispered in his mind.

Stone rebelled at the memory, thrusting upward with his hand. He shoved the tube lid up, and shivered as warm air rustled in around him. He wanted to sit up, needed to sit up, but couldn't. He was yet too weak. Instead, he shielded his eyes with his hand and squinted through his fingers at the ceiling flatscreens.

The center screen above his head had been set with one purpose: to display the date. Its letters were giant, to be read through blurry eyes.

He read it: 1 April 3145.

"No," Stone croaked, "too soon."

He had to get up.

He *had* to.

▲▼▲

Tucker heard the noises. He saw the tube lid open, heard the whispered words. He waited. He'd been waiting, one way or another, since the day Devlin Stone retired. He and every other man, woman and child in the Republic. But today he waited because his waiting was over. Soon the man would emerge.

Soon Tucker would know *why*.



▲▼▲

Stone knew it was time. He gripped the edge of the tube and forced himself up, pulling with his arms and shoving with his back. He felt—he heard—the sinews in his arms crackle with the strain. He felt the strain on his back and abdomen. But he rose, nonetheless, until he was half-collapsed across the lower portion of the tube.

"Devlin Stone," a voice said, from his left. Stone turned his head, looking, but his eyes were too weak. All he saw were blurs—lights and darks and what could have been the shape of a man. It had been a man's voice. It had to be David, no one else knew—but David was dead. Wasn't he?

"Who are you?" he asked, or meant to. What came out sounded more like "Whooru?"

"A citizen," the man said.

"'Public?" *The Republic*?

"Yes."

Relief flooded Stone's body with endorphins. The Republic endured. It had only been fifteen years, but the Republic endured. Whatever crisis—whatever failure—that had awoken him so early had not claimed his realm. He worked his fingers more, trying to get more feeling. He felt weak, and that sensation he had never learned to ignore. He was not a weak man.

"I'm taking the citizen's right to question his exarch," the man said.

Stone moved his head, not a nod or a dismissal, just a movement. He needed to stand. He needed to make his legs work.

"I need to know why you tried so hard to destroy the Republic, Devlin Stone."

▲▼▲

Tucker was working hard to keep his voice even, to withhold the contempt he felt poisoning his veins. He knew Stone was fragile, still recovering. But he could speak, and he knew who he was. There was no perfect time to accuse a man of destroying all he'd built. Later would not be better than sooner.

"I need you to tell me about CLARION CALL, *Exarch*," Tucker said, and he was incapable of keeping the title from coming out like an epithet. "I need you to tell me about the Fortress, about abandoning nine-tenths of our people when they needed us most." He stood, and walked closer.

"I need you to tell me *why*, old man!"

▲▼▲

It was too fast—the man was speaking too fast. Stone blinked his eyes, willing them to clear, because he needed to focus. *When I can focus what I see I'll be able to focus what I think*, he told himself. So many things were rushing through his head. He'd heard the words the man had said, and knew they were important. CLARION CALL. Fortress. He knew these were more than words, knew they were ideas. But he didn't—he couldn't—the words clashed against his consciousness, things he knew about but didn't understand. *They were unthinkable*, some part of his mind told him. He didn't know what part—he didn't even know what they were, except that he did—as if it were on the tip of his tongue and he couldn't say it. Instead, he focused on the outside.

"Who are you?" he asked.

"Tucker Harwell," the man said.

"Who?" Stone blinked more, looking around. The blurs began to coalesce into images—the monitors. "How did you find me?"

"I'm a smart guy."

"You're a knight? A paladin, maybe? There must be new ones, now—fifteen years…"

"I used to be in ComStar."

"Then what—" an old fear crept into Stone's consciousness. "No… I killed the Word of Blake. *I* did. It's *dead*."

"Maybe you did—we'll talk about that later. First you're going to tell me why."

"Why *what*?"

▲▼▲

Tucker heard the desperation in Stone's voice, and he almost faltered. He'd heard the same desperation in his own voice, twenty months earlier in that alley with Alexi, when he'd confronted her and she'd had no answer for him. He heard the desperation of a man outside of his reality. But he tamped his empathy down.

This was Devlin Stone, the real Devlin Stone, true as life. He looked exactly as he had when he'd announced his retirement. Exactly like the portraits and the prints and the posters. He was the founding exarch, the man who'd promised them and then built the dreamland that had been the Republic of the Sphere.

"You're going to tell me why you planned the downfall of the Republic," Tucker said, standing over the frail old man who'd built and betrayed so much. "You're going to tell my why you destroyed the HPG network, and allowed the jewel that was the Republic to fade. You're going to tell me why you built the Wall, to keep us in and the rest of the Sphere out." Tucker leaned down, until he was close enough to feel the cold radiating from the tube.

"Why?" he shouted.

▲▼▲

It was the shout that did it, the shout that shook the cobwebs from Devlin Stone's mind. He saw the man—Harwell?—standing over him and saw another man—John?—standing there, asking

the same questions. He saw David Lear's first foray into the hut on Kittery all those years ago, to ask if the rageful man who'd just killed a guard could put his rage to use.

Stone drew in a deep breath, and held it. Let it out slowly, feeling the toxins and malaise and sheer adulterating *weakness* leave his body. He wanted to stand, to look down at Harwell, to vent the rage his man's shouting had rekindled. But he couldn't.

"I did none of those things," Stone said, and hid his amazement at his own enunciation and tone. He glared up at Harwell, who was silhouetted in front of one of the lights on the ceiling, and held his voice level. "I was asleep."

"They were your plans," Harwell said. "I've seen the data. Your plans."

"A leader must be prepared for every contingency."

"That's no answer."

No, it wasn't. But it was all Harwell was going to get, before Stone could stand. *And that moment is coming*, Stone thought, flexing his calves. He looked past the man, seeing the monitors and recognizing them for what they were. He looked to the bank of nine at the foot of the tube.... *static*?

"Did you disconnect my remote feeds?" Stone asked. The man had been in ComStar—it wasn't outside possibility that he could've hacked the HPG feeds. "I should see the prefecture governors' offices on those screens."

"They're outside the Wall."

"What wall?"

"Fortress Republic. And even if they weren't, barely any of the HPGs work."

Stone stared at him.

▲▼▲

It was all Tucker could do to hold back his triumph. He saw the surprise flash on Stone's face, only for a moment before the man got his expression under control. He wanted to taunt him again, to make him suffer, but that wasn't why he'd come. That wasn't why he'd sacrificed *everything*.

"Why?" he asked again.

"I don't know," Stone said, looking down at the tube he was lying in. "Redburn knew—"

Tucker cut him off. "Redburn's gone. Levin's exarch now."

"Jonah Levin? But—" Stone stopped. "Christ and his saints, Jonah Levin. He's a fine soldier, an excellent knight—but exarch?"

"He put up the Fortress." Tucker considered filling Stone in on everything that had happened, but he didn't. *The time for history lessons is later*. "Tell me why."

"I don't bloody know, do I?" Stone snapped.

Tucker smiled.

▲▼▲

If he could have stood, Stone would have leapt to his feet and pounded that insufferable grin off the bastard's face. But he couldn't, so he didn't. Instead, he worked his feet and ankles, and flexed his thighs. He'd be able to stand in a moment. "You broke in here and woke me up, why? So you could ask me why I supposedly did things while I was sleeping?"

"They were your plans," Harwell said.

"So what if they were? If I design a gun and somebody else builds it and shoots someone, am I at fault? A plan is a tool, nothing more." He slid his hands back, gripping the side of the tube. It was almost time.

"Why design such plans, so costly to the Republic and everything it stands for?"

Devlin Stone was not a man who prayed, but he prayed then. Prayed that his hands would not fail him. He pushed down with his hands and clenched his belly muscles, drawing his legs up. A moment later he was standing, and he grinned, until his left leg cramped and he lurched, reaching out to clasp Harwell on the shoulder to hold himself upright.

He was face-to-face with the bitter man who'd awakened him. He looked into Harwell's eyes, and saw the hate and the rage and the betrayal. And he saw something else, something David had taught him had more than one guise: determination.

"If the Fortress is up," Stone said, "then the threats to the Republic are so great no conventional stand can hold them back. The Fortress is an abeyance of hell itself." He looked around the room, cataloguing the working monitors and the static-filled. "If the Fortress is up, then we must be ready to put aside our hopes of peace. Peace has failed. Our hopes are dead. We must forge new ones."

"How?" Harwell asked. "How do we do that by hiding behind a wall?"

Stone grinned, and straightened despite the cramp. It was only pain. Pain could be ignored.

"It's not a wall," he said, "it's a blind. And when we drop it, we'll ride out and bloody well *make* everyone respect us." He stepped out of the tube, onto the cold floor. His foot brushed John's decayed body, and he looked down and regarded it. He remembered the smell of burnt hair, and the warmth the pistol's discharge had imparted in his hand.

And he remembered the need for sacrifice. He turned to Harwell, who was still standing there, gaping. *Did John understand*? Stone couldn't allow himself to wonder. *There isn't time—there isn't room. I know my soul.*

"You're a smart guy," he said, grinning. "The Republic is in trouble. Want to help me fix it?"

INTRODUCTION

Exarch,

The following document combines our latest reports on the present state of military readiness for all of the major states, Clans, and other powers across the Inner Sphere. I have done my best to ensure that the sources referenced have been checked for authenticity, to ensure the clearest picture on events underway beyond the current boundaries of the Republic, but as you know, I am neither a military strategist, nor is intelligence my forte. I therefore would not dare to presume omniscience; my experience in ComStar has proven to me that many secrets can hide for centuries, even in plain view. Still, I am assured that this report is accurate for our strategic purposes.

As you will see, the overall situation is grim. In the fifteen years since your retirement, the Inner Sphere has effectively gone straight to Hell. Our Republic has not been alone in its suffering; when the HPGs crashed, every single realm and Clan suffered the effects. Chaos ensued almost immediately, and now every major power is embroiled in conflict, whether it realizes a greater threat or not.

Though the Fortress Protocols keep us safe for now, you and I know this is false security. It is only a matter of time before an enemy penetrates our defenses, and—as things stand now—that enemy could come from virtually any direction.

As we speak, the Houses of Steiner and Davion—historically among our strongest allies—each face the very real threat of extinction. For the Lyran Commonwealth, this has taken the form of multiple Clan invasions. Meanwhile, the Federated Suns is gradually crumbling before the onslaught of the Draconis Combine. Yet even though this would imply the Clans and the Dragon are both riding a new wave of unbridled strength, each of these powers is still reeling from its own internal divisions and conflicts.

On other fronts, the Free Worlds League has managed an imperfect reunion. While it might have been effective in staving off a combined Lyran and Wolf Clan invasion, and even turned the tables against Melissa Steiner's ill-conceived Devil's pact, the reformation of House Marik is far from solid. Indeed, several key players in the Free Worlds League's historic unity have remained outside of the reborn League's sway for now, including the Regulans and the Anduriens.

The most immediate and persistent threat to the Republic remains—as ever—the Capellan Confederation. Still clinging to his father's mandates, Chancellor Daoshen Liao remains committed to the dream of reclaiming long-lost "Capellan" worlds from the Republic, and wasted no time in grabbing what he could as the our borders weakened—but he has also taken advantage of the Federated Suns' disarray in the midst of the Combine invasion, committing troops to a surge as deep as New Syrtis.

I need not even recite the list of crises that have befallen the Republic itself in all this time, of course. Suffice to say, it is a miracle that we exist at all.

The following report contains a full accounting of the general industrial and training states of the various realms and Clans today. Included as well are full deployment tables that detail the experience, reliability, and general equipment ratings for the military forces of these powers, with a focus on primarily BattleMech formations.

Though I lack your military expertise, Exarch, I have been assured that these listings are consistent with the latest reports ComStar itself has managed to glean via its now-limited efforts. As was long suspected, the House Lords and Clan leaders alike managed to horde enough equipment to resume their military adventurism at the first sign of opportunity.

The lessons of the Jihad have been forgotten all too soon, Devlin. God help us all.

—Tucker Harwell, Terra, 15 November 3145

HOW TO USE THIS BOOK

Field Manual: 3145 is a sourcebook for *BattleTech* that updates the state of the various military forces of the Inner Sphere factions in the wake of the massive hyperpulse communications blackout that took place in 3132, and the Sphere-wide chaos that followed. This covers the key events of the latter half of the Dark Age era.

This first section of this book—*Worse Than We Imagined*—provides a shorthand overview of the late Dark Age era and its effects throughout the Inner Sphere. This includes the various interstellar conflicts that erupted as the long-idle armies of the Great Houses and the Clans finally mobilized against each other in the midst of the blackout.

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

The final chapter, *3145 Rules Annex* provides advanced-play rules for BattleTech games set in this period. These rules include special command abilities by many of the Inner Spheres' most prominent military forces, as well as advanced Random Assignment Tables (RATs) designed to account for the varying Equipment Ratings given to the major military forces in each state.


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HISTORICAL OVERVIEW

A SILENCE IN THE HEAVENS

So much has already been written regarding the awful days surrounding Gray Monday that the need to rehash it here is lessened. Suffice it to say that on 7 August 3132, our universe suddenly got quite a bit smaller. The reliable and efficient communications that had connected the worlds of the Inner Sphere for over five hundred years failed us. To this day the cause and perpetrator remain unknown, despite over a decade of speculation and investigation. Ultimately, however, the HPG Blackout is of less consequence in and of itself than what came after.

RISE OF THE RENEGADES

It is clear now that our greatest strength in the Republic was also our greatest weakness. We celebrated diversity amongst our citizens, never considering that in doing so we were creating an environment in which they could cling to their old allegiances rather than replace them with devotion to our Republic.

With the fall of the hyperpulse generator network, the Republic lost any internal cohesion it had once had. As the days and weeks and months dragged on with no sign that interstellar communications would ever be restored, the people of our worlds grew restless and scared, turning to demagogic leaders and old allegiances to soothe their troubles. The rise of the so-called splinter factions—really little more than heavily-armed and highly jingoistic pirate groups—gave the masses something to cling to in their time of need, something the Republic could no longer provide.

Several of these factions were led by former or even current Republic officers, who utilized their intimate knowledge of our defenses and troop strengths to gain easy victories in the initial chaos of the Blackout. Former Prefect Katana Tormark was the first of these to make a move; the assault on Dieron in September by her Dragon's Fury gave her a headstart on the other faction leaders that had them playing catch-up to her achievements for many months. Kal Radick and Jasek-Kelswa Steiner similarly used their own inside knowledge to exploit weaknesses in their respective Prefectures.

In nearly every case of these "splinter factions", the leaders were able to take advantage of a deep undercurrent of dissatisfaction with the Republic's populace. Whether it was the resentment of Clan-ethnic warriors who felt disenfranchised by the Republic's peacetime policies or corporate strongmen like Jacob Bannson who resisted the regulation of their businesses by the Senate, there were clearly many issues lying at the heart of our society that were just waiting for a spark to set them off.

Lest it appear that all within the Republic pursued their own agendas at the expense of the nation, the actions of Tara Campbell should be mentioned. The successor to Katana Tormark as Prefect and Duchess of Northwind in her own right, Campbell's determination to defend the Republic to the utmost was often all that stood against the forces trying to tear it apart. Her Highlanders, though too often stretched thin, led the defense of numerous worlds and provided material and moral support to the embattled Standing Guard and RAF troops from Chichibu to Algol and all points in between. It is safe to say that without the loyalty of Campbell and her people, the Republic would have collapsed much faster.

ENEMIES OLD AND NEW

For nearly eighteen months after the fall of the hyperpulse generators, the Republic contended with mostly internal crises. The numerous separatist factions and terrorist groups that sprung up—both the major groups, like Aaron Sandoval's Swordsworn or Tormark's Dragon's Fury, and many other, less effective, organizations—likely could have been manageable in the long run, given enough time for the RAF to get its bearings and recover from the multiple shocks it had suffered. But there were external factors that ensured they never got that chance.

THE CHANCELLOR'S REVENGE

The defeat of the Capellan Confederation in 3081 was the first real test of the newborn Republic. Though that victory forced Chancellor Sun-Tzu Liao to recognize our right to exist, the Capellans never forgot and never forgave what they saw as the open theft of their ancestral worlds. For decades the Confederation simmered and occasionally boiled over, as with their so-called Crusades thirty years ago. In the years leading up to the Blackout, pro-Capellan agitation on many worlds of Prefectures V and VI was an ongoing problem that sucked up greater amounts of resources than any other trouble spot. If an outside invasion was to come from anywhere, it clearly would come from the rimward region.

And in early 3134, it came with a vengeance.

Unrest on Wei, Algot, Foot Fall and Menkar in March provided an excuse for the first wave of Capellan troops to leap across the border two months later. Striking at Palos, Wei, Shipka and Foot Fall, the invasion caught the Republic off-guard. Though many within the RAF High Command had expected some kind of military action from Daoshen Liao since the fall of the HPGs, the lack of reliable communications and the more immediate threat of internal uprisings had prevented the sensible deployment of forces to oppose the invasion. With the second wave—targeting Foochow, Menkar, Algot, Tsitsang and Liao—launched before the month was out, Commanding General Tina Magnusson-Talbot found herself unable to reallocate her troops fast enough. The defense of Prefecture V in the early months fell mainly to the Standing Guard and small reactionary forces cobbled together by Knights or even Paladins who happened to be in the field.

While the RAF struggled to hold against the incoming hordes, agents provocateur spread out to more worlds throughout the Prefecture. Liao itself became a central hotbed of the pro-Capellan movement and a student-led revolt at the academy bolstered the efforts of the Capellan regulars assigned to that world. The capitulation of Liao's defenders in August gave the Capellans a forward base from which they would later stage additional waves. It also proved something of a tipping point for other popular uprisings on worlds such as Genoa, a bastion of Republic loyalists in the years after the Jihad. The unrest spread ahead of the invading troops and many Capellan regiments found themselves welcomed by people who had only months before professed loyalty to the Republic.

By the end of the year, more than a dozen worlds lay in Capellan hands and the invaders paused to consolidate their gains.

DESANT

While the Capellans tore through Prefecture V, those worlds lying in the anti-spinward region of the Republic faced an invader of an entirely different sort. Having apparently been granted safe passage by the Lyran Commonwealth (in spite of the friendship and treaties shared by our two realms) in July a massive Jade Falcon force more than two Galaxies in strength descended upon the systems of Prefecture VIII with little mercy. Calling to mind the savage invaders of the original Clan invasion eighty years earlier, the Falcons made short work of defenses already weakened by the schemes of Jasek Kelswa-Steiner. His formation of the Stormhammers had stripped much of the defensive forces from the Prefecture and those that remained fared poorly against the Clan onslaught.

The ultimate target of the Falcon *desant*—an ancient Terran military term for a strike deep inside enemy territory—was the planet Skye, the prefectural capital and one of the key industrial worlds of the region. The plan was a daring and risky one, led by Beckett Malthus, a once-influential advisor to the Jade Falcon Khan, and Aleksandr and Malvina Hazen, ristar siblings and potential rivals to Khan Jana Pryde's power. If the *desant* failed, Khan Pryde would be rid of three threats to her rule; if they succeeded, the Falcons would have a bridgehead in the Republic from which they could launch an assault on Terra itself.

Almost from the first conquests, the Inner Sphere learned that in Malvina Hazen they were witnessing a new kind of Clanner. Originally developed after the Jihad, the Hell's Horses' Mongol doctrine of warfare emphasized a highly mobile style of combat that made efficient use of the Clan's limited resources. Malvina, on the other hand, had wholeheartedly embraced the Jade Falcon corruption of the Mongol philosophy, one which chose to focus on other aspects of the ancient warriors. In her hands, the principles of ostentatious violence and applied frightfulness in pursuit of conquest by any means became the hallmark of the *desant* forces, especially after the death of her brother Aleksandr, who did not share her philosophical leanings, in the failed first invasion of Skye.

That invasion in mid-August, saw Skye's defense taken up by what little remained of the planetary militia after the formation of the Stormhammers, as well as reinforcements from Tara Campbell and her Highlanders. Even so, the battle would have been lost if not for the timely intervention of Anastasia Kerensky and her Steel Wolves. Though the Falcons were forced to retreat, they returned a few months later to finish the job and not even the addition of the Stormhammers and a Lyran unit on loan from the Commonwealth were enough to prevent Skye from falling to the Clanners. The end of the year witnessed the Republic forces abandoning a second Prefectural capital in just four months.

INTERNAL AFFAIRS

Late 3134 proved to be pivotal for the Republic in more ways than just which planets were conquered by which invaders. Your handpicked successor, Damien Redburn, announced early in the month that he would be stepping down as exarch earlier than required by law and the election to replace him from among the candidates on the Council of Paladins was scheduled for 20 December. Before they could proceed, however, the paladins had to face the untimely demise of one of their own.

Victor Steiner-Davion, hero of the Clan invasion and the Jihad, one of the founding paladins of the Republic, a man who had given up the thrones of two Great Houses, died in late November and the evidence pointed to murder. Investigation by Paladin Jonah Levin soon uncovered a decades-long conspiracy amongst the nobles who made up the Republic Senate to subvert the government for their own interests. Primarily on the basis of his activities in exposing the conspiracy, Levin was elected to succeed outgoing Exarch Redburn and his term in office began with the simultaneous planning of a massive diplomatic event for Paladin Steiner-Davion's funeral and the quashing of the rebellious senators.

With the leaders of every Inner Sphere realm and Clan in attendance on Terra for the funeral, loyal Republic troops and their allies battled against Senate forces—including a number of knights who found their allegiance lay more with their noble benefactors than the nation they had sworn to defend—on three continents, even in Geneva itself. The final battles in June broke the back of the Senate resistance on Terra and the rebels fled to strongholds elsewhere in the Republic, most notably Markab and Augustine. Diplomatic efforts by the rebellious senators slowly increased their ranks and drew more worlds into their treason.

THE DRAGON'S COILS

In April 3135 the Draconis Combine launched an assault against Chichibu that signalled the opening of a third invasion thrust into Republic territory. Unlike the Capellan invasion, which progressed in a steady fashion from the border to the interior of the target Prefecture, or the Jade Falcon invasion, which hit only particular worlds on the way to the ultimate goal of Skye, the Combine

invasion struck at nearly every world in Prefecture II within the space of less than six months. Though force strength varied from planet to planet, it was clear that the Dragon hoped to overwhelm the Republic's defenders and seize a large swath of territory before the Prefecture could be reinforced. It is a testament to both the detailed planning of the invasion and the chaotic state of the Republic in the early months of 3135 that they were so successful.

Complicating matters, at least initially, was the presence of Katana Tormark's Dragon's Fury troops on several of the worlds targeted by the Combine. Tormark had always conducted her rebellious activities with the public claim of allegiance to the Dragon, but the reality from the other side was that few among the DCMS hierarchy trusted her. On more than one planet Fury troops found themselves under attack by a foe they had believed to be their ally. The return of Yori Kurita from Terra, by way of Ronel, with a Dragon's Fury unit under her command and the determined efforts of Tormark herself eventually sorted out the confusion. Though still not trusted by many within the Combine military, most of the Fury was incorporated into the rolls and added to the invasion force. For her loyalty and actions on behalf of the Dragon, Coordinator Vincent Kurita appointed Tormark the new Warlord of Dieron, the first person to hold the position since the founding of the Republic removed most of that district's worlds from the Combine.

FORTRESS REPUBLIC

Within the first few months of Jonah Levin's term as Exarch, it had become clear to the former Paladin that drastic measures would be required if the Republic were to be saved. Accessing long-buried files keyed to his office's unique identifier, Levin discovered a series of contingency plans originally laid out by yourself before your disappearance five years earlier. Despite the strong potential to be just as damaging to the Republic in the long run, the desperation engendered by three invasions and an internal rebellion pushed Levin to consider the unthinkable.

RAISING OF THE WALLS

The first inklings of Fortress Republic came in late August 3135, when Exarch Levin presented the plan to his Paladins for their discussion and vote. Less than a month later, broadcasts in every system within sixty light years of what would become the Fortress' border warned of the impending interdiction of all travel into and out of a redefined Prefecture X. Many chose not to believe the warnings, uncertain what they could mean. But as Republic forces began to leave their posts to pull back within the designated boundaries, a harsh new reality dawned on the outer Prefectures: they were being abandoned, cast adrift as Levin chose to save the core of the Republic at the expense of everything else.

By the time the 1 October deadline arrived, the vast majority of the Republic's remaining military might was gone from the worlds they had protected for decades. Only a few coherent units refused Levin's call and stayed behind as the last line of defense against the encroaching Great Houses. Many individual soldiers deserted rather than retreat within the safety of the Fortress walls. While some of those flocked to Sheratan to pledge themselves to Tara Campbell or to Ronel to follow Paladin Ariana Zou, or came together in small bands on any of a dozen worlds, more instead flipped their loyalties and enlisted with the armies of the surrounding realms. The collapse that began with the hyperpulse generator crash now accelerated in the so-called Republic Territories.

As for Fortress Republic itself, true to the Exarch's word its borders remained impenetrable, allowing no movement into or, at least to the public eye, out of Prefecture X. Those who tried to force the walls died to a man, often in ways that seemed to defy what we thought we knew of Kearny-Fuchida physics. As far as those of us inside the Fortress knew, we were cut off from the entire rest of the universe.

CLANS IN TURMOIL

Since the dark days of the Jihad and the Wars of Reaving—a shadowy conflict about which we still know far too little—the Clans of the Inner Sphere have seemed adrift, unsure of themselves and their place in the new order of things. The Ghost Bears, the Snow Ravens and the Diamond Sharks were able to reinvent themselves and find new purpose as the Rasalhague Dominion, the Raven Alliance and the semi-nomadic Clan Sea Fox, respectively. The Wolves, Jade Falcons and Hell's Horses, on the other hand, continued on in the same old pre-war mindset and found themselves facing massive societal upheavals in the wake of the Blackout.

A RENDING OF FALCONS

The taking of Skye in 3134 was the end of the first stage of the Falcon *desant* into the Republic but it was not meant as the end to the expedition entirely. The three Galaxies in the territory now called the Falcon's Reach paused to consolidate their new gains and build up their strength to push deeper into Republic territory. It gradually became apparent, however, that they could expect no support from the main body of the Clan back in their Occupation Zone. Determined to have answers from the Khan, Malvina Hazen stripped her most loyal followers from the Reach and returned to Sudeten in September 3135, leaving the remaining Falcon forces with orders to hold the Reach at all costs.

When her demands were not answered to her satisfaction, Malvina and her fanatical troops erupted into open rebellion against Khan Jana Pryde. As the acknowledged leader of the Mongol faction within the Falcons, Malvina provided a focus for the followers of that philosophy and also attracted the allegiance of the Hell's Horses Fire Horse Galaxy. Bolstered by lower caste recruits to whom Malvina extended the right to trial for a place amongst the

warriors, the rebellious Falcons gained the upper hand against those who remained loyal to Khan Pryde. Seven months of civil war culminated in personal combat between Hazen and Pryde, with the younger warrior prevailing. Upon her ascent to the Khanship, Malvina instituted a series of brutal purges to eliminate those who had opposed her and mold the Jade Falcons into a Clan more suited to her philosophical leanings. With her Clan thus weakened, it would be several years before Malvina Hazen again posed a threat outside the Falcon OZ.

MASTERS OF WAR

While the Falcons got on with the business of rebuilding after their civil war, Clan Wolf at the end of 3136 was preparing for their own upheaval. At the invitation of the Lyran Archon and with the encouragement of their Exiled brethren, the Wolves undertook a massive relocation of their entire Clan from one side of the Commonwealth to the other, where they were offered worlds on which to settle and an opportunity to fight in the upcoming invasion of the former Free Worlds League states. The reasons behind such an unprecedented move are, as with many things Clan, confusing for outsiders to untangle, but the Wolves obviously felt that their current position in the Occupation Zone they had carved out eight decades earlier offered them fewer long-term opportunities and that a full-scale migration was well worth the risks involved. In the end, every Wolf Warrior and Scientist and significant percentages of the other three castes boarded the transports for their new homes.

To safeguard their migration, the Wolves used a simple but effective sleight-of-hand. While the bulk of the Clan journeyed through the Commonwealth three Galaxies of troops made an incursion into the Republic Territories. Striking at worlds still reeling from their abandonment by the Republic, the Wolf invaders seized resources and materiel after each victory before moving on with no interest in holding their conquests. The incursion was opposed by a coalition of planetary militia units and mercenaries drawn together under the leadership of several former Republic worlds. One of the cornerstones of the defense was the Wolf Hunters, a new mercenary outfit that arose from the former Steel Wolves faction led by Anastasia Kerensky. Her insights into the minds of the Clan warriors proved effective on several occasions in delivering defeats to the Wolf forces. The invasion also saw the first steps in the career of a young Clan ristar named Alaric Wolf, one of the leaders of the assault.

By April 3137 the Wolves had reached Lyons and the very doorstep of Fortress Republic. Speculation on the invaders' next move was rampant. Would they force the walls of Fortress Republic? Would they turn aside and continue their rampage through the Territories? The answer was neither. The three Galaxies of the invasion met together in the Lyons system in late April and, after two weeks of bustling activity at the zenith jumppoint, they jumped away. Defenders on nearby worlds remained on high alert for the next month but the Wolves never reappeared. By mid-year it was clear that their invasion had ended as suddenly as it had begun but the bigger question of where the Wolves had gone would remain a mystery for nearly a year.

COMMONWEALTH IN RUINS

With nearly every surrounding realm taking its bite out of the Republic, it would be the Lyran Commonwealth that kicked off the next stage of the chaos engulfing the Inner Sphere. Amid rumors that the Commonwealth's economic ties to the Republic and ComStar were becoming a weight around the nation's neck, Archon Melissa Steiner chose to distract her restless people with an invasion of their historic enemy, the Free Worlds League. Operation HAMMERFALL launched in July 3137 with simultaneous invasions of the Duchy of Tamarind-Abbey and the Marik-Stewart Commonwealth. In an ironic twist, the Steiner assault proved to be one of the key triggers to the rebirth of a new League.

THE HAMMER FALLS

Gauntlet, the Tamarind-Abbey campaign, proceeded fairly quickly. Lyran forces there clearly outmatched the Duchy's troops and within five months the capital had fallen into their hands. They were unable to capture Duke Fontaine Marik, however, and he managed to set up a government-in-exile on Gibraltar, from which he continued to direct resistance to the invaders.

The campaign against the Marik-Stewart Commonwealth, codenamed Anvil, did not go so smoothly. Relying in large part on the reborn Silver Hawk Irregulars to stymie the invaders, Captain-General Anson Marik was motivated not only by a desire to keep his realm free but also the fear that if he should fail, the glory of rebuilding the Free Worlds League would fall by default to Jessica Marik of Oriente. As the daughter of the false Thomas Marik of the previous century, whom many in the former League states still blamed for their troubles in the Jihad, the idea of Jessica succeeding where a true Marik could not infuriated the volatile Anson.

Almost from the beginning, however, events seemed to conspire against Anson. While the Silver Hawk Irregulars were able to confound the Lyran invaders on several occasions, their small size naturally limited the extent of their defenses. Taking advantage of the troubles on one side of the Marik-Stewart Commonwealth, the forces of Oriente seized several worlds from the other side of the beleaguered realm. Anson Marik was still reeling from the loss of his homeworld, Marik, to a group of Spirit Cat cultists who had decided that this was the world where they could safely ride out the chaos they foresaw overwhelming the Inner Sphere. But the biggest blow to the Commonwealth's defenses came five months after the start of the Lyran invasion. Clan Wolf, which had effectively vanished following their run through the Republic Territories a year earlier, revealed itself with assaults against a number of Marik-Stewart systems. The shock of this unexpected development took nearly

as great a toll on the defenders as the Wolf battle prowess. By June 3138 Anson Marik was making his final stand on Stewart, where he fell to a combined Lyran and Wolf assault. With his death—and with his sole heir having been disinherited two years earlier—there was nothing to stop the Marik-Stewart Commonwealth from crumbling.

LEAGUE REBORN

The dissolution of Marik-Stewart removed one of the main obstacles to Jessica Marik's plans to reunite the Free Worlds League. Despite the opposition of the Regulan Fiefs and Andurien, Jessica had woven a web of connections with the Duchy of Tamarind-Abbey and the Rim Commonality as well as many of the independent worlds that had once belonged to the League. In addition, a collection of small statelets carved out of the former Republic were brought into Jessica's alliance by Thaddeus Marik, grandson of Alys Rousset-Marik and once a Paladin of the Republic. Finally, the efforts of Jessica's daughter Julietta brought the Clan occupiers of Marik into the coalition.

Launched on 21 April 3139, Operation HOMECOMING brought all of Jessica's allies together in a combined assault on Atreus, the one-time capital of the League. Recently occupied by the Regulans after the collapse of Marik-Stewart, Atreus was seen as a potent symbol for any attempt to rebuild the Free Worlds League. In less than a week the coalition forces seized the planet and defended it against a further Regulan counterattack. The success of the operation proved the viability of Jessica Marik's leadership and on the basis of that success she was able to reform the League with herself as Captain-General.

The new League still had to face down the Lyran and Clan Wolf offensives. Even as Jessica was installed as Captain-General, the invaders seized a number of worlds and approached Atreus itself. Thaddeus Marik, who had become a strong supporter of Jessica both personally and politically, fell to a Wolf attack on New Olympia just two months after the founding of the new League.

SNAPPING WOLVES

As easy as the Lyran conquest of the Free Worlds League states seemed to be going, however, there was trouble brewing. Archon Melissa Steiner's deal with Clan Wolf had accelerated the invasion far beyond what the Lyrans could have accomplished on their own but the Commonwealth's treatment of the Wolves resulted in resentment and anger. A lack of support for their forward military units and poor treatment of their civilian castes pushed the Wolves into a momentous decision.

On 12 May 3140, Clan Wolf units jumped into the Atreus system and, rather than attack, offered terms to the Captain-General for a ceasefire between the Clan and the League. They then turned around and unleashed their anger against the Lyran Commonwealth. The shock of the Wolf betrayal neutered the initial Lyran response, as did the lack of supplies and transport assets; many of those that had been earmarked for later waves of HAMMERFALL quickly fell into Wolf hands or were unable to reach their intended destinations. Additional stress along the front lines came from opportunistic League attacks to reclaim worlds already conquered in earlier waves.

Despite strong responses from individual Lyran units, as a whole the defense of the Commonwealth was insufficient to hold back the Wolf onslaught. Melissa Steiner's miscalculations and poor judgment turned the LCAF leadership against their Archon. In March 3141 a cabal of generals led by Margraves Gareth Dineson and Diego Widmer executed a bloodless coup that replaced Melissa with Duke Vedet Brewer of Hesperus II. If they were hoping this would give them greater control over the military and thus make them better able to resist the Wolves, they were mistaken. However, in late 3141 the Wolf invasion stopped as suddenly as it began, with the Clanners sitting just inside the pre-HAMMERFALL border in control of nearly sixty worlds. On 1 January 3142, Khan Seth Ward proclaimed the existence of the Wolf Empire.

Less than six months later, the Lyrans were once again under attack from the Clans, but this time on the opposite border. Malvina Hazen, whose Jade Falcons had spent years recovering from their civil war, took the Lyran weakness as a sign and her Goldern Ordun—consisting of her own Falcons and their Hell's Horses allies—jumped the border in three places. Once the Wolves realized what was happening, they renewed their invasion of the Commonwealth and the two Clan forces raced for Tharkad. Ultimately the Wolves won that race and landed their forces on the Lyran capital world, where they confronted Melissa Steiner, newly restored to the throne while Archon Vedet fled the Clan assault, and meted out punishment for her treatment of them. With Melissa dead, the Wolves retreated from Tharkad and left Malvina Hazen to face the angry Lyrans. The Falcon Khan decided discretion was the better part of valor and likewise retreated to pacify the large swaths of the Commonwealth that were now under her control.

As for the Wolves, they were victorious at Tharkad but had lost their senior Khan. Upon their return to their capital of Gienah, ristar Alaric Wolf gained his Ward Bloodname and then found himself elected Khan for his actions during the fighting. His speech after his election, the vid of which was transmitted and couriered across the Wolf Empire and even the Lyran Commonwealth, revealed something shocking about the new Khan: his blood was not pure Wolf; his mother, by his own admission, was Katherine Steiner-Davion, the disgraced Archon and loser of the FedCom Civil War some eighty years earlier, who had been exiled to Clan Wolf by her brother Victor. With this lineage, Alaric proclaimed himself the rightful Archon of the Commonwealth, though his words carried little weight beyond the EMpire borders.

Trillian Steiner, Melissa's younger cousin and, oddly, Alaric's cousin, was named Archon by the Estates General and, with the help of her advisors and supporters such as Roderick Steiner and Jasek Kelswa-Steiner, set about ensuring that the Commonwealth

had a future. As with Melissa, the LCAF generals were uncertain that Trillian could adequately perform the job and nearly revolted when she ordered them to retreat from a Jade Falcon assault on Hesperus II earlier this year. Trillian's instincts served her well this time, however, as the Wolf Empire interceded to prevent the Falcons from gaining the industrial capacity of Hesperus. Waiting for the two Clan forces to exhaust themselves, the Lyrans were able to attack at a crucial point and force the invaders to retreat. Rumors that Malvina Hazen died during the retreat were later proven false, but this victory gained Trillian some necessary breathing room.

DRAGON'S FURY

Since their invasion of the Republic in early 3135, the Draconis Combine had achieved victory after victory. The elevation of Katana Tormark to command of the Dieron District was seen by some within the DCMS as a weakness on the part of Coordinator Vincent Kurita, one of many the man derided as "the Peacock" was believed to suffer from. By early 3137, the Combine would see a major shift in its leadership and its policies.

FALLEN HOUSE, RISING FORTUNES

The Draconis Combine reached Dieron and the edges of Fortress Republic by the end of 3136. As part of the initial plans for the Fortress, Exarch Levin and his advisors had decided to leave Dieron outside the walls; whether that was because they feared the Combine would eventually find a way through while trying to get to Dieron or they simply wanted to spare the enormous quantity of troops the Dragon was sure to watse in the attempt, I cannot say. RAF Commanding General Tina Magnusson-Talbot chose to remain outside the Fortress when it went up and coordinated the defense of Dieron, utilizing her lack of sufficient troops to turn the world into a honeypot to lure in and demolish as many DCMS units as possible. Magnusson-Talbot's plan was only partially successful and the Combine claimed Dieron with little effort and few losses. The general herself was killed during the brief fighting.

Though Dieron proved a surprisingly easy target to win, the aftermath of that campaign would prove much more devastating to the Dragon. Theodore Kurita, the heir to the throne, made an attempt to breach the Fortress walls and paid the ultimate price. His death was the first in a series of tragedies that would see the immediate royal family completely wiped out by March. With Coordinator Vincent and all his heirs gone, the throne was taken up by Yori Kurita, a descendent of the first Theodore Kurita through an minor line. However, nearly everyone on Luthien considered her a mere puppet for the true power behind the throne, Warlord Matsuhari Toranaga, who was later granted the dormant title of *Gunji no Kanrei*.

Under the leadership of their new Coordinator and Kanrei, the DCMS surged against the remaining Republic worlds. Their progress into the former Prefecture I was checked by the Vega Protectorate, newly formed by a renegade Ghost Bear Galaxy. In Prefecture III, they came up against an informal coalition of worlds led by former Knight—and one-time leader in the Senate Rebellion—Conner Rhys-Monroe, whose homeworld of Markab was the focal point of resistance against the Dragon's encroachment. Rhys-Monroe died in battle defending Skat in April 3140 and the other worlds fell soon after.

Since the late 3080s, the Sandoval Dukes of the Federated Suns had sponsored mercenary units and whatever House troops they could get away with in a region along the border that came to be known as the Draconis Reach. This swath of worlds, stretching from Marlowe's Rift to Cassias, changed hands more times than anyone could keep track of as both sides poured manpower and resources into a neverending fight. Determined to bring an end to the cycle, Kanrei Toranaga made the bold decision to hire Wolf's Dragoons, once the mortal enemy of the Combine but now searching for a purpose that would define them as more than just the lapdogs of the Lyran Commonwealth. Eager for the chance to prove themselves, the Dragoons struck into the Reach with gusto and by the end of 3139 had almost singlehandedly conquered the entire region. As a reward for their efforts, the Kanrei planned to use the Dragoons as the spearhead of a planned invasion of the Federated Suns. But first, the Dragon would have to deal with an internal crisis that had been brewing for decades.

SHARPENED CLAWS

The roots of the Nova Cat Rebellion can be traced back to the Second Ghost Bear-Combine War at the turn of the century, though in truth their relationship with the Combine had been deteriorating almost from the start. Directed attacks by the Dominion nearly wiped out the Cats' industrial capacity and restrictions placed on them by the Combine after the war took care of what was left. Add in devastating Black Dragon attacks against their civilian castes and it's no surprise the Cats went meekly to the so-called "cultural preservation districts" set up in the war's aftermath.

Yet not every Nova Cat accepted their humbling. Resentment against their shoddy treatment took root amongst the Cats even before the war's end and only grew through the intervening decades. While the pragmatic Kesari philosophy spread throughout the Nova Cat ranks, the Clan's leaders adopted the long view towards freeing their Clan from what they saw as enforced and demeaning servitude. In this goal, they apparently had the support of powerful members of the Order of Five Pillars, who shared a decades-long connection with the Cats' leadership and a mutual interest in the new Mystic Caste.

Two events provided the spark that finally gave the Nova Cats the opportunity to free their Clan from the claws of the Dragon. Having provided shelter to Emi Kurita after her alleged death in 3137, the Cats were in possession of the true heirs to the throne in Emi and her new son, Daisuke. Then in April 3141, Duke Corwin Sandoval of the Federated Suns, launched an attempt to retake

the recently lost Draconis Reach and then push further into the Combine's underbelly. Seizing the opportunity this provided, the Cats rebelled.

The revolt began with the execution of the DCMS garrison on Irece itself. Despite repeated orders from Khan Jacali Nostra and pleas for restraint from Emi Kurita, the pent-up frustrations and rage of the Nova Cats erupted in an orgy of violence. To their credit, once the initial high had worn off many of the Cat warriors requested surkairede from the Khan for their actions and pledged to conduct the rest of the rebellion as honorably as the Combine would let them. The Nova Cat revolt was off to a promising, though disturbing, start.

Following on the heels of the liberation of Irece, the Cats proceeded to seize Xinyang and then many of the former Republic worlds in the Dieron District, in the conquest of which they had played a major role. They gained a boost to their cause with the support of Warlord Katana Tormark, who had her own personal reasons for rebelling against the throne. Her support undercut the planned response from the DCMS and took pressure off of the Cats' rear positions but ultimately did little to help the long-term prospects for the war.

Kanrei Toranaga unleashed his forces, many of which had been in the midst of preparations for a full-scale invasion of the Federated Suns, against the rebels, especially targeting Warlord Tormark's troops and even threatening Irece itself. With their capital threatened and their main ally on the ropes, the Cats abandoned their careful plans and rushed back to Irece Prefecture to defend their home and their civilians. A last-ditch assault on Luthien was planned but before the plan could be executed the might of Kanrei Toranaga's forces fell upon the Cats. The final battles on Irece and Kagoshima were over by January 3143 and the Combine's brutal treatment of the Clan's civilians eradicated Clan Nova Cat from the face of the Inner Sphere. Katana Tormark continued in rebellion until she was defeated in March and imprisoned on Luthien.

SOLAR ECLIPSE

For five decades the Federated Suns was the closest ally the Republic had. Even after the initial chaos of the HOPG Blackout the Suns, under the leadership of First Prince Harrison Davion, continued to stand with us against the darkness. But the death of Harrison and the rise of his son Caleb, paired with Exarch Levin's abandonment of everything outside of Prefecture X, severed that connection and ensured that when events turned against House Davion they would have to bear that burden alone.

BORDER CROSSINGS

In the aftermath of the Combine conquest of the Reach, Duke Corwin Sandoval struck back before the Dragon could find its footing. Denied reinforcements by New Avalon, he utilized every spare body he could gather from his March, including drafting many older soldiers out of retirement, as well as whatever mercenary troops he could afford to hire with his own coin. Launched in April 3141, Sandoval's offensive was successful in taking the enemy by surprise and his troops pushed hard into the underbelly of the Combine.

Unbeknownst to Sandoval, however, *Kanrei* Toranaga had been covertly assembling forces for his planned invasion of the Federated Suns and the surging AFFS units ran directly into these gathered troops. By July the invasion had slowed and concentrated in several key systems such as Irurzen, Huan, and New Aberdeen. The forwardmost action of the invasion, dubbed Operation PELAYO by Sandoval's staff, was the three-week siege of Maryland on Annapolis. The [unit] made six attempts to force their way into the capital city but were rebuffed by the desperate defenders each time. Plans for a seventh assault were scrapped when the unit was ordered to retreat to Irurzun to reinforce the beleaguered Federated Suns forces there.

Despite Sandoval's initial successes, his invasion bogged down into the same kind of fighting that had characterized the Draconis Reach for decades. By shortly into the new year the fighting had coalesced onto just five worlds: Irurzun, New Aberdeen, Elidere IV, Thestria and Huan. Ordered to hold the line on these planets, Wolf's Dragoons and the Ryuken kept Sandoval's regiments pinned down for over a year while the Dragon dealt with the Nova Cat rebellion. At the same time, opportunistic raids by spare DCMS units on Draconis March border worlds prevented Sandoval from pouring more forces into the conflict, a shortcoming that was exacerbated by Caleb Davion's continued denial of assets in favor of his planned invasion of the Capellan Confederation.

The climax of the Nova Cat rebellion in January 3143 signaled the beginning of the end for Operation PELAYO. Though it would be another six months before any significant reinforcements would reach the Dragoons and Ryuken, Sandoval's analysts convinced their Duke that *Kanrei* Toranaga would soon turn his full attention on driving them out. Realizing that without support from his Prince he would never have the strength to pursue his goals, Corwin ordered a staged retreat that saw AFFS troops leave Elidere IV in August and Thestria in September. The general retreat issued on 25 December removed the last of the March forces from Irurzun, New Aberdeen and Huan by the end of January.

With all distractions now eliminated *Kanrei* Toranaga stepped up his plans to invade the Federated Suns. Having used most of 3143 to refresh his regiments from losses suffered putting down the Nova Cats, Toranaga surprised everyone by launching a full-scale invasion in March. Barely returned from their own abortive invasion, the Draconis March forces were caught off-guard but nevertheless managed to throw up a spirited, if hasty, defense. Progress towards Robinson was slower than the DCMS planners had expected, but the Periphery corridor of the invasion proceeded at a faster clip.

PALMYRA DISASTER

First Prince Caleb Davion had spent the past several years planning a massive invasion of the Capellan Confederation, which he christened Operation SUNSHOWER. No doubt inspired by the exploits of his great-grandfather Hanse Davion, Caleb's goal was to neuter the Confederation once and for all. To this end, he had reserved the bulk of the AFFS for the invasion and single-mindedly refused to allow them to be used for any other purpose, tying up a large percentage of his forces for years with little benefit. The news of the Combine invasion angered Caleb, but not for the expected reasons. Instead of being affronted that his realm was under attack, he was livid that someone had the audacity to steal his thunder. Needing to refocus his military on repulsing the invasion would mean the abandonment of his plans for the Capellans and reports from New Avalon indicate the Prince was reluctant to give up his dream.

Common sense—or the words of his advisors—eventually won out and Caleb shifted his plans coreward to meet the Dragon's advance. Repurposing the troops he had assembled for SUNSHOWER he decided that the best defense was a good offense and worked up Operation MANDRAGORA, an assault with overwhelming force against the Combine district capital of New Samarkand. His plan was to strike into the heart of the Combine to draw their forces out of the Federated Suns in order to protect their own interior. Caleb chose the Palmyra system as the mustering point for his forces and extended a request to the Raven Alliance, with whose Khan he shared an intermittent personal relationship, to add their naval might to the strike. Khan McKenna promised several WarShips to Caleb's plan and he waited on Palmyra for their arrival.

On 19 June 3144, Caleb's plans came crashing down around him. A brilliantly executed sneak attack bottled up the AFFS forces in the Palmyra system and made swift work of their orbital assets. Among the losses suffered in space was the FSS *Lucien Davion*, which fell to a concentrated attack from McFadden's Sky Storm. The destruction of the WarShip marked a turning point in the battle and isolated the units on the ground, rendering them easy pickings for the Combine's Pocket WarShips to turn their weapons on the ground forces with near-impunity. A full day was spent crisscrossing the planet raining devastating fire on the troops below before DCMS ground forces landed to finish the cleanup. Over the course of the next week, the thirteen AFFS commands gathered by First Prince Caleb had been reduced in strength to just one. Most of the survivors were captured.

Caleb himself miraculously escaped death. Surveying a camp of the First Royal Cavaliers at the time of the initial attacks, he managed to lead a detachment of Cavaliers into the Tower Mountains before the camp was destroyed by orbital fire. The Prince and his men survived in the mountains for six days, avoiding Combine patrols and making their way towards the secondary DropPort at Cooper. On 25 June their small force was discovered by a routine patrol from the Fifth Sword of Light, operating out of the planetary capital of Sawle. With orders from the *Kanrei* to avoid killing Caleb Davion, the DCMS 'Mechs surrounded the Prince's Marksman tank and kept him bottled up while they awaited orders from the command center in Sawle. Caleb's royal dignity spurred him to attack his enemies but they maintained a respectful distance from him and refused to be baited. Until, that is, a shot from the Marksman's Gauss rifle took off the arm of a Sworder *Shiro* and the MechWarrior inside kicked out in frustration, crushing the tank's turret and killing the First Prince. A couple of days later, the pacification of Palmyra was complete and though they had failed to secure the prize of capturing the ruler of the Federated Suns, the way into that realm's interior was now wide open.

The loss of so much of its strength was a devastating blow to the AFFS, though the death of Caleb himself had little effect on the war. Corwin Sandoval was already well used to getting by without aid from his sovereign and soon had bigger problems to worry about anyway. The bottlenecks at Lucerne and Rochester that had kept the invaders from reaching Robinson fell by early August, clearing the way to the March capital. On 23 August, Duke Sandoval presided over the defenses of his homeworld against the incoming Seventh and Eighth Sword of Light. However, the defenders were no match for the DCMS forces and by the end of the month the Duke lay dead and Robinson lay in the hands of the Dragon.

A SECOND FRONT OPENS

As if the losses suffered by the Federated Suns in the Draconis March were not enough, the realm's other traditional enemy chose to launch its own invasion just five months after the death of the First Prince. Daoshen Liao's Capellan Confederation flooded across the border along three salients, aimed at Tikonov, Victoria and New Syrtis. It soon became clear that the latter two were the primary goals of the initial waves of the invasion and they progressed at a much faster rate than the Tikonov thrust. Victoria fell by the end of 3144 and the Capellans celebrated the return of the industrial world that had been taken from them four decades earlier by Duchess Amanda Hasek's Victoria War. The Duchess herself soon came under attack as Capellan forces reached her capital world of New Syrtis. News that Daoshen Liao would be coming to oversee the conquest spurred the Capellans to greater effort and a daring Death Commando raid against the ancestral Hasek palace succeeded in capturing the Duchess and ending her morale-boosting broadcasts to the Suns defenders. Daoshen Liao presided over a frankly ridiculous trial of Duchess Hasek and rendered a verdict of death for her alleged crimes against the Confederation.

With the deaths of Caleb Davion and Corwin Sandoval months earlier, the Federated Suns found itself lacking in strong leadership. Julian Davion, cousin to Caleb and absent in the Lyran Commonwealth for years, was named the new First Prince, with Erik Sandoval-Groell as his regent. Amanda Hasek's position as Capellan March Lord was taken by her son Alexander, who was fighting a guerrilla campaign against the invaders on several worlds of the March.

The Tikonov campaign progressed slower than the New Syrtis thrust. A first attempt early in 3145 failed when a spirited defense of the capital city of Tikograd kept the Eighth Capellan Reserve Cavalry out of the city but at the cost of Duke Aaron Sandoval's life. The second attempt began in a more subtle fashion with the infiltration of the Death Commandos onto Tikonov in August. They were able to exploit an undercurrent of pro-Capellan sentiment among a significant percentage of the population to raise a unit of citizen-soldiers they named the Marshals of Tikonov. Several months of activity by the Commandos and the Marshals softened the planet for a second assault in October. This time the Suns defenders could not prevail and Tikonov was once more a Capellan world for the first time since the Jihad.

LIFE BEHIND THE WALLS

Life inside Fortress Republic has not been quite so eventful as outside in the last ten years. Still, Exarch Levin's gamble to preserve the core of the Republic by cutting off the rest was not all rosy. Though at first the people inside the Fortress were grateful for the sanctuary, all too soon the limitations of our refuge began to take their toll.

CLEANING HOUSE

The first priority after the raising of the Fortress walls was to make sure our own house was in order. Many of the thirty-five worlds within the Fortress still had rebellious groups or representatives of the so-called "splinter factions" remaining armed and dangerous. Among the most dangerous were the remnants of the Senate rebellion who had failed to exit the boundaries of Prefecture X by the appointed deadline. The Liberty system was a hotbed of these anti-Exarch forces and the local Standing Guard forces, commanded by planetary legate Michelle Grayson-Smith, was in league with the rebels. Grayson-Smith's deliberately misleading reports over the course of late 3135 and early 3136 decieved the High Command for months before a lance of Knights-Errants uncovered the truth. A ten-month siege of the fortified city of Ludgate followed and in the end the rebel outpost was wiped out.

Most other groups requiring cleanup were not so difficult, but the operation as a whole lasted into early 3137. The last group to surrender to the RAF consisted of the remains of Jacob Bannon's Band of Five, approximately half of whom had been stationed on Epsilon Indi when the Fortress went up. These resourceful mercenaries led the RAF on a merry chase through seven systems before finally being brought to battle on Altair in February 3137. Apparently attempting to exit the Fortress to offer their services to the Draconis Combine occupiers of Dieron, they were destroyed to a man by the efforts of Stone's Lament.

However the toughest foe faced by the Republic turned out to be an old one. For years many within the Republic hierarchy had held suspicions about ComStar. The kidnapping of Tucker Harwell from Wyatt in early 3135 had revealed that a faction within ComStar had rebuilt their military forces and among the top priorities of the Paladins in the early years of the Fortress was finding Harwell and figuring out what ComStar was up to. Unfortunately it would not be until late 3140 that anything more than tantalizing clues were found.

Tucker Harwell himself, accompanied by undercover Knight-Errant Alexi Holt, escaped from a secret ComStar facility in the Luyten 68-28 system and managed to signal their whereabouts to Republic troops. The operation to extract them kicked off a six-month open conflict between the RAF and the reborn Com Guards. In the end, the last Guard troops were destroyed on Epislon Eridani in February 3138 and ComStar's administrative functions were absorbed into the Republic bureaucracy. The rebuilding and restructuring of the Republic could now continue without distraction.

AWAKENING

Or so everyone thought. While the Republic had internal enemies to keep it occupied, the people inside Fortress Republic supported the Exarch. But now that their full attention turned towards the future, many began to chafe under the restrictions life within the Fortress entailed. Cut off from trade with the rest of the Inner Sphere, prevented from contacting loved ones outside the walls, denied the right to travel freely outside Prefecture X, a deep depression set in amongst the populace and found its expression in protests against the Exarch. By 3144, the situation threatened everything that Levin had hoped to achieve when he enacted the Fortress Protocols. If even those drastic measures could not succeed in keeping the Republic alive, it was surely our time of greatest need.

And just like that, a miracle arrived. Devlin Stone, conqueror of the Word of Blake and father of the Republic itself, had vanished on that August day fifteen years earlier with the promise to return when he was most needed. Though many had searched in vain for him in the years since, none had ever come close to finding him or learning of his fate. Tucker Harwell had spent nearly two years using his access to Republic and ComStar files to search for Stone and had discovered his resting place less than a day from Geneva. Awakening Stone, Harwell returned him to Geneva, where his appearance took everyone by surprise. Exarch Levin offered to resign in deference to Stone, but our founder declined, accepting no title but definitively assuming leadership of his Republic once more.

In the months since, Stone has taken a hard look at Levin's efforts and has found many wanting. His restructuring of the RAF—even more radical than that which Levin had begun—is still incomplete but is already showing results. But the greatest effect Stone's return has had is on the people of the Republic. Where once they were restless and resentful, now they are hopeful. Devlin Stone has returned. All will be right with the universe.

TIMELINE 3132–3145

3132

[25 Jul] HPG station on Liao experiences mysterious shutdown lasting four days.

[07 Aug] Gray Monday. Over the next week, 80% of the HPG network falls dark.

[23 Sep] Dragon's Fury forces strike at Tahlwynn on Dieron. A month-long battle between the Fury, Steiner loyalists, local revolutionaries, and RAF and Sea Fox forces ends with the Republic retaining control.

[03 Nov] Dragon's Fury assault on Addicks to seize oil fields.

[12 Nov] Dragon's Fury forces raid Mallory's World.

[17 Nov] Unknown raiders hit Mirach.

[21 Dec] Federated Suns forces raid Mara.

[23 Dec] Fighting on Sheratan between Clan Wolf enclave and Republic forces.

[29 Dec] Steel Wolves and Swordsworn clash on Ankaa.

3133

[06 Mar] Dragon's Fury raid on Vega.

[13 Mar] Jasek Kelswa-Steiner issues call to return Republic worlds to the Lyran Commonwealth, creating the Stormhammers.

[03 May] Attempted coup launched on Mirach. It lasts less than ten days.

[10 May] Anastasia Kerensky kills Kal Radick in a Trial of Position to lead the Steel Wolves.

[07 Jun] Steel Wolves invade but fail to take Northwind.

[14 Jun] Spirit Cats, with the help of Wolf's Dragoons scouts, temporarily control Outreach.

[28 Aug] Stormhammers raid Towne and other worlds to spread Kelswa-Steiner's proclamation.

[23 Sep] Republic officials release reports of Capellan troops massing on the border.

[07 Oct–11 Dec] Massive multi-faction battle on Irian for a functioning *Marauder II* factory.

[17 Oct] Failed Draconis Combine invasion of Vega. Legate Francis Nguyen killed.

3134

[17 Feb] Steel Wolves make another attempt on Northwind. Paladin Ezekiel Crow is revealed as the infamous Betrayer of Liao.

[early Apr] Steel Wolves assault Terra.

[06 May] Capellan Confederation invades the Republic.

[14 Jun] Clan Jade Falcon invades the Republic.

[15 Aug] Liao falls to Capellan invaders. Jade Falcons driven from Skye.

[27 Sep] Marik-Stewart Commonwealth forces fail to take Stewart.

[26 Nov] Paladin Victor Steiner-Davion murdered.

[28 Nov] Draconis Combines forces raid Tsukude.

[30 Nov] Jade Falcons invade Skye again.

[19 Dec] Senatorial conspiracy to usurp the governance of the Republic uncovered.

[20 Dec] Jonah Levin elected Exarch of the Republic of the Sphere.

[23 Dec] Skye abandoned to the Jade Falcons.

3135

[early Feb] Capellan attack on New Aragon.

[late Feb] Capellans take St. Andre from Swordsworn.

[early Apr] Capellan attack on Demeter.

[8 Apr] Exarch Levin abolishes the Senate.

[17 Apr] Senate rebel forces attack Republic troops on Terra.

[late Apr] Draconis Combine invades Republic.

[26 Apr] Combine attack on Chichibu.

[5 May] Tucker Harwell successfully restarts Wyatt HPG.

[6 May] Combine forces assault Shinonoi.

[mid-May] Combine forces assault Ashio.

[13 May] Peace accord between Republic and Federated Suns includes promise of military aid.

[22 May] Sightings of an unknown ComStar military unit on Wyatt. Tucker Harwell vanishes.

[25 May] New Aragon surrenders to Capellan invaders.

[30 May] Draconis Combine invades Biham.

[1 Jun] During Victor Steiner-Davion's funeral, Senate rebel forces assault Geneva. Paladin Meraj Jorgensson killed.

[2 Jun] Harrison Davion injured in fall from third-story window.

[3 Jun] Senate Alliance officially announced.

[8 Jun] Biham, Ancha, and Shinonoi fall to the Combine.

[20 Jun] Warlord Mitsura Sakamoto's forces breach Phoenix Dome on Al Na'ir, resulting in thirty million dead.

[26 Jun] Al Na'ir falls to Combine invaders.

[03 Jul] Anastasia Kerensky transforms the Steel Wolves into a mercenary unit called the Wolf Hunters.

[28 Jul] Stormhammers take Alya on behalf of the Lyran Commonwealth.

[mid-Aug] Renewed Capellan offensive based off Liao.

[21 Aug] Capellans take Ningpo.

[26 Aug] Senate forces battle Dragon's Fury on Ronel.

[5 Sep] Draconis Combine invades Pike IV.

[15 Sep] Republic forces abandon Acamar.

[19 Sep] Harrison Davion dies. Caleb Davion becomes First Prince.

[22 Sep] Republic begins broadcasting warnings about crossing the borders of Prefecture X.

[30 Sep] Malvina Hazen declares herself Khan of Clan Jade Falcon, sparking a civil war.

[1 Oct] Exarch Levin announces formation of Fortress Republic.

[7 Oct] Erik Sandoval-Groell pledges the Swordsworn to the Federated Suns and is named Prince's Champion by Caleb Davion.

[11 Nov] Ghost Bear peacekeeping forces land on Vega.

[30 Nov] Katana Tormark appointed Warlord of Dieron.

[7 Dec] Capellan forces repulsed from Aldebaran.

[8 Dec] Hell's Horses Fire Horse Galaxy pledges its loyalty to Malvina Hazen.

[15 Dec] Oriente invades Park Place.

3136

[Jan] Capellans invade Azha.

[15 Jan] Republic Standing Guard units hold Poznan against Capellan attack.

[28 Mar] Oriente takes Ibstock.

[Apr] Republic begins sending covert units outside the Fortress walls.

[3 Apr] Malvina Hazen defeats Jana Pryde to become Khan of Clan Jade Falcon.

[11 Apr] Draconis Combine assaults Styx.

[15 May] Katana Tormark successfully negotiates for the use of a Nova Cat Galaxy in the Combine's invasion of the Republic.

[15 Jun] Mercenaries in Lyran employ raid Alkaid.

[2 Jul] Senate Alliance raid on Irian foiled by Wolf Hunters in their first public action.

[Aug] Republic Standing Guard absorbed into Republic Armed Forces.

[27 Sep] Spirit Cat forces invade Marik, delivered by a Sea Fox vessel.

[14 Oct] Capellan forces renew assault on Aldebaran. Republic forces withdraw a day later.

[27 Dec] Vega Protectorate created.

3137

[Jan] Clan Wolf begins migration to Lyran/Free Worlds border. Jade Falcons, Hell's Horses, and Ghost Bears begin fighting over the worlds they leave behind.

[1 Jan] Theodore Kurita, heir to the Draconis Combine throne, dies trying to breach Fortress Republic.
[10 Jan] Clan Wolf invades former Republic worlds in anti-spinward Prefectures, including Yed Posterior, Baxter, and Corridan IV.
[7 Feb] Combine raid on Vega repulsed.
[18 Feb] RAF finishes cleanup of non-affiliated forces within Fortress walls.
[20 Feb] Clan Wolf forces take Unukalhai.
[28 Feb] Emi Kurita presumed killed in DropShip explosion.
[15 Mar] Vincent Kurita assassinated.
[15 Mar] Clan Wolf forces defeated at Skondia.
[15 May] Yori Kurita becomes Coordinator.
[1 Jun] Spirit Cat and Sea Fox forces secure Marik.
[25 Jul] Lyran Commonwealth invades Duchy of Tamarind-Abbey, including strikes at Shasta and Gallatin.
[30 Aug] Lyrans invade Millungera.
[4 Sep] Lyrans invade Bondurant.
[31 Oct] Lyrans invade Labouchere.
[12 Nov] Kirkpatrick's Invaders, in Lyran employ, vanquish Avanti's Angels on Promised Land.
[29 Nov] Lyrans invade Simpson's Desert.
[5 Dec] Lyrans invade Danais.
[14 Dec] Tamarind falls to Lyrans. Ceasefire signed between Commonwealth and Duchy of Tamarind-Abbey.

3138

[6 Feb] Kwamashu Incident. War between Andurien and Oriente.
[15 Feb] Clan Wolf enters action against former Free Worlds League states by defeating planetary militia on Gannett.
[26 Apr] Clan forces from Marik garrison Abadan and Avellaneda at the request of Jessica Marik.
[28 Apr] Helm Massacre. Clan Wolf forces massacre surrendering Silver Hawks Irregulars troops.
[29 Apr] Covenant Worlds Expeditionary Force leaves for Andurien.
[30 Apr] Lyrans seize Savannah.
[3 May] Savannah liberated by the CWEF
[5 Jun] Anson Marik dies defending Stewart from Lyran and Wolf invaders. Marik-Stewart Commonwealth dissolves shortly after.
[10 Jun] CWEF battles Fourth Andurien Cavalry on El Giza.
[15 Jul] CWEF takes Mosiro.
[18 Jul] Regulus seizes Atreus.
[27 Jul] Clan Protectorate founded.
[05 Aug] End of war between Oriente and Andurien.
[12 Aug] Tamarind-Abbey forces assault Lyrans on Simpson's Desert.
[12 Sep] Emi Kurita gives birth to a son, Daisuke.
[13 Sep] Tamarind liberated from Lyran occupation.

3139

[Jan] Wolf's Dragoons hired by Draconis Combine.
[Jan] Fighting for Simpson's Desert ends in LCAF victory after reinforcements arrive.
[Mar-Dec] Wolf's Dragoons conquers Draconis Reach.
[Apr] First wave of retooled factories begins turning out war materiel inside Fortress Republic.
[21-27 Apr] Atreus conquered by Oriente-led coalition.
[11 May] LCAF recaptures Tamarind.
[3 Jul] Jessica Marik installed as Captain-General of reborn Free Worlds League.
[Aug] War Academy of Mars reopens.
[23 Sep] Thaddeus Marik killed in battle with Alaric Wolf.

3140

[12 May] Operation HAMMERFALL renews.
[19 May] Peace treaty between Free Worlds League and Clan Wolf.
[23 May] Clan Wolf invades Lyran Commonwealth.
[Jun-Aug] Wolf's Dragoons raids Glenmora.
[14 Sep] RAF forces battle Com Guards at Luyten 68-28.
[14 Dec] Caleb Davion refuses to aid embattled Lyran Commonwealth.
[22 Dec] Lyran forces withdraw from Arcadia.

3141

[20 Feb] Final battle between RAF and Com Guards on Epsilon Eridani.
[17 Mar] Melissa Steiner deposed by military coup. Duke Vedet Brewer of Hesperus becomes Archon.
[25 May] Wolf Hunters defeat Clan Wolf forces on Hollabrunn.
[Apr] Federated Suns counterattacks on worlds of the former Draconis Reach. Fighting eventually devolves into a war of attrition.
[16 Jun] Clan Nova Cat launches a revolt with the ultimate goal of placing Emi Kurita on the throne.
[3 Jul] Nova Cats take Xinyang.
[11 Jul] Nova Cats conquer Al Na'ir, but Kuritan guerrillas make the occupation difficult.
[18 Aug] Katana Tormark, Warlord of Dieron, throws her support behind Emi Kurita.
[24 Nov] Wolf Hunters take Hyde from Clan Wolf occupiers.
[21 Dec] Clan Wolf retakes Hyde from the Wolf Hunters.

3142

[1 Jan] Formation of Wolf Empire.
[14 Feb] Kanrei Toranaga launches counterattack against Nova Cat rebels.
[Jun] Jade Falcons and Hell's Horses invade Lyran Commonwealth.
[12 Jun] Falcons take Arcturus.
[17 Jun] Exarch Levin announces integration of Knights into RAF.
[23 Jun] Malvina Hazen poisons water supply on Apostica in retaliation for attacks from local freedom fighters.
[Jul] Nova Cats take Proserpina, though most of the populace follows Tormark's lead in supporting Emi Kurita's cause.
[8 Jul] Wolf-in-Exile forces counterattack Jade Falcons on Sargasso.
[15 Aug] Most of Kell Hounds regiment annihilated by Jade Falcons on Timkovichi.
[Sep] Free Worlds League annexes Senate Alliance, which is renamed the Augustine Alliance.
[Sep-Oct] LCAF withdraws from Free Worlds League and Wolf Empire borders to reinforce worlds around Tharkad.
[24 Nov] Wolf Empire resumes its invasion of Lyran Commonwealth.
[Nov-Dec] FWLM attacks Delacour, Edmonson, Kosciusko, and Tamarind.
[29 Dec] Nova Cats lose massive battle on Irece. Khan Jacali Nostra and a large number of warriors killed. Emi Kurita poisons her child and herself rather than be taken alive.

3143

[6 Jan] Nova Cats defeated on Kagoshima, ending their rebellion.
[20 Jan] DCMS assaults Katana Tormark's defenses on Piedmont and Chichibu.
[17 Feb] Julian Davion and the First Davion Guards arrive at Smolnik too late to assist Lyran defenses. Anastasia Kerensky captured by Clan Wolf.
[26 Feb] Final battle between Tormark's forces and the DCMS ends in defeat for the rogue Warlord.
[12 Mar] Katana Tormark imprisoned on Luthien, ultimately to rot and be forgotten until the day the Dragon decides to execute her.
[Apr] LCAF abandons all worlds rimwards of Abramkovo. FWLM does not advance farther than the Khon Kaen-Bella I line for now, per treaty with the Wolf Empire.

[2 Jul] Melissa Steiner reclaims Archonship from Vedet Brewer. Clan Wolf forces arrive at Tharkad.
[15 Jul] Jade Falcons invade Tharkad.
[17 Jul] Melissa Steiner killed by Clan Wolf.
[18 Jul] Loki operatives assassinate Khan Seth Ward of Clan Wolf.
[20 Jul] Clan Wolf requests and is granted hegira from Tharkad. Jade Falcons retreat from Tharkad.
[24 Aug] Alaric Ward elected Khan of Clan Wolf. He also declares himself Archon of the Lyran Commonwealth under the name Alaric Steiner.
[1 Nov] Callandre Kell assembles a battalion-strong Kell Hounds force to strike into the Falcon OZ in revenge for the annihilation of the Kell Hounds. Julian Davion takes hiatus from his First Davion Guards to accompany her. The Guards remain in Lyran space, directly answerable to Trillian Steiner.
[25 Dec] Exhausted Federated Suns troops pull out of Draconis Reach.

3144

[21 Jan] Rasalhague Dominion extends its protection to Lyran worlds cut off by the Falcon OZ. Several clashes with the Falcons follow, resulting in the Falcons taking Ganshoren, Symington, Corridan IV, and Yed Posterior.
[14 Mar] The Combine launches their long-delayed invasion of the Federated Suns.
[22 May] Chanute falls to Combine. Duchess Victoria Sandoval flees Woodbine to Filtvelt.
[6 Jun] Vega Protectorate absorbed into Rasalhague Dominion.
[19 Jun] Palmyra Disaster. Over the course of the next couple of weeks, thirteeen AFFS combat formations destroyed.
[25 Jun] Caleb Davion killed on Palmyra.
[13 Jul] Tsamma conquered by Combine.
[21 Jul] Raven Alliance seizes Haynesville, Diboll, and Inner End.
[22 Jul] Zalaf, Sinope, and Bad News peacefully occupied by Raven Alliance.
[23 Aug] Combine forces invade Robinson.
[27 Aug] Duke Corwin Sandoval killed defending his capital city on Robinson.
[11 Sep] Massive protest on Terra against conditions within Fortress Republic.
[22 Oct] Kell Hounds defeat Hell's Horses on Porrima. Julian Davion prepares to depart for the Federated Suns.
[11 Nov] Capellan Confederation launches invasion of the Federated Suns.
[29 Nov] Spica overrun by Capellans.
[1 Dec] Komephoros annexed by Vega Protectorate.
[3 Dec] Second wave of retooled factories begins turning out war materiel inside Fortress Republic.
[6 Dec] Second McCarron's Armored Cavalry takes New Hessen.
[12 Dec] Demeter falls to House Ijori.
[17 Dec] Redburn's Republic remnants and a number of merc units defend Galatea against a Falcon invasion.
[24 Dec] Galatean League formally announced.
[27 Dec] Federated Suns forces withdraw from Victoria.
[31 Dec] La Blon, Atria, and Ko request annexation by the Vega Protectorate.

3145

[3 Jan] Jade Falcon and Hell's Horses land on Hesperus. After token resistance, Lyran defenders abandon the planet, leaving behind several mercenary commands.
[4 Jan] Wolf forces land on Hesperus.
[6 Jan] Capellans take Taygeta.
[12 Jan] Capellans launch assault on New Syrtis.
[22 Jan] At a mustering point on Canonbie, Trillian Steiner faces increasing dissatisfaction from the LCAF High Command.
[24 Jan] Syrtis Avengers abandon Royalston to return to New Syrtis.
[25 Jan] Death Commando raid captures Amanda Hasek.
[31 Jan] Daoshen Liao arrives on New Syrtis to personally oversee the trial and execution of Amanda Hasek.
[8 Feb] LCAF High Command mutiny against Trillian Steiner defused.
[13 Feb] Andurien and Magistracy forces begin series of raids against the new Free Worlds League.
[14 Feb] Last resistance on New Syrtis eliminated.
[23 Feb] Wolf and Falcon/Horses forces on Hesperus reach stalemate. Beckett Malthus attempts to assassinate Malvina Hazen. Arrival of fresh Lyran units forces Clans to retreat.
[6 Mar] Syrtis Avengers destroyed trying to land on New Syrtis.
[Mar] Hell's Horses begins to pull out of their alliance with the Falcons and retreat to their own OZ.
[1 Apr] Devlin Stone awakened by Tucker Harwell.
[14 Apr] Mizar and Syrma join the Galatean League. Menkent rejects membership.
[May] Raven Alliance seizes Kirbyville and Sterlington.
[23 May] Aaron Sandoval dies in the defense of Tikonov, but the Federated Suns forces hold out.
[18 Jun] Julian Davion arrives on Callison and receives aid from Damien Redburn's people. A number of Republic troops of Suns descent opt to join up with him to replenish the First Davion Guard's ranks.
[17 Jul] Malvina Hazen emerges from a coma. Four weeks later, she kills Beckett Malthus in a Trial of Grievance.
[20 Aug] Menkent peacefully annexed by Jade Falcons.
[9 Sep] Filtvelt Coalition sends troops to assist Federated Suns against Combine invasion.
[30 Sep] Lyons falls to Jade Falcons.
[15 Oct] Julian Davion leaves Callison and heads into Capellan space on his way back to the Federated Suns. He is accompanied by a Sea Fox aimag, a number of former Republic troops, and several small mercenary units.
[25 Oct] Tikonov falls to a renewed Capellan assault.



THE CAPELLAN CONFEDERATION

GENERAL REVIEW

A century ago, the Capellan Confederation was a shattered political power teetering on the edge of collapse. Today they pose one of the greatest threats to the survival of The Republic, if not the entire Inner Sphere. We never expected House Liao to adhere to tenets of the various arms limitation treaties, but the sheer scale of their secret BattleMech stockpiles and continued war production far outstripped all prior predictions by Republic Intelligence. In the wake of the Capellan Crusades, Daoshen directed the restructuring of a number of CCAF brigades. At the time we took this only for a defeated creature licking its wounds, but in fact it was just the beginning of Daoshen's much longer game.

Eleven years ago a reinvigorated CCAF overran our isolated and unprepared garrisons nearly effortlessly in an invasion dubbed Operation GREAT FLOOD. Despite having captured dozens of worlds and shattered numerous regiments opposing them, House Liao seemed hardly strained by the scale of their operations, deftly rotating in fresh troops and content to slowly grind down the remaining holdouts. The interference of Aaron Sandoval did little to slow the Liao advance, with Capellan troops appearing to be everywhere at once. These were Daoshen's *yǐncáng de shīzi,* regiments trained and assembled in secret to provide House Liao with the ultimate edge.

GREAT FLOOD proved to only be Daoshen's opening hand. Mere days after the Draconis Combine launched the second wave of its invasion of the Federated Suns, the Davion controlled worlds of Victoria, Bell, Royalston, and Demeter fell under simultaneous attacks by several CCAF regiments. As Capellan forces routed March garrisons all along the border, Chancellor Daoshen Liao announced Operation CELESTIAL REWARD, declaring that Amanda Hasek and all who stood with her would finally be "brought to justice for their crimes against the Chancellor, Capellan state and people." Already taxed by Combine forces surging towards New Avalon, AFFS forces stationed in the Capellan March buckled under the weight the new, larger CCAF.

Today's CCAF is not the desperate, ramshackle assemblage it once was. On the contrary, it is the Inner Sphere's offensive military powerhouse. The Hidden Lion initiative has resurrected Capellan frontline combat brigades not seen since the Succession Wars and expanded nearly every existing formation. Continued use of the augmented regiment structure begun in 3081 makes each regiment a flexible combined arms unit. Decades of low-intensity warfare has kept CCAF tactical doctrine honed to a fine edge whilst others have gone dull from lack of use in peacetime. Seasoned by regular combat deployments separated by rotations to comfortable garrison postings, the typical Capellan *janshi* is both experienced and well-motivated.

CULTURAL REVOLUTION

The past sixty years have greatly deepened the political, economic, and cultural ties between the Confederation, Andurien, and the Magistracy of Canopus. Incentives begun during the days of the Trinity Alliance have been expanded, resulting in copious cultural-exchange. The voluminous transfer of capital and ideas with the Magistracy is unprecedented in the history of the Confederation, and has had profound effects on both societies. After centuries of looking upon those outside the Confederation's borders with pity and distrust, the Capellan public has largely come to accept the Canopians as comrades and equals. Rigid societal expectations have relaxed, and Canopian pharmaceuticals, entertainment, and foodstuffs have become ubiquitous within the Confederation. Still not entirely comfortable with some of the excesses of Capellan government, the people of the Magistracy in turn have largely embraced the Capellan *people* as kin. Several Canopian-produced works of fiction have led the public to look fondly on the stoic duty the Capellan citizen feels for her community, likening it to the dedication of a mother to her family.

This close cooperation extends to the highest levels of government, with both siblings regularly acting in concert. Years of constant economic and political pressure has finally forced previously independent Andurien into a satellite orbit, culminating in the Magistrix's marriage to Duke Humphries. All three heads-of-state are of advanced age and with younger sister Danai now potentially heir to all three realms, the terrifying prospect of a Capellan-Canopian super-state remains a possibility.

The longstanding alliance has not continued without difficulties for the Celestial Throne. Exposure to the freedoms available to Canopians has made an increasing number of Capellans disaffected with the oppressive nature of their government, despite the best efforts of the Capellan media to combat these doubts. Chancellor Sun-Tzu Liao enacted a number of programs during his later reign that liberalized Capellan society, including introducing limited rights for servitors and loosening government control of the media. Daoshen has avoided reversing any of his popular father's decisions, but further reform policies have ceased. Calls by the late Duchess Kuan-Yin for further advancements were ignored; Daoshen reportedly so tiring of her complaints that he barred her from the Forbidden City.

THE NEW OLD-FASHIONED WAY

The Confederation's shifting borders have led to the restructuring of the state's system of Commonalities. Chancellor Daoshen split Liao Commonality from Sarna in celebration of that world's recapture in 3134, but it was to be short lived. On 30 December 3145, the Chancellor declared that the restoration of the Capellan Confederation was at hand. Indicating that the "liberation" of all Liao-claimed worlds was both destined and imminent, he declared the split the Liao Commonality, restoring the Tikonov and Chesterton Commonalities. The military forces assigned to each Commonality are commanded by two *jiang-jun*, who together serve on the CCAF's command council known as the Strategios. The table below shows the CCAF's current association of brigades with each Commonality. The Capellan Hussars, Death Commandos, Warrior Houses McCarron's Armored Cavalry and Citizens' Honored remain independent of any single commonality reporting directly to the Chancellor or the Strategios as a whole.

Commonality	**CCAF Brigade**
Capella	Capellan Chargers, Capellan Defense Force
Chesterton	None*
Sarna	Liao Cháng-Chéng
Sian	Sian Dragoons, Confederation Reserve Cavalry
St. Ives	St. Ives Armored Cavalry, St. Ives Sentinels
Tikonov	Liao Guard, Tikonov Guard
Victoria	Victoria Rangers

*Chesterton Commonality currently only has one *jiang-jun* in charge of the forming home guard

THE SEA OF STARS

The Capellan Navy continues to operate their two remaining heavy cruisers, the *Ilsa Hyung* and the *Aleisha Kris*. The whereabouts of either WarShip and their attendant fleet of assault DropShips are currently unknown, but neither is known to have taken direct part in Operation CELESTIAL REWARD. Rather than commit their WarShips to the task, the Davion corvette *New Syrtis* was destroyed over the March capital by a fleet regiment and its attendant Pocket WarShips. With the Capellans loathe to risk their irreplaceable cruisers, these flotillas of *Vengeance DC*s and *Lung Wang*s are now their navy's primary operational force.

THE INNER WALL

Long the defensive backstop of the Capellan Confederation, the slow restoration of the Capellan Home Guard begun by Sun-Tzu Liao became an integral part of the shell game played by the CCAF to hide their massive build-up of military personnel and equipment. Debriefings of a few captured Capellan soldiers have revealed that many of the troops assigned to the CCAF's newest regiments were initially attached to low-profile Home Guard regiments deep within the nation's interior. Often these regiments were assigned advanced BattleMechs that were only registered as "training equipment" on unit TO&Es and kept at remote installations. As many Home Guard regiments maintain a handful of Jihad-era primitive BattleMechs for infantry support, the few observed exercises by these units did not arouse particular suspicion, but allowed the CCAF to continually sharpen the skills of a large pool of potential frontline MechWarriors.

STATE OF READINESS

THE STATE OF CAPELLAN INDUSTRY

With vast stockpiles of high-tech military equipment and an industrial complex that never truly converted to civilian production post-Jihad, the CCAF is quite possibly the Inner Sphere's best supplied combat force, with the exception of the Clans. Virtually all of the Inner Sphere powers mothballed excess combat equipment following the Jihad, but House Liao managed to secretly continue mass production of BattleMechs and other weapons of war at pre-Jihad rates, funneling spare parts, ammunition and functional vehicles into hidden depots and dummy militia units. Not content with their own production, the Capellans remained major customers of Free Worlds and Sea Fox arms merchants as well, further adding to the Liao war reserve.

Capella Commonality

Long the industrial heartland of the Confederation, Capella Commonality took up much of the slack left by the loss of Shengli Arms in 3105. Industrial giant Ceres Metals bought out Shengli's remaining corporate assets, shutting down and converting their *Ostroc* line on Capella to produce House Liao's trademark *Yu Huang* command 'Mech. These newer *Yu Huang*s are instantly recognizable by the elaborate head crest added by Ceres engineers. Uninterested in dedicating space to its production, Ceres sub-licensed Shengli's *Dola* to Bergan Industries to produce at their small production center on Ares. The Commonality's aerospace manufacturers have not been idle, either. Observers have identified the appearance of numerous new fleet regiments, complete with complements of *Overlord A3* and *Vengeance DC* Pocket WarShips. Somehow, Earthwerks' was capable of increasing production of these vessels without our notice. Of further concern are reports Capellan forces have been observed operating numerous *Assault Triumph*s in the Capellan March, raising concerns that Rasphur-Owens has copied our design and put it into production.

Sarna and Tikonov Commonalities

Early attempts to bolster the Republic's defenses by reactivating BattleMech production lines on Nanking and Tikonov have backfired, as the Capellans have overrun both worlds and their output is now supplying the CCAF. Kallon-made *Riflemans* and *Wolverine*s are now pouring into the Liao Guards and Cháng-Chéng, and the Tikonov Guards have made procurement of large numbers of *Koschei*s and *Thunderbolts* a point of pride. Long-time local manufacturers such as Hollis Incorporated and Tao 'MechWorks have recently ramped up production, but it appears that our past close scrutiny has kept output low until now. Increasing numbers of the older stealth *Crusader* indicate it may be

back in production alongside the CRD-8L on Styk. House Liao has been lukewarm about adopting 'Mechs captured at New Hessen. Capellan forces have adopted a number of *Rook*s into frontline service, but captured *Blade*s, have allegedly been shipped off-world to training units.

Sian Commonality

Well-shielded from the prying eyes of Republic Intelligence, we suspect the military-industrial complex of Sian Commonality hasn't decreased output since the end of the Jihad. On the contrary, it appears now that the region's arms manufacturers have been slowly expanding. The appearance of numerous *Assassin*s and *Firebee*s in the Hidden Lion regiments seems to indicate that Hellespont didn't discontinue production of either design, instead stockpiling the output of both lines in hidden depots. However, Hellespont's growing industrial dominance has not gone unchallenged. With the *Cataphract*'s position as signature heavy 'Mech of the CCAF threatened by Hellespont's *Tian Zong,* Earthwerks has fought back, touting the *Cataphract*'s superior survivability and recently adding the GRF-4R model *Griffin* to production to compete with Hellespont's *Wraith.* Not to be outdone, Ceres Metals has argued their *Lao Hu* is superior to either competitor's machine. Already producing many of the *Lao Hu*'s components at their Sian facility, Ceres converted their local *Thunder* line to produce the Shengli BattleMech after the loss of Victoria. Between the *Lao Hu* and the *Yao Lien,* Ceres is in no danger of losing out to either competitor any time soon.

St. Ives Commonality

St. Ives historically vaunted BattleMech manufacturing has never fully recovered from the Jihad. Although the region still produces many assault 'Mechs such as the *Pillager* and *Trebaruna*, many St. Ives Corporations followed the sphere-wide trend towards investing in civilian manufacturing. Going back to their roots, HildCo Interplanetary initiated development of a new civilian JumpShip yard in 3089. Finally completed in 3102, this orbital station has supplied Capellan trading firms with a trickle of *Merchant* class JumpShips. The biggest recent change to military manufacturing in the St. Ives region has actually been the conquest of New Syrtis. The similarities of the *Caesar* to the *Cataphract* have made its adoption by the CCAF easy, but other Johnston products, such as the *Garm* they produced in large numbers for the CMM, have not been as well-received.

Victoria Commonality

When the Haseks drove the Capellans from Victoria in 3105, the retreating CCAF destroyed Shengli Arms, collapsing the underground tunnels that housed the factory. Upon Daoshen's ascension to the throne, the Magistracy gifted Detroit to the Confederation to partially make up for the loss. Detroit Consolidated MechWorks continued to supply both powers equally, picking up production of the *Duan Gung* to prevent numbers of the popular recon 'Mech from slipping. Duchess Hasek sold the remains of Shengli to Kallon Industries to rebuild. Now recaptured by the Capellans, the Strategios has yet to decide whether to leave the plant as it is producing such Davion staples as the *JagerMech*, *Penetrator*, and *Shadow Hawk*, or revert it to producing more typical Capellan designs.

STATE OF CAPELLAN TRAINING ACADEMIES

In building their Hidden Lion regiments, obtaining suitable MechWarriors has proven a greater challenge to the CCAF than securing BattleMechs. Already drawing on every available academy graduate and numerous cadets farmed out to the home guard to operate their vast stockpile of arms, House Liao has found further expansion hampered by a shortage of trained operators. This has put considerable pressure on all of the military academies of the Confederation to drastically increase their enrollment.

Leading the way for decades has been Sarna Martial Academy, turning out large numbers of fanatical CCAF MechWarriors. The political indoctrination is laid on thick enough at Sarna that one could drown in it, but it regularly turns out *janshi* with a solid grasp on necessary skills to accompany their frighteningly cavalier attitudes about their own lives. The Sarna Academy Cadre briefly took part in Operation GREAT FLOOD, making short work of the Palos Standing Guard.

While Sarna has been prolific in supplying new recruits, the Strategios regards Capella War College and the Sian Center for Martial Disciplines to be the source of the finest young officers in the CCAF. The CWC boasts more officers of *sang-shao* rank or higher than any other institution, and while the SCMD boasts more members of the elite Capellan Hussars. Both academies make sure their most promising students get extended field training, Capella leaning on the Fifth CDF, while the Sian Center has formed their own training battalion.

Easily the academic equal of the CWC or the SCMD, the St. Ives Academy of Martial Sciences has seen its reputation sullied by the Fraternal Order of the Pale Rider. A secret society reputedly founded on SIAMS campus by students opposed to the excesses of Daoshen's rule, the group has only survived and grown despite the best efforts of the Maskirovka to eliminate its members. While virtually unheard of in the Capellan media, intercepted communiqués indicate the Capellans are concerned that the group's influence is growing outside the Academy.

Moved to Gunthar following the Davion capture of their old home world, the Victoria Academy of Arms and Technology seems likely to stay put for the time being. The school has established a liaison program with the Canopian Institute of War where students from one school can attend the other for one or more semesters. Graduates of VAAT are often preferred by units with large numbers of Canopian troops or often operate alongside the MAF, such as the Tau Ceti Lancers.

Logistical, technical, and personnel issues conspired to hamstring the reopening the Liao Conservatory for Military Arts for over five years, so only recently have the first graduates begun to emerge from that academy to serve in the CCAF. Meanwhile, "optimistic" rumors have it that the Capellans plan to begin their first classes at the reinstated Tikonov Martial Academy in as little as six months. Little is known about what curriculum will be taught at Tikonov, but the Liao Conservatory has become a virtual guerilla factory since its reactivation, bringing up a unique, independent breed of Capellan soldier that is at once highly independent and yet loyal to the bone. Having formed a dedicated training battalion, students at the Liao Conservatory aren't wanting for field experience, either, occasionally being deployed to neighboring worlds for "training exercises".



CAPELLAN HUSSARS

The pinnacle of Liao military power, the Capellan Hussars are a pillar of strength deployed sparingly in offensive operations. The new-found might of the CCAF has left the Hussars little need to take to the field, but they remain a powerful reserve capable of countering any threat. Those who misconstrue this to mean the Hussars lack combat experience come to rue their misunderstanding. In the few times the Hussars have entered battle in recent memory, they have shattered any command which opposed them. Hussars' personnel are recruited from the CCAF's most seasoned combat personnel and are regularly rotated out for short tours with frontline commands to keep all their soldiers in fighting shape.

RED LANCERS

The Chancellor's elite bodyguard has only taken to the field once during the recent conflicts, routing the First Federated Suns Armored Cavalry from Almach. *Sang-shao* Cao Culverton refused to play to the Armored Cavalry's strengths, answering repeated attempts by the Davion unit to bait the Lancers by pinning them in place with artillery barrages and shattering the trapped units with his swift heavy BattleMechs. Apparently content to have demonstrated their power and removed an obstacle to the CCAF's invasion timetable, the Red Lancers have since returned to the capital.

PREFECTORATE GUARD

The Prefectorate Guard has never fully recovered from their defeat in the Victoria War. In the aftermath, the regiment swapped stations with the Dynasty Guard, taking up permanent residence on Sarna. Becoming a prestigious but uninspiring garrison command, assignment to the regiment has turned into a reward for MechWarriors awaiting retirement with unblemished but uninspiring service records. In contrast, the Guard's infantry far outshines its BattleMechs. Highly competent in personal security, urban combat, and counter-insurgency operations, the veteran House Guard regularly provides escort details for the highest members of the Capellan government. Infantry CO *Zhong-shao* Sho Kung has made no secret of his opinion that the merely average MechWarriors of the Guard are holding his soldiers back.

HOLDFAST GUARD

Blandford's Grenadiers arrived on Liao not long after the liberation of the great house's ancestral home world. Likely dispatched by *Sang-jiang-jun* Fisk as insurance against any threat to their newly won holdings, the Holdfast Guard has been embraced by the planet's inhabitants, who continue to ride the wave of resurgent Capellan nationalism. *Sang-shao* Alexei Obradović has done his best to encourage this trend throughout the captured worlds of Prefecture V, sending detachments of Grenadiers to numerous neighboring systems to conduct well publicized exercises and instill "proper Capellan values". At the Guard's urging, many nearby communities have begun integrating classes on Confucian thought into their educational systems, and the regiment has recently assisted in the construction of the new *Rújiào Institute of Cultural and Philosophical Studies on Liao.*

DYNASTY GUARD

Having long served as the Hussars' primary offensive regiment, it was only natural that the Dynasty Guard formed the point of the CCAF's spear in Operation CELESTIAL REWARD. The Dynasty Guards departed Warlock in November of 3144, making straight for New Syrtis and smashing straight through anything that stood in their path. At Avigait they overwhelmed the First Syrtis Fusiliers in a rapid assault that nearly wiped out the opposing LCT. Snord's Irregulars attempted to slow the Guard at Jaipur, but the Guard's constant pressure forced the Irregulars to flee before they could be ground to dust. Not even the desperate Capellan March forces arrayed on Taygeta could resist the Hussars' regiment. The defenders hopes to fight a running battle were dashed when Guard's CO Eliza Zhao used air strikes and missile-deployed minefields to separate the LCT's 'Mechs from their support assets. Zhao's heavy BattleMechs shattered the trapped and immobilized elements, leaving the rest of the enemy commands to flee in disarray. Only participating in the initial attack on New Syrtis, the Guard quickly withdrew to Taygeta for repair when it became clear the CCAF would not win a rapid victory over the Hasek's capital.

MARSHALS OF TIKONOV

A handful of Death Commandoes infiltrated the Tikonov system in August of 3145, tasked with uniting and training the planet's nascent groups of Pro-Capellan partisans. Large numbers of Tikonov's citizens were unhappy with their unceremonious transfer to Davion hands, and the Commandos found a large pool of aspiring rebels at their disposal. Moderate and independent minded guerillas "mysteriously" disappeared or were arrested by Sandoval's troops, allowing the Death Commandos to forge those that remained into a potent insurgency.

As the CCAF launched their second attack on Tikonov, the Commandos sprung their trap. Earthwerks' corporate security forces were widely compromised, allowing the capture of their BattleMech production lines with hardly a shot fired. Commandeering numerous completed BattleMechs, the guerilla forces caught the Davion defenders completely off-guard, strongly contributing to their eventual defeat. In celebration, Chancellor Daoshen proclaimed the guerillas would immediately be granted citizenship and inducted into the CCAF as the reborn Marshals of Tikonov. Still somewhat lacking in experience, the new regiment has no shortage of patriotic fervor or state-of-the-art equipment. Three of the Death Commandos who helped start the rebellion have elected to stay on with the Marshals, including the unit's XO, *Zhong-shao* Nikolai Smyrski.

WARRIOR HOUSE ORDERS

The Warrior Houses have long been favored by Daoshen Liao, but the favor of the Chancellor is fickle. Impressed by their performance during the Victoria War, Daoshen saw to it that nearly all the Warrior Houses had been rebuilt to participate in his Capellan Crusades. Ultimately turned back by Stone's Brigade, their success up until that event largely sold Daoshen on the superior abilities of the monastic MechWarriors. During Operation CELESTIAL REWARD the Warrior Houses once again led the charge, newly expanded by the Chancellor's decree to two augmented 'Mech battalions and two more of augmented battle armor.

Only three of the Warrior Houses remain dormant. House Ma-Tsu Kai continues to train aspirants in their ways, but with the unit's warriors virtually wiped out on Kurragin in 3110, the current House Master considers his warriors to be at least five years away from being combat ready. Daoshen holds House Lu Sann responsible for his near capture by Republic forces during the Capellan Crusades. Upon his assumption of the Celestial Throne, he ordered their monastery shuttered and aspirants dispersed. The Chancellor holds House Fujita in only slightly less disdain. Daoshen has repeatedly refused to issue BattleMechs to Fujita despite *Shiao-zhang* Takamori Xiang's insistence his MechWarriors are combat ready. When it became clear the Chancellor would not allow Fujita to participate in CELESTIAL REWARD, Xiang committed seppuku.

WARRIOR HOUSE IMARRA

The Sixth Syrtis Fusiliers have been the target of Imarra from the initial moments of CELESTIAL REWARD. The Haseks' personal elite guard, the original Warrior House took up the destruction of the Sixth as their primary objective. Imarra twice intercepted the Duchess's Own LCT twice as it tried to return to New Syrtis, but in both instances the Sixth has managed to break away and escape before Imarra could strike a decisive blow. (The first attempt, in fact, found the Sixth outmaneuvering House Imarra and seizing two Imarra JumpShips—which were recovered during the fighting on Wappingers.) Refusing to let their prey escape, Imarra has taken up station a mere jump away from the Sixth's last known position, waiting for the chance to strike.

WARRIOR HOUSE KAMATA

House Kamata has led a charmed existence since the end of the Jihad. After racking up a notable string of victories during the Capellan Crusades, a breakdown in the K-F drive of the unit's *Monolith* meant the bulk of Kamata wasn't present when Stone's Brigade decisively defeated the other Warrior Houses.

More recently, while attacking Suzano, House Kamata's landing went completely unopposed when a runway fire prevented the scramble of defending interceptors. Ambushed in a mountain pass by the CMM on New Syrtis, a sudden avalanche allowed Kamata to fight their way out relatively unharmed. Kamata warriors attribute their good fortune to their elderly House Master, Milfeulle Ying-Ye. Ying-Ye long ago delegated most of her command authority to junior officers, but the woman is virtually regarded as a living saint by her troops, and she continues to take the field in her ancient *Striker*.

WARRIOR HOUSE HIRITSU

Hiritsu fought well against Hasek forces, but for them the battle for New Syrtis has just begun. Placed in charge of the planet's occupied populace, *Shiao-zhang* Xun Kuang has handed down reams of directives regarding the duties and proper behavior of every CCAF *janshi*, local peace-officer, and civilian. These dictums have covered everything from basic prohibitions on looting and rationing of supplies to form of personal address. Violators face swift and at times brutal punishment, although to Kuang's credit, his treatment of wayward Capellan soldiers has been no less severe than that of the natives.

WARRIOR HOUSE DAI DA CHI

Dai Da Chi's reputation as the most ferocious of the Warrior Houses is well deserved. The House cut a bloody swath through Prefecture V during Operation GREAT FLOOD, killing any who stood in their way and taking no prisoners. In the early battles of CELESTIAL REWARD, things went much the same, until Dai Da Chi's rampage was stopped cold mere hours away from Tikograd. Incensed, Dai Da Chi returned five months later alongside a larger CCAF task force that ultimately gained control of the planet. Unfortunately for Dai Da Chi, the years of brutal frontal assaults have taken their toll on the unit, having claimed the lives of many of the House's most experienced MechWarriors.

WARRIOR HOUSE IJORI

Recently reformed by pro-Capellan insurgents from Liao, Ijori has cultivated significant skill at asymmetrical warfare. Drawing lessons from the Confederation's experience Operation GREAT FLOOD, Ijori's preferred strategy involves infiltrating a target planet in secret—ideally, months before they even begin operations. Other operations they favor involve landing openly, only to disappear into the wilderness for weeks before launching their actual attack. Either way, House Ijori almost never engages in open battles, preferring instead to disperse and wear down their opponents with repeated ambushes, often backed by locally recruited guerillas.

WARRIOR HOUSE TSANG XIAO

As Liao forces advanced into the Federated Suns, Tsang Xiao served as a virtual mobile redoubt, taking and holding areas of strategic value against AFFS counter-thrusts. Tsang Xiao would bound forward with each new world attacked by the CCAF, taking control of a new defensive strong point. The few, weak attempts by Davion forces to strike back at Capellan landing zones were rapidly and handily repelled by the youngest Warrior House.

DEATH COMMANDOS

Following his defeat during the Crusades by Stone's Lament, former Death Commandos CO Kuhyen Zhen-Nei suffered a stroke which left him a perpetually cackling vegetable for the last few years of his life. Command of the Chancellor's elite black ops team passed to *Jiang-jun* Tianzhu Liu. Even more advanced in age than the Chancellor, time hasn't seemed to slow Liu down a second, whom by all accounts remains a deadly MechWarrior and hand-to-hand combatant. So finely honed are the lightning reflexes and *wushu* of the Death Commando's CO that reputedly he foregoes the use of any personal weapons save his carbon-reinforced finger nails.

Small teams of Death Commandos have frequently been deployed alongside CCAF regulars during the Confederation's latest campaigns, but the unit's most notable recent achievement is undoubtedly the abduction of Duchess Hasek. It remains a mystery just how the Commandos' strike team managed to infiltrate not only the Saso Palace, but the Duchess's bedchambers without detection, but for whatever reason, they proved incapable of performing the feat in the reverse. With the alarm raised, perhaps by the Duchess herself, the team was forced to fight their way out, ultimately detonating explosive charges placed earlier to cover their escape. The resulting damage led to the complete collapse of the Hasek ancestral home.

MCCARRON'S ARMORED CAVALRY



Of all the regiments of the CCAF, few are as iconic to friend and foe alike as the "Big Mac". For over a century, the MAC has been the first into the fight and the last to withdraw from nearly every conflict House Liao has fought. Their reputation for stubborn tenacity, zealous loyalty, and successful results have led the Cavalry to be considered one of the finest regiments of the CCAF, despite paradoxically being a brigade of ill-disciplined, unorthodox rough-and-tumble 'Mech jocks. Their mercenary roots little more than a foot-note in history, McCarron's regiments continue to act independently, answerable only to Xavier McCarron and loosely to the Capellan Strategios. This freedom of command, along with Daoshen's younger sister serving amongst the MAC's command regiment, strongly reflect the trust the Chancellor and Strategios place in McCarron's ability to continue winning the Confederation resounding victories. As evidenced by the brigade's recent activities, this trust seems exceedingly well-placed.

FIRST MCCARRON'S ARMORED CAVALRY

The Nightriders gave no quarter as they drove into the Capellan March, conducting a scorched earth campaign while driving numerous Syrtis Fusiliers LCTs before them. *Sang-shao* Jake Eaton directed his soldiers to burn down every factory, power station, warehouse, storehouse, and transit terminal they came across, earning him the sobriquet "Torch'em". At one point during the campaign, the Nightriders shot clean through their stores of inferno ammunition. Rather than wait for re-supply, they backtracked to loot a Davion militia storehouse on Carmacks. With plenty of incendiary ordinance available, the First moved on to torch the entire capital city of Mordialloc, the rapidly spreading fires killing thousands and burning for five days.

SECOND MCCARRON'S ARMORED CAVALRY

The Second has spent most of the past ten years in combat operations along the Confederation's coreward border, only occasionally returning to Menke for rest and repair. To Xavier McCarron the campaign is the perfect crucible in which to train his two sons. Nominally under the command of *San-shao* Shaiming Tao, the Second has become infamous for the brutality of their campaign against the Davions. Rumors have surfaced indicating all of the Third FedSuns Lancers captured at Tikonov were summarily executed. Their current logo is the *I-Ching* hexagram *zhèn*, or "awakening thunder" in gold.

THIRD MCCARRON'S ARMORED CAVALRY

The sledgehammer of the Big Mac, the Wild Ones were held back during the initial actions of CELESTIAL REWARD before being thrown into the thick of the battles for Taygeta and New Syrtis. Never a subtle command, in both battles the Third mounted a frontal assault on the planetary capitals, the regiment's assault 'Mechs overwhelming the defenders with their superior firepower. With New Syrtis secure, the Third has returned to Menke, resting and awaiting the next fortress to crack.

FOURTH MCCARRON'S ARMORED CAVALRY

Sang-shao Lindsey Baxter is the great-great-grandniece of MAC's Jihad era CO Marcus Baxter. Despite this Lindsey has done her best not to rely on her family name to open doors for her. A graduate of Capella War College, Lindsey rose swiftly through the ranks, specializing in small unit tactics and eventually gaining command of the Fourth after successfully executing a number of probing raids into the Capellan March. On New Syrtis, Baxter's Bandits spread out across the world, rapidly hunting down the last pockets of Hasek resistance. The energetic Baxter is a large proponent of mobile warfare. As a result the regiment's attached armor support is almost entirely made up of VTOLs and hovercraft.

FIFTH MCCARRON'S ARMORED CAVALRY

As the MAC was founded on the world of Chesterton over two centuries ago, the Strategios decided the honor of bringing the world back to the Confederation should fall to *Sang-shao* Gwendolyn Vaughan's Green Knights. In December of 3144, The Fifth hit Chesterton alongside elements of the Second Tikonov Guard, rapidly driving off the defending Vegan Rangers. The Fifth's careful advance left few openings for the Davion mercenaries to exploit, and also worked to minimize collateral. The Armored Cavalry hasn't received the warmest welcome from Chesterton's populace, but Vaughan has vowed to extend their long-lost relations every courtesy. It remains to be seen whether the Knights can quell the low-intensity anti-Capellan insurgency without having to resort to more extreme measures.



CITIZENS' HONORED

Like McCarron's Armored Cavalry, the mercenary origins of the Citizens' Honored brigade lie virtually forgotten. Over eighty years of recruiting from Capellan MechWarrior academies and being drilled in CCAF operational doctrine has made the Citizens' Honored little different from House Liao's other front line BattleMech brigades. Only the formation's freedom from regional jurisdiction, unique heritage, and the greater leeway afforded its commanders separate it from any other Capellan brigade.

Since the end of the Jihad, the Citizens' Honored have evolved into a sort of auxiliary for McCarron's Armored Cavalry, the regiments of the brigade often operating in tandem with those of the MAC. Operations GREAT FLOOD and CELESTIAL REWARD were no exception, with the Citizens' Honored taking on a number of secondary objectives as the "Big Mac" struck out at the Confederation's prime targets.

TAU CETI LANCERS

Previously believed to be only a single augmented battalion in strength, recent intelligence regarding the Tau Ceti Lancers simultaneous raids on multiple worlds of the Capellan March have revealed the unit to actually be a full regiment in strength, comprised of three nearly identical vehicle-augmented battalions. Whether the Lancers were never reduced in strength or have simply received two battalions of additional men and material is unknown at this time, but the exhibited skills of the Lancers rule out a sudden addition of raw recruits. Following the participation of one of their battalions in the capture of New Syrtis, the Lancers brought back a *Mammoth class* DropShip full of Johnston-built engineering vehicles and land trains. *Sang-shao* Amy Jax had all the looted vehicles donated to rebuilding communities on Jacson and Demeter. No longer using the designation "Fourth", the regiment long ago dropped the number four from their logo as well.

LOCKHARDT'S IRONSIDES

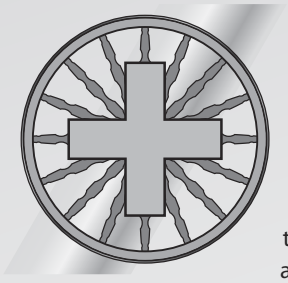
Former *Sang-jiang-jun* Marko Sinković once called the Ironsides "the most mediocre regiment in the CCAF". Since the end of the Jihad, the Ironsides have continued to live up to their reputation as a dependable regiment of average skill and uninspiring nature. Deployed in support of McCarron's Armored Cavalry as part of Operation CELESTIAL REWARD, the Ironsides followed along behind the primary invasion forces, guarding the flanks and securing supply depots and space ports. Left on Jaipur to keep the locals in line, a few of the regiment's MechWarriors grumble about the lack of action they've seen, but *Sang-shao* David Lockhardt is content knowing his regiment has done its duty and most of his soldiers can return home safely to their families.

LAUREL'S LEGION

Since the end of the Jihad, Laurel's Legion has actively recruited women fleeing The Republic and Confederation war widows as a deliberate propaganda tool. Slowly expanding to regimental strength, the Legion's vicious hatred of the Republic and House Davion is well known. RAF troops facing the fanatical fury of the Legion during the Capellan Crusades gave them the nickname "Hell's Ravens", an epithet the Legion has been all too happy to accept. In recent years the Legion has spent much of their time fighting alongside the Second MAC, and *Sang-shao* Julie "Jinx" Qiao struck up a friendship with *Sao-shao* Danai Liao-Centrella while serving together. When the time came to "liberate" Laurel's World, however, it was a task the Legion insisted upon doing alone. In a brief, hard-fought campaign, the Legion ejected the Davion mercenaries Narhal's Raiders and brought Tigress back under Capellan rule.

HARLOC RAIDERS

The old Capellan Brigade was organizationally folded into the Citizens' Honored in 3088, but Harloc Raiders remains the only regiment in the CCAF with non-Citizen MechWarriors. In the latter half of the thirty-first century, many of the units personnel were former mercenaries struggling to earn a living and private 'Mech owners fleeing our attempts to confiscate their war machines, but the Raiders of today are just as likely survivors of units shattered in The Republic, Free Worlds, or the Commonwealth. During CELESTIAL REWARD, the Raiders helped pin down hostile units in the Capellan March rimward of the operations area. The Raiders achieved their primary objective, but suffered significant casualties in the Sirdar system when air wing of the local march militia ambushed and destroyed several Raiders' DropShips.



CAPELLAN CHARGERS

Indoctrinated in the particularly Capellan-brand of chivalry espoused by the Lorix Order, the Capellan Chargers won numerous battle honors in the early First Succession War, but their arrogant zeal ultimately proved their undoing. More than a match for any single opposing 'Mech regiment, the Chargers' refused to accept defeat or give ground, vanishing in nuclear fire or crushed by overwhelming numbers. At the time, the pragmatic leadership of the CCAF quietly refused to rebuild the brigade lest it continue to throw away the Confederation's dwindling resources, but the Capellan media has continued to lionize the Chargers' exploits to this day, holding them up as the model patriots. When previously unknown Capellan regiments began striking AFFS garrisons all along the border, it came as little surprise that they bore the khaki paint scheme of the Chargers.

THIRD CAPELLAN CHARGERS

Despite their relative inexperience, the Third Chargers performed admirably in their recent raids into the Capellan March. Staying within two jumps of the border, the Bithinian Stratiotai leapt from system to system, harrying planetary militias. The Third traded blows with the Brockton Training Battalion on Lee and the Fifth Avalon Hussars on Cammal, but in both cases refused to commit to an open battle, instead attacking drop ports, transit lines, and storehouses and slipping away. For their emblem, the Third uses a trio of javelins. The overwhelming majority of the regiment is equipped with light BattleMechs and fast vehicles, typically those suited to long-ranged engagements.

FOURTH CAPELLAN CHARGERS

Lady Selena Koros won a barduc title for herself during the early years of Operation GREAT FLOOD, in which her command lance managed to capture two whole companies of RAF defenders. When the Strategios went looking for suitable leaders for their latest Hidden Lion regiments, Lady Koros service record shot her to the top of the list. In the Fourth's only major action to date, the Knights landed on Axton and quickly subdued the defenders of Wangker Aerospace, making off with a full squadron of *Corsair*s. While an able battlefield commander, *Sang-shao* Koros has unfortunately stifled efforts to expand the Fourth. Insisting that only those of suitable noble character are worthy to join the Knights of the Copper Cross, she has repeatedly blocked the transfer of personnel whose careers she considers to be blemished. The Fourth utilizes a copper and green Maltese cross as their logo.

FIFTH CAPELLAN CHARGERS

The Fifth received the vast majority of the assault 'Mechs issued to the Chargers, quickly making it one of the heaviest regiments in the CCAF. Ill-suited to the raiding operations assigned to the brigade in Operation CELESTIAL REWARD, the regiment has remained behind on the commonality capital, ostensibly to guard against any AFFS breakthroughs. The patriotic young recruits of the regiment are exasperated at being left out of the fighting, Capellan media having fired up the public to strike back at the Confederation's ancient foe. The Strategios thus far has denied all transfer requests from the unit, and some MechWarriors are optimistically spreading rumors that the CCAF is planning a powerful new offensive that will require the talents of "The Colossus". The emblem of the regiment is the outline of a man standing astride a flaming sun.

SEVENTH CAPELLAN CHARGERS

Whereas the rest of the Chargers are primarily new academy graduates, the men and women of the seventh were hand-picked from the most experienced and promising personnel in Capella Commonality. A full battalion of veterans were transferred to the Seventh from the First CDF, and much of the regimental command staff hails from the Holdfast Guard. Dubbed "The Exubitors", the Seventh launched deep raids against Salem and Kathil as part of Operation CELESTIAL REWARD. Inflicting significant damage to GM's tank production plant on Salem, attempts to do the same to Kathil's *Marauder* lines were thwarted by the Eighth Avalon Hussars. *Sang-shao* Zeno Laskaris kept the Eighth biting on feints for two months before quitting the system, occupying the Hussars regiment having been the Exubitors' real goal all along. For their logo, the Exubitors use a single eyeball, staring ominously outward.



LIAO GUARDS

After languishing for decades as little more than an over-equipped drill team, the Liao Guards redeemed themselves in the First Succession War. Fighting on the Marik front, the Guards gave as good as they got, ultimately perishing in the brutal nuclear carnage rained down by the FWLM during their drive into the Sarna Commonality. Their honorable sacrifice, in conjunction with their historical association with the Liao family, is likely what prompted Daoshen to rebuild the Guards as part of his Hidden Lion initiative.

First deployed during Operation GREAT FLOOD, the Liao Guards moved in behind the CCAF's more experienced formations, garrisoning conquered worlds as the MAC and Warrior Houses continued to advance. While propaganda and pro-Liao partisans paved the way on many worlds, not all "Capellan" worlds were as accommodating, forcing the Guards to have to put down a number of local uprisings.

FIRST LIAO GUARDS

Active in the pacification of Styk, Zion and New Canton, the First Guards honed their skills fighting against RAF holdouts and various independent armed bands. Though relatively inexperienced at the time, the numerical and technological superiority of the regiment allowed them to overcome the beleaguered defenders. Arriving on Liao shortly after its fall, the elated public granted the Guards a victory parade. *Sang-shao* Elliot Liao-Subramanya led his Highlanders through downtown Cynthiana to the cheers of thousands, gleaming 'Mechs striding gallantly to the tune of regimental bagpipers. Most recently, the First has turned to pacifying the worlds seized by Aaron Sandoval. The Highlanders have made short work of Davion irregulars posted to several former worlds of Prefecture IV. Briefly clashing with the Third FSAC, the Davion regiment got the better of the exchange, but fell back due to the threat of Combine attack. The Highlanders identify themselves with the Han character for Liao on an inverted green triangle.

SECOND LIAO GUARDS

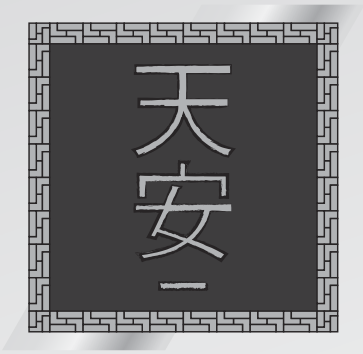
The Second saw little hardened resistance entering Prefecture V. Traveling in the wake of McCarron's Armored Cavalry, few tasks were left for the regiment to perform except securing captured weapon caches and taking down the odd, unruly AgroMech operator. Not until they reached the edges of the Fortress Republic did the Coursers see any heated combat. The clumsy initial attempts by the Second to breech the defensive perimeter around the capital of Nanking cost the lives of a number of Guard MechWarriors, the regiment eventually carrying the day through simple attrition. Initially equipped almost exclusively with light BattleMechs, the Second has replaced some of their losses with Kallon's locally produced *Riflemans* and *Wolverines*. The emblem of the Second is a galloping gray horse.

THIRD LIAO GUARDS

The Third Liao Guards participated in the Capellan conquest of New Canton. During the initial attack, the Third suffered significant casualties when *Sang-shao* Guy Templeton ordered the unit into a blind charge against entrenched RAF defenders. Trapped between the defenders guns and hidden advance troops, the botched assault forced the CCAF into a temporary retreat. Mercifully for the survivors, Templeton was one of the first killed in the debacle, having insisted on leading the charge personally. Assuming command of the Third, Tianren Lang rallied the "Blades of Justice" and awaited reinforcement by the Second MAC. Although the RAF had already determined to withdraw, new CO maneuvered his command between RAF troops and their DropShips, forcing them to break through the Third to escape. In the ensuing engagement, the Third partially redeemed themselves, disabling numerous RAF vehicles later used by the regiment to replace combat losses. The symbol of the Third is a scale placed over an upward pointed sword.

FOURTH LIAO GUARDS

The world of Tall Trees proved not so easy for the Capellans to conquer. Despite the withdrawal of RAF forces, the independent Tall Trees Union was no less opposed to Liao annexation. For eighteen months, the anti-Liao guerillas gave the Third Sian Dragoons the slip, sniping their personnel, mortaring their installations and raiding their supplies. The Strategios responded by sending in the Fourth Guards. When the local partisans attempted to attack the Fourth's facilities, dispersed elements of the regiment tracked the fighters back to their safe houses and ambushed them. As the resistance disintegrated, lances of the Sarna Rifles spread out across the world and hunted down every last rebel. Many were publicly executed, often by firing squad. The Fourth uses crossed sniper rifles as an identification device.



SIAN DRAGOONS

When the resurrected Sian Dragoons were initially deployed as part of Operation GREAT FLOOD, they were assigned multiple regiment numbers as part of a widespread campaign of misinformation. Broken down into battalion-sized formations, the Strategios used several methods to confuse observers into believing there were actually twelve Dragoons regiments, including repainting CRC or irregular units serving in the same operations area or deploying dummy replicas of Dragoon BattleMechs and aerospace craft. These deceptions initially hoodwinked RAF commanders in Prefecture V, leading many to fall back rather than face an unstoppable horde of CCAF attackers. By 3135, however, Republic Intelligence had gotten wise to the Capellan's scheme, determining that there were only truly four Dragoons regiments. Following their successful participation in Operation GREAT FLOOD, the majority of the Dragoons have withdrawn to their home Commonality, leaving other CCAF regiments to guard the newly conquered worlds.

THIRD SIAN DRAGOONS

Information garnered from captured personnel indicates the Third Dragoons have been active since as early as 3117, stationed at a remote base on Imalda. Hidden in a valley nestled in the Regno di Giganti mountains, the regiment trained with elements of the Capellan Hussars and Death Commandos, awaiting the Chancellor's call to war. When Operation GREAT FLOOD was placed underway, the Third was one of the first Capellan units involved in the fighting, participating in many of the underreported initial conquests. The rapid assault caught many border garrisons completely unaware. On Foot Fall and Algot, the Third hid their units in civilian cargo DropShips, overrunning the defender's bases before they'd even fully mustered. On Halloran V, the regiment's artillery drove the defenders out of their prepared positions, where they were run down by the bulk of the Dragoons. "Guan Yu's Jade Cavalry" eschews defensive equipment for 'Mechs with high ground speeds and heavy firepower. A green colored *guan dao* is used as their logo.

FIFTH SIAN DRAGOONS

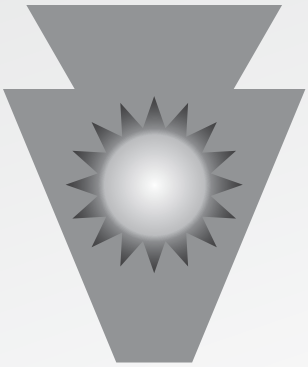
Masters of siege warfare, the Fifth Dragoons took part in the second battle of Tikonov, delivering a withering three day artillery bombardment that forced the Third Federated Suns Lancers to retreat from New Moscow, and were responsible for rapidly bridging the Ulan river, allowing for a rapid land attack on the nearby city. A full battalion of artillery pieces and another of ConstructionMechs are permanently attached to the Fifth. In the fighting during Operation CELESTIAL REWARD, these supporting units were used to begin building a series of fortifications to reinforce the Capellans' new holdings, but these projects were handed off to local contractors after the regiment was recently been moved to Yangtze.

NINTH SIAN DRAGOONS

A foul-tempered and unimaginative commander, *Sang-shao* Nicoletta Aguirre considers "more firepower" the solution to every problem, and "maneuver" an admission of inferiority. She has successfully blocked the assignment of more than a token recon force to the Ninth, insisting that the regiment be assigned only BattleMechs with weapon loads matching her high expectations. After securing a handful of border worlds more through threatening the major population centers with destruction than through the defeat of their defenders, the Ninth was relegated to a supporting role, being brought in to act as a mobile fire battery for other regiments. Cycled back to the Sian Commonality, rumor has it Aguirre continues to protest that her unit could have fared better had it just been assigned more artillery. The Ninth displays no logo beyond a black roman numeral IX.

ELEVENTH SIAN DRAGOONS

The Eleventh Dragoons leap-frogged from world to world throughout Operation GREAT FLOOD, rapidly moving to wherever the Strategios indicated reinforcements may be required. *Sang-shao* Suo Yang instinctively seems to know where and how to deploy her troops to best assist and compensate for the weaknesses of other CCAF formations. Highly praised by numerous regimental commanders for her keen insight and the flexibility she instills in her troops, Yang humbly credits the logistical skills of her XO, *Zhong-shao* Kuan Hao. Throughout eleven years of constant shifting deployments and mission parameters, the Light Horse has never been left wanting for a single bullet or strap. The symbol of the Eleventh is the lily.



ST. IVES ARMORED CAVALRY

The SIAC has only seen limited combat action in House Liao's recent wars, the Strategios wisely readying them to repel any possible Davion counterattack. This hasn't stopped the Cavalry from benefiting significantly from the CCAF's rapid expansion, with the Third Lancers and Second Cheveau Legers both newly raised and issued stockpiled equipment. This limited participation in the CCAF's ongoing operations should not be allowed to lull an opponent into underestimating the St. Ives regiments. The Cavalry's dedication to continuous training and improvement of tactical doctrine allowed them to win some of the CCAF's few victories during the Victoria War despite a similar lack of recent experience.

FIRST ST. IVES LANCERS

The First Lancers participated in sporadic offensive actions against the RAF and AFFS over the past decade, but have largely remained ensconced at home on St. Ives. The Pride of the commonality, the finest personnel in the St. Ives region are transferred to the heavy-weight regiment and regular simulated operations maintain the unit's fighting edge. St. Ives long ago surrendered their right to countermand the Strategios orders to the SIAC, but the CCAF rarely orders the First elsewhere to avoid rankling the locals. One of the regiment's last major combat operations was their capture of Kittery during the Victoria War.

SECOND ST. IVES LANCERS

In true St. Ives fashion, the Second possesses more assault 'Mechs than any other regiment in the CCAF. Deployed as part of CELESTIAL REWARD's initial thrust, the regiment saw limited action on Atlas, the Second Syrtis Fusiliers wisely choosing to avoid the ponderous Lancers' 'Mechs rather than face them head-on in a contest they couldn't win. In fact, every casualty suffered by the Second during the battle was caused by artillery. This has led *Sang-shao* Aiyun Merivale to look for better ways to neutralize enemy long-range batteries, requesting the addition of additional air support and an artillery company for counter-battery fire.

THIRD ST. IVES LANCERS

The newly raised Third Lancers are possibly the most flexible command in the SIAC. The regiment fields significantly more OmniMechs than the average CCAF regiment, including more of the CCAF's new *Vandal* than any other regiment. Well stocked with supplies of weapon pods, the regiment's technicians have drilled to the point that they can swap out any OmniMech's pods in half the typical amount of time, allowing the regiment to rapidly reconfigure to confront shifting mission parameters. The crest of the third unsurprisingly displays three rearing and crowned horses, arranged in an inverted triangle formation.

FIRST ST. IVES CHEVEAU-LÉGERS

The resurrection of the First Cheveau-Légers hasn't provided the morale boost the Strategios had hoped for. On the contrary, the regiment became a problem almost immediately. Maskirovka evaluations failed to reveal many of the regiment's recruits were formerly members of the Fraternal Order of the Pale Rider, and loyal and dissident MechWarriors alike balked when the regiment was issued primarily light 'Mechs produced in factories in the Capella Commonality. Efforts by the regiment's officers to turn the unit around have seen limited success, and a full Maskirovka intervention seems imminent.

SECOND ST. IVES CHEVEAU-LÉGERS

The Second has proven to be the Cheveau-Légers regiment the Strategios desired in the First. Likewise equipped primarily with lightweight BattleMechs, the Second served as a force recon formation in the opening stages of CELESTIAL REWARD, probing several systems along the New Syrtis corridor gathering intel for the invading Capellans. Now based on Haappajarvi, the Second has loaned out scouts to a number of CCAF regiments assigned to neighboring systems. The Second uses a logo similar to the First Cheveau-Légers, replacing that units crossed sabers with crossed lances.



TIKONOV GUARDS

As central authority in The Republic collapsed following the events of Grey Monday, Maskirovka agents spread out through Prefectures IV, V and VI, gathering pro-Capellan agitators and organizing forces of armed partisans. These rebel groups initially avoided conflict with the other nationalist war bands that sprung up across the country, but as Operation GREAT FLOOD began, these guerillas sprang into action across the rimward regions of The Republic. Often fielding nothing but armed IndustrialMechs in their early campaigns, as CCAF forces advanced these forces were reequipped from Capellan storehouses and organized into brand new BattleMech regiments. Christened the Tikonov Guards after the regions famous Age of War era regiments, these fanatical recruits proved instrumental in expelling Davion forces from the Tikonov and Chesterton regions. The equipment initially issued by House Liao to pro-Capellan irregulars was painted dark green and goldenrod, a color scheme which the Guards have adopted as their own.

FIRST TIKONOV GUARDS

Despite their name, most of the soldiers of the First Guards hail from former Sarna Commonality worlds, and have little cultural connection to old Tikonov. In fact, prior to Daoshen's creation of the Guard, the troops of what would become the First were typically serving in one of a number of quasi-independent irregular battalions attached to CCAF regiments as auxiliaries. The only training many of the Patriotic Guard have seen has been trial by fire, while others are defectors from our Standing Guard who were drilled in only the most rudimentary combat skills. Only the fanaticism of these former insurgents has sustained the First, the formerly reinforced regiment having sustained significant losses over the years. Eschewing a logo, the Patriotic Guard simply flies dark green banners from their 'Mechs and vehicles.

SECOND TIKONOV GUARDS

Shortly after the HPG blackout, a number of pro-Liao war bands sprung up on the worlds of the former Tikonov Commonality. Holed up on backwater continents, these groups faced repeated attacks by Republic authorities and hostile rebel groups alike. Some were destroyed outright, but those that survived dug in and held out until the arrival of CCAF forces. These remaining groups were amalgamated into the Second, nicknamed the Constant Guard. The soldiers of the Second consider themselves the survivors of a crucible which proved their ability to endure any hardship. Fighting their way through Davion forces in the Tikonov region, the Second has never backed down, insisting on going toe to toe with every foe they've come across. Troops of the Guard thrive on challenges that test their ability to endure punishment. Contests were soldiers take turns breaking boards or bottles over each other's heads or backs are common in the Second's off-hours. The symbol of the second is a black mallet set against a red star.

THIRD TIKONOV GUARDS

Even as the Capellan Confederation consolidated its control of Prefecture V, they continued to supply support to a number of local militants in Prefecture IV. Several of these armed groups opposed ongoing attempts by Duke Sandoval to consolidate his control over the region, fighting off repeated attempts by the Davion lord to seize their worlds by force. In 3041, the Kansu Braves, Bharatiya Ganpats, Chesterton Long Rifles, and Hamal Cossacks agreed to join the CCAF as the Third Tikonov Guards. For the first time taking the offensive against House Davion, the Third supported Warrior House Ijori in their successful offensive into the Chesterton corridor, assisting in the capture of Demeter. Years of avoiding direct confrontations has made the "Spinward Borderers" experts at long range sniping. The new regiment is easily identified by their logo: a dao, a shashka, a talwar, and a saber arranged in a pinwheel.

FOURTH TIKONOV GUARDS

The newest of the Guards regiments, the Streltsy is still in the process of forming up, many assigned personnel having yet to reach their base on Mira. Drawing personnel from a number of local planetary militias, the Fourth was too new to participate in the Capellans' invasion of the Suns, and *Sang-shao* Katyusha Isakovsky is fully preoccupied just trying to coordinate all the disparate troops assigned to her command and get them to operate as a single, cohesive unit. As a logo, the Fourth displays a musket crossed with a halberd.



CONFEDERATION RESERVE CAVALRY

Never a prestigious or high priority command, the status of the Confederation Reserve Cavalry has slipped further as new frontline regiments have formed. Long a fixture on the Confederation-Republic border, the Cavalry participated in Operation GREAT FLOOD, but many actions initially attributed to them were actually the work of disguised Hidden Lion regiments. The First, Second and Fifth Reserve Cavalry designations were briefly used for supply depots and training operations feeding the Hidden Lion regiments. In many respects, the brigade's permanent formations have been little different, with experienced or talented personnel transferred to newer commands, leaving only mediocre or disaffected personnel filling out the bulk of the CRC.

THIRD CONFEDERATION RESERVE CAVALRY

The Third CRC was wiped out in a suicidal counter-assault on the Federated Suns Armored Cavalry during the desperate Capellan defense of Victoria in 3105. Reformed in the aftermath, the regiment's hatred for House Davion has only continued to fester for the past thirty years. Briefly venting their rage against the Swordsworn forces in the midst of Operation GREAT FLOOD, the Solar Eclipse was pulled back to the Victoria Commonality and reassigned to watch the Confederation's periphery border. The soldiers of the Third were disappointed to be kept out of CELESTIAL REWARD, but a lucky few were transferred to the Victoria Rangers just in time to take part in the recapture of Victoria.

FOURTH CONFEDERATION RESERVE CAVALRY

Initially dismissed as yet another dummy Capellan unit created as a training and supply depot, military intelligence officials were surprised when the Fourth took part in the capture of Halloran V in 3135. The Fourth was paired with House Hiritsu during Operation CELESTIAL REWARD. Assigned a preponderance of fast medium and light 'Mechs, *Sang-shao* Gweilung Pham would divide the regiment into two flanking columns and attempt to envelope AFFS formations, pinning them for House Hiritsu to hammer. The repeated successful use of this maneuver earned the regiment the nickname "Ox-Head Reapers". The Fourth trims their equipment in bone white, and uses a bull's skull as their emblem.

SIXTH CONFEDERATION RESERVE CAVALRY

Warriors' *Sang-wei* Keiji Chuan smashed regimental records during Operation GREAT FLOOD, achieving the Sixth's new "high score" under their unique performance tracking system. Chuan's defeat of an RAF *Peacekeeper* with his *Firestarter-O* raised his score to 3,695,000, eclipsing the previous score set by *Sao-shao* Ninnin Long during the Jihad. Widely reported in the Capellan media, a number of members of the Sixth have complained that recent changes to the scoring system has made racking up "points" far easier than it used to be.

SEVENTH CONFEDERATION RESERVE CAVALRY

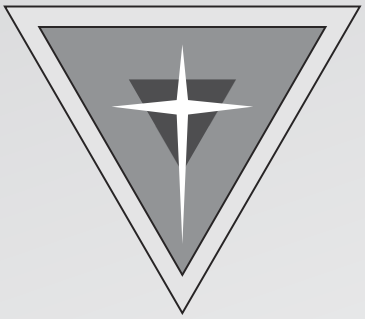
The Seventh suffered few casualties in their recent clashes with the RAF, a fact *Sang-shao* Lynette Ortega attributes to the refinement of the regiment's "Rapid Stream" maneuver. Although successful against a number of other opponents, in previous match-ups against Republic forces, the Seventh's reliance on attacking in rotating waves has simply resulted in their defeat in detail. Rather than abandon the strategy however, the Tristar Tirailleurs have begun to vary the timing of their hit and fade attacks to catch the enemy off-guard. Despite Ortega's confidence in her unit's signature maneuver, the analysis of Republic observers credits the CCAF's superior numbers for the Seventh's MechWarriors' higher survival rate, not their unique tactical doctrine.

EIGHTH CONFEDERATION RESERVE CAVALRY

Suffering from a severe shortage of qualified MechWarriors, a decree was issued to the House of Scions conscripting one member from every noble house in possession of a BattleMech into the CCAF. The resulting Eighth CRC has proven to be an abject failure. After their defeat at the gates of Tikograd in the first attacks on Tikonov, the Eighth was relegated to guarding the attack force's drop-zone during the second attack. An anonymous member of House Dai Da Chi described them as "cowardly, gun-shy and more interested in writing complaint letters than in performing their duties." Reassigned to guard the Taurian border, the CCAF is expected to reassign or cashier the bulk of the regiment's personnel as replacements come available.

NINTH CONFEDERATION RESERVE CAVALRY

Recruited from regional training centers and Canopian military academies, the Ninth CRC has seen less action than the Eighth, but is considered significantly more reliable. The regiment's high ratio of Magistracy native officers has led it to adopt a tactical doctrine more akin to that commonly seen in the MAF, favoring stand-off attacks that avoid exposing the unit's 'Mechs to fire. The Ninth trims their equipment a pale green, also identifying itself with the emblem of a lioness in profile.



CAPELLAN DEFENSE FORCE

With the Capellan Chargers taking the fight to House Davion on behalf of Capella Commonality, the CDF has been assigned to keep watch on the Free Worlds border. Relations between the Confederation and the new League remain cordial, but cool. Only a scant four years ago Oriente attempted to woo Andurien away from Capellan influence, resulting in the CDF leaping the border to carry the Chancellor's message to the new Captain-General to keep her hands off what isn't hers.

FIRST CAPELLAN DEFENSE FORCE

Heeding the Chancellor's call, the First and Second CDF landed on New Delos, targeting the Iron Guard for destruction. Dug in around the planetary capital, the Marik assault regiment presented a formidable challenge for the two Capellan units. With the Iron Hand encircling the city, *Sang-shao* Sebastian Stapleton ordered his Grenadiers to break through the Guard's line. The First breeched the city's substantial fortifications, advancing behind a rolling artillery barrage and trapping the Iron Guard between the two CDF regiments. Most of Stapleton's veterans were transferred to the Seventh Chargers when that regiment was incorporated, but the First CDF has retained its highly experienced command staff.

SECOND CAPELLAN DEFENSE FORCE

The Second CDF was granted the nickname Blackledge's Iron Hand in perpetuity when the regiment almost single handedly stalled an opportunistic attack by Oriente at the height of the Victoria War. At the time a mere training cadre, those duties were transferred to the Fifth and the Second was elevated to the position of premier CDF regiment. Harboring a deep antipathy for Oriente ever since, the Second relished their part in the destruction of the Iron Guard. Trapped between the First and Second CDF, every Iron Guard 'Mech was destroyed or immobilized in little more than four hours of brutal urban fighting.

FOURTH CAPELLAN DEFENSE FORCE

In spite of the Strategios' best efforts, the Fourth CDF continues to live up to its nickname, "the Miscreants". Following *Sang-shao* Sneed's medical discharge for chronic ulcers, commanders of the Fourth have been every bit as unruly as their troops. Unable to curb the units' passion for drinking, fighting, loud music and destruction of property, the Strategios has largely given up on getting the Fourth to obey more than the most basic military protocols and has instead taken to loosing them on Confederation's enemies at the earliest opportunity. To the misfortune of those enemies, the Fourth happens to be quite good at the things they like best. Most recently sicced on the Eight Orloff Grenadiers, the Fourth so badly mauled that regiment that the FWLM was considering its disbandment.

FIFTH CAPELLAN DEFENSE FORCE

A training and defensive unit by trade, the Fifth CDF was forced to act outside of its element when it was ordered to attack the Eighth Oriente Hussars on Calloway VI. Deploying in a tight formation around a hundred miles from Earthwerks' production center, the Fifth slowly advanced on the factory, stopping to overcome each obstacle the Hussars tossed in their way. While the Fifth withdrew without ever reaching the factory, they inflicted significant losses on the Eighth, proving the mettle of the CCAF to the new FWLM.

SIXTH CAPELLAN DEFENSE FORCE

A recent addition to the CDF, The Sixth briefly clashed with the Twelfth Oriente Hussars in their only combat operation to date. Created with asymmetrical warfare in mind, the Sixth is trained to operate in a widely dispersed formation, coalescing only to attack and scattering when strongly opposed. The regiment employed these tactics to sound effect their battle against the Hussars, but in the end neither side struck a particularly telling blow. The Sixth has been granted the nickname "the Nemean Lions", a reference to their status as part of the *yīncáng de shīzi*. Their regimental nickname has been accompanied by a logo depicting a roaring lion.

SEVENTH CAPELLAN DEFENSE FORCE

Drawn from the urban defense companies of Capella, Ares and Sarmaxa, the Seventh is still experiencing "teething" issues. Many of the unit's soldiers aren't happy with the increased operational tempo of a line regiment, and the command staff is struggling to control its bored, street-tough personnel. Still considered too unreliable by the Strategios for combat deployment, the soldiers of the Seventh are spoiling for a fight it's unlikely to see for some time. A pair of dice, showing pips adding up to seven, appears on all the regiment's equipment.



LIAO CHÁNG-CHÉNG

The Treaty of Tikonov is commonly held to have brought peace between The Republic and House Liao, but if that were true, someone neglected to inform the Liao Cháng-Chéng. From 3086 on, not a year has passed without some form of attack, raid, or other violation of The Republic's sovereignty by forces almost certain to be part of Liao's "Great Wall". This ongoing game of cat and mouse served the Capellans as an ongoing gauge of RAF defensive readiness. If the Cháng-Chéng got away with their operation, they'd come back and push harder. If the RAF pushed back, the Capellans would momentarily fade away. Decades of these operations have made the Cháng-Chéng experts at cross-border raiding. When Operation CELESTIAL REWARD was publicly announced, the Cháng-Chéng regiments were already several jumps across the FedSuns border, striking Davion garrisons from Bell to Chesterton.

FIRST LIAO HUSSARS

Phyr's Hussars are well known for their bravado, daring, and short life spans. Since the end of the Jihad, the regiment has gone through four different commanders, all but the latest having perished in combat. Finally putting an end to the Hussars series of punitive raids, Kan Ai Phyr met his ignominious end on Styk fleeing the V Hastati. His successor Kamakura was killed late in the Capellan Crusades ambushing a larger RAF force in her *Ti Ts'ang*. Her sacrifice prevented scattered Republic forces from uniting, allowing a pyrrhic Capellan victory. When a particle cannon evaporated *Sang-shao* Antoine Rigal, command of the regiment fell to Ming-Jie Phyr. In 3144 the First began a series of independent deep raids into the Capellan March. Narrowly evading the pursuing Kestrel Grenadiers, the Hussars struck as deep as Talcott, looting factories and supply depots as they went. Unfortunately for the First, their luck ran out on Amiga. Finally caught by the elite Davion regiment, the Hussars launched what appeared to be a suicidal frontal assault. Punching through to their DropShips, the second battalion fought to the last man to allow the rest of the regiment to escape.

SECOND LIAO HUSSARS

A string of minor slights have slowly cut away at Yi's Hussars morale. Once a virtual training command for the Liao Conservatory, the Second had hoped to participate in the liberation of Liao ever since the end of the Jihad. Instead, the liberation fell to other units and a new academy cadre was created, much to the consternation of the regiment. The restructuring of the Cháng-Chéng that labeled Yi's troops as second to Phyr's has only increased their disaffection, as there is little love lost between the Second Hussars and the arrogant, pelisse-wearing MechWarriors of the First. Upon receiving his orders, *Sang-shao* Derek Yi reportedly exclaimed "The Strategios apparently now sees us as the back-up egotists!"

FIRST LIAO DRAGOONS

At over a hundred years of age and suffering from the effects of too many battle wounds to count, Shashi H. Paget is the oldest *Sang-shao* in the CCAF. Despite polite suggestions from Sarna Commonality's *jiang-jun* that he should retire, Paget apparently intends to die in the cockpit. *Zhong-shao* Guiying Cai took the lead in planning the First Dragoon's recent attack on Valexa, successfully driving a wedge between the defending CMM and the Fourth Ceti Hussars. With both Davion units pinned in place, the Dragoons wheeled the bulk of their forces and hammered the vulnerable Fourth Ceti. "Old Rotwood" Paget insisted on taking part in the attack, a decision which may have ultimately saved the Davion LCT from destruction, as the Dragoons continually tried to shield the "Old Man of the CCAF" from harm.

SECOND LIAO DRAGOONS

The newest addition to the Cháng-Chéng, Han's Dragoons struck Lee as part of a CCAF feint early on in CELESTIAL REWARD, where they inflicted significant casualties on the local National Guard. Now stationed on Detroit, the regiment has become adept at hunting pirates along the Periphery border. So adept, in fact, that the Second has become little better than state-sponsored pirates themselves. Protests from the Fronc Reaches allege that the Dragoons have attacked and looted numerous communities on their worlds. The Confederation government has dismissed these accusations, alleging those communities were smuggler and pirate havens and that the CCAF will act unilaterally to eliminate any threat to its citizens. Chao-Ba Han's unit paints their equipment dark green with blue and red highlights. Their emblem is an eagle wielding a pair of cutlasses with its talons.

FIRST LIAO GRENADIERS

The Grenadiers spent most of the latter half of the thirty-first century as an undisciplined and demoralized mob. *Sang-shao* Chao finally succeeded in turning the regiment around in the 3090s, taking advantage of the relative peace to deal with the internal issues plaguing the unit. After taking part in a number of Blakist hunting operations around the turn of the century, the heavy regiment passed to *Sang-shao* Yakim Tormasov. In their most recent battle, the Grenadiers bottled up the Vegan Rangers on Ulan Batar, forcing the mercenaries into the forests and mountains and preventing a Davion counterattack on Tikonov or Chesterton.



ST. IVES SENTINELS

Leaving their home commonality in the competent hands of the SIAC, the Sentinels were ordered to assume defensive positions along the border between the Sarna Commonality and Capellan March.

Having spent the better part of the past century trading occasional raids with Hasek forces, the Sentinels opted to take the "scenic" route to their new posts through a number of Davion controlled worlds rather than travel directly to their garrisons via friendly systems. Under normal circumstances the ensuing chaos would likely have prompted a powerful AFFS counterattack, but with the entirety of the Capellan March effectively tied down by an overwhelming CCAF presence, the St. Ives Sentinels managed to make off with their booty scot-free.

FIRST ST. IVES SENTINELS

Staying at home has just meant business as usual for the Mounted Fusiliers, who have been sporadically raiding Davion border communities for decades. If anything, the Capellan conquest of many of the border worlds the First has terrorized has meant far fewer opportunities for mayhem and mischief. After one of their raids on Redfield forced the AFFS to relocate the Alcyone CMM, the Fusiliers simply changed targets. Landing their DropShips directly on top of the home of Alcyone's Davion-aligned Duke, the Mounted Fusiliers terrorized the world's capital city, ripping off the roofs of local business and looting consumer goods with their 'Mechs. *Sang-shao* Danny O'Sullivan then "compensated" the people of Alcyone by breaking into several city bank vaults and throwing millions of D-bills into the streets. As the Fusiliers lifted off, he broadcast a final message, "sorry about the mess".

SECOND ST. IVES SENTINELS

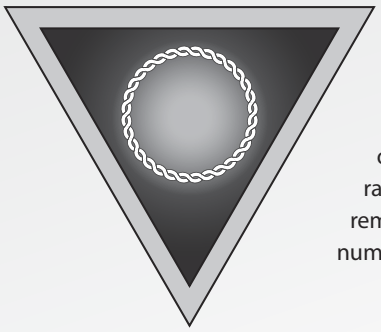
Barclay's troops delivered some hefty pay back to the Seventeenth Avalon Hussars for their earlier defeat of the disbanded Janissaries, dropping onto Fortymile without warning. Caught off guard, the Seventeenth attempted to fall back into the planet's Klondike mountain range, a move that proved a grave mistake. The superior maneuverability of the Second in broken terrain allowed them to catch and crush the dispersed pockets of Hussars. When Barclay's Armored Infantry departed for Highspire, they took both the legs of General Suttikul's 'Mech with them as trophies.

THIRD ST. IVES SENTINELS

The Third Sentinels stopped over in a number of Capellan March systems in route to Remshield, destroying ammunition depots and drop ports as they went. Intent on denying the AFFS any assets which might be turned on the Capellans in a counterattack, *Sang-shao* Heinrich Johan's Heavy Infantry deliberately avoided antagonizing the local populace, in contrast to the typical looting that accompanies raids by the First Sentinels. As a result, the Third faced virtually no resistance to their operations from local militia formations. The Heavy Infantry apply a black stripe to their 'Mech's limbs and sides of their vehicle's hulls. A black halberd head is used as an identification device.

FOURTH ST. IVES SENTINELS

Stripped of authority by Romano Liao and having lived in exile on St. Ives for nearly a century, as a political stunt Daoshen ordered the reinstatement of the Hargreaves family as Lords of Chesterton. When news reached St. Ives of that world's "liberation", Daffyd's Grenadiers were granted the privilege of escorting Duke Basil Hargreaves home. The restoration of his family to power hasn't come easy for the young Duke or the Fourth Sentinels. Already two assassination attempts have been made on Hargreaves, one at his homecoming parade that also left his younger sister paralyzed. Besides guarding the Duke Basil, fighting insurgents has become a full-time task for the Grenadiers. The Fourth trim their equipment in blue and yellow. Their emblem is a lit blue cherry bomb.



VICTORIA RANGERS

Nursing plans for revenge ever since the brigade's embarrassing loss of the commonality capital to the Haseks forty years ago, the Rangers' posting to the Periphery border made it relatively easy for the Strategios to mask the significant expansion of the formation. At the outbreak of Operation CELESTIAL REWARD, all five Rangers regiments descended upon Victoria like a torrent, rapidly driving the Davion garrison into retreat. Within a brief few months, the Rangers had driven all remaining AFFS resistance to the old Commonality border. The Rangers remain poised there, keeping a number of Capellan March regiments bottled up in the Frazer encirclement.

FIRST VICTORIA RANGERS

Not content simply to take part in the recapture of Victoria, *Sang-shao* Elena Kingston ensured her troops were the first CCAF regiment to hit the surface of the old commonality capital. While the fighters of the rest of the Rangers fought to establish safe landing zones, Kingston's aerospace blew holes in a series of geodesic domes over the one of the world's major industrial regions. With a clear path into the world's inhabited cavern network, The First Rangers combat dropped directly into Victoria's extensive underground tunnels. The brutal short-range fighting in Victoria's subterranean passageways cost the First Rangers dearly, but worlds Davion defenders never recovered from the shock of the First's sudden appearance within their supposedly secure perimeter.

SECOND VICTORIA RANGERS

While the First Victoria Rangers engaged in brutal tunnel fighting against the AFFS, Sung's Rangers entered Alexandrina and rapidly cordoned off the city, shielding the populace from the brutal street fighting they had experienced over fifty years prior. Davion forces attempting to break through the Second's lines simply found themselves trapped in a vise between Sung's and Kingston's forces and obliterated.

Having pursued the last FedSuns troops back across the border, *Sang-shao* Steven Sung's current focus is on helping civilians harmed by the war, directing his men to assist in local relief efforts.

THIRD VICTORIA RANGERS

Klement Yan never thought he'd see his home again. The Third Rangers' commander was born and raised on Victoria. As a teenager, he was evacuated to Gunther with his Shengli engineer parents, following the CCAF's defeat by Hasek forces. Shocked and horrified by the experience, Yan enrolled in the Sian Center for Martial Discipline, eventually earning a commission in the Second St. Ives Sentinels. Highly decorated in a number of raids against the AFFS, Yan was eventually offered command of the secretly created Third Rangers. The no-nonsense regiment displayed no particular tactical flourish as they hammered the Davion defenders of Victoria, simply advancing methodically towards the enemy. The emblem of the Third is a horizontal cleaver.

FOURTH VICTORIA RANGERS

The soldiers of the Fourth Rangers have possessed a mutual antipathy for their dour, axiomatic Capellan commander nearly from the unit's inception. The no-nonsense *Sang-shao* Lysandros Zorba was a celebrated battalion commander with Blackledge's Iron Hand prior to being granted command of the Fourth. Unfortunately, his hard-nosed expectations regarding loyalty, obedience, and military decorum has only yielded insubordination, backbiting, and deliberate negligence from the men and women under his command. With the regiment's rank and file largely hailing from the more lenient cultures of Canopus and rimward Capellan communities, clashes between the troops and the commander and his staff are a daily occurrence. A Greek horseman wearing a wide-brimmed *petasos* is the emblem of the Fourth.

FIFTH VICTORIA RANGERS

Sang-shao Terrence Albrecht has found success where it has eluded his compatriot in charge of the Fourth. Assigned soldiers hailing from essentially the same backgrounds as those of the Fourth, Albrecht has worked hard to diffuse conflict and cultivate the natural talents of his soldiers. While still quite green, Albrecht's Rangers have begun to show some aptitude for small-unit actions and long-range engagements. Upon the suggestion of a MechWarrior from Adherlwin, the regiment adopted the Edelweiss flower as their emblem, painting it on equipment and wearing it pinned to their uniform. When not using camouflage, the regiment paints their vehicles a deep midnight blue.

CAPELLAN CONFEDERATION ARMED FORCES

(Deployment as of 31 December 3145)

Commander: Chancellor Daoshen Liao
Strategic Military Director: *Sang-jiang-jun* Isabelle Fisk
BattleMech Strength: Approximately 51 Regiments, 1 Battalion

Capella Commonality

Line Director: *Jiang-jun* Cesare Tzemos
Home Guard Director: *Jiang-jun* Ariadne Su-Liao

	Exp/Loy	Homeworld	Strength	Rating
3rd Capellan Chargers	G/R	Ares	80%	A
(CO: *Sang-shao* Giuseppe Cappelletti)				
1st Capellan Gryphons	R/R	Ares	85%	
(CO: *Kong-zhong-shao* Chi Kwong Wu)				
1st Armored Charioteers	R/R	Ares	90%	
(CO: *Zhong-shao* Gustav Larche)				
Alpha Phalanx	G/R	Ares	75%	
(CO: *Zhong-shao* Man Ho Hui				
4th Capellan Chargers	R/R	Eom	60%	A
(CO: *Sang-shao* Selena Koros)				
2nd Capellan Gryphons	R/R	Eom	55%	
(CO: *Kong-zhong-shao* Filips Riga)				
Knights' Armored Lancers (2 Btns)	G/Q	Eom	75%	
(CO: *Zhong-shao* Wai Choi Wong)				
Beta Phalanx	R/Q	Eom	70%	
(CO: *Zhong-shao* Luc Hunsinger)				
5th Capellan Chargers	R/R	Capella	65%	A
(CO: *Sang-shao* Chunfu Novoselec)				
3rd Capellan Gryphons	G/R	Capella	75%	
(CO: *Kong-zhong-shao* Mai Ho Hui)				
2nd Armored Charioteers	R/R	Capella	80%	
(CO: *Zhong-shao* Garlen Lepine)				
Gamma Phalanx	G/Q	Capella	80%	
(CO: *Zhong-shao* Wai Ho Tang)				
2nd Capellan Defense Force	V/F	Jasmine	70%	B
(CO: *Sang-shao* Arthur Guo-Knowles)				
Blackledge's Iron Talons (2 Flights)	R/R	Jasmine	85%	
(CO: *Kong-sao-shao* Tak Che Lee)				
Blackledge's Armored Iron Hand	V/R	Jasmine	80%	
(CO: *Zhong-shao* Darrion Mavros)				
121st Urban Defense Detachment	V/F	Jasmine	85%	
(CO: *Zhong-shao* Telamon Vasiliou)				
4th Capellan Defense Force	V/Q	Bithinia	75%	C
(CO: *Sang-shao* Ashton "Thrash" McGar)				
4th CDF Aerospace Wing	V/Q	Bithinia	70%	
(CO: *Kong-zhong-shao* Alec Cocchi)				
4th CDF Armor Auxiliary	R/R	Bithinia	75%	
(CO: *Zhong-shao* Ping Keung Leung)				
4th CDF Infantry	R/Q	Bithinia	85%	
(CO: *Zhong-shao* Eryx Papadakis)				

Chesterton Commonality

Home Guard Director: *Jiang-jun* Shenqi Hamilton

	Exp/Loy	Homeworld	Strength	Rating
5th McCarron's Armored Cavalry	E/F	Chesterton	80%	B
(CO: *Sang-shao* Gwendolyn Vaughan)				
Knights Air Guard	V/F	Chesterton	95%	
(CO: *Kong-zhong-shao* Beth Nash-Hawkins)				
Knights Armored Korps	E/R	Chesterton	80%	
(CO: *Sang-shao* Suet Chui Koon)				
Knights Infantry Guard	V/F	Chesterton	100%	
(CO: *Sang-shao* Weizhe Hung)				
3rd Tikonov Guards	V/F	Demeter	70%	B
(CO: *Sang-shao* Oleg Pearce)				
3rd Tikonov Orbital Guard (Flight)	R/R	Demeter	70%	
(CO: *Kong*-sao-shang Viktor Sevnik)				
Armored Cossacks (Btn)	V/R	Demeter	95%	
(CO: *Zhong-shao* Xiu Tse)				
Chesterton Long Rifles (2 Btns)	V/F	Demeter	75%	
(CO: *Zhong-shao* Seymon Illich-Svitych)				
4th Tikonov Guards	G/F	Mira	60%	D
(CO: *Sang-shao* Katyusha Isakovsky)				
4th Tikonov Orbital Guard (Flight)	G/R	Mira	60%	
(CO: *Kong-sao-shao* Ivano Novkovsky)				
Volga Tank Group (2 Btns)	R/F	Mira	70%	
(CO: *Zhong-shao* Abiram Fiedler)				
Pravda Irregulars	G/F	Mira	65%	
(CO: *Zhong-shao* Sanjeev Grover)				
4th St. Ives Sentinels	R/F	Chesterton	65%	B
(CO: *Sang-shao* Owen Daffyd)				
Thomas's Transgressors (2 Flights)	V/F	Chesterton	85%	
(CO: *Kong-sao-shao* Roman Sotnikova)				
Daffyd's Mechanized Grenadiers	G/R	Chesterton	70%	
(CO: *Zhong-shao* Pedro Luiz Kern)				
Daffyd's Foot Grenadiers (4 Btns)	R/R	Chesterton	80%	
(CO: *Zhong-shao* Milan Vlahovic)				

Sarna Commonality

Line Director: *Jiang-jun* Emma Priyadarshi
Home Guard Director: *Jiang-jun* Kalindi Satyavrat

	Exp/Loy	Homeworld	Strength	Rating
Prefectorate Guard	R/R	Sarna	100%	A
(CO: *Sang-shao* Ganeshkumar Mahajan)				
Prefectorate Air Guard	R/R	Sarna	100%	
(CO: *Kong-zhong-shao* Julius St. Hilaire)				
Prefectorate Armored Guard	V/R	Sarna	100%	
(CO: *Zhong-shao* Chi Yan Chong)				
Prefectorate House Guard	E/R	Sarna	100%	
(CO: *Zhong-shao* Pak Wai Pang)				
2nd Tikonov Guards	R/F	Menkar/Foochow	70%	C
(CO: *Sang-shao* Bronislaw Podjasek)				
2nd Tikonov Orbital Guard (2 Flights)	R/R	Menkar/Foochow	70%	
(CO: *Kong-sao-shao* Anista Rusayev)				
1st Yangtze Home Guard (Btn)	V/F	Menkar/Foochow	75%	
(CO: *Zhong-shao* Tak-Cheong Kwong)				
Constant Irregulars	V/F	Menkar/Foochow	85%	
(CO: *Zhong-shao* Przhibislava Soukherman)				
5th Capellan Defense Force	R/R	Tsinghai	70%	C
(CO: *Sang-shao* Vasilios Papakostas)				
5th CDF Aerospace Wing	G/R	Tsinghai	70%	
(CO: *Kong-zhong-shao* Wai Chuen Fan)				
5th CDF Armor Auxiliary	G/F	Tsinghai	65%	
(CO: *Zhong-shao* Carl Frank Modder)				
5th CDF Infantry	G/R	Tsinghai	75%	
(CO: *Zhong-shao* Chiu Fung Yeung)				
6th Capellan Defense Force	R/R	Wazan	70%	C
(CO: *Sang-shao* Rumyana Kovacheva)				
6th CDF Aerospace Wing	R/R	Wazan	50%	
(CO: *Kong-zhong-shao* Jirkar Panos)				
6th CDF Armor Auxiliary	R/R	Wazan	75%	
(CO: *Zhong-shao* Cyr Pallas)				
6th CDF Infantry	G/R	Wazan	85%	
(CO: *Zhong-shao* Man Fat Leung)				

	Exp/Loy	Homeworld	Strength	Rating
7th Capellan Defense Force	G/Q	Suzano	70%	D
(CO: *Sang-shao* Lenny Gatucci)				
Sky Shooters (2 Flights)	G/R	Suzano	75%	
(CO: *Kong-sao-shao* Hop Hsiao)				
7th Sarmaxa Home Guard	R/Q	Suzano	80%	
(CO: *Zhong-shao* Mopsus Nicolaou)				
2nd St. Ives Sentinels	V/R	Highspire	80%	B
(CO: *Sang-shao* Jianguo Barclay)				
33rd St. Ives Skyflash Wing	R/R	Highspire	85%	
(CO: *Kong-zhong-shao* Cascadia Patras)				
2nd Sentinels Armor	V/R	Highspire	75%	
(CO: *Zhong-shao* Xiang Hung Wing)				
Armored Infantry Auxiliary	V/R	Highspire	70%	
(CO: *Zhong-shao* Salmoneus Michaelides)				
3rd St. Ives Sentinels	R/Q	Remshield	75%	C
(CO: *Sang-shao* Heinrich Johan)				
Thunderstruck (2 Flights)	R/R	Remshield	75%	
(CO: *Kong-sao-shao* Darrien Siska)				
Johan's Heavy Tank Regiment	R/R	Remshield	80%	
(CO: *Zhong-shao* Chonglin Nie)				
Heavy Infantry Auxiliary	R/Q	Remshield	80%	
(CO: *Zhong-shao* Marilee Gekas)				
Sarna Martial Academy Cadre (Btn)	G/R	Sarna	100%	F
(CO: *Zhong-shao* Gayatri Malhotra)				

Sian Commonality

Line Director: *Jiang-jun* Taiyong Wu
Home Guard Director: *Jiang-jun* Miles Raghavendra

	Exp/Loy	Homeworld	Strength	Rating
Death Commandos	E/F	Sian	95%	A
(CO: *Jiang-jun* Tianzhu Liu)				
Red Lancers	E/F	Sian	90%	A
(CO: *Sang-shao* Cao Culverton)				
4th Sian Defense Wing	E/F	Sian	95%	
(CO: *Kong-zhong-shao* Cas Birral)				
The Blood Brigade	E/F	Sian	90%	
(CO: *Zhong-shao* Gregorie Vidales)				
Red Lancers Infantry (4 Btn)	E/F	Sian	100%	
(CO: *Zhong-shao* Manfred Kleinsfeld)				
Dynasty Guard	V/F	Taygeta	90%	A
(CO: *Sang-shao* Eliza Zhao)				
Liao First Air Defense	E/F	Taygeta	95%	
(CO: *Kong-zhong-shao* Armstrong Broderick)				
Dynasty Guard Cavalry	V/F	Taygeta	85%	
(CO: *Zhong-shao* Wai Kuen Lee)				
Liao Armored Grenadiers	V/F	Taygeta	90%	
(CO: *Zhong-shao* Rodie Sjøstrøm)				
3rd McCarron's Armored Cavalry	E/R	Menke	70%	A
(CO: *Sang-shao* Sergei Tolkov)				
Tolkov's Piranhas	E/Q	Menke	90%	
(CO: *Kong-zhong-shao* Ranen Bamberger)				
The Terrible Three	R/R	Menke	80%	
(CO: *Zhong-shao* Kevin Moffat)				
1st Menke Armored Infantry	R/R	Menke	85%	
(CO: *Zhong-shao* Aileen Kayes)				
3rd Sian Dragoons	V/F	Shuen Wan	90%	A
(CO: *Sang-shao* Min-Qiang Wang)				
1st Sian Firebirds	V/F	Shuen Wan	95%	
(CO: *Kong-zhong-shao* Jacot Levin)				
54th Gei Fu Lancers	V/R	Shuen Wan	100%	
(CO: *Zhong-shao* Rhys Ryan)				
3rd Dragoons Infantry	R/F	Shuen Wan	100%	
(CO: *Zhong-shao* King Fai Chick)				
9th Sian Dragoons	R/R	Grand Base	80%	A
(CO: *Sang-shao* Nicoletta Aguirre)				
Blood Rain Aerospace Wing	V/F	Grand Base	85%	
(CO: *Kong-zhong-shao* Mi Wan Bin)				
56th Carmen Lancers	V/R	Grand Base	90%	
(CO: *Zhong-shao* Hasshid Jamail)				
9th Dragoons Infantry	G/R	Grand Base	95%	
(CO: *Zhong-shao* Nyasia Torrey)				

	Exp/Loy	Homeworld	Strength	Rating
11th Sian Dragoons	V/R	Palladaine	90%	B
(CO: *Sang-shao* Suo Yang)				
2nd Palladaine Interceptor Wing	R/R	Palladaine	85%	
(CO: *Kong-zhong-shao* Xiaolian Yee)				
57th Latice Lancers	R/R	Palladaine	90%	
(CO: *Zhong-shao* Bailey Vidal)				
11th Dragoons Infantry	V/R	Palladaine	95%	
(CO: *Zhong-shao* Hon Ming Tung)				
1st Liao Hussars	R/R	Betelgeuse	75%	B
(CO: *Sang-shao* Ming-Jie Phyr)				
Meryl's Mustangs	R/R	Betelgeuse	65%	
(CO: *Kong-zhong-shao* Aloin Roche)				
Phyr's Armored Cavalry	R/F	Betelgeuse	60%	
(CO: *Zhong-shao* Odolf Löwe)				
Phyr's Infantry Corps	V/R	Betelgeuse	75%	
(CO: *Zhong-shao* Karlens Sicotte)				
2nd Liao Hussars	V/Q	Goodna	70%	C
(CO: *Sang-shao* Derek Yi)				
Yi's Winged Hussars (2 Flights)	R/Q	Goodna	80%	
(CO: *Kong-sao-shao* Changpu Zheng)				
Yi's Armored Hussars	R/R	Goodna	70%	
(CO: *Zhong-shao* Pengfei Yin)				
Yi's Support Hussars	G/Q	Goodna	85%	
(CO: *Zhong-shao* Hon Por Liu)				
1st Liao Dragoons	V/R	Wallacia	80%	B
(CO: *Sang-shao* Shashi H. Paget)				
Paget's Airborne	V/R	Wallacia	85%	
(CO: *Kong-zhong-shao* Titus Blumhardt)				
Paget's Augmented Cavalry	V/F	Wallacia	80%	
(CO: *Zhong-shao* Ricky Brader)				
1st Liao Grenadiers	R/R	Sadurni	75%	B
(CO: *Sang-shao* Yakim Tormasov				
Tormasov's Tornados (2 Flights)	R/R	Sadurni	80%	
(CO: *Kong-sao-shao* Dahy Fraser)				
Tormasov's Tank Guard	G/R	Sadurni	85%	
(CO: *Zhong-shao* Drahos Kovach)				
Tormasov's Jump Grenadiers	R/R	Sadurni	75%	
(CO: *Zhong-shao* Alo Montauk)				
1st McCarron's Armored Cavalry	V/R	New Syrtis	85%	A
(CO: *Sang-shao* Jake Eaton)				
Vickers Vampires	R/R	New Syrtis	70%	
(CO: *Kong-zhong-shao* Michelle Siu)				
Nightriders Armor Regiment	V/R	New Syrtis	80%	
(CO: *Zhong-shao* Alley McNeal)				
Nightriders Special Forces	V/R	New Syrtis	90%	
(CO: *Zhong-shao* Lera Carreno)				
4th McCarron's Armored Cavalry	V/R	New Syrtis	70%	A
(CO: *Sang-shao* Lindsey Baxter)				
Eclipse Wing	V/F	New Syrtis	75%	
(CO: *Kong-zhong-shao* Rahal Checa)				
Baxter's Armored Vanguard	V/R	New Syrtis	70%	
(CO: *Zhong-shao* Daven Carlson-Galton)				
Baxter's Valets	R/R	New Syrtis	85%	
(CO: *Zhong-shao* Artus Rosado)				
2nd St. Ives Lancers	V/R	Atlas	70%	A
(CO: *Sang-shao* Aiyun Merivale)				
2nd Air Lancers	V/R	Atlas	85%	
(CO: *Kong-zhong-shao* Laine MacPhee)				
76th Armored Lancers	R/R	Atlas	90%	
(CO: *Zhong-shao* Noel Ziesenhenne)				
13th Armored Grenadiers	V/F	Atlas	95%	
(CO: *Zhong-shao* Iustig Grant)				
3rd St. Ives Lancers	R/R	Warlock	85%	B
(CO: *Sang-shao* Tao Beauclerk)				
3rd Air Lancers	R/Q	Warlock	85%	
(CO: *Kong-zhong-shao* Zaire Chattan)				
86th Armored Lancers	G/R	Warlock	100%	
(CO: *Zhong-shao* Robin Lindo-Fuentes)				
14th Armored Grenadiers	R/R	Warlock	105%	
(CO: *Zhong-shao* Linn Rush)				

	Exp/Loy	Homeworld	Strength	Rating
2nd Victoria Rangers	V/F	Manapire	70%	B
(CO: *Sang-shao* Steven Sung)				
Sung's Air Rangers	R/R	Manapire	65%	
(CO: *Kong-zhong-shao* Archie Manning)				
Sung's Armored Rangers	V/R	Manapire	70%	
(CO: *Zhong-shao* Yuk Poon Tsang)				
Sung's Ranger Vanguard	R/F	Manapire	90%	
(CO: *Zhong-shao* Lynnard Pope)				
4th Victoria Rangers	G/Q	Ikast	65%	F
(CO: *Sang-shao* Lysandros Zorba)				
Zorba's Air Rangers (Flight)	G/Q	Ikast	65%	
(CO: *Kong-sao-shao* Jose Ramiez)				
Zorba's Armored Rangers	G/R	Ikast	70%	
(CO: *Zhong-shao* Kai Hung So)				
Zorba's Evzones	R/Q	Ikast	90%	
(CO: *Zhong-shao* Lucero Felipe)				
5th Victoria Rangers	G/R	Xieng Khouang	70%	D
(CO: *Sang-shao* Terrence Albrecht)				
Albrecht's Air Rangers (2 Flights)	G/R	Xieng Khouang	55%	
(CO: *Kong-sao-shao* Andy Koniaris)				
Albrecht's Armored Rangers	G/R	Xieng Khouang	75%	
(CO: *Zhong-shao* Van Gabriels)				
Albrecht's Jägers	R/R	Xieng Khouang	70%	
(CO: *Zhong-shao* Chung Hong Hang)				
Lockhardt's Ironsides	R/R	Jaipur	70%	C
(CO: *Sang-shao* David Lockhardt)				
Lockhardt's Iron Flight	R/R	Jaipur	85%	
(CO: *Kong-zhong-shao* Ilyssa Mora)				
87th Sax Tracked Ironsides	R/R	Jaipur	80%	
(CO: *Zhong-shao* Cesaro Ninon)				
Lockhardt's Enforcers	G/R	Jaipur	60%	
(CO: *Zhong-shao* Francyne Wiest-Laird)				
Tau Ceti Lancers	E/R	Teng	75%	A
(CO: *Sang-shao* Amy Jax)				
Tau Ceti Hard Air	V/R	Teng	70%	
(CO: *Kong-zhong-shao* Deeyn Saley)				
Harloc Raiders	R/R	Texlos	65%	D
(CO: *Sang-shao* Rex Song)				
Harloc Corsairs	R/R	Texlos	70%	
(CO: *Kong-zhong-shao* Aldo Hanssen)				
Third Harloc Brigade	R/Q	Texlos	75%	
(CO: *Zhong-shao* Carling Salgado)				
Harloc Foot Auxiliary	G/R	Texlos	80%	
(CO: *Zhong-shao* Julia Arreguin)				
1st Capellan Defense Force	R/R	Iknogoro	80%	B
(CO: *Sang-shao* Sebastian Stapleton)				
1st CDF Aerospace Wing	V/R	Iknogoro	90%	
(CO: *Kong-zhong-shao* Tak Cheung Sin)				
New Sagan Armor Auxiliaries	V/F	Iknogoro	70%	
(CO: *Zhong-shao* Tuketu Shakopee)				
1st CDF Infantry	R/R	Iknogoro	95%	
(CO: *Zhong-shao* Montrelle Estrada)				
4th Confederation Reserve Cavalry	V/R	Avigait	70%	C
(CO: *Sang-shao* Gweilung Pham)				
Ox-Head Flight	R/R	Avigait	85%	
(CO: *Kong-zhong-shao* Amerigo Schoch)				
4th Cavalry Armor	R/R	Avigait	80%	
(CO: *Zhong-shao* Yuk Lan Cheung)				
4th Cavalry Auxiliary	R/R	Avigait	85%	
(CO: *Zhong-shao* Wladyslaw Dolata)				
SCMD Training Group (Btn)	G/R	Sian	100%	C
(CO: *Zhong-shao* Jingli Bai)				

St. Ives Commonality

Line Director: *Jiang-jun* Eilwyn Pan
Home Guard Director: *Jiang-jun* Duncan Macivor

	Exp/Loy	Homeworld	Strength	Rating
7th Capellan Chargers	V/R	Nashuar	75%	A
(CO: *Sang-shao* Zeno Laskaris)				
1st St. Ives Lancers	E/R	St. Ives	80%	A
(CO: *Sang-shao* Mingyan He-Liao)				
1st Air Lancers	E/R	St. Ives	95%	
(CO: *Kong-zhong-shao* Vaughan Mahaffey)				
85th Armored Lancers	V/F	St. Ives	100%	
(CO: *Zhong-shao* Margette Debeiro)				
12th Armored Grenadiers	E/R	St. Ives	100%	
(CO: *Zhong-shao* Mordwywr McCulloch)				
1st St. Ives Cheveau-Légers	G/Q	Ambergrist	70%	B
(CO: *Sang-shao* Yongjun Cui)				
275th Aerospace Wing	R/Q	Ambergrist	80%	
(CO: *Kong-zhong-shao* Ursuline Trujillo)				
1st Char-Légers	R/R	Ambergrist	85%	
(CO: *Zhong-shao* Jarib Hague)				
1st Ranger Regiment	R/R	Ambergrist	90%	
(CO: *Zhong-shao* Bernice Berthold)				
2nd St. Ives Cheveau-Légers	G/R	Haapajarvi	80%	B
(CO: *Sang-shao* Ellen Howitt)				
Pegasus Wing	R/Q	Haapajarvi	80%	
(CO: *Kong-zhong-shao* Kiauna Crenshaw)				
2nd Char-Légers	R/R	Haapajarvi	85%	
(CO: *Zhong-shao* Dittmar Leese)				
1st Chasseur-Légers Infantry	R/R	Haapajarvi	90%	
(CO: *Zhong-shao* Delmar Bedi)				
1st St. Ives Sentinels	V/R	St. Ives	75%	B
(CO: *Sang-shao* Danny O'Sullivan)				
84th Fusiliers Air Wing	V/R	St. Ives	70%	
(CO: *Kong-zhong-shao* Longin Mikolajczyk)				
Fusiliers Armor	R/R	St. Ives	80%	
(CO: *Zhong-shao* Han Vilem Wiechers)				
Fusiliers Infantry Auxiliary	V/Q	St. Ives	85%	
(CO: *Zhong-shao* Vollert Goldbeck)				
SIAMS Training Group (Btn)	G/Q	St. Ives	100%	C
(CO: *Zhong-shao* Percy Lai)				

Tikonov Commonality

Line Director: *Jiang-jun* Pjotr Lebed
Home Guard Director: *Jiang-jun* Samitra Yuen

	Exp/Loy	Homeworld	Strength	Rating
Holdfast Guard	E/F	Liao	95%	A
(CO: *Sang-shao* Alexei Obradović)				
Zhòng-shu Háng-ban (2 Wings)	E/F	Liao	100%	
(CO: *Kong-zhong-shao* Lillis Schaffer)				
Alexei's Armored-Anvils	E/F	Liao	90%	
(CO: *Zhong-shao* Wai Kin Ho)				
Blandford's Defenders Brigade	E/F	Liao	105%	
(CO: *Zhong-shao* Adams Jamentz)				
Marshals of Tikonov	R/F	Tikonov	95%	C
(CO: *Sang-shao* Lizaveta Khvostova)				
Air Marshals (2 Flights)	R/R	Tikonov	75%	
(CO: *Kong-sao-shao* Gary Zampino)				
Marshals Armor Regiment	R/F	Tikonov	90%	
(CO: *Zhong-shao* Chandi Baral)				
Tsirip Spetznaz	V/F	Tikonov	110%	
(CO: *Zhong-shao* Alonzo Almeda)				
2nd McCarron's Armored Cavalry	V/F	New Hessen	75%	A
(CO: *Sang-shao* Shaiming Tao)				
McCarron's Armored Mosquitos	R/F	New Hessen	90%	
(CO: *Kong-zhong-shao* Sze Lung How)				
Tao's Gypsies (4 Btns)	V/R	New Hessen	80%	
(CO: *Sang-shao* Robert Turin)				
McCarron's Commando (Btn)	E/F	Menke	105%	
(CO: *Zhong-shao* Travis Mann)				

	Exp/Loy	Homeworld	Strength	Rating
Laurel's Legion	V/F	Tigress	90%	B
(CO: *Sang-shao* Julie "Jinx" Qiao)				
The Flying Tigresses (2 Flights)	R/F	Tigress	80%	
(CO: *Kong-sao-shao* Jacky Ruegsegger)				
Laurel's Armor Legion	V/R	Tigress	90%	
(CO: *Zhong-shao* Kyra Marr)				
Tigress Citizen's Brigade	R/F	Tigress	85%	
(CO: *Zhong-shao* Gita Sarna)				
1st Liao Guards	V/R	Fletcher/Ruchbah	85%	A
(CO: *Sang-shao* Elliot Liao-Subramanya)				
Liao's Banshees	V/F	Fletcher/Ruchbah	90%	
(CO: *Kong-zhong-shao* Cesaro Amaro)				
Highlander Tank Regiment	R/F	Fletcher/Ruchbah	80%	
(CO: *Zhong-shao* Cody Truesdell)				
Cynthiana Highland Infantry	R/F	Fletcher/Ruchbah	85%	
(CO: *Zhong-shao* Weisheng Weng)				
2nd Liao Guards	G/F	Hsien/Nanking	80%	B
(CO: *Sang-shao* Felix Krishnamurthy)				
5th Sarna Air Defense Wing	R/R	Hsien/Nanking	50%	
(CO: *Kong-zhong-shao* Gang Sit)				
3rd Sakhalin Light Armor	R/F	Hsien/Nanking	75%	
(CO: *Zhong-shao* Jdavie Mirshahi)				
1st Liao Foot Guards	G/F	Hsien/Nanking	105%	
(CO: *Zhong-shao* Ying Kit Tang)				
3rd Liao Guards	R/R	Zion	75%	B
(CO: *Sang-shao* Tianren Lang)				
Talons of Justice (2 Flights)	R/F	Zion	80%	
(CO: *Kong-sao-shao* Zhenzhong Szeto)				
Full Armored Guard	G/R	Zion	90%	
(CO: *Zhong-shao* Stanly Hamilton)				
4th Bora Assault Guards	R/F	Zion	65%	
(CO: *Zhong-shao* Norberto Laredo)				
4th Liao Guards	R/R	Tall Trees	65%	B
(CO: *Sang-shao* Sarita Krishnavati)				
8th Sarna Air Defense Wing	R/F	Tall Trees	85%	
(CO: *Kong-zhong-shao* Milt O'Mally)				
43rd Sarna Home Guard	R/R	Tall Trees	70%	
(CO: *Zhong-shao* Reid Ghant)				
5th Sarn Commandos (4 Btns)	V/F	Tall Trees	80%	
(CO: *Zhong-shao* Roelof Neulen)				
5th Sian Dragoons	R/R	Yangtze	95%	A
(CO: *Sang-shao* Erlinda Reyes)				
2nd Sian Firebirds	R/R	Yangtze	90%	
(CO: *Kong-zhong-shao* Pearline Inglesias)				
55th Grand Base Lancers	V/R	Yangtze	100%	
(CO: *Zhong-shao* Jihe Huang)				
5th Dragoons Infantry	V/R	Yangtze	110%	
(CO: *Zhong-shao* Jasoor Doud)				
1st Tikonov Guards	R/F	Rio	65%	C
(CO: *Sang-shao* Juanping Karina)				
1st Tikonov Orbital Guard	R/R	Rio	70%	
(CO: *Kong-zhong-shao* Alfi Upjohn)				
Hunan Armored Guard (2 Btns)	V/F	Rio	70%	
(CO: *Zhong-shao* Nadeem Rauf)				
Patriot Irregulars	R/F	Rio	60%	
(CO: *Zhong-shao* Zdisek Shalamov)				
Liao Conservatory Cadre (Btn)	G/F	Liao	90%	D
(CO: *Zhong-shao* Basil Fedorov)				

Victoria Commonality

Line Director: *Jiang-jun* Trevor Goparma
Home Guard Director: *Jiang-jun* Gerard Montague

	Exp/Loy	Homeworld	Strength	Rating
2nd Liao Dragoons	R/R	Detroit	80%	B
(CO: *Sang-shao* Chao-Ba Han)				
Han's Hawks (2 Flights)	V/R	Detroit	75%	
(CO: *Kong-sao-shao* Jussi Worms)				
Han's Augmented Cavalry	R/Q	Detroit	90%	
(CO: *Zhong-shao* Wajeeh Mussa)				
3rd Confederation Reserve Cavalry	R/R	Pilpala/New Roland	80%	D
(CO: *Sang-shao* Kelly Taniwan)				
Sun Killer Flight	G/R	New Roland	85%	
(CO: *Kong-zhong-shao* Everett Enix)				
3rd Cavalry Armor	R/R	New Roland	80%	
(CO: *Zhong-shao* Layton Elswick)				
3rd Cavalry Auxiliary	R/Q	Pilpala	90%	
(CO: *Zhong-shao* Edsel Dhebar)				
6th Confederation Reserve Cavalry	V/R	Joppa/Jia Tian	80%	C
(CO: *Sang-shao* Conley Asakura)				
Hustaing Green Wings (2 Flights)	R/R	Joppa/Jia Tian	75%	
(CO: *Kong-sao-shao* Abbey Lampe)				
Hustaing Armor Corps	G/R	Joppa/Jia Tian	90%	
(CO: *Zhong-shao* Lap Hay Ng)				
Hustaing Infantry	R/Q	Joppa/Jia Tian	85%	
(CO: *Zhong-shao* Milanko Cuda)				
7th Confederation Reserve Cavalry	R/R	Bromhead	75%	D
(CO: *Sang-shao* Lynette Ortega)				
7th CRC Aerospace (2 Flights)	G/R	Bromhead	80%	
(CO: *Kong-sao-shao* Uja Devi)				
7th Reserve Armor Battalion	R/R	Bromhead	75%	
(CO: *Zhong-shao* Jared Simpson)				
7th CRC Infantry Contingent	R/R	Bromhead	80%	
(CO: *Zhong-shao* Jennifer Nguyen)				
8th Confederation Reserve Cavalry	R/Q	Laconis	80%	C
(CO: *Sang-shao* Reginald MacGregor-Liao)				
8th Cavalry Aerospace (2 Flights)	G/Q	Laconis	90%	
(CO: *Kong-sao-shao* Idar Willis)				
8th Cavalry Armor	R/R	Laconis	100%	
(CO: *Zhong-shao* Jessup Danielson)				
8th Cavalry Auxiliary	R/R	Laconis	105%	
(CO: *Zhong-shao* Ming Lai)				
9th Confederation Reserve Cavalry	G/R	Zanzibar	70%	F
(CO: *Sang-shao* Sara Xiang)				
9th Cavalry Aerospace (2 Flights)	G/R	Zanzibar	75%	
(CO: *Kong-sao-shao* Corey Jacobson)				
The Armored Pride (2 Btns)	R/R	Zanzibar	80%	
(CO: *Zhong-shao* Kin Yeung Lo)				
9th CRC Sharpshooters	G/R	Zanzibar	95%	
(CO: *Zhong-shao* Sean Bateman)				
1st Victoria Rangers	V/F	Victoria	60%	A
(CO: *Sang-shao* Elena Kingston)				
Kingston's Air Rangers	V/F	Victoria	55%	
(CO: *Kong-zhong-shao* Ernest Bowers)				
Kingston's Armored Rangers	V/R	Victoria	75%	
(CO: *Zhong-shao* Gloria Foss)				
3rd Victoria Infantry	V/F	Victoria	85%	
(CO: *Zhong-shao* Jeanette Collier)				
3rd Victoria Rangers	R/R	Jacson	55%	D
(CO: *Sang-shao* Klement Yan)				
Yan's Flying Cleavers (2 Flights)	R/R	Jacson	50%	
(CO: *Kong-sao-shao* Rex Brady)				
Yan's Armored Rangers	R/R	Jacson	65%	
(CO: *Zhong-shao* Joe Meyer)				
8th Gunthar Infantry	R/R	Jacson	55%	
(CO: *Zhong-shao* Dominick Edwards)				

Warrior House Orders

Grand Master of the Blessed Orders: *Gang-shiao-zhang* Jiang Hui

	Exp/Loy	Homeworld	Strength	Rating
House Imarra (2 Btns)	E/F	Narellan	90%	A
(CO: *Gang-shiao-zhang* Jiang Hui)				
House Kamata (2 Btns)	V/R	Hobson	85%	B
(CO: *Shiao-zhang* Milfeulle Ying-Ye)				
House Hiritsu (2 Btns)	R/R	New Syrtis	80%	A
(CO: *Shiao-zhang* Xun Kuang)				
House Dai Da Chi (2 Btns)	R/F	Tikonov	80%	A
(CO: *Shiao-zhang* Dietrich Löwe)				
House Ijori (2 Btns)	V/F	Fletcher	80%	B
(CO: *Shiao-zhang* Mai Uhn Wa)				
House Tsang Xiao (2 Btns)	V/R	Taygeta	90%	A
(CO: *Shiao-zhang* Deanna Hatzinikita)				



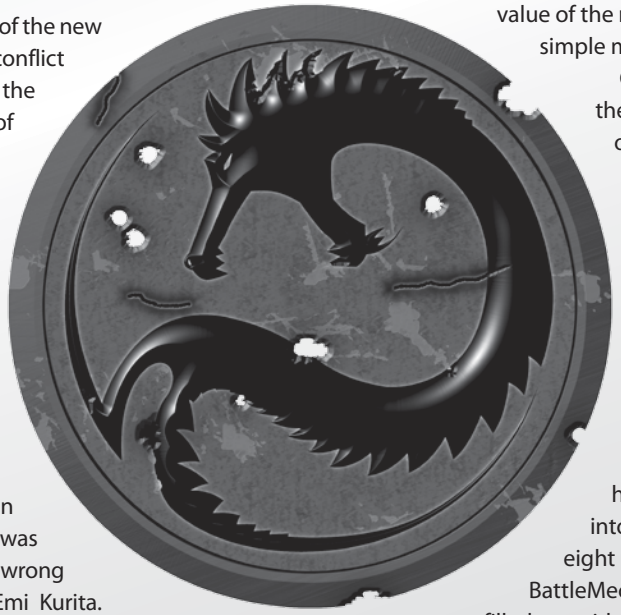
THE DRACONIS COMBINE

GENERAL REVIEW

The Draconis Combine Mustered Soldiery has conjured a fearsome apparition of the past. Not since the Second Succession War has their border reached so close to New Avalon. The accomplishment is due largely to their rapid buildup of forces to pre-disarmament levels.

The Dragon has faced multiple sources of internal dissent since the Blackout, including a series of assassinations of the Kurita line, and a brief civil war. Despite or in spite of these distractions, the DCMS quickly conquered the Draconis Reach thanks to Wolf's Dragoons and other mercenaries. This was followed by a surprisingly successful invasion of their ancient enemy.

It seems that the guiding principle of the new Coordinator's reign is to avoid internal conflict by attacking her neighbors. Thus far, the Federated Suns has borne the brunt of this, but the Combine's other neighbors are taking note and might take advantage of the Dragon's distraction.



NEW OLD DISTRICT

One justification for their increased military was the invasion of the Republic. This allowed them to reclaim many worlds of their old Dieron Military District. The reacquisition of this territory led to the appointment of the first Warlord of Dieron since before the Jihad. Katana Tormark was awarded the post but supported the wrong would-be claimant to the throne in Emi Kurita. The brief civil war that resulted led to the annihilation of Clan Nova Cat as a military force and brought about the latest in a long series of purges. The ISF was already busy rooting out suspicious elements in the wake of Coordinator Vincent's assassination when tasked with ensuring loyalty among all remaining troops. This has been most prevalent in the Dieron Regulars. Since the Regulars were reformed by Tormark, the ISF and the Coordinator suspected the troops to be loyal to their imprisoned commander. This has proved not to be the case. The troops in the four new Dieron Regulars regiments are descended in many cases from those who served the district before it was ceded to the Republic. It has become something of a joke among the other district Regulars that half the Dieron Regulars troops are actually ISF agents keeping watch over the rest. Warlord Kambei Okamoto has done nothing to quell such rumors. Instead he has thrown his troops into the invasion of the Federated Suns. This has resulted in a large number of casualties. Warlord Okamoto refers to such losses as "sharpening the blade by removing the unneeded bits."

BOLSTERING THE HEART

The DCMS only lost focus on the BattleMech as their primary implement of war during the interregnum between the Jihad and the Blackout. All other forces have always been deemed "lesser forces" aside from the brief period of reformation initiated by Coordinator Theodore I. *Gunji no Kanrei* Matsuhari Toranaga has prevailed upon Coordinator Yori Kurita to embrace once more the traditional philosophy. This policy has motivated troops in these supporting forces not to lose morale but to become more driven to prove their worth as warriors. The success of the invasion against the powerful combined arms forces of the AFFS is proving the value of the return to the old ways, even if it is not a simple motivational ploy.

Coordinator Yori kept only one of the Warlords of her predecessor. The obsequious Doppo Saito endeared himself to Yori with his enthusiastic support during the conflict with the Nova Cats. The most obvious was the defeat of the Nova Cat rebellion on Kagoshima two years ago. Warlord Saito deflects discussions regarding how closely the Nova Cats got to Black Luthien by reciting lists of casualties among the Pesht Regulars during that conflict. At his order, the surviving troops split into eight formations. At present, these eight regiments are composed of only one BattleMech battalion each until they can be filled out with additional 'Mech forces. This deficiency has allowed him to deploy most of his forces to rearguard actions during the invasion of the FedSuns. Thus far only the Third, Seventh and Seventeenth Pesht Regulars have fought the AFFS on the frontlines of the ongoing conflict.

Warlord Angmar Kyuzu of the New Samarkand Military District was Toranaga's hand-picked successor. Kyuzu commands the largest force of regulars. This is because the three regiments of Galedon Regulars to survive the Jihad were kept as such despite the relocation of the district capital. Kyuzu has been at the front along with his troops as they led the push into the Federated Suns near the Raven Alliance border. This salient has developed into a thrust towards New Avalon. Perhaps he hopes to be among the forces to land on the capital of the Federated Suns if the invasion continues to succeed. The opposition the DCMS has faced so far gives little hope of the AFFS preventing this turn of events.

The Benjamin Military District is commanded by Warlord Shichiroji Hayashida. Hayashida is the oldest of the Warlords by more than four decades. This has earned him the nickname of "the old man." His leadership of the district is a counterpoint to his role as a great-grandfather to nineteen and counting. He is tasked with securing a large portion of the border with the Rasalhague Dominion while also sending troops to support the invasion. Because of this, the number of troops in his regiments is on par with those of Warlord Kyuzu's. His three regiments of regulars were split into six. Priority assignment of academy graduates boosted these six formations to two battalions of BattleMechs each. Those assigned to the invasion have faced the AFFS with distinction all along the front. Hayashida has remained behind on Benjamin during the invasion, unlike the other Warlords. He responds with the calm of the aged when whispers of cowardice reach his ears. "None of my fellow Warlords," he was heard to say, "are holding off the Ghost Bears single-handedly."

PUNISHING THE ENEMY

The non-regular troops of the DCMS have also been increasing their numbers, in terms of formations. Normally, these forces fall under the command of the Warlord whose district they are deployed to. Toranaga has changed this long-standing policy to keep the non-district forces under his command directly. This has allowed him to direct the overall invasion without the infighting that has typified such DCMS-wide actions in the past.

The invasion has benefited greatly from the combined efforts of the ISF and DEST. The ISF activated cells of sleeper agents throughout border worlds in the Federated Suns. On other worlds, DEST troopers infiltrated and mounted campaigns to distract the local militias with terrorist attacks and guerrilla attacks. Especially in the Alliance Salient currently stretching its way toward New Avalon, the way for the invasion was paved in advance by bombings of key installations and the assassination of planetary officials. It is certain that the invasion would not have been as effective in such a short time without the efforts of these two covert agencies.

SECURING THE HOME

The recent upheavals have cast doubt on the ability of the ISF to carry out its duties. Director Ramadeep Bhatia has been put under scrutiny from the Coordinator but has risen to the challenge. Instead of committing *seppuku*, he avoided severe punishment by providing evidence that it was elements from newly-reclaimed worlds that caused the rot to fester. Since the greatest number of traitors was within Clan Nova Cat, whose autonomy had precluded serious infiltration by the ISF, it was into the Director's care that the scattering of the Clan's civilians was placed; the destination of many never proceeded beyond short-lived interrogation camps on the former Nova Cat worlds. This has ensured little opportunity for the Nova Cat survivors to mount any further rebellion while also elevating the Director in the Coordinator's eyes. After all, no other uprisings have manifested since the rebellion was put down.

The ISF has placed agents in all DCMS units. These include covert agents who keep watch while also using their excellent combat skills to good effect in their guise as MechWarriors, fighter pilots, tankers and infantrymen. Some troops chafe under the distrust while others apparently ignore it or are oblivious. Being embroiled in combat tends to distract one from such concerns of loyalty.

NAVAL ASSETS

As with most of the Inner Sphere's major powers, the Draconis Combine lacks the might of overwhelming WarShip power, and has instead focused its fleets around a combination of Pocket WarShips, assault DropShips, and aerospace fighter wings. The *Kyushu*-class frigate DCS *Draconis Wind*, and the DCS *Winds of Heaven*, an *Inazuma*-class corvette, now represent the full extent of the Dragon's WarShip fleet. Presently, we have placed both WarShips one to two jumps behind the Combine's advance into the Federated Suns, likely being held in reserve for an eventual assault on New Avalon.

STATE OF COMBINE READINESS

The rapid buildup of the DCMS demonstrated that they were awaiting the opportunity to catch the entire Inner Sphere by surprise. Whether they had intended to invade the Republic in the manner they chose is unknown. Perhaps they had intended to take the fight to the Raven Alliance or the Rasalhague Dominion. The developments regarding the Draconis Reach and the subsequent invasion of the Federated Suns could have been the plan all along. However, the significant changes the leadership of the DCMS and the Draconis Combine as a whole make those considerations largely academic. Once things stabilize, perhaps an accounting of might-have-beens can be carried out. Until then, what matters is the current state of things.

INDUSTRIAL STRENGTH

The reclamation of the Dieron Military District has returned a number of factory worlds to support the DCMS machine. This includes Quentin and Al Na'ir. Regarding the latter, the catastrophe there has impacted the proper operation of the Scarborough Manufacturers plant since so many of the skilled workers were killed. The conquest of factory worlds from the Federated Suns has seen the DCMS' ability to continue the conflict extended. Refugees from Robinson have reported output from the Robinson Standard BattleWorks already being put to use by the occupying Sword of Light regiments. Apparently, the invaders captured the families of the factory workers and are holding them hostage against the continued functioning of the factory lines.

In addition, a number of factory lines mothballed as part of the reduction in arms effort have been reactivated. Among these are the LexaTech plant on Hun Ho, Telfar BattleMechs on Midway, and Wakazashi Enterprises on New Samarkand. While these factories had not completely curtailed their production, manufacturing had been limited to support of existing units by producing replacement parts. Almost as soon as the Blackout began, though, full production began. This required conscripting large numbers of factory workers from the civilian populace of the factory worlds. In some cases, this has affected the local economy by nearly eliminating some industries entirely. For example, the fishing fleets of Midway have fallen into disrepair with all the fishermen converted into line workers.

THE NEXT GENERATION

The most critical element of the DCMS today is the training of new warriors. All of the military academies throughout the Combine radically increased their enrollments. The Sun Zhang MechWarrior Academy alone more than quintupled their number of cadets. These increases span the entirety of careers in the DCMS, with MechWarriors in training experiencing the most severe trials by fire since the Jihad.

The Sun Zhang MechWarrior Academy remains the most prestigious academy in the Draconis Combine. Even with the boost in enrollment, the quality of those admitted remains the highest in the nation. However, the need for MechWarriors that motivated the relaxation of admissions standards (from the top 0.01 percent to the top 0.1 percent) has reduced the quality of those at other institutions. The rapid buildup requires that the cadets are funneled to the Academy Cadres at an accelerated rate. However, even with the curtailment of instruction, the cadres have shown no decrease in quality as their warriors are transferred to various units. Because the various district regulars are most in need of troops, they are receiving exceptionally large numbers from the cadres, of which there are now six. This is likely to change as the front line forces take losses in the invasion.

Matsuida's New Samarkand Military Academy recently celebrated its seventieth anniversary. This academy had dedicated itself to combined arms warfare in the wake of the Jihad. Instead of committing to a greater focus on MechWarrior training, headmaster *Tai-sho* Elric Cherenkov simply increased the number of cadets across all training paths. The Jihad veteran learned the hard way that a lack of supporting forces can determine the course of battle in favor of the enemy. Therefore he chose to ensure that the so-called lesser forces would not lack the quality needed to compete with the Combine's various enemies.

The Algedi War College continues to supply excellent new officers to the Arkab Legions. These regiments were never disbanded as a concession by Coordinator Hohiro to the Azami Brotherhood after the Jihad. As the Combine reclaimed the Azami worlds from the Republic, the autonomy enjoyed under the Republic has been curtailed. However, the *Gunji no Kanrei* advised the Coordinator not to cause another internal struggle during the recent crises by forcing the Combine's will over the restive populations. The populations have responded well to this show of respect and the imams have consented to allow half the War College's graduates to be assigned to forces other than the Arkab Legions.

Once Dieron was part of the Combine once again, the construction of a new Dieron Military Academy began. This institute will not be fully operational for at least another two years, but limited instruction has already commenced on a cadre basis. The lack of a skilled faculty limits these graduates to lower grade postings like militia assignments. However, this could change once the invasion comes to a conclusion, whatever its outcome. Warlord Kambei intends to make this academy the rival of Sun Zhang. That aspiration is lofty and almost certainly unattainable, but it represents the warlord's intent to elevate the "new" district to the status it once enjoyed.

The Kajikazawa Gymnasium, once the Dieron District Gymnasium, apparently will not be relocated to Dieron. This academy still graduates up to two dozen quality MechWarriors each year just as it did while on Dieron. Now, however, the graduates are destined for service in the Benjamin Regulars. Additionally, KG also trains some of the best battlesuit troopers in the Combine. These graduates are more sought after than the MechWarriors. The squads graduate as a unit and find assignments with the non-district forces rather than with the regulars.

The mobile Proserpina Academy still resides in the DropShips of the Third Pesht Regulars. It is expected that these military education components will be reunited with the University of Proserpina now that the Combine reclaimed the world. In the meantime, it will continue as it has for the past seven decades by training promising cadets for the Third. These graduates are almost exclusively MechWarriors, though some aerospace pilots have entered the ranks through this route. The largest number of graduates since the Jihad was ten in 3125, with the average being just three to four per year. The invasion has actually prevented increasing the training since the Third are among the forces facing the AFFS.

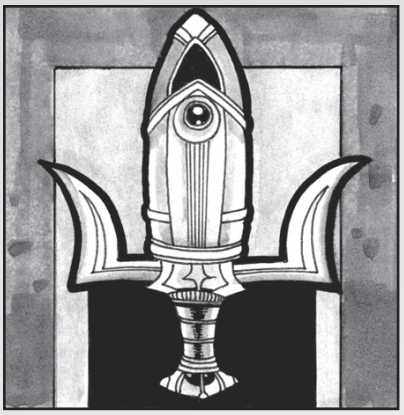
The Aerospace and Interstellar Institute on Midway has seen the largest effect of the Coordinator's order to bolster the size of the DCMS. MechWarriors remain the most desirable position in the DCMS, but none of the warlords discount the advantage of a skilled aerospace corps. AII remained busy training fighter pilots throughout the past seventy years, mainly to provide a defense against the skilled Snow Raven fighter pilots. As losses mount in the invasion, though, the demand for more pilots has increased tenfold. Unfortunately, AII cannot find enough qualified cadets to meet this demand. Until their output of pilots can be realized, the *Gunji no Kanrei* has been shuffling fighters from rear areas to other units closer to the front lines. If the situation does not change soon, *Chosho* Xander Manoku will be retired against his will.

The Sun Tzu School of Combat was heavily damaged during the recent civil war. As a result, there has been no instruction. This status might change once resources can be allocated to rebuild the facilities and staff them. The series of explosions that gutted the STSC were blamed on insurgent elements supporting the claims of Emi Kurita.

The Dover Institute for Higher Learning on Ashio is expected to operate as part of the training arm of the DCMS eventually. At present, though, there has been no effort made to replace the faculty that fled when the world was taken. Since the world was a prefecture capital and likely will be again, this academy surely will return to prominence.

Several academies have been mostly shuttered for the present conflict. These include Wisdom of the Dragon, the Pagoda for Luthien Officers and Kensai Kami. The graduates these schools provide are less necessary than simple troops for the front. Instead, their faculties have been reassigned to other academies or to command some of the Sun Zhang Cadres.

The proving grounds were terribly successful in filling the ranks of conventional forces after the Jihad. The number of such facilities decreased until the HPG Blackout. Once the DCMS found itself once again in need of filling those ranks, proving grounds were reopened in all districts. Benjamin's Osaka Fields was one of those which maintained uninterrupted operation which has been scaled up in recent years. Other district and prefecture capitals have tried to pattern theirs after Osaka Fields with varying degrees of success. Kaznejoy's Sterling Plateau Proving Grounds has developed a top-notch combat vehicle program. Oshika's Isuzaru Prefecture Academy, on the other hand, has only turned out low-quality infantry troopers destined for planetary militias at best.



BENJAMIN REGULARS

The Benjamin Regulars faced repeated raids by Ghost Bear forces since before the Republic was founded. When the Combine lost the Dieron Military District to the Republic, it fell to the Benjamin Regulars to bear more of the brunt of defending the nation from its Clan neighbors, while in earlier times they had been treated as sort of auxiliaries to their counterparts in other districts. With the weight of their nation on their shoulders, the Regulars rose to the occasion and honed their skills against their enemies in the Rasalhague Dominion.

The Regulars had grown closer to parity with the elite units of the DCMS in terms of their combat acumen when the Blackout hit. The series of conflicts that took place during the chaos whittled down the Regulars, but only in terms of numbers. Their skill level was if anything further improved.

When Warlord Shichiroji Hayashida was called upon to double the number of regiments in the Regulars, he faced a hard choice. The warriors in the Second, Seventeenth and Forty-third had been comrades in close formation for years. Splitting them up meant decreasing their combined skills until the new formations could be forged in the heat of combat. Hayashida is a samurai of the old ways and duty overrode his concerns. He kept companies together when possible, and lances when not. This preserved the unit cohesion of the base units. It would fall to their battalion and regimental commanders to forge them into the Coordinator's blade.

SECOND BENJAMIN REGULARS

The elite Second has been part of the invasion from its initial planning. The regiment ranks among the Sword of Light in terms of respect from the Coordinator and *Gunji no Kanrei*. Their combat with crack AFFS troops has taken a serious toll, though. After losing one of their BattleMech battalions to the reorganization of the Regulars, they have been understrength ever since. Losses during the Draconis March invasion have cost the Second a third of the two battalions they started with.

SIXTH BENJAMIN REGULARS

The Sixth Benjamin Regulars was reformed in honor of a regiment lost in the Jihad. Since they were founded with whole companies from other regiments, their small unit actions are impeccable. Their larger maneuvers, though, have yet to reach par with the standard set by Warlord Hayashida. Their recent defeat on Mallory's World was a prime example. The Sixth left nearly half its troops dead on the fields outside Colterville.

SEVENTEENTH BENJAMIN REGULARS

The Seventeenth has maintained their combined-arms specialization. Other combat commands have regressed to the old ways and regard MechWarriors as the only true warriors of their forces. The Seventeenth's choice has benefited them greatly. Strangely, though, they have been held back from the invasion of the Federated Suns. One would think they would fare well against the similarly-minded AFFS. However, Warlord Hayashida fears the Seventeenth might be embarrassed by their AFFS counterparts and wishes to avoid any stain on the honor of his most balanced troops. Thus they are stationed on Benjamin, securing their district capital and its Warlord. The fact that they were chosen was seen as a slight by some, while others recognize it as a true honor. The latter explain it to the former by comparing themselves to the Otomo or Izanagi Warriors, who remain on Luthien to defend the Coordinator.

FORTY-THIRD BENJAMIN REGULARS

The Forty-third remained in the district to maintain a strong defense against the Rasalhague Dominion. Their anti-Clan tactics paid dividends as they led the conquest of Port Moseby in 3143. This is the primary reason they have remained on the Dominion border, since their skills would not serve them as well against the AFFS. The regiment has faced little combat since. The worst was a raid by the Rho Galaxy's 300th Battle Cluster last year. They lost a lance of 'Mechs to the raiders before the defense solidified and the Ghost Bears were repulsed.

FORTY-FOURTH BENJAMIN REGULARS

The Forty-fourth Benjamin Regulars' troops twice failed to claim Vega prior to the FedSuns invasion. They were left on the Dominion border to secure it against any threats during the invasion, after proving themselves inadequate in the *Gunji no Kanrei*'s eyes. Thus far they have fared better on defense, repelling small raids by pirates and Dominion forces.

FORTY-FIFTH BENJAMIN REGULARS

The Forty-fifth Benjamin Regulars was assembled from the freshest troops of the three Regulars regiments. This leaves them the least experienced of the new regiments. However, their lack of long-time experience with their comrades made them those most flexible to the new situation. As a result, they have fared very well in the Draconis March, taking far fewer casualties than the Second or Sixth in the invasion.



DIERON REGULARS

It came as no surprise when the Dieron Military District was officially reborn in 3135 with the appointment of a new Warlord by Coordinator Vincent Kurita. Katana Tormark led the district in the continued invasion of the Republic. This reclaimed much of the former district for the Combine. Her efforts bore fruit and much of the former territory returned to Combine control. During the conflict, she made use of Nova Cat forces which forged a bond between them that would be their undoing. When Tormark supported Emi Kurita as heir to the throne over Yori, the Nova Cats were already rebellion, so she joined forces with them. The bulk of the DCMS stayed loyal to Yori, however, and the Nova Cats paid the biggest price. Tormark did not fare much better, with her current status unknown. She was imprisoned and expected to be executed. This might have already taken place without fanfare to avoid making a martyr of her.

Her replacement as Warlord was Kambei Okamoto. His first order of business was to cull the command ranks of the Dieron Regulars. These regiments had been formed by Tormark and could not be trusted. The commanders either disappeared outright or found themselves in the Legion of Vega. Much of the replacement personnel came from the ISF. This was not against the Warlord's wishes, since he actually requested it. Because he was not from the worlds of his new district, he could not trust the troops now under his command to be truly loyal to him. With the ISF keeping a close eye on his forces, Okamoto was free to focus on consolidating the territory now under his authority.

The Regulars fielded full regiments fairly quickly. Because they were already new additions to the DCMS, Coordinator Yori did not require they be split into additional regiments like the other district regulars. Instead, they remain on high alert due to the ongoing invasion. Their placement at the confluence of three borders has seen the Dieron Regulars experience continuous combat of varying intensity. This is in part due to the Dominion annexing worlds of the Combine's old Vega Prefecture and the constant probes over the Federated Suns border. Fortress Republic provides the only stable front for the district.

FIRST DIERON REGULARS

The First Regulars regiment remains on Dieron. This regiment has the largest population of ISF "observers" within its ranks because this was Tormark's favored unit. *Tai-sa* Shiro Watanabe was appointed by Warlord Okamoto. Since they both came to the district from the Izanagi Warriors, their loyalty is considered above reproach. Neither of them, however, is beloved by the troops of the First. The frozen relations began to thaw when Watanabe refused to occupy an office to conduct his duties. Instead, he stays in motion, always inspecting troops, overseeing training, or working to integrate his new officers. He is always trailed by a horde of messengers and bureaucrats, whose presence he barely tolerates.

SECOND DIERON REGULARS

The Second Regulars was formed shortly after the First. This is a unit much different from the one that was once the pride of the Dieron Regulars. That unit was lost in the Jihad. Hopes are high that this new regiment will live up to the reputation of their long-dead predecessors.

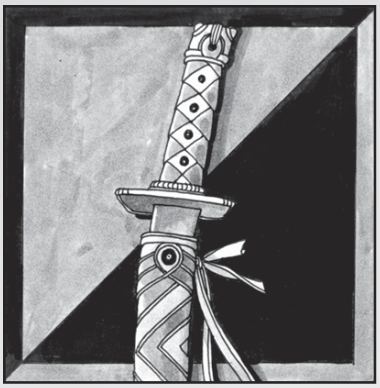
Tai-sa Harold Ryan is a strong proponent of combined arms. This has led to the Second's various forces having equal respect from their commander. The Dieron Raptors dominate the air, while the tank battalions of the Dragon's Scales support the Second's BattleMechs. The Atacama Marauders is a full regiment of battlesuit infantry and despite its recent vintage is a fearsome force on attack or defense.

THIRD DIERON REGULARS

The Third Dieron Regulars has been part of the push into the Federated Suns along the Republic border. Thus this regiment has been through some hard combat. The current posting on Errai gives the Third a modicum of space to regroup. An entire company of BattleMechs, plus a regiment of infantry and a battalion of tanks were lost with a JumpShip that simply disappeared in transit six months ago. This has left the Third at barely more than half-strength.

FOURTH DIERON REGULARS

The Fourth Regulars took its name not in honor of the former Warlord's force but to remember the fate of those who are disloyal. The Fourth did not support Tormark's rebellion and so this regiment has the least ISF agents within it. The Fourth is the lowest strength of the Dieron Regulars after facing the Third FedSuns Armored Cavalry. Many of their lost troops were captured, their equipment being used against their DCMS comrades. Among those lost was their commander. Warlord Okamoto wasted no time in appointing the most senior officer, *Tai-sa* Gerald Nixon to command the Fourth. This caused some friction among the Fourth, since Nixon is an armor officer who had been commanding Second Battalion of the Murchison Heavy Armored, the Fourth's armor regiment.



GALEDON REGULARS

The Galedon Regulars are a strange example of collective nostalgia since the former district capital was sterilized during the Jihad. The DCMS is usually very pragmatic, thus it is strange that the Galedon Regulars have persisted despite the emergence of the New Samarkand Regulars. Several theories have emerged to explain this. One explanation is that the Regulars are a permanent memoriam to those lost. Another is the unspoken commitment to repopulate Galedon and install the district command apparatus there again one day; thus, the Regulars are a living embodiment of that former command apparatus which will never die in the Dragon's view. Yet another theory is that the Warlords of New Samarkand command greater prestige and funding by having these three regiments serving them.

Whatever the true motivation might be, the Galedon Regulars have grown into one of the toughest and most focused units in the DCMS, especially as regards the Snow Ravens. Even though generations of warriors have come along since the world disappeared from maps of the Inner Sphere, the fervor of these troops who never set foot there is instilled the moment they join the Regulars.

The Regulars were the bulwark of the Raven Alliance border for decades. It was the *Gunji no Kanrei*—while he was Warlord—that deployed them to the Federated Suns border. He kept them satisfied fighting Snow Ravens by ensuring their bases were always close to both borders. Toranaga gradually curtailed the unauthorized raids into the Alliance by ordering raids into the Federated Suns. These were instrumental in gauging the AFFS' readiness prior to the invasion. This enabled the Regulars to serve both their district and the Combine by paving the way for the conquest of the Draconis March. This was followed by being on the leading edge of the advance into the midst of the Combine's most-hated enemy.

The Regulars special position within the district did not prevent their ranks being culled to increase the number of regiments on the rolls. Each regiment lost a battalion to bolster the ranks elsewhere.

FIFTH GALEDON REGULARS

The battle cry of the Fifth is "Remember Galedon!" Whenever their duty station changed prior to the invasion, their first of business was to raid all Raven Alliance worlds within three jumps. This was to let their neighbors know who was keeping watch over them across the border. It never earned the appreciation of the civilians on the worlds raided, but it gained the Fifth serious respect from the Alliance.

Since losing a third of its 'Mechs, the Fifth's effectiveness seemingly decreased by a greater degree. Since taking moderate losses in the initial push that became the Alliance Salient, they have been regrouping on Capra and waiting for their next posting to the front.

The Fifth grew expert in Clan tactics from facing the Snow Ravens for so many years. Because of the aerospace focus of their enemy, the Fifth has long boasted one of the largest aerospace fighter contingents in the DCMS. Their two wings of fighters outmatched the Raven Alliance pilots on many occasions, though sometimes through weight of numbers. Even in those cases, though, the honor and nobility of these pilots, samurais all, was beyond reproach. The two wing commanders, *Sho-sa* Mariano Ramirez and *Dai-i* Ichiro Sato, have both turned down opportunities to join the Second Sword of Light's wing. Neither of them is willing to leave their comrades in the Regulars.

SIXTEENTH GALEDON REGULARS

The Sixteenth has been restless since being transferred away from the Alliance border. The troops have taken their frustration out on the defenders of the Draconis March. They have been relentless in their assaults on the AFFS and took heavy losses on McGhee to the Fourth Robinson Strikers and to the Second New Ivaarsen Chasseurs on Barlow's End. Their savagery is amplified against mere militia enemies; their systematic extermination of the planetary militia on Rowe just a few weeks ago was nothing short of terrifying. That most of the capital city of Kirstie was leveled in the punitive action made no difference to the stone-faced Sixteenth.

Unlike the Fifth, which focused on aerospace combat to engage the Snow Ravens, the Sixteenth's emphasis is brutal and savage ground combat. Thus the upgrade of the 252nd Regular Infantry to an assault battlesuit regiment, and the addition of the Nest Reavers, a regiment built around fast hovercraft and assault tanks. The Sixteenth's aerospace element, a half-wing known as the Raven Hunters, is deadly when making ground attacks but less skilled in space combat.

NINETEENTH GALEDON REGULARS

The Nineteenth was forced to fall back to Le Blanc after taking serious losses on Doneval II. With a third of their remaining BattleMechs lost to the enemy, they elected to dig in and prevent the AFFS from counterattacking and driving a bulge into the current battle lines. This has done little to endear *Tai-sa* Hideki Hendersen to the Coordinator.



NEW SAMARKAND REGULARS

The New Samarkand Regulars are the favored regulars of the Combine. This is because the *Gunji no Kanrei* was the district warlord and he continues to prioritize their regiments over those of the other districts for supplies and personnel. This serves to keep the district well-defended, which guarantees that he continues to enjoy the support of the people.

Warlord Angmar Kyuzu is the beneficiary of his predecessor's favor. He commands the largest number of regulars, since the three regiments of Galedon Regulars also fall under his aegis. When he was tasked with splitting his forces to form new regiments, which required losing some of his troops to the other districts and to the non-district forces, he sent only the greenest of his forces. By reorganizing those who remained, Kyuzu was certain to have the best quality troops from those he started with. This did not endear him to the new troops' commanders, but he only concerns himself with the approval of the Coordinator and the *Gunji no Kanrei*.

FIRST NEW SAMARKAND REGULARS

Even losing a battalion of BattleMechs has not impacted the First's combat ability. Because they were founded as a combined-arms regiment, losing some 'Mechs did not cripple them. With their conventional forces intact, *Tai-sho* Alejandro Appleton reassured the warlord that his troops would suffer no difficulty securing the border. As they stare across the border at the Raven Alliance, they don't fret their depleted 'Mech numbers. The First has complete confidence in their fighter wing to match the Ravens, who have never been able to compete with the First on the ground.

SECOND NEW SAMARKAND REGULARS

Some of the Second's personnel were transferred to the new Second Dieron Regulars when that regiment saw its numbers culled after the rebellion. These were descendants of those who had served in the first unit of that name. This left behind those whose ancestors hailed from the regiment's current district. The transfers reduced the overall skill of the Second, but those who remained are fanatical in their loyalty. This is because they believe they remained behind due to their Warlord's favor. The heavy losses the Second absorbed taking Tsamma showed the effect of relying more on loyalty than skill.

SEVENTH NEW SAMARKAND REGULARS

The Seventh New Samarkand Regulars was created in the wake of the Second Combine-Dominion War when the DCMS skimmed two battle-hardened battalions from two other Regulars regiments that had been purged of Black Dragon influences. In reaffirming their fealty to House Kurita, the warriors of this regiment took an oath to never again forsake their connection to the Dragon. The Seventh has since seen action against Davion, Raven, and pirate forces. *Tai-sa* Henrietta Margolis maintains strict discipline over the understrength regiment, and her stalwart actions during the assault on Palmyra won her the Bushido Blade.

TWELFTH NEW SAMARKAND REGULARS

The Twelfth has been assigned to defend the district capital. Like their fellow regulars, the Twelfth counts only two battalions of 'Mechs to its name. The Twelfth's fighters are skilled but exhausted from *Dai-i* Michael Yamaguchi's ceaseless patrols. This has *Tai-sa* William Halka worried that if a Snow Raven force arrives the defenders will fold like an origami swan. The two officers nearly came to blows in a staff meeting last year. Whether they can work out these differences without a duel remains to be seen.

TWENTIETH NEW SAMARKAND REGULARS

The Twentieth is a new formation for the Regulars. It was founded with officers from other commands, including survivors from the Third Regulars after their disaster on Vega. Fresh academy graduates filled out the ranks. Warlord Kyuzu is reluctant to throw them into the invasion for fear they will be wiped out and has assigned them to secure rear areas of the invasion. This will not last forever, but Kyuzu hopes to delay it until the regiment's constant training can reduce the casualties they will suffer.

TWENTY-SECOND NEW SAMARKAND REGULARS

The Twenty-second is Warlord Kyuzu's preferred offensive regiment. The BattleMechs skew to high tonnages, while the tank brigade (The Cold Dish) is primarily fast, light vehicles which flank the enemy as the 'Mechs move in. The aerospace wing took severe losses just a few months ago, leaving just one full squadron, which hampered the conquest of Cimeron. The two regiments of jump infantry have been essential in securing critical targets while the other components engage the enemy.

FORTY-FIFTH NEW SAMARKAND REGULARS

The Forty-fifth bears no resemblance to the Dieron Regulars regiment they once were. The regiment no longer specializes in small unit actions. Instead, *Tai-sa* Angella Siu adeptly commands the entire force simultaneously from her *Cyclops*. The coordination of the entire force often overwhelms their opponents, as it did on Bremond where they took hardly any losses despite relying on just two battalions of 'Mechs.



PESHT REGULARS

The Pesht Regulars are the smallest regiments among all the district regulars. There are eight regiments on the rolls, but none of them boast more than a single BattleMech battalion. The buildup for the invasion passed the Pesht Regulars by because Warlord Doppo Saito is such a weak-willed man. His sycophantic demeanor kept him in his position with the change in leadership but the *Gunji no Kanrei* has little patience for such behavior.

Without protest, Saito voiced no protest when the BattleMech forces earmarked for the Regulars instead went to other units to support the FedSuns invasion. Instead, his meager remaining forces remain at battalion strength. The Coordinator expressed concern but was mollified when told that the Pesht Regulars would not be on the front lines. Instead they were to secure rear areas rather than face crack enemy troops. Most of the Regulars regiments are in garrison posts in the Pesht and New Samarkand districts, though some are entrusted with guarding staging areas for the invasion.

THIRD PESHT REGULARS

The former Third Proserpina Hussars remains the standard setters of the Pesht Regulars. The Third's troops understood when most of their 'Mechs were transferred to other units and no complaints were to be heard. However, when Proserpina was finally part of the Combine once again the troops were informed they would not be permitted to reform the Hussars. Their posting near the invasion front, just a few jumps from their ancestral homeworld, has not sat well with the Third's officers.

SIXTH PESHT REGULARS

The Sixth is considered Warlord Saito's personal guard. He kept the regiment, depleted though it has been, on Pesht to secure the district capital from potential attack by the Rasalhague Dominion. The troops would rather be among their fellows in the invasion. Most of them fear that they will never have the chance to earn the honor such duty could deliver. Thus, most of those who departed volunteered for the transfers, hoping to seek glory against the Combine's enemies.

SEVENTH PESHT REGULARS

The Seventh is used to being starved of supplies. The regiment's posting close to the invasion front, though, presented too good an opportunity. Despite being among the lowest priority units for supplies and materiel, the Seventh currently boasts the largest 'Mech complement of the Regulars. This would normally attract the attention of the ISF or other investigators, but the chaos of the invasion has rendered such "acquisitions" trivial in the greater scheme of things.

TENTH PESHT REGULARS

The Tenth distinguished itself from the other Pesht Regulars during the recent civil war. This saw the regiment requested personally by the Coordinator to serve among the defenders of Luthien. If such a posting had occurred outside of wartime, the Tenth would be guaranteed a favorable supply stream. The current situation, though, has relegated them to their usual status of last in line for personnel and materiel. The troops bear this stigma with pride, though, since it was under such poor supply that they attracted the Coordinator's favor.

SEVENTEENTH PESHT REGULARS

The Seventeenth was the first new formation created under Yori's order to increase the number of Pesht Regulars regiments. Warlord Saito chose to honor the Coordinator with the unit's nickname, in as clear a case of brown-nosing as one might find. Because these troops came from the Third, they are among the best of the brigade. Thus, the Seventeenth was posted near the front, currently securing the minor factories on Galtor III.

NINETEENTH PESHT REGULARS

The Nineteenth remains on its assigned homeworld of Bjarred. The regiment is so new that it has not yet unified the paint scheme of its vehicles. Nevertheless, the troops of the Nineteenth are tasked with securing the Periphery border against any pirate adventurism. This would be a tall order even in times of peace with a full-strength BattleMech contingent. *Tai-sa* Lorenzo Provenzano considers it an impossible demand. He has dispersed his fighter, tank and infantry assets, hoping they might stave off any raiders long enough to allow for his 'Mechs to arrive.

TWENTIETH PESHT REGULARS

The Twentieth was founded on the prefecture capital Albiero. Nearly all the conventional forces came from the militia force. This enabled the Twentieth to field a larger overall force than the other three new commands, even if the BattleMech force is as small as the rest of the Regulars. Their posting across the realm on Korramabad has left them isolated as they are tasked with anti-piracy duties.

TWENTY-FIRST PESHT REGULARS

The Twenty-first was drawn partially from the Sixth with the rest of the troops being those recent academy graduates not desired by the premiere non-district forces of the DCMS. Thus, while they might be "the Pride of Pesht", they are actually little more than the Dragon's castoffs. The Twenty-first is green and lacks an overall identity as a regiment, but the posting to the Ghost Bear border bolstered its warriors' confidence nonetheless. As they have yet to face a raid of notable strength, that could change.



GENYOSHA, OTOMO, AND IZANAGI WARRIORS





The Genyosha regiments continue to boast full BattleMech contingents. The First Genyosha have been busy securing the Dominion border against the Ghost Bears while the invasion progresses. The Second Genyosha has been keeping pace with the Fifth Sword of Light in the thrust towards New Avalon. The Genyosha are one of the few commands in the DCMS that report directly to the Coordinator. *Gunji no Kanrei* Matsuhari Toranaga initially tried to redirect their chain of command through him, but this request was ignored by the Coordinator and the Genyosha commanders. Both regiments maintain the strict adherence to duty and honor, along with aspirations to be the greatest warriors among the DCMS. The combination has maintained the high regard of the command by allies and enemies alike through the century and more since Yorinaga Kurita created the First Genyosha.

The Otomo continues to guard the Coordinator at all times. The samurai of this regiment are considered the most self-sacrificing among the DCMS. All of them are willing to give their lives to fulfill their duties, provided the loss does not come at a small price to the enemy. The Coordinator personally selects the warriors who are considered worthy of joining the Otomo, although the current membership was vetted by the *Gunji no Kanrei* in her place. Those chosen for the honor first undergo severe investigation of their background by the ISF to ensure they cannot be compromised in their service. The ISF put all unit members under intense scrutiny after the civil war was won, since many of the troops had served prior to Coordinator Yori's ascent. The ranks were briefly depleted as some of those troops never returned to their comrades.

Like the Otomo, the members of the Izanagi Warriors are supposed to be selected by Coordinator Yori herself, but the *Kanrei* "handled that duty" for her to ensure security, as he did with the Otomo. These troops are put through the rigors of investigation by the Order of Five Pillars instead of the ISF, over the latter's objections even after Emi Kurita's rebellion. Like the Otomo, the troops all underwent a second round of interrogations to validate their loyalty to the present Coordinator and no one else. Surprisingly, not a single trooper was found wanting.

FIRST GENYOSHA

The First Genyosha's commander, *Tai-sa* Willard Graves, had hoped to join the invasion of the Federated Suns. After all, it was the unit's founder who killed First Prince Ian Davion on Mallory's World in 3013. Understandably, he had hoped the most recent conquest of that world would be given to the First. The Dominion annexation of the Combine's former Vega Prefecture (more recently the Vega Protectorate), though, forced the Coordinator to keep the unit on the border with the so-called Vega Protectorate. The First are currently in a defensive posture with so little in the way of support in the region. Once the invasion is resolved in one way or another, he expects to lead the liberation of the former Combine worlds from the clutches of the Rasalhague Dominion.

SECOND GENYOSHA

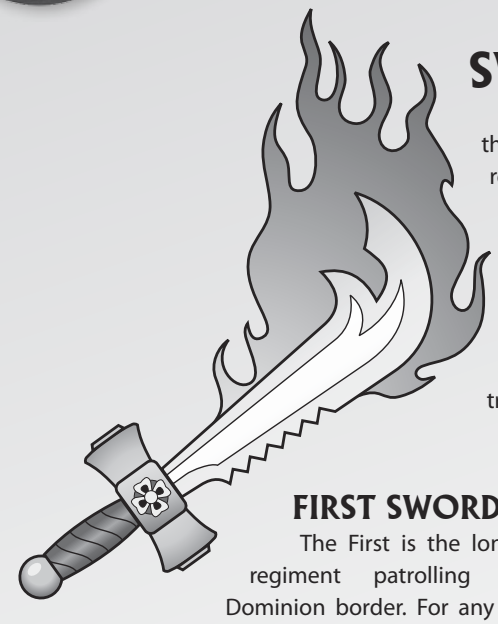
The Second Genyosha was part of the initial thrust into the Federated Suns near the shared border with the Raven Alliance. This push has turned toward New Avalon about the pivot point of Mokane, which the Second secured before moving on to Sullivan. They are consolidating their position at present, which requires some reshuffling of their personnel to make up for the losses they have sustained. The armor and infantry remained behind on Mokane but are expected to link back up with the 'Mechs and fighters preparatory to the Second's next step toward the Federated Suns capital.

OTOMO

Tai-sho Rikichi Kodani has drawn some raised eyebrows of late. While other units struggle to fill the ranks of their mandated additional regiments, the Otomo's commanding officer has refused to slacken his own personnel acquisitions. The Otomo now carries more than a full regiment of BattleMechs and an expanded battalion of battlesuit infantry. Kodani justifies this because of the current war footing. He will endure the criticism of those not tasked with securing the Coordinator's person because he knows the additional security is most needed during times of such distraction. He recalls the death of Coordinator Vincent as a failure of the Otomo, who had grown lax in their duties. The Otomo will never falter again while he lives.

IZANAGI WARRIORS

The Dragon's Claws are led by *Sho-sho* Kitsuju Teramoto. Teramoto is a distant relation to the *Gunji no Kanrei*, and was appointed to the command position on recommendation of Toranaga. The Coordinator only issued the promotion after a private interview with Teramoto. There is a slight amount of friction between the Warriors and the Otomo. The latter considers the post-civil war investigation of the Warriors a sham concealing conflicted loyalties, since none of the Warriors were removed from their posts. The tension is minor, though it has already resulted in several honor duels between aggrieved parties. The Coordinator has elected to let her bodyguards settle the matter between themselves rather than intervene on one side or the other.



SWORD OF LIGHT

The Sword of Light has always been the premiere brigade of the DCMS. The invasion of the Federated Suns has shown their skill for all the Inner Sphere to see via unhindered HPG reporting of their victories. Robinson fell under the guns of the Seventh and Eighth, while the Fifth has been at the spearhead of the Alliance Salient stabbing deep into the Suns. These three regiments have paid for their gains by losing a third of their 'Mech forces against defenders as fanatical in their hatred of the Dragon as the Sword of Light is in devotion to it.

Unlike the district regulars, the Sword of Light has not had to cull their ranks to add the two new regiments of the Second and Fourth. Instead, the valuable troops given up by those worthy forces have been used to populate these elite units. The most trusted of these troops guards Black Luthien itself, while others are trusted with warding the Dominion border.

FIRST SWORD OF LIGHT

The First is the lone Sword of Light regiment patrolling the Rasalhague Dominion border. For any other DCMS unit, being stationed alone within close proximity of four large formations of Ghost Bear troops might cause some consternation. Not for the First, though. *Tai-sho* Theodore Ichiriu volunteered the First for the posting. The First might be missing out on the invasion and the honor to be won there, but this regiment's troops consider such pursuits beneath them compared to the sacred duty of protecting the Dragon.

SECOND SWORD OF LIGHT

The Second was absent from the DCMS rolls since their Black Dragon corruption revealed itself at the Jihad's outset. Coordinator Vincent's decision to reactivate the tainted unit was questioned by his warlords. Yori declared that those who caused the taint were long dead along with their perverting influence. Thus the premiere DCMS regiment was reborn. Their ranks were filled with the best of the best from throughout the DCMS. This mish-mash of personnel would normally result in a low collective skill while the troops grow accustomed to one another, but not for the Second. The regiment is once more regarded as the Coordinator's Own, and their posting to Luthien reflects this.

FOURTH SWORD OF LIGHT

The Fourth was commissioned soon after the Coordinator reformed the Second. As with that regiment, the Fourth drew its troops from throughout the Combine. Because of their selection for such a worthy regiment, the loyalty of these troops rivals that of any other unit in the DCMS, including the Second Sword. The troops had hoped to join the invasion once it started, but thus far they remain on Irece. They are stationed in former Nova Cat warrior housing while conducting live-fire exercises to keep their skills sharp.

FIFTH SWORD OF LIGHT

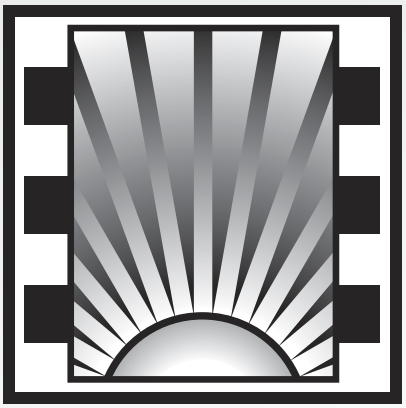
The Fifth honed their skills through the decades since the Jihad repulsing Ghost Bear raids up and down the Dominion border. They would later be humbled by the Twelfth Vegan Rangers on Vega. When they joined the invasion to open the corridor some call the Alliance Salient, the defending AFFS and militia troops were as grain to a reaper. They consider themselves above the rabble they are facing, despite having lost a third of their 'Mechs and half of their fighters and tanks to the fanatical defenders. They hope to avenge themselves against the Rangers, despite that unit's deployment against the Capellans.

SEVENTH SWORD OF LIGHT

The Seventh was the first DCMS regiment to land on Robinson. Their assault on the capital made heavy use of the lessons learned by the DCMS in the First and Second Succession Wars. The proud Seventh drove headlong into the stolid Twentieth Avalon Hussars, opening the door for the Eighth to exploit. They lost a third of their warriors in the assault, with far worse casualties among their lesser forces. The Forty-fifth Recon was lost to a man, while the Ninety-ninth Lancers have barely a battalion remaining. The Seventh's executive officer, *Chu-sa* Moishe Tolkowski, assumed command when *Tai-sa* Lawrence Pinkett was killed during the assault on Beuller.

EIGHTH SWORD OF LIGHT

The Eighth followed closely on the Seventh's heels in arriving on the soil of Robinson. The cost for the Eighth was just as high. The 243rd Aerospace lost ninety percent of their fighters clearing the space for the DropShips to make planetfall. The lack of air cover cost the regiment greatly. The regiment's casualties were thirty percent to the BattleMech regiment, while the Savage Dragons, a mixed regiment of jump and battlesuit infantry, now carry just a company of walking wounded. The Cost of War, the Eighth's tank regiment, left an entire battalion in smoking ruins along the approaches to Robinson Standard BattleWorks. The commanding and executive officers were both killed in the conquest of Robinson, leaving command to *Shu-sa* Lincoln Marovitch, commander of Third Battalion.



SUN ZHANG CADRE

The Sun Zhang MechWarrior Academy has been among the best academies in the Inner Sphere for centuries. The four years of instruction are among the harshest classroom curricula, hardening the students for their eventual service in the cadre. Everything in this academy is geared towards competitiveness. None of the students wish to be the last in the class. Rather, all of them seek to claim the Dragon's Claw, awarded to the top graduate each year since 3125. It is the earliest decoration an officer can receive and is a highly coveted award.

The rigors of recent years have strained the resources of the academy. The Accelerated Studies Program, originated by Coordinator Theodore nearly a century ago, has been reinitiated. Thus, the best cadets are whisked away to line units before they can serve in one of the cadres. This aids those units in bulking out their forces to meet the demands of the Coordinator and *Gunji no Kanrei*, but it starves these cadets of the completion of their training. In addition, the cadres have received the same order to expand their rosters, with the Seventeenth, Eighteenth and Nineteenth being added to the rolls. Filling these ranks will be accomplished with the tenfold increase in enrollment at the academy, provided the ASP is curtailed.

FIFTH SUN ZHANG CADRE

The Fifth has been the elite regiment among the cadres for over a century. It is the only cadre unit with its own regimental insignia and it takes in the best cadets from the academy. Because of the formation of three new regiments, the Fifth is at just two-thirds 'Mech strength. The members of this regiment are destined for the premiere regiments of the DCMS. They are posted on Luthien, where the Second Sword of Light plans to accept some of their number to replace its own recent losses. The Fifth's tank and battlesuit regiments and their aerospace wing are all at full-strength.

THIRTEENTH SUN ZHANG CADRE

The Thirteenth are currently stationed on Pesht. These fine troops lack the full complement of conventional assets that the Fifth possesses. However, while these troops are from a slightly lower tier of ability as the Fifth, their devotion to duty is no less fanatical. Their jump infantry regiment is among the best in the DCMS, with the whole expected to be transferred to the invasion front as a full unit, something which occurs but rarely for the cadres. The aerospace wing is supplied with fresh output from their sponsor, Wakazashi Enterprises.

SIXTEENTH SUN ZHANG CADRE

The Sixteenth are among the forces trusted to defend Benjamin from potential Ghost Bear attack while much of the Benjamin Regulars are occupied with the invasion. The Sixteenth was personally requested by Warlord Shichiroji Hayashida who counts a grandson as a battalion commander and a great-granddaughter among the fighter pilots. Their posting is not so he can keep them safe, but so that he can personally evaluate their skills. Their exemplary performance has placed them in line for command positions in open Benjamin Regulars billets of their choice. The rest of the cadre simply tries to keep up with them.

SEVENTEENTH SUN ZHANG CADRE

The Seventeenth drew its ranks from the newest members of the three older regiments. Because its troops were not as green as those of the other two new regiments, the Seventeenth was entrusted to aid the defense of the newest District capital, Dieron. These fine young troops consider it a mark of pride that they were chosen to keep Dieron free from foreign occupation. In truth, their presence is more of an audition for the depleted ranks of the First and Second Dieron Regulars, where most of the Seventeenth's MechWarriors are bound.

EIGHTEENTH SUN ZHANG CADRE

The Eighteenth represents most of the Class of 3143, still green despite their obvious skill. The Coordinator supported the *Gunji no Kanrei*'s bid to blood them on the front. The Eighteenth have been sheltered for the most part by a posting just behind the lines. Their participation in combat has been minor thus far, though their lack of skill was obvious. *Tai-sa* Hideki Montoya has requested a position in the next wave of the invasion, hoping his troops can prove themselves against the enemy.

NINETEENTH SUN ZHANG CADRE

The Nineteenth is the greenest of all the cadres. This was never more obvious than when the planetary militia on Exeter destroyed a company of their 'Mechs before they had fully secured their DropShip deployment zone. The Nineteenth were pulled back to Homam to regroup and garrison the supply depots there. Embarrassed by this, these troops are eager for another chance to prove themselves—a chance that could come soon. Their commander, *Tai-sa* Ramanathan Kurita, is a very distant cousin to the Coordinator, and hopes his next action can make up for the disgrace of his last.

GHOST REGIMENTS

The Ghost Regiments were among the units that disappeared from the DCMS rolls after the Jihad. They reappeared at the start of the invasion with the same effect as during the War of 3039. The *Gunji no Kanrei* did not want to trust these *yakuza* troops and sent them to the front of the invasion to prove their loyalty. They have done so, distinguishing themselves against the AFFS forces all along the front. Unfortunately, the troops are possessed of the same motivations as those who were disbanded decades ago: they seek every opportunity to loot and plunder the territories they pass through. This is to pay tribute to their *oyabun*, in part, but also because these troops are of the criminal and lower castes. Finding a fortune "the old-fashioned way" is perhaps their only means to attain a better station in life. The irony that it is the MechWarriors who are resorting to such actions; if they simply dedicated themselves to higher ideals, their warrior status would guarantee better treatment from the Combine as a whole.

There is a constant struggle between the two commanders the troops acknowledge. The *Gunji no Kanrei* considers the Ghost Regiments his troops, since they are not associated with any particular district. The yakuza *oyabun* regard the troops as their vassals. This is the legacy of the poor supply situation that would see the Ghost Regiments starved of needed materiel without the black market offerings of the yakuza. Because he considers the unworthy, *Gunji no Kanrei* Toranaga has kept the Ghost Regiments on the invasion front with no plans to rotate them out. The troops have surprised him with their ferocity against the Federated Suns defenders. "They lay down their lives like warriors," a surprised Toranaga was heard to utter in a staff briefing.

FIRST GHOST

When the First was busy taking David, it was leap-frogged by the Sixth Benjamin Regulars for Mara. *Tai-sa* Seijun Noketsuna was outraged at having their target taken from them. The warriors of the First vented their rage on the capital city, Sling. Once the First was done, the city was uninhabited and large portions had been rubbled. This came to the attention of the First Ceti Hussars LCT on Elbar who launched a reprisal raid. The First Ghost held out and the AFFS unit retreated, but they had lost two of their BattleMech companies because of their lack of discipline. Noketsuna was not removed from command, but *Kanrei* Toranaga's communiqué regarding the failure to perform his command duties was explained in blunt terms. Another such failure would cost Noketsuna his life, which Toranaga suggested would be better off lost in combat than at public execution.

FIFTH GHOST

The Fifth lost half their conventional regiments when their DropShips were shot down by the fighters of the Rochester planetary militia. This was because the Fifth Ghost Aerospace chose to launch ground attacks instead of providing air support as ordered. *Tai-sa* Toshio Hayashi had the commander of the fighter wing executed publicly after the world was pacified. This action let the surviving troops know he would brook no such behavior in the future. So far, Hayashi has survived five reported assassination attempts seeking to remove him from command. His strict demeanor has endeared him to the *Gunji no Kanrei*, but the discipline Hayashi needs from his troops is slow in development. Hayashi has taken care of some of his detractors by throwing them against the AFFS defense time and again. That he has taken nearly fifty percent losses to his 'Mech regiment is the price of obtaining proper behavior from his troops.

SEVENTH GHOST

The Sakhara Academy Training Battalion made up for their lack of skill with ferocity. The Seventh Ghost 'Mechs outnumbered the cadets' two to one, not counting the Seventh's supporting elements. However, these cadets were defending their academy and sold their lives dearly. The Seventh lost a third of the 'Mechs, all their infantry and all but a company of their tanks. It was the Seventh Ghost Aerospace that turned the tide, losing half the wing making suicidal strafing runs to occupy the defenders as the Ghost 'Mechs moved in for the kill. *Tai-sa* Takeji Yoshizawa won the Silver Claw for claiming nine 'Mech kills taking Sakhara IV, and is a serious candidate to win the Katana Cluster if his performance in subsequent campaigns show that this performance was not a fluke owed to the inexperienced opposition.

ELEVENTH GHOST

The Eleventh's losses were made up with the remnants of the Tenth Ghost, after both commands were mauled by the Davion Light Guards on Brookeland. The world was won, but at a high cost. However, the Eleventh is now poised to take their two battalions against the AFFS in the next wave of the invasion. Staging from Pascagoula has enriched them, though the renowned gem markets of Garnet City may never recover.



LEGIONS OF VEGA AND RYUKEN



The Ryuken has been reconstituted to six regiments. Even at the start of the Jihad they had just five regiments. These regiments have had the opportunity to prove their merit next to those troops they were first commissioned to emulate. Because Wolf's Dragoons showed extraordinary skill in seizing the Draconis Reach, the Ryuken regiments as a whole realized they had to exhibit the same level of dedication and excellence. Their performance so far across the invasion front has left little to indict them.

Once *Gunji no Kanrei* Matsuhari Toranaga ordered the DCMS brigades to increase the number of regiments under their banners, the Legions of Vega suffered in two ways. First, those warriors who had shown the most improvement in their time with the Legion were transferred out to more worthy units. This left the Second and Seventh depleted to less than two 'Mech battalions each, like many other lesser regiments. Then, the Legion's new regiment, the Eighth, was populated with the unwanted problem children of regiments across the DCMS. Because of these changes, the Legions are filled with many highly-motivated troops who hope their stays are only temporary.

RYUKEN-NI

The Ryuken-*ni* hit New Ivaarsen like a tsunami. Using the classic overwhelm tactics of Wolf's Dragoons, they pinned the defenders in place and hammered them with terrible firepower. Combining their fire on individual enemies, sometimes a company at a time to put down enemy assault 'Mechs, sowed terror among the troops opposing them. The Ryuken-*ni* took heavy casualties from the First New Ivaarsen Chasseurs, but the world was won.

RYUKEN-SAN

The Ryuken-*san* are currently tasked to hold open the corridor some call the Alliance Salient. The regiment's recent raid aimed at destroying the Point Barrow Academy Training Battalion on Nagel taught the Ryuken-*san* a lesson. Instead of deploying a force large enough to annihilate the cadre unit, they sent just one battalion of their own 'Mechs. The cadets were prepared for their arrival and made the Ryuken-*san* pay for their overconfidence. The Strength of the Dragon fell short as the prepared defenders claimed three times as many kills as the Ryuken-*san* did.

RYUKEN-GO

The elite Ryuken-*go* took only moderate losses wiping out the Third Ceti Hussars LCT on Deshler. The regiment's follow-up assault on Marduk met with unexpected resistance. While the world fell in short order, a guerrilla war waged by the resistance has hindered the regiment's further progress. The Ryuken-*go* is unwilling to punish the civilian populace for the actions of the insurgents, but their resolve is waning as the *Gunji no Kanrei* grows impatient.

RYUKEN-ROKU

The Ryuken-*roku* pushed the Second New Ivaarsen Chasseurs off Rowe at a high cost to the defenders. The Second left more than half their 'Mechs dead on the field before retreating to Sun Prairie. The Ryuken-*roku* are preparing to launch a follow-up attack to destroy the Chasseurs before they can dig in. In the meantime, the regiment is salvaging the most workable wreckage on Rowe and using it to replace its own lost equipment.

RYUKEN-NANA

The Ryuken-*nana* distinguished themselves alongside the Seventh and Eighth Swords of Light in the assault on Robinson. *Sho-sho* Kintomo Kido had his regiment pin the Robinson Battle Academy Training Battalion in place and exterminate them on the academy grounds. The other units faced on Robinson left a deeper scar, with nearly half of Kido's BattleMechs destroyed. Kido had to appoint a new commander for his armor regiment, which currently numbers barely a company.

RYUKEN-HACHI

The Ryuken-*hachi* is the newest of the six Ryuken regiments. This regiment has carried on a competition with Beta Regiment of Wolf's Dragoons. Thus far, the troops of Ryuken-*hachi* have kept pace with their mercenary comrades, world for world. The ill-advised, reckless game has seen both units suffer comparable losses, because their haste leads to bad decisions.

SECOND LEGION OF VEGA

The Second is the only Legion of Vega regiment to take part in the invasion. The Second's warriors are not lacking in courage, though their assigned targets have so far had only militia defenders. The minor casualties the Second took in securing Xhosa VII might be their last easy combat. The First New Ivaarsen Chasseurs await the next wave of the invasion on Exeter, which has tentatively been assigned to the Second.

SEVENTH LEGION OF VEGA

The Seventh were assigned to the Dominion border to prevent any aggression from the Ghost Bears during the invasion. Recent raids by the 343rd Battle Cluster and the Third Vega Regulars have inflicted considerable casualties to the Seventh. The Legion's conventional elements, the Ninety-eighth Mechanized Brigade and the Twenty-seventh Armor, have fared much better, mainly because they were not subject to the culling of personnel that the BattleMech regiment endured.

EIGHTH LEGION OF VEGA

The Eighth have had a quieter deployment than the other Legions. Once the Republic border stabilized, they remained in place on Athenry. However, their interior placement has left them last in line for new personnel or supplies, leaving many of their warriors temporarily Dispossessed until the situation can change.

ALTERNATE PATHS

The Amphigean Light Assault Group had built up to a four battalions in recent decades. Thus, when the order came to split into two regiments, the resulting commands each held slightly more than two battalions. As specialists in open-field combat, both regiments prefer 'Mechs and tanks that are both lightweight and fast. Even their infantry elements are composed of a mix of jump, motorized and jump-capable battle armor platoons.

The An Ting Legion shares something with the Galedon Regulars in that both forces bear the name of worlds lost during the Jihad. In An Ting's case, though, the population lingered on through the plague while the rest of the Combine looked on and kept the disease quarantined. The troops all claim some descent of some An Ting ancestry, though the verification of these claims is dubious at best, now that the world has been cut off for seventy years.

The Arkab Legion commanders continue to insist that half their number remain within the Azami worlds at all times. For now, the Coordinator has assented to this, but the demands of the invasion may lead Yori to place additional demands on the troops in the four Legion regiments. These commands are notable in that they were not compelled to split into additional forces. Instead, the troops maintained their overall quality by remaining together.

FIRST AMPHIGEAN LIGHT ASSAULT GROUP

The First Amphigean is currently stationed on New Samarkand, bolstering the defense of the similarly short-handed Twelfth New Samarkand Regulars. *Tai-sa* Yaramiah Langenstein is a cunning commander, whose cooperative training with the Regulars has already improved the latter's maneuvering coordination. The Starwalkers, the First's aerospace wing, has received a brand new commander in *Sho-sa* Kyomi Arioch after a recent fatal mid-air collision that claimed two other pilots during the unit's typically-dangerous training operations.

SECOND AMPHIGEAN LIGHT ASSAULT GROUP

The Second Amphigean is considered one of the best aerial assault regiments in the DCMS. The precision high-altitude combat drop of the Second's BattleMechs on Lucerne caught the defending militia unprepared. With the Second's fast units in their midst, the rout was on. The resistance was soon ended with *Tai-sa* Mitchell "Eagle Eye" Stonethrower's forces barely scratched. The Second was left out of the assault on Robinson, but Stonethrower hopes to be an integral part in the push to New Avalon.

SECOND AN TING LEGION

The Second was stationed on the right of the Eighth Legion of Vega during the reclamation of the Dieron Military District worlds until Fortress Republic stopped the Combine advance. They are currently hung out alone in the triple border with the Republic and the so-called Vega Protectorate. The Legion has refrained from antagonizing the Ghost Bears, mainly due to concern that their nearest supporting comrades are the poorly-supplied Eighth. They are content to carry out the occasional recon raid, and repel the same, while the Dragon's attention is elsewhere.

THIRD AN TING LEGION

Like the Second, the Third An Ting stares across the border at the Ghost Bears' Vega Protectorate. *Tai-sa* Minami Konoe has been more active regarding the former Combine worlds. The Third's raids have gathered valuable intelligence on Omega Galaxy's deployments, while sustaining only moderate losses.

FIRST ARKAB LEGION

The First Arkab was an essential component of the force that claimed Ashio. *Tai-sho* Abdullah Sharif has refused to contribute to the Federated Suns invasion, though, until his promised supplies are delivered. The standoff has strained the Coordinator's leniency toward the Arkab regiments. The ISF has expressed an eagerness to "evaluate" the loyalty of these troops, though Yori has so far prevented this.

SECOND ARKAB LEGION

The Second Arkab had a major skirmish with the First Drakøn Cluster on Orestes several months ago. What was intended as a routine raid turned into a furball as the Drakøns sought to exact some measure of revenge for the loss of Port Moseby. As the Second retreated to their DropShips, they left fewer dead on the field than the Drakøns did.

FOURTH ARKAB LEGION

The Fourth Arkab recently returned to Algedi. *Tai-sa* Khalid Reveiz intends to replenish their minor losses with new graduates from the Algedi War College. Reveiz has already consented to move up to the front lines for the invasion effort, but he has not given a timetable for this transfer.

SIXTH ARKAB LEGION

The Sixth is presently entrenched on Arkab. *Tai-sa* Omar bin Mohammed has caused the Coordinator some concern by ignoring all requests to move to garrisons among the newly-conquered worlds along the invasion front. The suspicious Desert Nomads commander evidently believes the unfounded rumors that the ISF wants their world left undefended so their agents can more easily infiltrate the government. Mohammed considers it his duty to prevent this, even though the ISF is stretched extremely thin with all the new worlds to secure for the Combine.

DRACONIS COMBINE MUSTERED SOLDIERY

(Deployments as of 31 December 3145)

Commander: Coordinator Yori Kurita
Aide: *Gunji no Kanrei* Matsuhari Toranaga
Approximate BattleMech Strength: 39 Regiments

BENJAMIN MILITARY DISTRICT

Commander: *Tai-shu* Shichiroji Hayashida
Aide: *Tai-sho* Nobuyoshi Terauchi

Benjamin Prefecture

Prefecture Commander: *Tai-sho* Fidel Emerson
Aide: *Tai-sa* Leopoldo Dawson

	Exp/Loy	Homeworld	Strength	Rating
17th Benjamin Regulars (2 Btns)	R/F	Benjamin	90%	A
(CO: *Tai-sa* Tyrell Bell)				
Petals on the Wind	V/F	Benjamin	100%	
(CO: *Sho-sa* Gwen Cabrera)				
17th Benjamin Armor	V/R	Benjamin	105%	
(CO: *Tai-sa* Michael Byrd)				
17th Benjamin Infantry	R/R	Benjamin	90%	
(CO: *Tai-sa* Ssekien Ochiai)				
16th Sun Zhang Cadre (2 Btns)	R/R	Benjamin	90%	C
(CO: *Tai-sa* Wallace Gutierrez)				
16th Sun Zhang Aerospace Wing	R/Q	Benjamin	95%	
(CO: *Sho-sa* Takakazu Katsushika)				

Buckminster Prefecture

Prefecture Commander: *Tai-sho* Shioko Hosokawa
Aide: *Sho-sho* Kuniko Enoki

	Exp/Loy	Homeworld	Strength	Rating
1st Sword of Light	V/R	Kiamba	95%	A
(CO: *Tai-sho* Theodore Ichiriu)				
73rd Aerospace Wing	V/F	Kiamba	100%	
(CO: *Sho-sa* Yuri Shostokovich)				
8th Kiamba Regulars	R/R	Kiamba	100%	
(CO: *Tai-sa* Vladimir Sakarai)				
43rd Benjamin Regulars (2 Btns)	V/R	Port Moseby	95%	B
(CO: *Tai-sa* Rumiko Yoshizaki				
43rd Benjamin Aerospace Wing	V/R	Port Moseby	95%	
(CO: *Sho-sa* Ivy Cross)				
43rd Benjamin Armor	R/R	Port Moseby	100%	
(CO: *Tai-sa* Bernice Munoz)				
43rd Benjamin Infantry	V/R	Port Moseby	90%	
(CO: *Tai-sa* Masahida Kumagae)				
44th Benjamin Regulars (2 Btns)	R/R	Najha	105%	C
(CO: *Tai-sa* Mami Bullock)				
44th Benjamin Aerospace Wing	V/R	Najha	100%	
(CO: *Sho-sa* Barrett Knox)				
44th Benjamin Armor	R/Q	Najha	95%	
(CO: *Tai-sa* Takeru Webb)				
44th Benjamin Infantry	V/F	Najha	100%	
(CO: *Tai-sa* Brenton Moreno)				
2nd Arkab Legion	V/R	Camlann	85%	D
(CO: *Tai-sa* Jaffar al Qatari)				
3rd Camlann Aerospace Wing	R/R	Camlann	95%	
(CO: *Sho-sa* Uthman Aly)				
2nd Arkab Armor	V/Q	Camlann	90%	
(CO: *Tai-sa* Akil Mady)				
17th Camlann Guard	R/R	Camlann	100%	
(CO: *Tai-sa* Khalil Hasen)				
6th Arkab Legion	R/Q	Arkab	100%	B
(CO: *Tai-sa* Omar bin Mohammed)				
9th Arkab Aerospace Wing	R/R	Arkab	105%	
(CO: *Sho-sa* Zahid Abdella)				
6th Arkab Armor	V/R	Arkab	100%	
(CO: *Tai-sa* Gaspar Shabazz)				
6th Arkab Infantry	R/Q	Arkab	95%	
(CO: *Tai-sa* Assim Koroma)				

Iruzun Prefecture

Prefecture Commander: *Tai-sho* Jonah Keith
Aide: *Tai-sa* Florencio Steele

	Exp/Loy	Homeworld	Strength	Rating
19th Galedon Regulars (2 Btns)	R/R	Le Blanc	65%	A
(CO: *Tai-sa* Hideki Hendersen)				
33rd Aerospace Wing	R/Q	Le Blanc	70%	
(CO: *Sho-sa* Lorene Bartlett)				
91st Galedon Regulars	V/R	Le Blanc	60%	
(CO: *Tai-sa* Roger Guzman)				
177th Heavy Armor	R/R	Le Blanc	50%	
(CO: *Tai-sa* Kazuhiko Yamahata)				
17th Pesht Regulars (Btn)	V/R	Galtor III	95%	B
(CO: *Tai-sa* Ume Ozaki)				
17th Regulars Aerospace Wing	V/R	Galtor III	105%	
(CO: *Sho-sa* Arturo Webb)				
17th Regulars Armor	E/R	Galtor III	90%	
(CO: *Tai-sa* Rayford Delgado)				
20th Pesht Guard	R/Q	Galtor III	85%	
(CO: *Tai-sa* Loyd Grimes)				
18th Sun Zhang Cadre (2 Btns)	G/F	Breed	95%	C
(CO: *Tai-sa* Hideki Montoya)				
18th Sun Zhang Aerospace Wing	G/R	Breed	100%	
(CO: *Sho-sa* Hal Chen)				

Proserpina Prefecture

Prefecture Commander: *Tai-sho* Masanori Ui
Aide: *Tai-sa* Toyokuni Kanagaki

	Exp/Loy	Homeworld	Strength	Rating
2nd Benjamin Regulars (2 Btns)	E/F	Raman	65%	A
(CO: *Tai-sa* Tsuyoshi Kanagaki)				
War Shrikes	E/F	Raman	70%	
(CO: *Sho-sa* Rie Takudo)				
17th Benjamin Guards	V/R	Raman	90%	
(CO: *Tai-sa* Lillie Hess)				
Shannon's Vanguards	E/R	Raman	75%	
(CO: *Tai-sa* Shannon Moritz)				
6th Benjamin Regulars (2 Btns)	R/R	Mara	55%	B
(CO: *Tai-sa* Clint Russel)				
6th Benjamin Aerospace Wing	V/R	Mara	60%	
(CO: *Sho-sa* Seiho Toyoma)				
6th Benjamin Armor	R/Q	Mara	70%	
(CO: *Tai-sa* Cahd Whitley)				
6th Benjamin Infantry	V/R	Mara	40%	
(CO: *Tai-sa* Mutsuko Matsuzawa)				
45th Benjamin Regulars (2 Btns)	G/R	Clovis	85%	B
(CO: *Tai-sa* Emi Roberson)				
45th Benjamin Aerospace Wing	G/Q	Clovis	90%	
(CO: *Sho-sa* Damien Pate)				
45th Benjamin Armor	R/R	Clovis	90%	
(CO: *Tai-sa* Emmitt Hopkins)				

	Exp/Loy	Homeworld	Strength	Rating
45th Benjamin Infantry	G/R	Clovis	85%	
(CO: *Tai-sa* Haywood Farley)				
2nd Legion of Vega (2 Btns)	V/R	Xhosa VII	90%	C
(CO: *Tai-sa* Miyoko Tsukamoto)				
53rd Vegan Lancers	V/F	Xhosa VII	100%	
(CO: *Tai-sa* Carole Garcia)				
241st Vegan Regulars	V/R	Xhosa VII	90%	
(CO: *Tai-sa* Vern Cox)				
19th Sun Zhang Cadre (2 Btns)	G/R	Homam	85%	C
(CO: *Tai-sa* Ramanathan Kurita)				
19th Sun Zhang Aerospace Wing	G/R	Homam	90%	
(CO: *Sho-sa* Osvaldo Klein)				
1st Ghost (2 Btns)	R/Q	David	65%	B
(CO: *Tai-sa* Seijun Noketsuna)				
1st Ghost Armor	R/R	David	45%	
(CO: *Tai-sa* Juliette Oliver)				
1st Ghost Infantry	G/Q	David	75%	
(CO: *Tai-sa* Tetsuhiko Kasaya)				

Xinyang Prefecture

Prefecture Commander: *Tai-sho* Sawako Takudo
Aide: *Tai-sa* Lyndon Cook

DIERON MILITARY DISTRICT

Commander: *Tai-shu* Kambei Okamoto
Aide: *Tai-sho* Mineo Tadashige

Algedi Prefecture

Prefecture Commander: *Tai-sho* Ahmed Velasquez
Aide:*Tai-sa* Milo Edwards

	Exp/Loy	Homeworld	Strength	Rating
4th Arkab Legion	V/R	Algedi	95%	B
(CO: *Tai-sa* Khalid Reveiz)				
4th Algedi Aerospace Wing	R/R	Algedi	105%	
(CO: *Sho-sa* Muwaffaq Iman)				
4th Arkab Armor	V/R	Algedi	100%	
(CO: *Tai-sa* Anis Jabbar)				
4th Arkab Infantry	R/Q	Algedi	95%	
(CO: *Tai-sa* Labid Abdoo)				
3rd An Ting Legion (2 Btns)	V/R	Alya	95%	A
(CO: *Tai-sa* Minami Konoe)				
3rd An Ting Aerospace Wing	R/R	Alya	100%	
(CO: *Sho-sa* Shioko Shioya)				
3rd An Ting Armor	V/R	Alya	90%	
(CO: *Tai-sa* Dona Jimenez)				
3rd An Ting Infantry	R/Q	Alya	100%	
(CO: *Tai-sa* Lydia Colon)				
7th Legion of Vega (2 Btns)	R/Q	Shionoha	75%	B
(CO: *Tai-sa* Millard Greer)				
27th Vegan Armor	R/R	Shionoha	80%	
(CO: *Tai-sa* Akihiko Araki)				
98th Vegan Mechanized Brigade	V/R	Shionoha	70%	
(CO: *Tai-sa* Moshe Lyons)				

Al Na'ir Prefecture

Prefecture Commander: *Tai-sho* Heisuke Kazama
Aide:*Tai-sa* Akinaru Mashida

	Exp/Loy	Homeworld	Strength	Rating
3rd Dieron Regulars	V/R	Errai	55%	A
(CO: *Tai-sa* Lynwood Rich)				
3rd Dieron Aerospace Wing	V/R	Errai	70%	
(CO: *Sho-sa* Shigetoki Deushi)				
27th Dieron Heavy Armor	R/R	Errai	60%	
(CO: *Tai-sa* Lynwood Rich)				
73rd Dieron Infantry	V/F	Errai	45%	
(CO: *Tai-sa* Norberto Rocha)				
4th Dieron Regulars	G/R	Small World	45%	A
(CO: *Tai-sa* Gerald Nixon)				
4th Dieron Aerospace Wing	R/Q	Small World	50%	
(CO: *Sho-sa* Rayford Roman)				
Murchison Heavy Armor	R/R	Small World	60%	
(CO: *Tai-sa* Rodney Kirkland)				
5th Murchison Infantry	R/R	Small World	55%	
(CO: *Tai-sa* Rolf Shionoya)				

Ashio Prefecture

Prefecture Commander: *Tai-sho* Ishii Jasawa
Aide: *Tai-sa* Brent Loxton

	Exp/Loy	Homeworld	Strength	Rating
Ryuken-go	E/F	Marduk	75%	B
(CO: *Tai-sa* Reynaldo Zapata)				
Ryuken-go Aerospace Wing	E/F	Marduk	80%	
(CO: *Sho-sa* Naomi Endoso)				
Ryuken-go Armor	V/R	Marduk	70%	
(CO: *Tai-sa* Willard Lewis)				
Ryuken-go Infantry	E/R	Marduk	60%	
(CO: *Tai-sa* Loren McConnell)				
1st Arkab Legion	E/Q	Ashio	90%	C
(CO: *Tai-sho* Abdullah Sharif)				
1st Arkab Aerospace Wing	E/R	Ashio	80%	
(CO: *Sho-sa* Ibrahim Malakov)				
1st Arkab Armor	V/Q	Ashio	75%	
(CO: *Tai-sa* William Cochran)				
1st Arkab Infantry	E/Q	Ashio	100%	
(CO: *Tai-sa* Fadl Sarah)				

Dieron Prefecture

Prefecture Commander:*Tai-sho* Hiranuma Yasumi
Aide:*Tai-sa* Ana Preston

	Exp/Loy	Homeworld	Strength	Rating
1st Genyosha	E/R	Lambrecht	80%	A
(CO: *Tai-sa* Willard Graves)				
1st Genoysha Aerospace Wing	E/F	Lambrecht	75%	
(CO: *Sho-sa* Ines Goff)				
1st Genyosha Armor	V/R	Lambrecht	70%	
(CO: *Tai-sa* Fritz Mullins)				
1st Genyosha Infantry	E/R	Lambrecht	85%	
(CO: *Tai-sa* Odessa Sato)				
1st Dieron Regulars	R/F	Dieron	70%	A
(CO: *Tai-sa* Shiro Watanabe)				
1st Dieron Aerospace Wing	R/R	Dieron	90%	
(CO: *Sho-sa* Horacio Pennington)				
21st Dieron Heavy Armor	V/F	Dieron	80%	
(CO: *Tai-sa* Judson Bass)				
77th Dieron Infantry	R/F	Dieron	65%	
(CO: *Tai-sa* Hirokichi Kawakami)				
2nd Dieron Regulars	R/R	Dieron	65%	B
(CO: *Tai-sa* Harold Ryan)				
Dieron Raptors	R/R	Dieron	70%	
(CO: *Sho-sa* Kendall Steele)				
Dragon's Scales	V/R	Dieron	80%	
(CO: *Tai-sa* Mina Kobayashi)				
Atacama Marauders	R/F	Dieron	60%	
(CO: *Tai-sa* Kevin Brock)				
2nd An Ting Legion (2 Btns)	R/R	Dyev	105%	A
(CO: *Tai-sa* Rhea Sutton)				
2nd An Ting Aerospace Wing	G/R	Dyev	100%	
(CO: *Sho-sa* Adriana Wooten)				
2nd An Ting Armor	R/Q	Dyev	90%	
(CO: *Tai-sa* Rhea Sutton)				
2nd An Ting Infantry	R/R	Dyev	100%	
(CO: *Tai-sa* Edide Martinez)				

	Exp/Loy	Homeworld	Strength	Rating
8th Legion of Vega (2 Btns)	G/R	Athenry	85%	C
(CO: *Tai-sa* Yumiko Kasamatsu)				
55th Vegan Armor	G/Q	Athenry	90%	
(CO: *Tai-sa* Mari England)				
250th Vegan Regulars	R/R	Athenry	80%	
(CO: *Tai-sa* Hugo Alexander)				
17th Sun Zhang Cadre (2 Btns)	R/R	Dieron	100%	B
(CO: *Tai-sa* Amos Holmes)				
17th Sun Zhang Aerospace Wing	V/R	Dieron	100%	
(CO: *Tai-sa* Ivan Ratliff)				

NEW SAMARKAND MILITARY DISTRICT

Commander: *Tai-shu* Angmar Kyuzu
Aide: *Tai-sho* Takutaro Inada

Barlow's End Prefecture

Prefecture Commander: *Tai-sho* Cain Larssen
Aide: *Tai-sa* Paul Kirby

	Exp/Loy	Homeworld	Strength	Rating
7th Sword of Light	V/R	Robinson	65%	A
(CO: *Chu-sa* Moishe Tolkowski)				
99th Lancers	V/R	Robinson	55%	
(CO: *Tai-sa* Dayu Akita)				
8th Sword of Light	V/R	Robinson	70%	A
(CO: *Tai-sa* Lincoln Marovitch)				
243rd Aerospace	R/R	Robinson	50%	
(CO: *Sho-sa* Della Henderson)				
77th Armor	V/F	Robinson	65%	
(CO: *Tai-sa* Jon Melton)				
Savage Dragons	V/R	Robinson	75%	
(CO: *Tai-sa* Marius Orr)				
Ryuken-ni	V/F	New Ivaarsen	70%	A
(CO: *Tai-sa* Hugo Vasquez)				
Ryuken-ni Aerospace Wing	V/F	New Ivaarsen	65%	
(CO: *Sho-sa* Arlie Calhoun)				
Ryuken-ni Armor	V/R	New Ivaarsen	70%	
(CO: *Tai-sa* Shoji Aoki)				
Ryuken-ni Infantry	R/F	New Ivaarsen	50%	
(CO: *Tai-sa* Maryelle Nieves)				
Ryuken-roku	R/R	Rowe	85%	A
(CO: *Tai-sa* Kaoru Katayanagi)				
Ryuken-roku Aerospace Wing	R/R	Rowe	80%	
(CO: *Sho-sa* Jesse Bonner)				
Ryuken-roku Armor	V/R	Rowe	90%	
(CO: *Tai-sa* Alexander Powell)				
Ryuken-roku Infantry	R/F	Rowe	75%	
(CO: *Tai-sa* Carter Hodge)				
Ryuken-nana	R/Q	Robinson	55%	A
(CO: *Sho-sho* Kintomo Kido)				
Ryuken-nana Aerospace Wing	R/R	Robinson	45%	
(CO: *Sho-sa* Yoshio Ota)				
Ryuken-nana Armor	V/Q	Robinson	60%	
(CO: *Tai-sa* Augustine Garret)				
Ryuken-nana Infantry	R/R	Robinson	55%	
(CO: *Tai-sa* Rodrick McCarthy)				
16th Galedon Regulars (2 Btns)	V/F	Rowe	65%	A
(CO: *Tai-sa* Nanami Kamata)				
Raven Hunters	V/F	Rowe	50%	
(CO: *Sho-sa* Carol Hudson)				
Nest Reavers	E/R	Rowe	70%	
(CO: *Tai-sa* Wilber Little)				
252nd Battlesuit Infantry	V/R	Rowe	60%	
(CO: *Tai-sa* Bernard Martins)				

	Exp/Loy	Homeworld	Strength	Rating
3rd Pesht Regulars (Btn)	E/R	Crossing	95%	B
(CO: *Tai-sa* Dante Cohen)				
3rd Regulars Aerospace Wing	E/F	Crossing	100%	
(CO: *Sho-sa* Goemon Hayashi)				
77th Regulars Armor	V/F	Crossing	95%	
(CO: *Tai-sa* Kiko Saiki)				
201st Pesht Assault Team	V/R	Crossing	100%	
(CO: *Tai-sa* Wally Schröder)				
7th Pesht Regulars (Btn)	R/Q	Lima	110%	A
(CO: *Tai-sa* Danny Rocha)				
7th Regulars Aerospace Wing	R/Q	Lima	105%	
(CO: *Sho-sa* Alfonzo Maxwell)				
7th Regulars Armor	R/R	Lima	95%	
(CO: *Tai-sa* Suzuko Okuma)				
12th Pesht Guard	G/R	Lima	100%	
(CO: *Tai-sa* Juliette Conrad)				
5th Ghost (2 Btns)	V/R	Franklin	55%	C
(CO: *Tai-sa* Toshio Hayashi)				
5th Ghost Armor	R/F	Franklin	75%	
(CO: *Tai-sa* Craig McDonald)				
5th Ghost Infantry	V/Q	Franklin	60%	
(CO: *Tai-sa* Kita Onohara)				
7th Ghost (2 Btns)	R/Q	Sakhara V	65%	B
(CO: *Tai-sa* Takeji Yoshizawa)				
7th Ghost Armor	R/R	Sakhara V	70%	
(CO: *Tai-sa* Claudine McGee)				
7th Ghost Infantry	V/R	Sakhara V	45%	
(CO: *Tai-sa* Keenan Hamilton)				

Kaznejoy Prefecture

Prefecture Commander:*Tai-sho* Fujiyama Nanyo
Aide: *Tai-sa* Marcus Long

	Exp/Loy	Homeworld	Strength	Rating
5th Galedon Regulars (2 Btns)	E/F	Capra	85%	A
(CO: *Tai-sa* Dona Hurley)				
42nd Aerospace Regiment	E/F	Capra	70%	
(CO: *Sho-sa* Brady Cruz)				
182nd Galedon Regulars	V/R	Capra	90%	
(CO: *Tai-sa* Takuji Fukao)				
503rd Motorized Infantry	E/R	Capra	85%	
(CO: *Tai-sa* Sean Glover)				
7th New Samarkand Regulars (2 Btns)	V/R	Kesai IV	100%	B
(CO: *Tai-sa* Henrietta Margolis)				
7th New Samarkand Aerospace Wing	V/Q	Kesai IV	105%	
(CO: *Sho-sa* Sherwood Bauer)				
7th New Samarkand Armor	V/R	Kesai IV	90%	
(CO: *Tai-sa* Umeko Itami)				
7th New Samarkand Infantry	R/R	Kesai IV	95%	
(CO: *Tai-sa* Alonso Bender)				
22nd New Samarkand Regulars (2 Btns)	V/F	Fallon II	60%	A
(CO: *Tai-sa* Toichi Nakadan)				
22nd New Samarkand Aerospace Wing	E/F	Fallon II	35%	
(CO: *Sho-sa* Tad Carver)				
The Cold Dish	V/R	Fallon II	85%	
(CO: *Tai-sa* Beverley Castillo)				
22nd New Samarkand Infantry	E/R	Fallon II	55%	
(CO: *Tai-sa* Cleo Wade)				
45th New Samarkand Regulars (2 Btns)	V/R	Bremond	95%	B
(CO: *Tai-sa* Angella Siu)				
45th New Samarkand Aerospace Wing	V/Q	Bremond	90%	
(CO: *Sho-sa* Hoshie Imaizumi)				
32nd Odabasi Fast Armor	R/R	Bremond	85%	
(CO: *Tai-sa* Rogelio Conner)				
4th New Samarkand Infantry	V/R	Bremond	100%	
(CO: *Tai-sa* Kristopher Cervantes)				

Oshika Prefeture
Prefecture Commander: *Tai-sho* Elias Dodson
Aide:*Tai-sa* Melissa Sakonji

Matsuida Prefecture
Prefecture Commander: *Tai-sho* Inoue Ishimura
Aide: *Tai-sa* Akihito Tadeshi

	Exp/Loy	Homeworld	Strength	Rating
20th New Samarkand Regulars (2 Btns)	G/Q	Harpster	95%	B
(CO: *Tai-sa* Vernon Blankenship)				
20th New Samarkand Aerospace Wing	R/Q	Harpster	100%	
(CO: *Sho-sa* Maemi Takabe)				
20th New Samarkand Armor	G/R	Harpster	105%	
(CO: *Tai-sa* Jodie Bond)				
20th New Samarkand Infantry	G/Q	Harpster	90%	
(CO: *Tai-sa* Duncan Bullock)				

New Samarkand Prefecture
Prefecture Commander: *Tai-sho* Lucas Tanaka
Aide: *Tai-sa* Jarrod Hernandez

	Exp/Loy	Homeworld	Strength	Rating
1st New Samarkand Regulars (2 Btns)	E/R	Tiflis	95%	A
(CO: *Tai-sho* Alejandro Appleton)				
1st New Samarkand Aerospace Wing	E/F	Tiflis	90%	
(CO: *Sho-sa* Thaddeus Kerr)				
1st New Samarkand Armor	E/R	Tiflis	100%	
(CO: *Tai-sa* Okiku Yamakage)				
1st New Samarkand Infantry	V/F	Tiflis	100%	
(CO: *Tai-sa* Wilber Harper)				
12th New Samarkand Regulars (2 Btns)	R/R	New Samarkand	95%	A
(CO: *Tai-sa* William Halka)				
12th New Samarkand Aerospace Wing	V/R	New Samarkand	105%	
(CO: *Sho-sa* Micheal Bennett)				
12th New Samarkand Armor	E/R	New Samarkand	100%	
(CO: *Tai-sa* Frederico Blake)				
12th New Samarkand Infantry	G/Q	New Samarkand	90%	
(CO: *Tai-sa* Toju Minatoya)				
1st Amphigean LAG (2 Btns)	V/R	New Samarkand	105%	A
(CO: *Tai-sa* Yaramiah Langenstein)				
Starwalkers (Wing)	V/F	New Samarkand	105%	
(CO: *Sho-sa* Ashley Pate)				
4th Kilmarnock Defense League	R/R	New Samarkand	100%	
(CO: *Tai-sa* Kaoru Hagino)				

Tancredi IV Prefecture
Prefecture Commander: *Tai-sho* Andrej Brunet
Aide: *Tai-sa* Kingoro Tojo

	Exp/Loy	Homeworld	Strength	Rating
5th Sword of Light	E/R	Monroe	65%	A
(CO: *Sho-sho* Orimitsu Takamatsu)				
Scaled Angels	E/F	Monroe	70%	
(CO: *Sho-sa* Ingrid Henson)				
301st Armor	R/F	Monroe	60%	
(CO:*Tai-sa* Rikuto Himura)				
2nd Genyosha	V/F	Sullivan	75%	A
(CO: *Tai-sa* Fushimi Sasakawa)				
2nd Genyosha Aerospace Wing	V/R	Sullivan	85%	
(CO: *Sho-sa* Kyuwa Kahaya)				
2nd Genyosha Armor	R/F	Sullivan	70%	
(CO: *Tai-sa* Marlin O'Donnel)				
2nd Genyosha Infantry	V/F	Sullivan	75%	
(CO: *Tai-sa* Julian Wilkinson)				
Ryuken-san	V/R	Protection	55%	B
(CO: *Tai-sa* Kuniko Deguchi)				
Ryuken-san Aerospace Wing	V/F	Protection	45%	
(CO: *Sho-sa* Kristen Paul)				
Ryuken-san Armor	R/R	Protection	60%	
(CO: *Tai-sa* Naomichi Kajahara)				
Ryuken-san Infantry	V/R	Protection	55%	
(CO: *Tai-sa* Mohamed Bray)				
Ryuken-hachi	E/F	Monroe	65%	B
(CO: *Tai-sa* Merle Aguilar)				
Ryuken-hachi Aerospace Wing	V/R	Monroe	80%	
(CO: *Sho-sa* Suko Horigome)				
Ryuken-hachi Armor	E/R	Monroe	75%	
(CO: *Tai-sa* Tommy McCall)				
Ryuken-hachi Infantry	V/F	Monroe	55%	
(CO: *Tai-sa* Sofu Kitagawa)				
2nd New Samarkand Regulars (2 Btns)	R/R	Tsamma	55%	A
(CO: *Tai-sa* Young Knowles)				
2nd New Samarkand Aerospace Wing	V/R	Tsamma	70%	
(CO: *Sho-sa* Sozui Teshigahara)				
2nd New Samarkand Armor	R/R	Tsamma	45%	
(CO: *Tai-sa* Brooks Alston)				
2nd New Samarkand Infantry	G/Q	Tsamma	60%	
(CO: *Tai-sa* Cortez Alvarado)				
11th Ghost (2 Btns)	V/Q	Pascagoula	100%	B
(CO: *Tai-sa* Kiyomori Nakanishi)				
11th Ghost Armor	V/R	Pascagoula	115%	
(CO: *Tai-sa* Velma Franco)				
11th Ghost Infantry Brigade	R/Q	Pascagoula	75%	
(CO: *Tai-sa* Jacinto Shioya)				

PESHT MILITARY DISTRICT
Commander: *Tai-shu* Doppo Saito
Aide: *Tai-sho* Otozo Hosogaya

Albiero Prefecture
Prefecture Commander: *Tai-sho* Nickie Urdang
Aide: *Tai-sa* Koonta Ndzebet

	Exp/Loy	Homeworld	Strength	Rating
21st Pesht Regulars (Btn)	G/R	Schuyler	95%	D
(CO: *Tai-sa* Tsumemasa Hattori)				
21st Regulars Armor	G/R	Schuyler	100%	
(CO: *Tai-sa* Kim Velez)				
57th Pesht Guard	R/F	Schuyler	90%	
(CO: *Tai-sa* Delia Ross)				
2nd Amphigean LAG (2 Btns)	V/R	Lucerne	105%	B
(CO: *Tai-sa* Mitchell "Eagle Eye" Stonethrower)				
Bright Suns (Wing)	E/F	Lucerne	100%	
(CO: *Sho-sa* Quincy Terrell)				
17th Lucerne Recon	V/Q	Lucerne	100%	
(CO: *Tai-sa* Tammy Houston)				
19th Light Scouts	V/R	Lucerne	90%	
(CO: *Tai-sa* Hikozaemon Igarashi)				

Bjarred Prefecture
Prefecture Commander: *Tai-sho* Katsue Yoshizaki
Aide: *Tai-sa* Anthony Holzgrefe

	Exp/Loy	Homeworld	Strength	Rating
19th Pesht Regulars (Btn)	G/Q	Bjarred	100%	C
(CO: *Tai-sa* Lorenzo Provenzano)				
19th Regulars Aerospace Wing	G/R	Bjarred	105%	
(CO: *Sho-sa* Kyushichi Kubota)				
19th Regulars Armor	R/Q	Bjarred	95%	
(CO: *Tai-sa* Jun Shimada)				
27th Pesht Guard	R/R	Bjarred	100%	
(CO: *Tai-sa* Doug Henry)				

Irece Prefecture

Prefecture Commander: *Tai-sho* Fred Keiding
Aide: *Tai-sa* Benedict Muller

	Exp/Loy	Homeworld	Strength	Rating
4th Sword of Light	E/F	Irece	90%	A
(CO: *Tai-sa* Jean-Phillipe Aristide)				
11th Pesht Aerospace	R/F	Irece	95%	
(CO: *Sho-sa* Cory Maldonado)				
3rd Pesht Cavalry	E/R	Irece	70%	
(CO: *Tai-sa* Isabelle Martinez)				
3rd Bjarred Infantry	R/R	Irece	85%	
(CO: *Tai-sa* Jami Caldian)				

Ningxia Prefecture

Prefecture Commander: *Tai-sho* Tetsui Hishikawa
Aide: *Tai-sa* Massimo Puche

Kagoshima Prefecture

Prefecture Commander: *Tai-sho* Martainn Slive
Aide: *Tai-sa* Fujio Mitsuwa

	Exp/Loy	Homeworld	Strength	Rating
Izanagi Warriors	E/F	Luthien	105%	A
(CO: *Sho-sho* Kitsuju Teramoto)				
41st Luthien Aerospace Wing	E/F	Luthien	105%	
(CO: *Sho-sa* Haldor Struan)				
2nd Luthien Battlesuit Infantry	E/F	Luthien	105%	
(CO: *Tai-sa* Rudolph Dunlap)				
Otomo	E/F	Luthien	105%	A
(CO: *Tai-sho* Rikichi Kodami)				
Otomo Battlesuit Infantry	E/F	Luthien	105%	
(CO:*Chu-sa* Susumu Volkoff)				
2nd Sword of Light	E/F	Luthien	85%	A
(CO: *Tai-sa* Seishiro Itagaki)				
8th Luthien Aerospace Wing	E/F	Luthien	95%	
(CO: *Sho-sa* Rudolph Dunlap)				
12th Luthien Heavy Armor	E/F	Luthien	100%	
(CO: *Tai-sa* Henry Herrera)				
6th Luthien Battlesuit Infantry	E/F	Luthien	100%	
(CO: *Tai-sa* Danilo Torres)				

	Exp/Loy	Homeworld	Strength	Rating
6th Pesht Regulars (Btn)	V/R	Pesht	105%	B
(CO: *Tai-sa* Komachi Nanami)				
6th Regulars Aerospace Wing	V/Q	Pesht	100%	
(CO: *Sho-sa* Errol Harvey)				
6th Regulars Armor	E/R	Pesht	100%	
(CO: *Tai-sa* Teddy Hutchinson)				
10th Pesht Guard	V/F	Pesht	105%	
(CO: *Tai-sa* Chojiro Onoda)				
10th Pesht Regulars (Btn)	R/R	Luthien	90%	B
(CO: *Tai-sa* Rosa Stout)				
10th Regulars Aerospace Wing	R/R	Luthien	100%	
(CO: *Sho-sa* Shingen Nakasone)				
10th Regulars Armor	G/R	Luthien	95%	
(CO: *Tai-sa* Burton Jarvis)				
17th Pesht Guard	V/R	Luthien	85%	
(CO: *Tai-sa* Denise Rhodes)				
5th Sun Zhang Cadre (2 Btns)	V/F	Luthien	85%	A
(CO: *Tai-sa* Jinzaburo Yasukawa)				
5th Zhang Aerospace Wing	V/R	Luthien	100%	
(CO: *Sho-sa* Minh Santiago)				
Dragon's Cavaliers	R/F	Luthien	95%	
(CO: *Tai-sa* Fred Griffin)				
5th Sun Zhang Battlesuit Regiment	R/R	Luthien	100%	
(CO: *Tai-sa* Suko Tayama)				
13th Sun Zhang Cadre (2 Btns)	V/R	Pesht	90%	B
(CO: *Tai-sa* Yeijiro Yamabe)				
13th Jump Infantry	E/Q	Pesht	85%	
(CO: *Tai-sa* Koiso Kanada)				

Qandahar Prefecture

Prefecture Commander: *Tai-sho* Hisa Saigo
Aide: *Tai-sa* Yehudi Tolman

	Exp/Loy	Homeworld	Strength	Rating
20th Pesht Regulars (Btn)	R/R	Korramabad	95%	C
(CO: *Tai-sa* Luke Jacobs)				
20th Regulars Aerospace Wing	R/Q	Korramabad	100%	
(CO: *Sho-sa* Hector Hartman)				
40th Pesht Guard	G/R	Korramabad	100%	
(CO: *Tai-sa* Patty McLeod)				

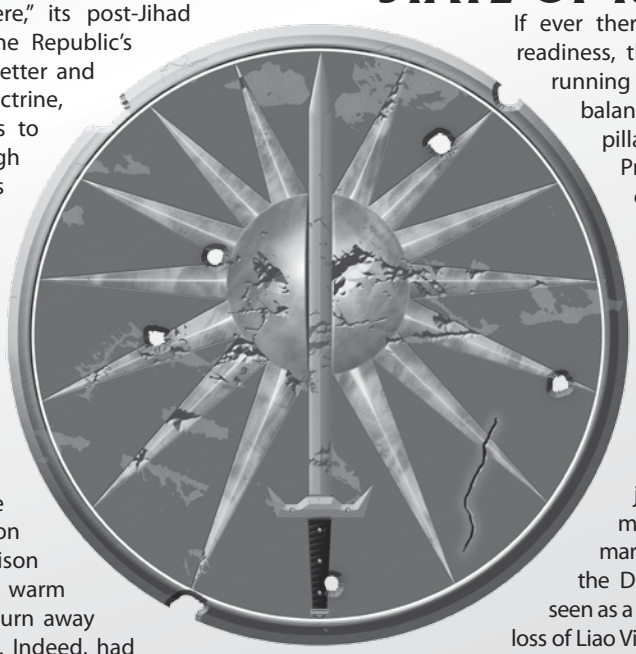


THE FEDERATED SUNS

GENERAL REVIEW

"If one compares today's Federated Suns with that of just ten years ago, you could be hard pressed to see the same nation."

The 3085 RAF report on the Federated Suns began with those words. Today they still hold true, though to the exact opposite effect. In 3085, the Suns was on the road to recovering from the double-fisted blows of the FedCom Civil War and the Sphere-shattering Word of Blake Jihad. 3145 will close on a realm that has lost two of its three regional capitals, faces danger to national capital, has a shattered command structure and its military is reeling from the multiple assaults to its structure, pride and morale. While the Federated Suns long ago gave up on its attempt to become the "policeman of the Inner Sphere," its post-Jihad politics placed the realm among the Republic's strongest allies, co-visionaries of a better and safer future. Its firm defensive doctrine, combined with numerous programs to improve the quality of life, placed it high in the esteem of its citizens as well as many other nations in the Sphere. Though by no means perfect, as proven by the Victoria War, the Suns was nonetheless still seen as a trustworthy state and a solid ally. Even the collapse of the HPG Network did not immediately draw out the inner ills of the Federated Suns like was seen on so many other borders of the Republic.



Instead, the onset of its decline began with Caleb Davion's ascension to the throne of the First Prince. Harrison Davion's corpse was practically still warm in the grave as his realm began to turn away from us under Caleb's new direction. Indeed, had other forces not intervened, it seemed as though the Suns would ultimately unleash its might against the Republic itself, sparking a war neither realm could afford. As it stands, Caleb's death on Palmyra is perhaps the only silver lining the Federated Suns may find among the clouds of its recent defeats.

It is still too early to judge Julian Davion's ability as the next First Prince. Possessed with tactical skills on par with his great uncle, Victor, he also has the strategic skills of his grandfather, Jackson Davion. And while a brilliant commander on the battlefield and in the war room, those skills do not always make for a good politician. If his early escapades, such as his behavior at the Nagelring, still lurk beneath the surface he may succeed in beating back his nation's enemies, only to squander the victory with poor management of his realm. Further worrying is that unlike his great aunt, Yvonne, he has few he can call on to support him where he is weak. If Julian can be the next Alexander Davion wielding both military and political skill, and not the next Victor Davion, the Federated Suns has a fighting chance to survive.

It will need every chance it can get because it now faces the greatest challenge to its existence it has ever known. Not even the dawn of the Succession Wars saw the Suns in the precarious state it currently finds itself in. In addition to the dual invasions and death of the First Prince (arguably a positive thing), the AFFS High Command is shattered, most of it lost on Palmrya with Caleb Davion. With no Marshal of the Armies to direct the military, a Prince's Champion who has proven to be more politician than tactician, and a new First Prince still in transit, the entire AFFS is a state of disarray that makes the chaos of the Jihad era pale in comparison.

STATE OF READINESS

If ever there was a complete contradiction of readiness, the Federated Suns would be in the running for the prize. The AFFS has long balanced its skill and readiness on three pillars: Training, Materials and Command. Presently one pillar is fractured, another cracked, and a third is gone entirely.

MATERIAL READINESS

The distributed nature of the Federated Suns' military industry has meant its recent losses have not crippled it as badly as the loss of a single world might affect the Lyran Commonwealth. Tikonov's production never had the chance to become a major factor to the Suns' needs, so its loss meant little and—despite Robinson's own marketing claims—the military industry of the Draconis March capital has never been seen as a major contributor to the realm. Only the loss of Liao Victoria and New Syrtis have made an appreciable dent in the Suns defense complex.

Countering this are the numerous other Davion worlds capable of producing critical war material. General Motors has recently proven that converting from civilian to military production is a very easy task, with more than ninety percent of their production lines now turning out BattleMechs and combat tanks instead of IndustrialMechs and trucks. Even with its borders under heavy attack, the Suns stands in good shape compared to other realms, thanks to deeply placed factories like StarCorps' Crofton facilities, or the production centers on Panpour, both located in the relatively safer Periphery March.

TRAINING READINESS

AFFS training falls into three categories itself: officer, pilot (MechWarrior and aerospace) and enlisted training. Enlisted training in the Federated Suns has a long tradition of excellence. The nationalizing of planetary militias in the 3080s only further

DEBACLE AT PALMYRA

In the battle for a single world, one not even intended to be a battlefield, the AFFS lost over twenty percent of its frontline BattleMech combat forces. The Draconis Combine's 19 June 3143 surprise assault of Palmyra sent the entire nation reeling into a tailspin it may never shake free of. Where once the odds-makers took bets on if the Federated Suns would hold New Avalon, now most are focused on who will end up keeping the world—the Combine or the Capellans.

Originally marked for Operation SUNSHOWER, the thirteen commands were spread across several staging worlds on the Crucis-Capellan March border. First Prince Caleb was only days away from leaving New Avalon, to personally lead his invasion of the Capellan Confederation, when word of the Combine's assault into the Draconis March reached him. Shocked and angered by House Kurita's audacity to attack him first, thus ruining his carefully laid plans for the final conquest of House Liao, Caleb Davion devised a new master plan to humble one of his neighbors. Operation MANDRAGORA would be the fell stroke that cut off the Dragon's head, and leave its carcass for the Ravens and the Bears to pick over.

Instead, Palmyra became Caleb's grave and final epitaph. Caleb's actions would lead to one of the greatest military blunders in the history of the Federated Suns. Over a thousand BattleMechs, thirty regiments of armor, forty regiments of infantry and scores of aerospace fighters were captured or destroyed on Palmyra. Some of the Federated Suns finest commanders and whole generations of the Suns best warrior families were wiped out in the cleansing scourge that the Combine passed over the world.

Unlucky thirteen aside, much of the blame for the debacle can be laid at Caleb Davion's feet. His massing of so many troops in one location broke all accepted AFFS practices. Further his gross mishandling of aerospace defense left the planet poorly defended. He had ordered the *Lucian Davion* to maintain a geosynchronous low-earth orbit directly over his command, which placed the WarShip in a reinforced the quality of enlisted recruits throughout the Federated Suns. With basic infantry and vehicle training available on every world in the Suns and regional specialty training centers rarely more than three jumps from any world, the AFFS is able to keep its conventional forces fully staffed and well trained. Even during the darkest hours of the Jihad, the AFFS never slackened its rigorous enlistment requirements and never lacked for enough trained soldiers to fill its ranks.

Raising trained MechWarriors have become a critical issue for the Federated Suns in the last two years. The post-Jihad disarmament saw the Suns slide back towards its pseudo-feudal roots, with the few open 'Mech slots in the AFFS filled mostly by scions of the established MechWarrior families. If your last name was Zibler, Dixon, Watters, or any variation of the March leadership you could be assured training as a MechWarrior, no matter how poor your skill might be. And if neither of your parents was a distinguished warrior, then the chances of receiving a coveted BattleMech assignment were vanishingly low.

By the time of the Blackout, the pipeline for new recruits had slowed to a trickle. After Grey Monday, First Prince Harrison's attempts to keep the peace kept MechWarrior training still constrained. It was only with Caleb Davion's rise to the throne that academies were encouraged to increase their class sizes to help fill the rapidly expanding AFFS. It was also during Caleb's reign that the Training Battalions were reestablished, after more than fifty years' absence.

This still-recovering flow of new recruits was dealt a heavy blow in the last year. The losses of Robinson, Sakhara, and New Syrtis have removed hundreds of potential new MechWarriors from the ranks, and—if New Avalon itself should fall—the AFFS will find well-trained candidates in dangerously low supply. Indeed, the Federated Suns may soon find itself leaning very heavily on its reformed Training Battalions to make up for the shortfall, which would be a critical blow to the quality of its forces, as the majority of "graduates" from these battalions are no match for the skills of an Albion or NAIS graduate.

The Suns' aerospace service faces equally grim prospects. Never fully recovered from the Jihad, aerospace training in the AFFS has barely kept pace with the demand for quality pilots. While conventional fighter crews are relatively easy to train, the added rigors of space combat missions keeps the training programs highly specialized, and the Suns remains dangerously short on qualified trainers and facilities.

COMMAND COHESION

The Jihad actually proved some benefit to the Federated Suns when the Blackout came crashing down over the Inner Sphere. Post-Jihad reforms led to a more decentralized command structure which proved highly resilient to a loss of HPG communications. This resilience proved itself out in the early days of the Blackout. Unfortunately the problems that have shattered AFFS command cohesion are deeper than just slow communication lines. Rampant politics and factionalism have taken their toll on the Suns as they have nearly every nation. These common problems have only been made worse by a steady erosion of the decentralized command chain during Caleb Davion's rule.

The icing on the cake was Palmrya. Against numerous protests, Caleb Davion relocated nearly the entire AFFS High Command and their support staff to Palmrya. With the High Command now dead, prisoners or fugitives, Erik Sandoval-Groell has become the entire senior staff of the AFFS. With Julian Davion's return still in the offing, Sandoval-Groell is desperately trying to rebuild central command while directing a two-front war.

NAVAL ASSETS

With the loss of the *Lucian Davion*, the Federated Suns' navy has been left with only one active WarShip remaining, the *Fox*-class corvette *Admiral Michael Saille*. This vessel, with a supporting fleet of Pocket WarShips, assault DropShips, now guards New Avalon itself. Given the efficiency with which the Combine fleet was able to dispatch the *Lucian Davion*, and the availability to the DCA's two WarShips to the Suns' one, it seems unlikely that this defense will hold if and when the Dragon should come for its enemy's capital.

WHAT HAPPENED TO YVONNE'S ARMY?

In the RAF State of Readiness report of 3085, we saw an army that had been beaten, bloodied and ravaged. We also saw an army rebuilding on a new model and with new energy not seen anywhere save our own Republic. The post-Jihad gave Princess-Regent Yvonne the opportunity to not only rebuild the AFFS, but to also restructure it to the likes not seen since Alexander Davion's reforms of six centuries earlier. As with 3085, today we see an army beaten, bloodied and ravaged. Only we see nothing else.

What happened? Marshal of the Armies, Jon Davion, had been given the widest of latitude, complete support of his monarch and the Prince's Champion. The programs he put in place were not only a success for the AFFS; they served as models copied by many other nations. The Light Combat Team proved its viability several times in the decades after its introduction, both in its primary role of defense as well as offense, as seen in Operation MATADOR. Only a fraction the size of the pre-Clan Suns' army, the Davion army of the early thirty-second century was considered a highly capable force able to defend the vast borders of the Federated Suns and even take to the offense when the rare occurrence called. As late as the RAF report compiled after Grey Monday, the Davion army was considered to be one of the most capable armies on our borders (recognizing that, at this time, even we underestimated Liao's secret stockpiles and buildups).

Some of the decline of the AFFS can be attributed to the maladies that have befallen all the militaries of the Inner Sphere. Decades of relative peace led to complacency and a drop in readiness, as the AFFS slackened many of its training programs and discontinued its March-wide war games. The constant pressure to draw down militaries saw the Suns decommission nearly all their National Guard 'Mech forces, leaving planets again protected primarily by conventional tanks. The age-old specter of "social generalism" found fertile ground in the return to the neo-chivalric ideals of the Succession Wars. This saw such blunders as assigning Marshal Aaron Rosenblatt, a man of no real military skill, to command a premiere front-line command.

But the single biggest contributing factor to the downfall of today's AFFS lies with one man, First Prince Caleb Davion.

Within months of Caleb's ascension to the throne, he had begun to roll back not only the reforms of Jon Davion, but even those of his great-grandfather, Hanse Davion, and as far back as the mother of the Davion RCT, Melissa Davion. His dismissal of Julian Davion as Prince's Champion gets the most popular press as a great blunder. His other changes proved to be as much (if not more) far-reaching and damaging than depriving himself of Julian's skills. When Marshal of the Armies Athena Davion-Roos died in her sleep, First Prince Caleb chose not to replace her, instead assuming direct command of the military, "as my ancestors once did." He quickly did away with the General Staff, returning to a command model Jackson Davion proved horribly flawed in the FedCom Civil War.

From these inauspicious beginnings he continued to make radical changes to the command structure of the AFFS. Jon Davion and his hand-picked successor, Davion-Roos, had spent the last five decades decentralizing the command structure, setting up independent supply lines, and hardening the Davion army from another decapitating blow like the Jihad. Caleb Davion wiped away nearly all their reforms in his first five years in office. Despite the HPG network failure and the time that added to all communications, Caleb had returned his nation to a system where all command authority ran back to New Avalon. Where Alexander Davion did this as a post-civil war defense, Caleb likely resorted to these measures more from his complete lack of trust in anyone beyond himself. Meddling in even the most trivial details—the ability of the Kestrel Grenadiers to purchase basic office supplies was reportedly held up for six months because Caleb failed to approve a purchase request—he brought independent command to a standstill in the AFFS.

What many had built, one man had quickly brought down in his own delusions that he was better than any of the minds that had come before him. It cost him his life and may yet cost the Federated Suns its very existence.

DEBACLE AT PALMYRA (CONT.)

poor position to respond to attacks, and highly vulnerable to ballistic capital missile bombardment. However, as much as blame can easily be laid at the feet of the dead prince, his blunders were only fatal if the Combine knew exactly when and where to strike.

MANDRAGORA was supposed to be a joint operation between the Federated Suns and the Raven Alliance—only the Ravens never showed. The FedSuns' planned assault was already behind schedule, delayed in anticipation of Raven support that would never come, when the Combine struck. Between this event, and the Ravens' seizure of three Suns worlds a month later soon set off our warning bells. Our subsequent investigations recently turned up damning evidence that implicates high levels of the Raven Alliance in betraying the Suns to House Kurita, in exchange for the Dragon leaving all Davion worlds rimward of Woodbine to the Ravens.

What Julian Davion might do with this information—if he could do anything at all, given his realm's tattered state—is unknown. We might nevertheless consider sharing this data with him after he surfaces from his silent run into the Suns. Moreover, any possible future interactions between the Republic and the Ravens should be carefully considered, as this treachery underscores the devastating impact of their aerospace might when combined with the Combine's ground power.

AFFS Units Lost in the Ambush at Palmyra

2nd Federated Suns Armored Cavalry
1st Federated Suns Lancers LCT
1st Royal Cavaliers
22nd Avalon Hussars LCT
27th Avalon Hussars LCT
5th Ceti Hussars LCT
2nd Crucis Lancers
4th Crucis Lancers
7th Crucis Lancers
Davion Heavy Guards RCT
2nd Davion Guards RCT
3rd Davion Guards RCT
3rd Robinson Strikers LCT

INDEPENDENT COMMANDS

Once the bastion of the mostly forgotten, the AFFS Independent commands used to be made up of a handful of misfits and one shining star. Of all the independent commands, only the First Armored Cavalry has enjoyed universal favor through its entire history, while other units—such as the long-defunct Capellan Dragoons—struggled just to stay on the active rolls.

After the Jihad, this changed dramatically. Each of the surviving independent commands had earned an honored place in the annals of the Federated Suns' military tradition. Not only were the units all fast tracked for repair and refit, they also became showcase units for new material and technology. When it came time for the Federated Suns to start rebuilding, the High Command decided to forge new traditions, forming new commands in the image of the highly successful independent commands. As new commands were created, new brigades were formed around two of these. The Federated Suns Lancers (progenitors of the ill-fated FedCom Corps) were reconstituted as a combat brigade in 3132 and the Ivaarsen Chasseurs were returned to an Ivaarsen brigade command back in the 3090s.

While fortunes shined on the independents, it also put them in the harsh spot light of the rising violence, with two commands being destroyed on Palmyra and seeing the Ivaarsen Chasseurs return to independent operations with the loss of their homeward.

FIRST FEDERATED SUNS ARMORED CAVALRY

Though they proved able to steamroll across much of the Federated Suns' border, the Capellans were brought up short in their first attempt to take Almach. The Armored Cavalry threw back the Third Sian Dragoons and First Tikonov Guards with a combination of maneuver and surprise ambushes with the units battle armor forces. Unfortunately they ran out of maneuver when the Red Lancers joined the invasion and used massive artillery barrages and heavy 'Mech assaults to shatter the Armored Cavalry's lighter 'Mech force.

The First FSAC pulled back to Tawas to attempt repairs. Unfortunately, unless New Avalon routes new material to them, the unit is effectively out of the fight with three quarters of its 'Mechs destroyed and large gaps in its armored squadrons.

THIRD FEDERATED SUNS ARMORED CAVALRY

Formed only in 3140, the Third FSAC pulled personnel from all over the Federated Suns. It was one of Caleb Davion's many attempts to reform the military in his image. Pulling experienced soldiers for existing units meant the unit was individually highly skilled. Unfortunately five years in has shown the unit still has deep fractures in its overall organizational ability. Conflicts between various sub-nationalities are common in the unit and the animosity between General Adusumalli and his battle armor commander has led to numerous incidents on and off the field.

Despite the internal difficulties, one thing the Third can agree on is how to deal with an enemy threat. The Third FSAC made short work of the First Liao Guards' attempt to control Rio, pushing the Capellans off the planet with barely any losses. It would take the Combine's threat against the Suns' wafer-thin Terran Corridor to dislodge the Third from Rio, enabling a later Capellan conquest.

The Third uses a paint scheme with yellow highlights (where the First uses white and the Second used sky blue).

FIRST KESTREL GRENADIERS

In recognition for their stalwart service, the Kestrel Grenadier formation was reclassified a regimental combat team in 3100. The expansion of its conventional support gave the Grenadiers one assault and three cavalry armor regiments. Their battle armor regiment was expanded to two complete regiments and the remaining infantry is fully outfitted with IFV or VTOL support.

Similar to the Armored Cavalry Regiments, the Grenadiers serve as a rapid reaction force, with the ability to bring considerably more focused firepower than the traditionally light armored cavalry units. This has kept the unit busy since the Blackout, constantly moving to respond to one threat after another. The latest threat was pursuing the First Liao Hussars as they attempted to recreate McCarron's famous raid of the Third Succession War. On Amiga, the Hussars' luck ran out when the Grenadiers' cavalry armor surrounded and pinned the Liao regiment down. In the effort to break free of the Grenadiers' trademark trap, the Hussars lost a battalion of troops.

FIRST NEW IVAARSEN CHASSEURS

Facing superior odds, the First stood little chance of stopping the Combine assault on their home world. Despite the odds and facing near-certain annihilation, the First stood strong against the Ryuken's massed assaults. While suffering crippling losses, their efforts pinned down three Combine regiments for several weeks, and inflicted surprising losses despite their enemy's superior numbers.

The First would likely have taken more from the three Ryuken commands—perhaps even fighting to the death—had it not been for the Duke of New Ivaarsen's direct orders to retreat. Duke Victoria Stephanson knew that victory would not come that day, and chose to save the Chasseurs in hopes they could return one day to free the world. Since withdrawing the First to Exeter, her nephew, General Stephanson-Johnson, is already planning a recon strike on New Ivaarsen, once he receives replacement material.

SECOND NEW IVAARSEN CHASSEURS

Wiped out during the Jihad, the Second was reconstituted in the 3090s. Unlike the First, the Second was comprised of less than fifty percent Ivaarsen natives. Nevertheless, the Second's personnel quickly identified with its home world and many of the non-native warriors even moved their families to New Ivaarsen permanently.

Stationed on Barlow's End when the Combine surged across the border, the Second faced the Ryuken-*roku* and Sixteenth Galedon Regulars when they attacked that world. Though the Chasseurs left more than half of their BattleMechs strewn on the battlefield before retreating to Sun Prairie, they delivered extensive damage to the Galedon Regulars, whose overly aggressive tactics made it possible to lure them into several ambush engagements.



FEDERATED SUNS LANCERS

As part of the AFFS defensive rearmament program of 3132, the Federated Suns Lancers were expanded into a full brigade. Even by this point, actions in the early part of the century had already left the First Lancers LCT increased to five BattleMech companies, with double their post-Jihad battle armor forces. Using three of the 'Mech companies and the extra regiment of battle armor as a nucleus, three new commands were formed and quickly put into the field, commanded by experienced officers from both the Lancers and the Federated Suns Armored Cavalry regiments. Thanks to an influx of graduating academy classes, the new Lancer commands were able to come together rather quickly.

Unfortunately, the First and the Third Lancers have, since then, been lost to recent fighting. The First was destroyed during the Combine assault on Palmyra, and the Third was reduced in combat effectiveness on Tikonov, with the survivors rolled temporarily into the Eight Crucis before being transferred to Second and Fourth Lancers. General Torger McGaha, retired from the RAF to join Sandoval's Swordsworn shortly before it swore allegiance to the Suns, commanded the Fourth on Tikonov. Following Marshal Addison Donaque death on Palmyra, McGaha was recently promoted to brigade commander.

The Lancers parade color scheme is navy blue with gold banding on the arms and legs. Gold is also used on the upper torso of the 'Mechs and the turrets of armor units to highlight panels, resulting in a checkerboard pattern. Shades and patterns may vary from unit to unit.

SECOND FEDERATED SUNS LANCERS

The Second Lancers were formed around a company of assault BattleMechs all weighing at least eighty-five tons. From this core, the Second developed into the Lancers' dedicated assault force, today fielding no BattleMechs weighing less than seventy tons. Their heavy armor forces are equally powerful, with each reinforced battalion of four companies including a company made up of mobile artillery and ultra-heavy units such as the Paladin and Destrier siege breaker tank. To offset the assault forces' limited mobility, the cavalry is made up exclusively of fast hovers and the battle armor troops use VTOLs exclusively for battlefield transport.

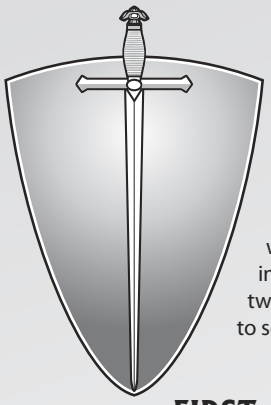
The regiment's weight enabled the Second Lancers to fight the Second McCarron's Armored Cavalry to a standstill on New Hessen, despite being outnumbered in raw force. Still, the loss of all surrounding worlds forced the Second to pull back to Caselton. The Capellans claimed New Hessen in December of 3144, but not without suffering a lingering grassroots resistance that continues to plague them today.

FOURTH FEDERATED SUNS LANCERS

The Fourth is a pure cavalry formation, with no unit in the entire command possessing a top cruising speed less than sixty kilometers per hour. Given its lighter throw weight, the Fourth relies heavily on their aerospace screen to provide its heavy support. The flyers of the Black Pegasus Wing have thus become highly adept at aerial artillery attacks using wing-mounted Arrow IV missiles.

The Fourth was on Tikonov through the first battle, but withdrew after suffering heavy losses while destroying Burr's Cobras. Pulled back all the way to Exeter, the Fourth is currently out of the Capellan fight and is refitting under their new commander, the recently-promoted Leftenant General Wallace Glynn.

The Fifth likes to paint blue flame accents so as to make the silver trim appear to be on fire.



AVALON HUSSARS

Continuing the plan laid down in the post-Jihad recovery, the Avalon Hussars brigade rebuilt its strength by adding new LCT commands, rather than expanding its existing regiments to the RCT standard. This made the Hussars the preeminent troubleshooting force throughout the Republic-era Federated Suns, with the light Hussars regiments ranging across the breadth and depth of the Suns to deal with threats to the state.

Since the outbreak of the wars on both the Capellan and Combine fronts, the Avalon Hussars have seen action in both theaters, often in the thickest of the fighting. Giving as best they can, these regiments have acquitted themselves well, but not without suffering some hard losses. The storied Twenty-second, and newer Seventh Hussars, were wiped out in the Palmyra debacle. And no one is likely to forget the soldiers of the Forty-second for some time to come; facing down two DCMS regiments on Helen, the Sons of the Federation came close to defeating the invaders before they were forced to scatter into the wilds. Rumors persist that survivors of that regiment are still conducting a guerilla campaign on Helen.

FIRST AVALON HUSSARS LCT

When Harrison Davion "honored" the First Davion Guard with its posting on Markesan, that act did not do away with the need for a royal guard on New Avalon. The First Hussars were chosen to take over those duties on the Suns' capital, though they would not travel with the First Prince as the Heavy Guard had. Thirty-five years of ceremonial duty has kept the Hussars busy looking good, but has done nothing for its combat readiness. For this reason, the last twelve months have seen the First Hussars conducting crash training programs, to try and re-one their skills in advance of a very deal threat to the throne.

SECOND AVALON HUSSARS LCT

Stationed in the Federated Suns' Terran Corridor, the Second Hussars has experienced a constant rain of low-scale combat for the last decade. While the Second has recently been heavily resupplied, this new material cannot replace the many veterans lost in the fighting. This has seriously dropped the command's combat effectiveness as it integrates new cadets into its ranks. While not at the skill level it once was, the Second is excellently supplied and, thanks to the steady direction of Major General Yamashita, they remain a potent danger to any attacker.

FIFTH AVALON HUSSARS LCT

The Shooting Stars rival the Davion Light Guard for fastest force in the AFFS. Even the Fifth's heavy armor battalions are made up of tanks capable of delivering at least fifty kilometers per hour in top cruising speed. Its entire BattleMech complement is jump-capable, with the majority of these units able to achieve upwards of one hundred kph over land.

The Fifth's speed and strong combined arms tactical coordination served it well when the Third Capellan Chargers raided Cammal earlier this year. Eschewing open battles, the Chargers tried to strike remote storehouses, transit lines and the like. The Fifth was able to meet the raiders speed for speed and kept the Capellans from doing any significant damage during their short "visit" on planet.

EIGHTH AVALON HUSSARS LCT

The Fighting Destriers take their nickname from being the first front-line unit to deploy the Federated Suns' ultra-heavy siege-breaking tank in major combat. Reactivated barely a year before the outbreak of the Victoria War, the green warriors of the assault-weight Eighth defended Spica when the Third McCarron Armored Cavalry attempted to add that world to the list of Capellan conquests in the Kittery Thumb. Using their screening hovercraft and VTOLs, the Eighth channeled the MAC towards the regiment's 'Mech battalion. Yet, instead of facing down the MAC's BattleMechs, the Hussars' 'Mechs melted away, allowing a full company of Destriers and their supporting Arrow IV trailers to open up. Spica remained in the Federated Suns, and the Eighth Hussars have gone on to earn its place as one of the best LCTs in the brigade.

The Eighth's artillery again played a major role during the Seventh Capellan Chargers' two-month long attempt to damage General Motors' factories on Kathil. After suffering blistering fire from the superheavy tanks, the Chargers withdrew empty-handed, leaving a quarter of their BattleMechs behind.

SEVENTEENTH AVALON HUSSARS LCT

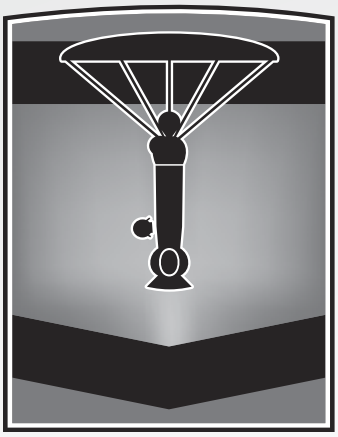
The Heart of Avalon regiment was mauled when a force from the St. Ives Sentinels launched a deep strike onto Fortymile. Operating on secret intelligence, the Sentinels stuck the Seventeenth Hussars only hours after they had landed on-world. With most of the LCTs conventional forces still unloading, the Hussars' BattleMechs and battle armor bore the brunt of the Second Sentinels' assault. The Capellan aerospace strikes further wounded the Seventeenth when they destroyed one of the Davions' *Colossus*-class DropShips, which was still fully loaded with armor and support materials at the time.

Unless General Suttikul can get more equipment routed from Kathil or Salem, the Seventeenth will not be in a position to carry out any counterattacks against the Capellan invaders.

TWENTIETH AVALON HUSSARS LCT

In the pre-Jihad days, the Twentieth had a well-deserved reputation for fielding some of the best combat engineers in the AFFS. In this regard, the regiment's Republic-era incarnation has surpassed its predecessors, and has well and truly earned it the Sandbaggers moniker. In 3134, a mega-tsunami struck a heavily populated region on the world of Cartago, while the Twentieth was travelling through the system. The Sandbaggers deployed to the world where their combat engineers were instrumental in recovery and repair efforts.

The Twentieth's engineering skills were highlighted again during the recent fighting on Robinson. Heading the defense preparations, the Twentieth's engineers turned the approaches to the capital city and other vital locations into a maze of minefields, fortifications, heavily shielded anti-aircraft batteries, and prepared fire lanes. Much of the damage the Combine forces sustained on Robinson can be traced to these defensive preparations, as well as the fanatically brave actions of the Twentieth's warriors in combat. The Seventh Sword of Light lost nearly all of its conventional forces to the Twentieth's defensive works, but this success came at a high cost. Barely thirty percent of the Hussars' 'Mechs remained operational after the battle, and its armor and infantry formations have fared little better. Meanwhile, only a company of the Sandbaggers' engineering section—a force once regiment-strong—is fit for duty at this time.



CETI HUSSARS

The Ceti Hussars long-running experiment with tightly integrated combined-arms forces ultimately became the face of modern warfare, with similar deployments copied even by our own Republic. So it is no small irony that the Republic-driven disarmament programs of the post-Jihad years saw the Ceti brigades reduced from full-size RCTs to Light Combat Team formations. This reduction deprived the Hussars of what made them unique, and hampered much of the brigade's combat doctrine. For the Fourth Ceti Hussars (once known as the Lexington Combat Group), this move was met with outright hostility at first, sparking a crisis that was only headed off by a promise to move the troops downsized from the still-recovering Fourth and use them to form the Fifth Ceti Hussars. Vague promises were made to form a Sixth Hussars in the future, thus enabling the former three regiment-sized commands of the LCG to live again, but nothing ever came of this.

Of course, any thought of expanding the Ceti Hussars is now a distant memory, as the brigade deals with the double loss of the Third on Deshler, and the Fifth in the fires of Palmyra.

FIRST CETI HUSSARS

When word of the First Ghost's atrocities on David reached General Talles, he immediately put the First Ceti into motion. Their pirate-point arrival stunned the Combine regiment and the First Ceti was able to scatter the Ghosts during the initial assaults. Realizing that any victory won would be short-lived, the Hussars satisfied themselves with the pound of flesh and returned to their DropShips, having sustained barely any damage.

The return journey of that raid proved to be the real crippling blow, when the use of the pirate point would come back to haunt the Hussars. A freak jump accident (likely caused by a faulty KF boom) saw their *Star Lord*-class JumpShip arrive back at Elbar without one of its attached DropShips—the *Colossus*-class *Hydra*. The structural damage rendered the JumpShip itself barely sound enough to discharge its remaining DropShip. Close to half the brigade was lost in the accident and Talles is reportedly taking the shock so hard, that his XO has set up a covert suicide watch on the General.

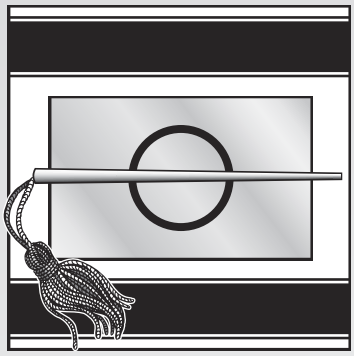
SECOND CETI HUSSARS

Holding a vital world in the Terran Corridor, the Second Ceti Hussars has already discouraged three Kuritan probing attacks with swift response from both their aerospace forces and fast ground-attack units. Attrition has begun to wear the Second down, but the LCT's morale remains high, as its warriors stand eager to leap at any opportunities to repay the Combine for the death of their sister regiments.

FOURTH CETI HUSSARS

When the First Liao Dragoons drove between the Fourth Ceti Hussars and the Valexa CMM, it seemed to Rear Admiral Cassidy as if he'd been handed a victory on a silver platter. Over-extended, and with the enemy's command elements painfully exposed, it only required the two Davion forces to encircle the Capellans and destroy them piecemeal. Only, the Valexa March Militia never closed its side of the trap, instead holding its place against a relatively light Dragoons screen. The twelve-hour battle left the Fourth Hussars to take the brunt of the Confederation assault, with the Fourth's BattleMech command taking the lion's share of the abuse.

This betrayal by a fellow AFFS unit has weakened the Fourth's already shaky resolve, and many of these Hussars appear overtly hostile to any thought of undertaking joint operations with other Capellan March forces. Instead, Cassidy has reportedly requested an immediate transfer back to his regiment's home world of Victoria.



CRUCIS LANCERS

The Crucis Lancers have continued to form the backbone of the AFFS. Remaining at full RCT strength, the Crucis Lancers were also the only brigade to be rebuilt to its pre-Jihad strength, with all eight Lancers active by 3110. Where the Davion Guard has been as much for show as for real combat, the Crucis Lancers have been the true iron in the velvet glove of Yvonne Davion's legacy.

Intended to serve as a mainly offensive brigade, employed to deter House Davion's neighbors away from adventurism, it is no surprise that three Crucis Lancer commands were on Palmyra when the Combine launched its ambush there. The loss of all three regiments in the fighting has only fueled the thirst for vengeance among the remaining Crucis Lancers–both against the Draconis Combine, and against those who allowed Caleb Davion to lead the Suns to such a low point in its history.

FIRST CRUCIS LANCERS

The First Lancers are garrisoning the vital industrial centers on Layover. Working with Kallon Industries, the First has augmented its aerospace wing with several *Arondight* Pocket WarShips for orbital defense. Planetside, the First is working with Quikscell to better arm the Layover National Guard. With so many military resources around them and cooperating, it is ironic that the First is still running dangerously low on critical BattleMech supplies, to the point where General Varnay has already sidelined his command lance to allow them to be used for spare parts.

THIRD CRUCIS LANCERS

In 3122, a diplomatic mission from the Raven Alliance to New Avalon presented First Prince Harrison Davion with the colors of the Third Crucis Lancers—a regiment that had been captured forty years before in an unauthorized Jihad-era assault against the Outwolds Alliance. Though a new Third Lancers regiment had been raised in 3110, the return of the colors marked a closure on the legacy of its forebears, and an opening for the new command. It was at this time that the Third Lancers formally selected Bristol as its new homeworld and thus became known as the Bristol Lancers. While the regiment's sense of pride surged, it would not go on to distinguish itself, and over the last decade the Third has become the "sink" unit in the brigade, its good warriors often being transferred to one of the other operational commands.

The current state of the Third's 'Mech force is a combination of battle damage and bad supplies. The experienced Tau Ceti Lancers were able to defeat the Third Battalion's recon company during a lighting raid last year, but the remaining damage is a result of normal wear and tear and a lack of available parts. The Third Lancers hope the presence of the First Armored Cavalry on planet will help improve this situation soon, if only so they can regain some of their fighting trim.

FIFTH CRUCIS LANCERS

The Fifth Crucis Lancers are in a similar state as the First; while its vehicle forces are well stocked, even able to field an extra battalion made entirely of Pegasus hovertanks, it is running short on critical supplies for its BattleMechs. This situation was exacerbated by a recent Combine probing attack that did little damage to the Valiant factories, but destroyed more than a lance of the Fifth's 'Mechs.

Despite the supply hardship, morale is rock solid among the seasoned veterans of this RCT. Having continued their tradition of combined arms training, the Fifth is now more like the Ceti Hussars than even the downsized Ceti Hussars. The integration is so extensive that one battalion of the Fifth's BattleMechs has been permanently divided up and partnered with vehicle and battle armor formations, to create a purely heterogeneous combined-arms regiment under the command of Colonel Clover Kincaid—himself a battle armor infantry officer.

SIXTH CRUCIS LANCERS

Reconstituted whole in 3105, High Command chose not to transfer any of the original Sixth Lancers survivors from the Seventh. This gave the RCT a chance to break with the force's tragic past at Galax and begin to forge new traditions. Despite being one of the youngest Lancer commands, the Sixth has become one of the best regiments in the brigade, and has traversed the Suns as a troubleshooter force for much of the last two decades.

The Sixth has only reluctantly relocated to Meinrad. From General Travers on down, the Sixth is resentful of Caleb Davion's handling of the war and shows little more respect for Regent Sandoval, whom they see as Caleb's hand-picked toady. Travers thinks poorly of Sandoval's plan to try and blunt the Combine attack, preferring instead to cut off the Kuritan supply lines first.

EIGHTH CRUCIS LANCERS

The Eighth Lancers got a head start on their reformation when Duke Raymond-Roger Marsin agreed to the Islamabad March Militia's proposal to donate its second 'Mech battalion to the Islamabad Lancers. Since reforming in 3095, the Eighth has grown to become one of the best-skilled and most prestigious of the Crucis Lancers commands.

In the battle for Tikonov, the Eighth would prove that skill many times over. Supported by armor forces, its Third Battalion sent Warrior House Dai Da Chi crashing in retreat from a well-laid ambush. Even after the recall orders came in, the Eighth extracted a hefty toll from the returning Warrior House and the Second McCarron's Armored Cavalry during the final rear-guard actions of the battle. Since then, the Eighth has been relocated to Keytesville, where it will undoubtedly test its mettle against House Kurita's warriors next.



DAVION BRIGADE OF GUARDS

Being the pride of the Federated Suns can have its disadvantages. For the Davion Guards, it has seen them lose half of their effective combat strength in a span of a few months. After the Jihad, the Brigade was quickly rebuilt to nearly its pre-Clan invasion strength. With the best equipment and personnel in the AFFS, it was to serve as a firm reminder that while the Federated Suns was not interested in making war, it was more than capable of fighting one. And for the last several decades, the Brigade of Guards has served as just the sort reminder it was intended to. Despite rarely seeing frontline combat, the RCTs of the Brigade kept themselves sharp by rotating through the Periphery and serving as OpFor for AFFS units across the Suns.

Had the Davion Guards not experienced the worst misfortunes in their century-long history, it is likely that the entire brigade would be leading a counter assault on the Combine, rather than bracing for the next assault. As the best in the AFFS, three of the Guard regiments were with Caleb Davion when Palmyra was ambushed. The Second, Third Davion Guards, and the Davion Heavy Guards were all present when the Combine struck. From what reports have leaked out, these commands gave a strong accounting of themselves, and some elements may even have survived, surviving on their skills and wits in the wilds of the captured world. If so, it would not the first time that the Davion Guards have been put in the role of guerilla fighter on their own worlds, but regardless, these regiments are effectively out of the fight—if only for now.

Not counting the First Davion, which is still in transit with Julian, the remaining Guards are a thin line of steel to oppose the onrushing Dragon. Yet the Dragon should be wary; much like their own Sword of Light, the fanaticism of the Davion brigades means they will continue to fight long after most forces would be considered destroyed.

With the loss of so many high-ranking officers on Palmyra, Brigade Commander Field Marshal Anastasia Zibler has become one of the senior-most ranking officers in the AFFS, and might even be considered the de facto Marshal of the Armies. Together with Erik Sandoval-Groell, she is presently mapping out the realm's defenses.

DAVION ASSAULT GUARDS

The Crushers know that it is not a question of if, but *when* the Combine will come for New Avalon. As the senior frontline unit on the world, Marshal Daimler is leading the defense preparations. He already faces an uphill battle with New Avalon space already weakened by Palmyra losses. When Caleb Davion broke his Grandmother's "Never Again" policy and took the *Lucien Davion* with him to Palmyra he left New Avalon without its greatest aerospace asset, leading Daimler to focus on a ground and near-orbit defense.

While the odds remain stacked against them, the Crushers are well equipped for the coming battle. Experienced in combating overwhelming aerospace superiority, the Assault Guards are probably the best suited unit to lead the defense of New Avalon. With its PWS-converted *Conquistador*s and double wing of aerospace fighters, they may even be able to contribute some might to opposing any landings by supplementing New Avalon's standing aerospace defenses. Meanwhile, the Assault Guards' five armor brigades, two regiments of battle armor, and four conventional infantry regiments are further backed up by the extensive New Avalon National Guard, a planetary militia that will surely not sit out any invasion defense.

DAVION LIGHT GUARDS

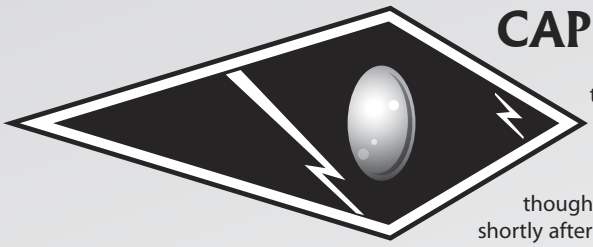
For a nation that set the standard for light 'Mech regimental formations facing down far heavier foes, the Combine's Tenth and Eleventh Ghost regiments sorely underestimated the Swift Foxes when they assaulted Brookeland. By the time the Light Guards withdrew, the Combine could barely muster a complete BattleMech command and their supporting conventional forces were seriously mauled.

Recovering on Mayetta, the Light Guard is requisitioning men and material from the Third NAIS Cadre, hoping to rebuild to at least fifty percent of its nominal BattleMech strength. With the Combine heavily over extended in their Rimward push, it is very likely General Yollis will capitalize on his commands lighting strike ability to harry the supply lines in the narrow corridor near Adrian.

FOURTH DAVION GUARDS

The Fourth Davion Guards has spent much of the last five years fighting in and around the Draconis Reach—the no-man's land created in the late 3080s, during the silent Sandoval civil war. Exhausted from three years of constant attacks and counterattacks, the Fourth pulled out of the Reach in December of 3143. It had barely arrived on Pattonsburg for rest and refit, when the Combine surged across the border. With their JumpShips commandeered for Operation MANDRAGORA, the Fourth escaped destruction on Palmyra only to be stranded on Pattonsburg, just one jump away from the Combine's encroaching borders.

General Taft is no doubt furiously trying to establish communications with New Avalon, but with the Combine looming on three sides, merchant traffic in the region has all but dried up. [*Note: Due to the fluid situation, our current estimates of the Fourth's condition and readiness are actually quite bad, with the latest hard data nearly a year old. At this time, we would be remiss if we did not admit that we are not completely sure if this regiment is even still on Pattonsburg.*]



CAPELLAN MARCH BRIGADE

Faring little better than the Draconis March, the Syrtis Fusiliers can take little credit for this, despite several valiant attempts. With far superior numbers and a well-coordinated attack, the CCAF marched nearly unmolested to New Syrtis while pushing its entire border rimward into Federated Suns territory.

The ferocity of the attack, combined with Field Marshal Hasek being lost and thought dead early in the fighting, effectively left the Syrtis brigades to their own devices shortly after the war began. Operating independently, none of these commands shrank from the fighting, but their uncoordinated defense has been haphazard, widely varying in effect. The Eighth Syrtis, for instance, did not even survive the initial assaults, after its commander brashly tried to defeat his opponent's superior numbers in an open-field battle without air superiority. The high-profile Syrtis Avengers fared even worse; their vessels were burned from the New Syrtis sky.

Without a leader (Alexander Hasek, if he is truly alive, is still on the run), the Capellan March command structure is in tatters. Thus, each of the Capellan March regiments are continuing to work independent of each other.

FIRST SYRTIS FUSILIERS

Once the dumping ground of the brigade, the First Fusiliers slowly won over the hearts and minds of the Capellan March and its duchess through its warriors' constant professionalism. In one of the rare instances where New Avalon and New Syrtis could agree on anything in recent times, the First rose from last on the AFFS supply queues to one step behind the Sixth, and this regiment became a sought-after first-post assignment for many top-graduating cadets.

Despite its warriors' skill and quality of their equipment, the First Fusiliers proved little match for the murderous zeal of the Capellans' Dynasty Guards. Using their superior BattleMech strength to isolate the Fusiliers 'Mechs, the Dynasty Guards managed to destroy half of them before the First's hover battalions and air-dropped battle armor arrived and forced the Guards to disengage. Now trapped in the Frazer Thumb, and with few supplies to draw upon, the First is attempting to make repairs as best as it can.

A *Centurion* silhouette, black save for the bright green cockpit glass, saluting with its right arm is the unit's insignia.

SECOND SYRTIS FUSILIERS

Recognizing his predominantly lightweight 'Mech forces were no match for the assault-weight Second St. Ives, General Travis McGinty used his LCT's superior mobility to bloody the Capellans before withdrawing from Atlas for Shoreham. While the Second's light BattleMechs kept the pondering Lancers just barely engaged, its company of Yellow Jacket Arrow IV VTOLs, and battery of Paladin artillery vehicles were able to score several powerful strikes against the St. Ives Lancers. This tactic bought enough time to evacuate critical leaders and supplies from the planet, and allowed the Second Syrtis to withdraw in good fighting order.

The Second's insignia is a black panther silhouetted by a silver thunderbolt and they trim their units with parallel lines of black and silver.

FIFTH SYRTIS FUSILIERS

The Fifth was rushed to the front as soon as the war on the Capellan front started. Arriving on Royalston, the Fusiliers had barely deployed when House Hiritsu and the Fourth Confederation Reserve Cavalry rolled over them. While the Fifth possessed far more tanks and infantry, its commander tried to use his 'Mechs to dictate the battle, despite the Capellans' superior numbers in that regard. This made it easy for the invaders to turn the tables on him. Major General Jock Sergeant then allowed himself to be fooled by the apparent retreat of the less experienced Fourth CRC—which proved instead to be a well-executed envelopment that put Sergeant directly in House Hiritsu's gun sights. Sergeant died at the controls of his *Templar III*.

Taking command of the shattered Fusiliers' 'Mech forces, Colonel Dahar called airstrikes down on her position to cover a breakthrough attack by the LCTs cavalry armor battalions. This enabled her to extract the remains of the 'Mech command, and bloodied House Hiritsu's nose just enough to slow their advance while the Fifth made good its escape from Royalston.

SIXTH SYRTIS FUSILIERS

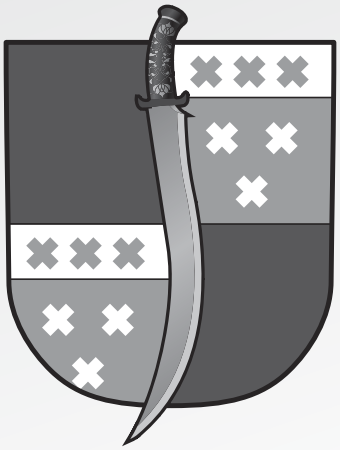
The Sixth is a force barely holding onto its sanity. When the Capellan war broke out, the Sixth was staring across the border at St. Ives and could do nothing thanks to a lack of transport assets. They solved this when Warrior House Imarra arrived to ensure they stayed out of the war and away from New Syrtis. Deceiving the Warrior House into thinking they had gone to ground deep in a remote mountain range, the Sixth burned off the world while Imarra was hunting them and proceeded to steal two of the Capellans' JumpShips.

Imarra would run the Sixth to ground again at Wappingers, where the Fusiliers' had abandoned their captured JumpShips to seek cover on the planet surface. After a running battle across two continents, the Fusiliers withdrew once again, this time commandeering merchant shipping to escape from the Capellans. Though the merry chase might have frustrated Imarra's efforts to destroy the Sixth, they did succeed in keeping the Black Guard from coming to New Syrtis' aid. By the time the fighting was done on Wappingers, New Syrtis lay under Capellan control, and the duchess whom the Sixth was sworn to protect was dead. The realization of this failure has devastated the Fusiliers' morale; in their current state of mind, we can scarcely predict what this regiment may do next.

SEVENTH SYRTIS FUSILIERS

The Seventh Fusiliers have refused to let despair take hold of them, even after their command was cut off in the Frazer Thumb. Experienced in high-altitude drops and rapid deployment, the Seventh has been striking back at the Capellan invaders every chance they get. Backed up by an extra-large aerospace force, highly trained DropShip crews and fully air mobile infantry, the Seventh has staged several hit and run attacks on the CCAF supply lines to New Syrtis, even engaging in one daring spaceborne assault that saw the capture of an entire JumpShip laden with supplies destined for Capellan front-line forces. This has made the Seventh a primary target for the CCAF. Determined to stay on the move, the Dragonriders rarely appear on one planet longer than a month.

The Seventh's insignia is an ancient Welsh dragon.



PERIPHERY MARCH GUARD

The Periphery March has found itself in the unenviable position of being the "interior" March of the Federated Suns and the only viable reserves available to the nation—yet even this status is in question, with the Capellans now sitting on the March's coreward border, the Ravens moving through its rimward worlds, and the Combine's push cutting off the Draconis March from the Periphery.

With threats pushing from all sides, and the rest of the realm in even deeper danger, the Periphery Guard has been called on to step up and defend not only its own region, but the Federated Suns as a whole. Even bolstered as they are by the undamaged Periphery March Militia, the Thumpers, and volunteers from the Filvelt Civilian, this is a tall order for the Suns' youngest March command. Field Marshal Carlton will need to call on her experience as both a past member of the general staff on New Avalon, and her decades in the field to aid the endangered realm—all without sacrificing the stability of her own March.

FIRST PERIPHERY GUARD LCT

The First Periphery Guard has become a victim of its own legend. Revered by the regional populace, not even Duke Raymond-Roger Marsin or any of his successors, military or ducal, dared risk the First in a battle where the regiment might lose or suffer significant damage. The end result is a force that has spent most of its existence either stationed on June or conducting "show the flag" tours of the March. This has affected the First Guard both their skill and morale in equal proportions.

The First uses the standard Periphery Guard paint scheme of a ash gray with a red, white and blue stripe down the left side or the 'Mech or vehicle. The First's insignia is the Guard shield with a Roman numeral I in the upper left quarter.

SECOND PERIPHERY GUARD LCT

With the First effectively sidelined as the brigade's showcase command, the Wyverns ended up becoming the workhorse of the Periphery Guards. As the best trained and equipped in the March, the Second would have been sent to the Raven border instead of the Third, had it not been hunting pirates in the Periphery when the Combine's invasion began. After the Third was lost to the Ravens, the Second was swiftly recalled and is now moving towards the Alliance border to beef up the Suns' defense in that area.

The Second's insignia has the standard Roman numeral II in the upper left quarter of the Guard shield, but also adds a wyvern silhouette in the lower right quarter.

FOURTH PERIPHERY GUARD LCT

The Fourth Periphery Guard originally raised in response to the First's transition from a battlefield command to an honor regiment. Using a core of veterans from the First Guards' second 'Mech battalion, Duke Marsin assembled an LCT around it, and named them for the Terran river that the original city of Remagen sat on.

The Fourth Guard shot to fame after undertaking a daring set of raids that wiped out a pirate haven hiding within the Islamabad Combat Region. As sudden media darlings, the warriors of the Fourth wound up in much the same position as their brethren in the First, but they have been less inclined to accept the image of being just another parade outfit. As a result, the Fourth has practically welcomed the current conflicts, seeing them as a chance to show they are an actual fighting force.

FIFTH PERIPHERY GUARD LCT

The Fifth was sponsored by the defense contractors on Panpour, who wanted to increase their collective security by having a locally based front-line AFFS command at the ready. Happy to receive these donations to expand the Periphery Guards, Duke Marsin and his successors not only forged the Fourth LCT, but honored a commitment to keep at least half of the regiment on planet through its existence—at least, they did until the Combine and Capellan invasions forced its recent relocation to Vandalia.

The Fifth uses a bright red accent instead of the standard white highlights and sports the Panpour flag in the lower right quarter of their insignia.

SIXTH PERIPHERY GUARD LCT

Recognizing a good idea when they saw it, Clyde Shipyards mimicked the conglomerates on Panpour and heavily subsidized the Firgrove parliament's subscription to raise and support its own Periphery Guard force. As with the Fifth, the Sixth makes its home on Firgrove, and rarely sends more than a third of the command out of the system at any one time.

Unusual for an LCT—or any AFFS ground formation for that matter—the Sixth has more aerospace fighters than it has BattleMechs. The Sixth's aerospace command works very closely with the Clyde Shipyards' Pocket WarShip defense squadron.



ROBINSON MARCH BRIGADE

The regiments of the Robinson March Brigade were exhausted before the first Combine unit crossed the border in 3144. In many ways, the peace of the Republic era never found its way into the Draconis March, and its combat forces have spent most of the last sixty years running from one firefight or crisis to another. Only two years after Operation MATADOR, the First Rangers and First Strikers regiments were nearly wiped out during a disastrous Crucis Lancers POW rescue mission in Raven Alliance space.

In 3095, the long-simmering tensions in the Sandoval clan erupted into full-fledged fighting across several March worlds. With the Robinson brigade and the March Militia caught up in this Sandoval family civil war, the entire region was left wide open to a series of small invasions by the Draconis Combine and the Raven Alliance. The weakening of the Sandovals' unity and the see-saw battles that continued for decades afterward transformed the Draconis Reach into a no-man's land.

After fifty years of low-intensity conflict, the Suns' ultimate efforts to prevent the Reach from falling fully into the hands of House Kurita were foiled soundly by the efforts of Wolf's Dragoons and the Ryuken. Exhausted and beaten, the Robinson Brigade quit the Reach, and returned home for rest and refit—just in time for the Combine to surge across the border like a tsunami. The Second Robinson Strikers fell quickly on Mara, followed soon after by the First Rangers on Royal. The Third Strikers were on Palmyra, and are presently assumed lost with all the other commands.

SECOND ROBINSON RANGERS

Reformed in direct contravention of New Avalon's wishes, and against the spirit of Republic-led demobilization, Jerome Sandoval knew his new Rangers command would need to do something dramatic and quickly to avoid being disbanded. Barely five months after their official unveiling, the Second Rangers hot-dropped onto Barlowe's End. Staffed with veterans siphoned off from forces throughout the Draconis March, the Second was more than a match for the unprepared Combine forces and swiftly secured the contested world, winning their place in the hearts and minds of Draconis March citizens across the March.

Anticipating the line of the recent DCMS advance, the Second Rangers rushed to New Ivaarsen, hoping to blunt the Combine invasion by surprising them with the forces arrayed on the world. Instead, the Second Rangers and First Ivaarsen Chasseurs were overwhelmed by fresh, highly trained troops from three Ryuken regiments and their supporting formations. The Second withdrew to Robinson to refit and prepare for a counterattack, only to be struck mere weeks later when the five complete DCMS regiments and support dropped on Robinson itself. With their aerospace wiped out, and barely able to field a combined arms company for support, the Second Rangers retreated to Markesan with less than a battalion of 'Mechs to its name.

FIRST ROBINSON STRIKERS LCT

Devoutly loyal to Duke Tancred Sandoval, the First Strikers found itself fighting its sister regiments in the Sandoval civil war. When Jerome Sandoval emerged victorious, the First came very close to being disbanded. Only the knowledge that New Avalon would not allow him to form other commands stayed Jerome's hand—but that did not mean the First Strikers would enjoy their existence. Put last in the supply chain and replaced by the First Rangers as the ducal regiment, the First Strikers became the proverbial child who is seen but not heard. The feeling they had been "flushed down the toilet and into the sewers" led the Strikers to take up the crocodile as their mascot, even as they worked had to prove their worth to the March.

Though deprived of the best equipment and regularly saddled with the worst trained personnel in the region, the First still gave an extremely good accounting of itself in the defense of Robinson. Relying on tightly coordinated actions to offset the general lack of individual skills of the warriors in her command, General Groell made the Combine pay for every block they advanced through the planetary capital. With defeat finally inevitable, Groell in good order, taking her command to Sauk City.

FOURTH ROBINSON STRIKERS LCT

The Violent Pachyderms were Robinson's answer to the Davion Assault Guards. With the exception of its hover squadrons, every BattleMech, aerospace fighter, vehicle, and battle armor in the Fourth is made of heavy or assault-weight gear. Backed up by a battalion of mobile artillery and its own dedicated *Arondight* Pocket WarShip, the Fourth became the knee-breakers of the Draconis March. Constantly called on to plug the line, the Fourth Strikers are consistently one of the best-trained commands in the Robinson Brigade. The insignia of the Strikers' shield, with two rearing elephant silhouettes bracketing the sword, has become a welcome site on battlefields across the March.

Despite outnumbering them in BattleMechs, the Sixteenth Galedon Regulars paid dearly to take McGhee from the Fourth Strikers. The Strikers' careful skill and tightly-integrated combined arms formations were able to meet the Sixteenth's fury and greater numbers, inflicting considerable damage before the Robinson finally withdrew to Dahar IV.

FIFTH ROBINSON STRIKERS LCT

Suffering considerable attrition in recent years, the Fifth has seen its combat performance drop precipitously. Fully one third of its MechWarriors are graduates straight out of the academy, rushed into action without the customary tour through a training cadre. Even worse, more than half the LCT's battle armor troopers have never been through formal AFFS training for suits, and are learning the ins and outs of their armor in the field, mostly via onboard help systems and their technical crew. What experienced soldiers and officers the Fifth does have are exhausted and battle-weary from many years of fighting against the Combine.

The Fifth scarcely even slowed down the Twenty-second Samarkand when it came for Cimeron. In fact, were it not for the Strikers' aerospace wing—one of its few components not undertrained or exhausted—and the Twenty-second's own lack of suitable aerospace support, the Fifth would likely have taken a much greater mauling during its fighting withdrawal from the world.

The Fifth adds silver accents to the base Striker paint scheme of dark red and yellow. Their insignia is the Striker sword and shield with the long sword replaced by a tasseled cavalry saber.



CAPELLAN MARCH MILITIA

Over the fifteen years that followed the end of the Word of Blake Jihad, the Capellan March Militia, heavily damaged in the war, was completely rebuilt from scratch. This ground-up reconstruction proved particularly beneficial in that the new forces were raised as Light Combat Teams, and thus were trained to operate under this model from their very inception. It also made it possible for the militia brigade to be exclusively staffed by natives of the Capellan March, from each individual private all the way up to its brigade commander. With the entire Suns military undergoing a restructure at the time, Duchess Angela Hasek was able to work the Replacement and Deployment Division system to ensure this "regionally homogenous" makeup for her new militia commands. Fifty years on, this "inbreeding" has infused the brigade with a fierce tradition of fanatical loyalty to New Syrtis, and a passionate focus on only one ultimate goal: the destruction of the Capellan Confederation.

Today, with New Syrtis under Capellan control, its brigade commander dead, three of its own regiments destroyed in the fighting, the new March Lord on the run, and half of the March worlds under House Liao's sword, the CMM has been rocked to its very core. Marshal Gennady, only recently assigned to command the brigade, is still en route to Kathil, the interim March capital, and has not been in communication with any of his new commands.

ALCYONE CAPELLAN MARCH MILITIA LCT

The Alcyone CMM has been shifted to Redfield in an effort to keep the Confederation's New Syrtis salient from expanding. So quick was their initial deployment, that they were unable to prepare an adequate logistics chain. While they are able to rely on local parts to keep their tanks running, the Militia's BattleMechs are experiencing a five to ten percent downtime, and their battle armor assets are working at closer to thirty percent, due to critical parts and maintenance shortages. Unless this situation is resolved soon, the Alcyone CMM will be in poor shape if the Confederation does come its way.

MANDAREE CAPELLAN MARCH MILITIA LCT

With Ridgebrook under Taurian occupation and the Calderon Accords effectively removing any chance for it to be retaken, the Ridgebrook PDZ capital was moved to Mandaree and its CMM formation reconstituted there. When the CCAF steamrolled its way towards New Syrtis, the Mandaree CMM found itself as one corner of the isolated Frazer Thumb's defense.

At some time in the last six months, Mandaree received vital military supplies from deeper within the Federated Suns. With no interior Suns worlds within thirty light years, the obvious question is how this could have occurred. The surprising answer turned out to be that the Taurian Concordat allowed the AFFS to shuttle supplies via Ridgebrook and the Pleiades Cluster. This development, remarkable for how it flies in the face of the Taurians' centuries-old animosity toward the Suns, likely comes from the Concordat's own realization that, while the Federated Suns has made no major hostile moves towards the Concordat in five decades, the Confederation now occupies two Taurian worlds.

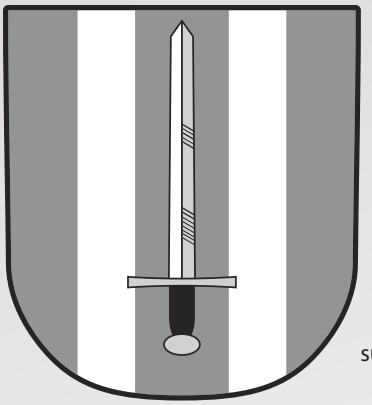
SIRDAR CAPELLAN MARCH MILITIA LCT

Holding the other side of the Frazer Thumb, the Sirdar CMM recently clashed with CCAF forces probing the defenses of the isolated region. The LCT successfully repelled the raiders with what would normally be considered minimal losses, but the lack of access to the traditional AFFS supply lines has nevertheless got the militia's commanders worried. The Sirdar CMM is now looking to nearby IndustrialMech manufacturers to try and fabricate many of the parts and supplies needed to continue. It may not be long before we see *Jabberwoky* and *Crosscut MOD* MilitiaMechs operating in Sirdar CMM colors.

VALEXA CAPELLAN MARCH MILITIA LCT

Colonel Cartegena is the acting CO of the Valexa CMM, a position he assumed after Leftenant General Allastair Beaverbrook died of "an accidental discharge from a friendly PPC". Beaverbrook's death came only days after the First Liao Dragoons departed from Valexa, where they had brutally mauled the Fourth Ceti Hussars. During the Dragoons raid, Beaverbrook refused to commit his command to battle after the Capellans drove between the Valexa CMM and the Ceti Hussars. Beaverbrook's after-action report claimed that the Dragoons' artillery had closed off the approaches his force would have needed to take in order to move on the invaders. Reports forwarded to High Command since Beaverbrook's death reveal that reconnaissance of the Capellan force found no evidence of conventional artillery, an only a single lance of Arrow IV-equipped *Catapult*s.

Davion High Command has decided to not dispatch an Adjutant General to investigate the General's death.



CRUCIS MARCH MILITIA

Field Marshal Anthony Millican has watched with horror as the dual enemies of the Federated Suns have pushed closer and closer to his combat region. While a highly capable logician, Millican is one of the few officers in the AFFS to ever earn a field marshal's baton without ever setting foot on a battlefield. The fact that Millican owes his posting to his childhood friend, the now-dead First Prince Caleb Davion, this reality underscores that "social generalism" is not an exclusively Lyran disease. Indeed, he very likely owes his life to his *lack* of any competent offensive military skill, which led to his being left back on New Avalon when the Prince went to Palmyra.

Although Millican is highly unqualified for the sudden importance of his command, Regent Sandoval has had far more pressing issues to deal with, and has chosen to rely on Millican's competent support staff to keep the critical Crucis March Militia operating.

KESTREL CRUCIS MARCH MILITIA LCT

The men and women of the Kestrel March Militia have decidedly mixed feelings about their recent move to Markesan. While they recognized there would be little they could do to stop the Combine from taking Kestrel in its drive toward New Avalon, they likewise wish they could have stayed and tried their damnedest anyway.

Given the Kestrel CrMM's current operational strength, that would have been an admirable effort, but ultimately futile. Short both of its heavy armor battalions, and with no units heavier than the medium weight class, the Kestrel Militia is sorely understrength for the battles ahead of it.

MARLETTE CRUCIS MARCH MILITIA LCT

The once sleepy Marlette Prefecture has now become the front line in the war against the Draconis Combine. With Markesan now serving as both regional capital and capital-in-exile for the entire Draconis March, things have grown very busy and confusing in this traditionally interior sector. The Marlette CrMM has reaped some benefits from this increased activity; its open requisitions have been filled and the LCT even received an additional, unasked-for squadron of aerospace fighters.

Of course, the officers and warriors realize that all this attention means they can soon expect to put their new equipment—and their lives—on the line for the survival of the Federated Suns. This fact has not impacted the regiment's morale, however.

NEW AVALON CRUCIS MARCH MILITIA LCT

Effectively considered the unofficial "Fifth Davion Guards", the New Avalon March Militia possesses the best equipment of the Crucis March Militia brigade, with excellent officers and warriors who are anything but weekend warriors. Its training programs are highly intense and small portions of this command are regularly attached to front-line forces so they can get a taste for field actions. As a result, while the unit has not left the New Avalon Combat Region since Yvonne Steiner-Davion's "Never Again" proclamation, it is well seasoned in front-line warfare and ready to defend New Avalon against the coming assaults.

REMAGEN CRUCIS MARCH MILITIA LCT

As a new command created after the Jihad, the Remagen Militia took up the heritage of its former incarnation—which had been used to form the First Periphery Guard—by training constantly through its first years of formation. Once fully outfitted, and after training for a decade, the CrMM challenged the Davion Heavy Guards to a series of war games. While the militia force was soundly beaten in every scenario, its commanders learned hard lessons that modern technology alone could not beat old age and trickery. Undaunted, the Remagen Militia went back to training and, five years later, they fought the Heavy Guard to a standstill. Taking note of this improvement, the AFFS studied the LCT's training programs and eventually adopted several of its innovations nationwide.

As one of the most experienced March Militias in the AFFS, the Remagen CrMM has been sent to the Combine's Palmyra salient to aid in blunting that attack.



DRACONIS MARCH MILITIA

In many respects, the Draconis March Militias never recovered from the Jihad. Scavenged for equipment, commanded by an outsider, and shackled to New Avalon, the DMM's declining morale and loyalty has long been a sore spot for an otherwise prosperous Republic-era AFFS. In the Sandoval civil war, these regiments were used as pawns in a fratricidal conflict, then tossed away as cannon fodder to try and stop the Draconis Combine's continuous encroachment. In the DCMS invasion that followed the Blackout, they saw vindication for their long-held belief that the Combine was merely biding its time for a major invasion—but being right about the slumbering Dragon is a hollow victory now that the Draconis March lies in tatters.

General LaGrange has only been the brigade commander for a few months, stepping in after the death of two Sandoval marshals in less than a year. He commands a brigade three regiments smaller than before the invasion started, and has only just established an operational command post on Markesan. While his remaining four Militia LCTs are in excellent shape, the lack of an established command structure and focus means we can expect little from these forces for several more months to come.

DAHAR DRACONIS MARCH MILITIA LCT

While still maintaining its post-Jihad oversized armor complement, the Dahar DMM has managed to add another battle armor battalion and a regiment of assault and scout infantry over the decades since. Typically, this force would be broken into three or four smaller sub-groups, which would patrol the Dahar PDZ borders, but with most of the PDZ now under Combine domination, Colonel Sandoval-Ito has pulled all of his commands back to Dahar IV and is preparing the planet's defenses for the expected Kurita attack.

In doing this, Sandoval-Ito has all but ignored the Fourth Robinson Strikers, who recently arrived on Dahar after retreating from Rowe. While Major General Centorino outranks him, the militia leader clearly has little faith in a commander who retreated from two worlds.

KENTARES DRACONIS MARCH MILITIA LCT

The Kentares DMM gave up its second battalion of BattleMechs so that the First and Second Robinson Strikers could be rebuilt after their long campaigns in the Draconis Reach. In exchange, the Militia LCT received a company of the new Zibler OmniVehicles and an additional battalion of battle armor. That both Striker commands were wiped out in the opening days of the Combine's invasion has left the Kentares DMM feeling cheated and frustrated at the loss of their former assets.

With Kentares IV directly on the front line, General Clement is leading preparations for the world's defenses. The entire planet has pitched in to assist the DMM with the local National Guard commander seconding himself to the General, and nearly all civilian manufacturing switching production over to produce anything of even remotely useful military value. Squadrons of conventional fighters are already starting to roll off the Kentares aircraft lines and industrial vehicles are being reinforced with whatever armor is available as basic weapons are bolted on. Should the Combine come for Kentares, they will find an entire world ready to fight to the last man, woman, and child.

MILLIGAN DRACONIS MARCH MILITIA LCT

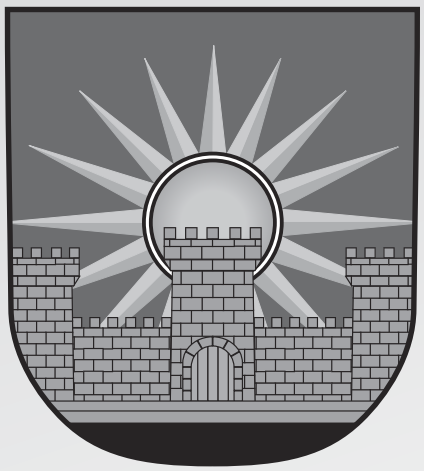
Colonel Lowenstein of the Milligan DMM has seen his PDZ cut in half by House Kurita's advance and watched his realm's once-allies, the Raven Alliance, slice away a portion of what remains. Thanks to the HPG disruption, the death of the First Prince, the loss of Robinson, and any number of other reasons, he has thus far been powerless to stop either opponent.

The Militia itself is feeling equally frustrated and, without any guidance from beyond Milligan, they are planning to dig in and hold their position, even if High Command suddenly does decide to do something. It appears that the LCT's warriors have decided that, if they are going to die, they would rather do so with their families than defending someone else's world.

MORRILL DRACONIS MARCH MILITIA LCT

The survivors of the Bremond and Bryceland DMMs make up the Morril DMM and the memories of being forced from those worlds two decades ago still run deep for these soldiers. With its home PDZ now behind enemy lines, the Morrill DMM was added to the Milligan PDZ to reinforce the threatened region.

With the Combine pushing toward them once more, the Morrill Militia is not content to sit and wait for destruction to come to them. General Belledonna has repeatedly requested supplies and transports to take the fight to the Combine in any way possible. Having received no response from New Avalon or Markesan, she may take matters into her own hands. Given her Militia's double-strength aerospace squadron, she can contest local space against any casual incursion. It also means that any JumpShips that come through her system may soon find themselves pressed into the service of the AFFS, even if they fly a Combine flag.



PERIPHERY MARCH MILITIA

Outside of the Academy commands, the Periphery March Militia is the only brigade to suffer scarcely any losses in the recent fighting—for now. With all of its LCTs in good fighting condition, and enemies pushing on every border, the soldiers of the Periphery Militias know that it is only a matter of time before they will be asked to make sacrifices for the safety of their March. More importantly, these troops know that, as the situation grows ever more desperate, they may even be asked to defend worlds within the other Marches. This latter realization has led to a fair amount of unrest; while extremely loyal to the *concept* of the Federated Suns, the men and women of the Periphery March still hold to their Outback roots and would rather protect their part of the Federated Suns than some silver-spoon world that never helped them in the past.

Further unrest has come from the decision to shave equipment from each regiment to better equip the Filtvelt Citizen Battalions that started arriving on Anjin Muerto early this year. Marshal Nick Hawthorn has raised his concerns to both Field Marshal Carlton and Duke Marsin, but has been given little more in response than their expectations that he make the best of a bad situation.

ANJIN MUERTO PERIPHERY MARCH MILITIA LCT

The Anjin Muerto PMM has developed a well-earned reputation for pirate hunting. Their mere presence on a world within their PDZ can cause pirate raiders to return to their JumpShips in search of greener pastures. This kind of effectiveness has been recognized and rewarded over the decades, to the point where the LCT today has no equipment that was built before the 3080s and possesses a VTOL attack battalion to augment its air-mobile, recon VTOLs. Pirates unfamiliar with the deadliness of the Aeron Strike VTOL have learned to fear this Militia's Aerons once they sortie on a headhunter mission.

Unlike other PMM commands, the Anjin Muerto LCT is regularly called on—and willingly accepts—assignments outside their PDZ. These assignments have typically been aimed at aiding neighboring PDZs or conducting pirate sweeps through the local Periphery. Currently, the command is on Anjin Muerto to cross-train with the Filtvelt Coalition's Thumper Assault Regiment. This suggests that these two commands will shoulder a great deal of the fast-response work sure to come as the Periphery March forces join the fight against the Suns' Combine and Capellan threats.

HORTENSE PERIPHERY MARCH MILITIA LCT

Located as far from their home PDZ as possible while still remaining within the boundaries of the Periphery March, the warriors of the Hortense PMM find themselves out of their depth. Earlier this year, the regiment was sent to Kirbyville to relieve the Third Periphery Guard for operations against the Combine's rimward push. When the Hortense PMM arrived in June 3145, they were shocked to find the Raven Alliance had landed a month earlier, and all evidence of the Third Periphery Guard's existence was gone. Only a successful JumpShip quick-charge enabled them to fall back to Stratford.

Unfortunately, the quick-charge damaged the Militia's JumpShip, and the LCT made landfall to avoid straining its consumable supplies while awaiting repairs. This has left the command stuck on Stratford, its warriors nervously aware of the encroaching Ravens and fearing an encounter with an enemy well beyond their skills and equipment.

ISLAMABAD PERIPHERY MARCH MILITIA LCT

As of this writing, the Islamabad PMM should have just settled in on Brusett, taking up the post recently vacated the Warren PMM. Equipped with JumpShips and as many parts and supplies that could be spared, the two commands are scheduled to carry out a series of harassing raids on the Capellan occupation zone.

As the senior general, Daud Saraf is leading the operation. Though well past standard retirement age, Saraf is still in excellent physical condition (which he credits to his vegan diet, abstinence from all alcohol and a demanding daily yoga workout). While few of his soldiers are as devout as Saraf, none of them deny that their aging commander can probably run laps around them and still be fit for a marathon.

KILBOURNE PERIPHERY MARCH MILITIA LCT

The reputation of the Mighty Bagpipers (as the Klibourne Militia tends to refer to itself) has not diminished much from the heady days of the Jihad, when they threw back a Raven assault. Of course, this is in no small part due to the fact that the boisterous warriors of the Kilbourne PMM make sure no one ever forgets it. The boasts may seem inflated, but they are not without merit; Kilbourne's Militia has seen successful action several times over the last ten years, emerging victorious against both pirates and probing Combine raids.

This reputation has cut both ways. The Kilbourne PMM is currently well understrength as a result of recent actions, with its 'Mech force now down by half a company, and only one battalion of heavy armor in field-ready condition. Furthermore, its battle armor force is short on parts for all but its oldest suits.

MALAGROTTA PERIPHERY MARCH MILITIA LCT

The current state of the Malagrotta PMM is a testament to the old adage: "no good deed goes unpunished." In raising a Militia force for Malagrotta, what began as a politically astute move by Duke Marsin has, since then, become an albatross around his neck. The Malagrotta PMM has become a public focus and voice for those Malagrotians who want to see a restoration of their PDZ and more control of their fate. That the means to restore their PDZ is to conquer the Filtvelt Coalition doesn't faze the people of Malagrotta, whose oft-repeated slogan is "We stayed loyal; why should we suffer?" Over the decades, this has made the Malagrotta PMM an ongoing source of regional disruptions and overt insubordination.

Adding insult to injury has been the recent reassignment of large amount of the unit's equipment to the volunteers of the Filtvelt Citizen Battalions. Each of the Malagrotta LCT's battalions of armor has been reduced by one company and its BattleMech strength remains viable only because two lances of dilapidated Filtvelt 'Mechs have replaced two more lances of the Malagrotta 'Mechs. As a result, this Militia is the least upgraded command currently active in the AFFS.

WARREN PERIPHERY MARCH MILITIA LCT

Save for short patrols of their PDZ, the Warren Militia spent many decades since the formation of the Periphery March on Brusett, deploying off-world on only two occasions, for less than six months each time. Recent events have finally upset this traditional post, placing the Warren PMM on Kigamboni in the Capellan March.

In light of the Warren PMM's past, it is understandable that General Giggins has protested his regiment's reassignment to the Capellan March, and the relinquishing of his former post to the Islamabad PMM. Once part of the Capellan March, the Warren PMM's memories of poor treatment from the March Lords during the Jihad run deep, and graffiti proclaiming "leave the Cap March to the Cappies" has reportedly become a common sight around the Militia's main base.

WOODBINE PERIPHERY MARCH MILITIA LCT

Hysteria on Woodbine has reached a fevered pitch as its citizens fear imminent attack by Combine forces, Raven invaders, or a combination of both. Radicals are convinced that Woodbine has to be the next target for both powers as it is a PDZ capital and serves as the logistical and transport hub for the rest of the region. This has led to numerous riots, panic buying, mass migrations to lesser populated regions of the planet and—for those wealthy enough—even off world escapes.

As the Woodbine National Guard effectively compromised by the hysteria in its own ranks, the Woodbine PMM has been called on repeatedly to restore order. This has not only put them in a position few military forces wish to suffer, it has stressed a sense of doom within the ranks of the PMM itself. If the Combine or the Ravens do come for Woodbine, this regiment knows it will be among the invaders' first targets.

ACADEMY AND TRAINING UNITS

While the Federated Suns was a staunch supporter of the Sphere-wide reforms championed by the Republic, in practice it has proven difficult for any realm to completely abandon its centuries-old habits. In the wake of the Jihad, it was Yvonne Steiner-Davion who launched the Suns' academy-rebuilding programs, which Harrison Davion continued. When Caleb Davion reactivated the Training Battalions in 3136, we recognized this for what it was: a move very similar to Richard Davion's Star League-era build ups. Even before the Blackout, we chose to turn a blind eye to this activity, both in deference to our special relationship with the Suns, and recognizing the threat of the always belligerent Confederation that House Davion has always faced. As it happens, this has proved fortuitous for the Suns, providing them with at least a temporary pipeline of well qualified recruits to replace its gutted front-line formations.

Recent events have not left the Suns' training commands untouched. The Robinson Battle Academy was wiped out once more while defending the grounds of their school even after the Combine resorted to cruise missile attacks to level most of the complex. While the Robinson training forces was unable to do much against its opponents' brutal stand-off tactics, the students and teachers of Sakhara acquitted themselves and will likely go down in the annals of Federated Suns history as heroes all.

ALBION TRAINING CADRES

Recognizing the critical role that the Albion and NAIS cadres played during the Jihad and FedCom Civil War, House Davion's High Command froze all the training cadres when the Combine leapt across the border. All transfers into and out of the commands were put on hold and these forces have been supplied for a wartime footing. For the foreseeable future, these forces will be acting as front-line combat units and can expect to see combat soon.

The First and Second Albion Cadres recently arrived on Cerulean, at the tip of the Combine's rimward thrust. Based on our current understanding of the AFFS' plans, they are likely being positioned to flank the imminent DCMS attack aimed at New Avalon, and will support the Sixth Crucis Lancers and Fifth Periphery Guard already stationed nearby.

While both cadres are at full strength, they had only just cycled out their graduating class and taken on new recruits when the Combine invaded. This leaves both units staffed with fresh cadets, who were expecting a one- to two-year training mission before being sent into battle. Generals Tallman and Davion are using what free time they have available to run these troops through combat exercises, in the hopes of preparing them for the real fighting certain to come.

FIRST NAIS CADET CADRE

Like the Albion cadres, the First NAIS had just rotated out its latest batch of warriors when the war with House Kurita began. Though far from green recruits, the cadets of the NAIS lack the field experience that could mean the difference between victory and death when the Combine comes.

As a cavalry force, the First NAIS has been seconded to the Davion Assault Guards, to augment the Crushers' already-considerable might. The cadre's 'Mech battalion will serve as the Guards' screening force, while the NAIS battle armor troopers are being integrated with the Guards' existing two regiments of battlesuits. By merging these commands, it is hoped the Crushers elite soldiers can help give the cadets enough time and wisdom to attain the vital field experience they'll need in the near future.

SECOND NAIS CADET CADRE

The Second NAIS was touring the Draconis March when the Combine assault began. Following pre-war academy engagement doctrine, the Second hop-scotched away from DMCS attacks until it reached a world with working HPG communications. They were then formally activated as a combat command, and sent to the spinward edge of the Combine's push into Suns' space.

As one of the forces holding the "Pocket", the Second now serves the dual roles of a defensive command, holding the line against further Combine advances, and opportunity-raiders, ready to launch into the enemy's Palmyra invasion corridor should an opportunity present itself. While the cadre is equipped with a JumpShip, its raiding ability will limited by its larger, slower DropShips.

THIRD NAIS CADET CADRE

The Third NAIS only recently finished its two-year rotation and, if not for the war, would be cycling out its cadets to front-line commands to take on a new batch of recruits. Instead, the Third was dispatched to Mayetta, where its MechWarriors will help to rebuild the damaged Davion Light Guards, while its vehicle and battle armor forces will serve as an auxiliary force. Meanwhile on New Avalon, the cadets intended to take over the Third's open slots are filling out staff roles at High Command, waiting for local factory production to produce enough 'Mechs to replace the Light Guards' losses.

FIRST BELL TRAINING BATTALION

The cadets of the Bell Training Battalion realize it is likely only a matter of time before Capellan attention turns their way. Rather than unnerve these young soldiers, this has only further reinforced their resolve to fight to the last in defense of their homelands.

This sense of pride and duty can largely be attributed to the opportunity these warriors have been given. Before Caleb Davion reactivated the training battalions, the chances for anyone not from a named family earning a coveted MechWarrior's slot were about as likely as ComStar fixing its HPG network.

FIRST BROCKTON TRAINING BATTALION

Since his First Brockton Training Battalion suffered only minor damage defending against two separate Capellan raids, Colonel Kline would like High Command to think he is a master tactician who should be given command of a "real" unit. The reality of the situation (as revealed by a passing merchant), is that Kline's skill—or lack thereof—had little to do with the First's lack of damage.

When the Third Capellan Chargers attacked Brockton, they refused to commit to any open-field battles, instead conducting rapid hit-and-run strikes on urban centers, then fading away as soon as any defense materialized. Han's Dragoons took a more straightforward approach, and would have likely rolled right over Kline's "wall of battle" had not the well-organized Brockton National Guard hammered the Dragoons from the flank, disrupting their assault and forcing the Capellans to move on to easier targets.

FIRST CONROE TRAINING BATTALION

Colonel Dudley has worked several small miracles to keep her training command together through a wild retreat in front of the onrushing Combine advance. Commandeering a cargo DropShip, she was able to lift her forces off Cimeron just before the DCMS locked down space around the world. Hitching a ride with a merchant JumpShip, the First Conroe jumped first to Coli, and then Fallon II, nearly falling afoul of more Combine attackers at the latter point. Following the merchant JumpShip's route eventually led the battalion to Parma, where orders to hold position finally caught up with Colonel Dudley from the Davion High Command.

Now standing in the path House Kurita will most likely take to New Avalon, it remains to be seen how much longer the Conroe Training Battalion's luck will hold out.

GOSHEN WAR COLLEGE TRAINING CADRE

Despite being a training command, the Goshen War College Cadre is being treated like a front-line combat unit. The combined-arms regiment (including one battalion of 'Mechs, one of vehicles, and one of air-mobile battle armor) is led by retired AFFS officers-turned-instructors, whose tactical skills offset their students' lack of live-fire experience.

Though transferred to Kuritan front when the invasion began, the Goshen Cadre has, thus far, seen no real action. This has left the normally loyal staff and cadets of the college cadre especially frustrated.

KILBOURNE ACADEMY TRAINING CADRE

Reformed in the early part of the century, the Kilbourne Cadre was modeled after the successful Goshen and Sakhara Cadres. A battalion of BattleMechs remains at the cadre's core. Around this is a supporting conventional regiment comprised of one battalion of vehicles, one of battle armor, and one oversized specialist infantry battalion (including combat engineers, snipers, and scouts).

Some of the best infantry officers in the AFFS can trace their roots back to the Kilbourne Academy, which makes it little wonder that the cadre's current commander, Leftenant General Skyler Gentry, once led the infantry brigade of the Davion Heavy Guards.

POINT BARROW ACADEMY TRAINING CADRE

Until the reactivation of the training battalions, Point Barrow Academy was the last, best hope for an aspiring MechWarrior without family connections. This turned the one-time barely operational academy into one of the most sought-after schools in the Federated Suns. With aspiring students hailing from across the realm, and a limited number of MechWarrior slots every year, competition between the students has been hard, often brutal. This extended to the training cadre, where the 'Mech battalion looks like a room full of prima donnas more often than not, all vying for the spotlight at once. In contrast, the cadre's armor battalion has developed a reputation for turning out highly skilled tacticians who get more from their tanks than their 'Mech-piloting classmates do from their "superior" BattleMechs.

Point Barrow has the same TO&E as the Kilbourne Academy.



TASK FORCE NAVARRE

Julian began his journey from the Falcon border with an ad hoc force that had already seen constant combat for several years, was over-extended on its supply lines and suffered several vital gaps in its command and personnel. Beginning his journey from Porrima, he quickly found that old Davion/Lyran détente still existed, at least for those who had spilled no small amount of blood for the Lyran state. With fresh supplies and several Lyran-born volunteers, Julian set out first for the Republic and then on to the Federated Suns.

Planning to only stop in Republic space long enough for repairs and refit, Julian Davion hoped to recruit or hire enough personnel to restore his First Davion Guards to full strength before moving on. He achieved this goal even before arriving on Callison; the combination of volunteers and small-time mercenary outfits—some working for little more than supplies—rapidly swelled his force beyond what could be reasonably absorbed by the First Davion. To put some organization around this, Julian commissioned the First Davion Auxiliaries and (before leaving Callison) commissioned a Second while restructuring the two brigades for better deployment.

FIRST DAVION GUARDS

The last sixty years have seen the fortunes of the First Davion Guards rise and fall in much the same way as those of the Federated Suns itself. After being rebuilt from the Jihad, 'Mechs sporting the blue-eyed phoenix would spend the next quarter-century never more than a kilometer from their liege, first Yvonne and then Harrison. But the ongoing years of peace eventually made it "impolitic" for Harrison Davion to travel everywhere with a force strong enough to invade some planets, and the Guards were finally posted to a garrison on Markesan. Their exile (as they saw it) would last more than twenty years and saw the proud command decline to a point it would have been hard-pressed to match themselves against even a National Guard unit. The last fifteen years of heavy fighting has seen this force go through a whirlwind of action as it has struggled to keep up with its commander, and the newest First Prince of the Federated Suns.

Several years of steady action on the Falcon border has worn down the Guards somewhat, while also honing them into an experienced force fit for battle. General Edward Nanava, now fully invested as the First Davion's commander after years of de facto leadership, has risen to the challenges set forth for him by his much younger liege. During their time on the Falcon border, Nanava began a series of training programs and created a brigade "playbook" that now allows the entire brigade to operate at small-force levels with nearly any combination of units.

THE DAVION AUXILIARIES

The brigades are structured along the lines of the model used when Hanse Davion rebuilt the Kestrel Grenadiers after the Fourth Succession War. The BattleMech regiment is supported by two regiments of armor and a mixed brigade of infantry. Made up of volunteers and small mercenary outfits, the Auxiliaries are understandably a hodgepodge of equipment and still lack strong cohesion.

Siobhan Sortek is the younger sister of Justin Sortek. When he joined the Swordsworn, Siobhan wished him well but did not follow in his footsteps, still believing in the Republic and what it stood for. The raising of the Fortress Wall and the trials the outer Republic faced since then shattered her faith. When she heard that Julian Davion was coming back to the Federated Suns, she made her way through several hostile systems. Julian saw her measure and put her in command of the First Auxiliary almost immediately.

Archimedes Rhys is another descendant of a former House soldier who joined the Republic. While his Great-great-grand uncle hailed from the Free Worlds League, his family has had a long history of good relations with the Federated Suns. An experienced BattleMech commander, Julian assigned him to command the still understrength Second Auxiliaries.

ARMED FORCES OF THE FEDERATED SUNS

(Deployment as of 31 December 3145)

Commander: Prince's Champion Erik Sandoval-Groell
Aide: Field Marshal Anastasia Zibler
BattleMech Strength: Approximately 31 Regiments

THE CAPELLAN MARCH

Commander: Field Marshal Alexander Hasek
Aide: Field Marshal Cameron Fenlon

COREWARD COMBAT THEATER (KATHIL OPERATIONAL AREA)

Theater Commander: Field Marshal Gerardo Rand-Davion
Aide: Marshal Freddie Perry

Valexa PDZ (Valexa Command)

Commander: Marshal Felix Thornton
Aide: General Charles Shelton

	Exp/Loy	Homeworld	Strength	Rating
5th Avalon Hussars LCT	V/R	Cammal	90%	A
(CO: Leftenant General Christian Dietrich)				
Aerospace Brigade	V/F	Cammal	95%	
(CO: Commodore Jeffrey Rodriguez)				
Armor Brigade	R/R	Cammal	105%	
(CO: Leftenant General Jason Mason)				
Infantry Brigade	V/R	Cammal	90%	
(CO: Leftenant General Ann Miller)				
4th Ceti Hussars RCT	R/Q	Valexa	40%	B
(CO: Rear Admiral Zachariah Cassidy)				
Aerospace Brigade	R/R	Valexa	35%	
(CO: Commodore Marilyn Kelly)				
Combat Command Alpha	V/Q	Valexa	30%	
(CO: Major General John Evans)				
Combat Command Beta	R/R	Valexa	45%	
(CO: Major General Victor Bell)				
Combat Command Charlie	R/Q	Valexa	45%	
(CO: Major General Brian Taylor)				
Valexa CMM (1 Btn)	G/R	Valexa	100%	B
(CO: Colonel Victor Cartegena)				
Aerospace Brigade	G/R	Valexa	100%	
(CO: Commodore Priscilla Lane)				
Armor Brigade	R/R	Valexa	105%	
(CO: Colonel Joe Reed)				
Infantry Brigade	G/Q	Valexa	90%	
(CO: Colonel Noah Crossings)				
1st Bell Training Battalion	G/F	Bell	95%	D
(CO: Colonel Simon B. Constantine)				
1st Brockton Training Battalion	G/F	Lee	95%	C
(CO: Colonel Augustus Kline)				

Kathil PDZ (Novaya Zemlya Command)

Commander: Marshal Pedro Davidson
Aide: General Shawn Cox

	Exp/Loy	Homeworld	Strength	Rating
8th Avalon Hussars LCT	E/R	Kathil	95%	B
(CO: Leftenant General Marek Dzuiba)				
Aerospace Brigade	E/R	Kathil	100%	
(CO: Commodore Norma Long)				
Armor Brigade	V/F	Kathil	105%	
(CO: Leftenant General Terry Patterson)				
Infantry Brigade	E/R	Kathil	90%	
(CO: Leftenant General William Martinez)				

Shoreham PDZ (Shoreham Command)

Commander: Marshal Ralph Stanley
Aide: General Raquel Halder

	Exp/Loy	Homeworld	Strength	Rating
2nd Syrtis Fusiliers LCT	R/R	Shoreham	85%	B
(CO: Leftenant General Travis McGinty)				
Aerospace Brigade	R/R	Shoreham	70%	
(CO: Rear Admiral Tonya Morton)				
Armor Brigade	R/F	Shoreham	80%	
(CO: Leftenant General Charles Jennings)				
Infantry Brigade	V/R	Shoreham	90%	
(CO: Leftenant General Weylon Cash)				
5th Syrtis Fusiliers LCT	V/R	Shoreham	50%	A
(CO: Brevet Leftenant General Jara Dahar)				
Aerospace Brigade	V/R	Shoreham	70%	
(CO: Commodore Lionel Underwood)				
Armor Brigade	V/F	Shoreham	55%	
(CO: Leftenant General Carroll Butler)				
Infantry Brigade	E/R	Shoreham	45%	
(CO: Leftenant General Freda Nash)				
Alcyone CMM (1 Btn)	G/R	Redfield	95%	D
(CO: Leftenant General Guy Chou)				
Aerospace Brigade	G/R	Redfield	90%	
(CO: Rear Admiral Tracy Allison)				
Armor Brigade	R/R	Redfield	110%	
(CO: Leftenant General Paula Figueroa)				
Infantry Brigade	G/Q	Redfield	85%	
(CO: Leftenant General Eunice Williamson)				

EDGEWARD COMBAT THEATER (SIRDAR OPERATIONAL AREA)

Theater Commander: Field Marshal Muriel St. Clair
Aide: Marshal Raquel Pearson

Wernke PDZ (Wernke Command)

Commander: Marshal Thomas Waters
Aide: General Wilbur Cohen

	Exp/Loy	Homeworld	Strength	Rating
7th Syrtis Fusiliers LCT	E/R	Aucara	90%	A
(CO: Leftenant General Suhanto Lexian)				
Aerospace Brigade	E/R	Aucara	90%	
(CO: Commodore Susan Brewer)				
Armor Brigade	V/R	Aucara	100%	
(CO: Leftenant General Ronnie Lowe)				
Infantry Brigade	E/F	Aucara	100%	
(CO: Leftenant General Andy Boone)				
Malagrotta PMM (1 Btn)	G/Q	Okains	85%	C
(CO: Leftenant General Lilia Briggs)				
Aerospace Wing	R/Q	Okains	90%	
(CO: Commodore Bob Monroe)				
Armor Brigade	G/Q	Okains	80%	
(CO: Leftenant General Rhett Johns)				
Infantry Brigade	G/R	Okains	90%	
(CO: Leftenant General Myrtie Dellinger)				
Mandaree CMM (1 Btn)	R/R	Mandaree	105%	D
(CO: Leftenant General Fraser Dilmore)				
Aerospace Brigade	V/R	Mandaree	75%	
(CO: Commodore Darryl Carlson)				
Armor Brigade	R/R	Mandaree	90%	
(CO: Leftenant General Raymond Davis)				
Infantry Brigade	V/R	Mandaree	110%	
(CO: Leftenant General Henry Bellard)				

Sirdar PDZ (Sirdar Command)
Commander: Marshal Hugh Conner
Aide: General Hannah Haynes

	Exp/Loy	Homeworld	Strength	Rating
1st Syrtis Fusiliers LCT	V/F	Frazer	45%	A
(CO: Leftenant General Albert Gullam)				
Aerospace Brigade	V/F	Frazer	35%	
(CO: Commodore Hugh Terry)				
Armor Brigade	E/F	Frazer	60%	
(CO: Leftenant General Meredith Webster)				
Infantry Brigade	R/Q	Frazer	40%	
(CO: Leftenant General Alexis Torgersen)				
Sirdar CMM (1 Btn)	R/Q	Sirdar	90%	B
(CO: Leftenant General Patrick Tice)				
Aerospace Brigade	R/Q	Sirdar	75%	
(CO: Commodore Delbert Hardy)				
Armor Brigade	G/Q	Sirdar	85%	
(CO: Leftenant General Albert Cohen)				
Infantry Brigade	R/R	Sirdar	95%	
(CO: Leftenant General Jackie Bowman)				

Victoria PDZ (Victoria Command)
Commander: Marshal Monica Evans
Aide: General Michele Edwards

	Exp/Loy	Homeworld	Strength	Rating
17th Avalon Hussars LCT	V/R	Fortymile	45%	B
(CO: Leftenant General Pakpao Suttikul)				
Aerospace Brigade	V/F	Fortymile	60%	
(CO: Rear Admiral Phillip Foster)				
Armor Brigade	V/R	Fortymile	40%	
(CO: Leftenant General Nicole Johnson)				
Infantry Brigade	R/R	Fortymile	55%	
(CO: Leftenant General Helen Garcia)				
6th Syrtis Fusiliers LCT	E/Q	Carmacks	85%	A
(CO: General Quentin Duran)				
Aerospace Brigade	E/Q	Carmacks	80%	
(CO: Rear Admiral Roderick Schwartz)				
Armor Brigade	V/Q	Carmacks	105%	
(CO: Major General Rosemary Dixon)				
Infantry Brigade	E/R	Carmacks	90%	
(CO: Major General Myra Wilson)				
Warren PMM (1 Btn)	R/Q	Kigamboni	90%	B
(CO: Leftenant General Heath Giggins)				
Aerospace Brigade	G/R	Kigamboni	80%	
(CO: Commodore Vernard Guinn)				
Armor Brigade	R/Q	Kigamboni	85%	
(CO: Leftenant General Brian Hardesty)				
Infantry Brigade	R/R	Kigamboni	105%	
(CO: Leftenant General Lauri Pino)				

THE CRUCIS MARCH
Commander: Field Marshal Matthew Davion
Aide: Field Marshal James Collins

COREWARD COMBAT THEATER (MARKESON OPERATIONAL AREA)
Theater Commander: Field Marshal Claire Winter
Aide: Marshal Louis Fabier

Achemar Combat Region (Marlette Command)
Commander: Marshal Jeffrey Wagner
Aide: General Delbert Yates

	Exp/Loy	Homeworld	Strength	Rating
1st Federated Suns Armored Cavalry	V/F	Tawas	25%	A
(CO: General Andrea Chapman)				
Armor Regiment	E/F	Tawas	40%	
(CO: Commodore Jack Thompson)				
3rd Crucis Lancers RCT	G/R	Tawas	65%	C
(CO: Major General Julien Emerson-Green)				
Aerospace Brigade	G/F	Tawas	70%	
(CO: Vice Admiral Alice Wong)				
Armor Brigade	G/R	Tawas	80%	
(CO: Major General Michelle Myers)				
Infantry Brigade	R/R	Tawas	55%	
(CO: Major General Barry Glendale)				
5th Crucis Lancers RCT	E/F	Johnsondale	90%	A
(CO: Admiral Ryan Davion-Coles III)				
Aerospace Brigade	E/F	Johnsondale	110%	
(CO: Vice Admiral Ramon Felds)				
Armor Brigade	V/F	Johnsondale	100%	
(CO: Major General Kelly Ballard)				
Infantry Brigade	E/F	Johnsondale	95%	
(CO: Major General Marion Saunders)				
Marlette CrMM (1 Btn)	R/R	Marlette	100%	C
(CO: Leftenant General Willard Hutchissen)				
Aerospace Wing	V/R	Marlette	95%	
(CO: Commodore Jeanne Wolfe)				
Armor Brigade	R/Q	Marlette	105%	
(CO: Leftenant General Phaedra Ramos)				
Infantry Brigade	G/R	Marlette	100%	
(CO: Leftenant General Sally Powers)				
Goshen War College Training Cadre	G/R	Avawatz	100%	D
(CO: Leftenant General Eustace Enoch)				
Aerospace Wing	G/R	Avawatz	95%	
(CO: Colonel Hanna Coker)				
Armor Brigade	G/R	Avawatz	105%	
(CO: Leftenant General Octavia Lundy)				
Infantry Brigade	R/R	Avawatz	90%	
(CO: Leftenant General Dennis Shinn)				

Markesan Combat Region (Markesan Command)

Commander: Marshal Zachary West
Aide: General Winston Holt

	Exp/Loy	Homeworld	Strength	Rating
1st Crucis Lancers RCT	R/F	Layover	95%	A
(CO: General Thaddeus Varnay)				
Aerospace Brigade	R/R	Layover	105%	
(CO: Rear Admiral Pamela Rowe)				
Armor Brigade	V/F	Layover	100%	
(CO: Major General Lynda Briggs)				
Infantry Brigade	R/R	Layover	90%	
(CO: Major General Ryan Barker)				
1st Kestrel Grenadiers RCT	E/F	Markesan	90%	A
(CO: General Timothy Cunningham)				
Aerospace Wing	E/R	Markesan	100%	
(CO: Commodore George Brown)				
Armor Brigade	E/F	Markesan	90%	
(CO: Major General Juan Simmons)				
Infantry Brigade	V/F	Markesan	105%	
(CO: Major General Michael Cook)				
2nd Robinson Rangers	R/F	Markesan	25%	B
(CO: Colonel Martin Givens)				
Air Wing	V/F	Markesan	40%	
(CO: Commodore Lee Daniels)				
Kestrel CrMM (1 Btn)	R/R	Markesan	95%	C
(CO: Leftenant General Sean Jaffey)				
Aerospace Wing	G/R	Markesan	90%	
(CO: Commodore Jo McLaughlin)				
Armor Brigade	R/Q	Markesan	105%	
(CO: Leftenant General Valarie Cole)				
Infantry Brigade	V/R	Markesan	110%	
(CO: Leftenant General Helen Roberson)				

Kestrel Combat Region (Kestrel Command)

Commander: Marshal Melaine Davion
Aide: General Oliver Romera

	Exp/Loy	Homeworld	Strength	Rating
20th Avalon Hussars LCT	R/R	DeWitt	30%	B
(CO: Major General Winston Waters)				
Aerospace Brigade	V/Q	DeWitt	45%	
(CO: Rear Admiral Jessica Martin)				
4th Davion Guards RCT	V/F	Pattonsbrug	60%	A
(CO: General Baxter Taft)				
Aerospace Brigade	E/F	Pattonsbrug	40%	
(CO: Vice Admiral William Tate)				
Armor Brigade	V/R	Pattonsbrug	55%	
(CO: Major General Candace Warren)				
Infantry Brigade	V/F	Pattonsbrug	60%	
(CO: Major General Marguerite Walton)				
1st Conroe Training Battalion	G/R	Parma	85%	D
(CO: Colonel Leticia Dudley)				

New Avalon Combat Region (New Avalon Command)

Commander: Field Marshal Max Hale
Aide: Marshal Sonja Rowe

	Exp/Loy	Homeworld	Strength	Rating
Davion Assault Guards RCT	E/F	New Avalon	110%	A
(CO: General Richard Daimler)				
Aerospace Brigade	E/F	New Avalon	120%	
(CO: Rear Admiral Harriet Castilo)				
Armor Brigade	E/F	New Avalon	100%	
(CO: Major General Don Clarke)				
Infantry Brigade	E/F	New Avalon	105%	
(CO: Major General David Owen)				
1st Avalon Hussars LCT	R/R	New Avalon	95%	A
(CO: Major General Jack Tallman)				
Aerospace Brigade	V/R	New Avalon	105%	
(CO: Commodore Linda Carson)				
Armor Brigade	R/R	New Avalon	95%	
(CO: Leftenant General Walther Murphy)				
Infantry Brigade	G/R	New Avalon	100%	
(CO: Leftenant General Keith Parker)				
New Avalon CrMM (1 Btn)	V/F	New Avalon	105%	A
(CO: Major General Geraldine Hoover)				
Aerospace Wing	V/F	New Avalon	95%	
(CO: Rear Admiral Forrest Watson)				
Armor Brigade	E/F	New Avalon	120%	
(CO: Major General Randy Meyers)				
Infantry Brigade	R/F	New Avalon	100%	
(CO: Major General Irene Wilson)				
Remagen CrMM (1 Btn)	V/R	Leamington	85%	D
(CO: Leftenant General Gwynnedd Murphy)				
Aerospace Brigade	R/F	Leamington	105%	
(CO: Commodore Carrol Davion)				
Armor Brigade	V/R	Leamington	95%	
(CO: Leftenant General Javier Hamilton)				
Infantry Brigade	R/R	Leamington	90%	
(CO: Leftenant General Rosa Holt)				
1st NAIS Cadet Cadre	G/F	New Avalon	105%	A
(CO: Major General Nicholas Brendon)				
1st Air Wing	R/F	New Avalon	100%	
(CO: Major Mel Barone)				
1st Cavalry Regiment	G/R	New Avalon	100%	
(CO: Colonel Regan Toliver)				
1st Armored Infantry Regiment	R/F	New Avalon	110%	
(CO: Colonel Adiren Gold)				

EDGEWARD ALPHA COMBAT THEATER (CHIRKOFF OPERATIONAL AREA)

Theater Commander: Field Marshal Joe Kelley
Aide: Marshal Bill Scott

Remagen Combat Region (Remagen Command)

Commander: Marshal Vickie Pratt
Aide: General Tanya Sanromea-Davion

EDGEWARD BETA COMBAT THEATER (MINETTE OPERATIONAL AREA)

Theater Commander: Field Marshal Bonnie Colon
Aide: Marshal Alvin Fisher

Point Barrow Combat Region (Point Barrow Command)

Commander: Marshal Jerome Vega
Aide: General Gary Svenson

	Exp/Loy	Homeworld	Strength	Rating
6th Crucis Lancers RCT	E/Q	Meinrad	75%	B
(CO: General Dominic Travers)				
Aerospace Brigade	E/R	Meinrad	80%	
(CO: Rear Admiral Clay Sharpe)				
Armor Brigade	V/Q	Meinrad	65%	
(CO: Major General Harvey Carey)				
Infantry Brigade	E/R	Meinrad	85%	
(CO: Major General Taralynn Peters)				

Ulysses Combat Region (Ulysses Command)

Commander: Marshal Rosemarie Clayton
Aide: General Patti Cannon

	Exp/Loy	Homeworld	Strength	Rating
8th Crucis Lancers RCT	V/Q	Keytesville	70%	A
(CO: Marshal Phillip Rahm)				
Aerospace Brigade	V/R	Keytesville	65%	
(CO: Admiral Marilyn Pratt)				
Armor Brigade	R/Q	Keytesville	80%	
(CO: General Marion Duncan)				
Infantry Brigade	V/R	Keytesville	55%	
(CO: Major General Florence McScotts)				
Kilbourne PMM (1 Btn)	R/R	Davisville	85%	C
(CO: Leftenant General Deniss Sona II)				
Aerospace Wing	R/R	Davisville	100%	
(CO: Commodore Allena Jamison)				
Armor Brigade	R/Q	Davisville	90%	
(CO: Leftenant General Vashti Clifford)				
Infantry Brigade	V/R	Davisville	95%	
(CO: Leftenant General Claud Maxey)				
1st Albion Training Cadre	G/F	Cerulean	100%	D
(CO: Major General George Tallman)				
Aerospace Wing	G/R	Cerulean	95%	
(CO: Commodore Emmett Way)				
Armor Brigade	R/F	Cerulean	105%	
(CO: Major General Amira Vines)				
Infantry Brigade	G/F	Cerulean	100%	
(CO: Major General Brigitte Stamper)				
2nd Albion Training Cadre	G/F	Cerulean	100%	D
(CO: Major General Persephone Davion)				
Aerospace Wing	R/R	Cerulean	100%	
(CO: Commodore Maxie Fielder)				
Armor Brigade	G/R	Cerulean	90%	
(CO: Major General Roberto Heard)				
Infantry Brigade	G/R	Cerulean	100%	
(CO: Major General Darby Kirby)				
2nd NAIS Cadet Cadre	R/F	Ulysses	105%	B
(CO: Major General Herbert Weldon)				
2nd Air Wing	R/F	Ulysses	100%	
(CO: Major Matila Helms)				
2nd Cavalry Regiment	R/R	Ulysses	100%	
(CO: Colonel Barry Sosa)				
2nd Armored Infantry Regiment	G/R	Ulysses	100%	
(CO: Leftenant General Irwin Cloudwalker)				

THE DRACONIS MARCH

Commander: Field Marshal Stuart Rastkel
Aide: Field Marshal Jurgen Spencer

COREWARD COMBAT THEATER (ROBINSON OPERATIONAL AREA)

Theater Commander: Field Marshal Norman Sandoval
Aide: Marshal Winifred Peters

Kentares PDZ (Kentares Command)

Commander: Field Marshal Sara Collins
Aide: Marshal Raquel Rice

	Exp/Loy	Homeworld	Strength	Rating
3rd Federated Suns Armored Cavalry	V/Q	Deneb Kaitos	95%	B
(CO: Major General Suresh Adusumalli)				
Aerospace Wing	R/R	Deneb Kaitos	105%	
(CO: Colonel Melissa Hernandez)				
Armor Regiment	V/R	Deneb Kaitos	90%	
(CO: Colonel Janet Scott)				
1st New Ivaarsen Chasseurs	R/R	Exeter	40%	B
(CO: Major General Mark Stephanson-Johnson)				
Air Wing	V/R	Exeter	70%	
(CO: Commodore Katherine Gonzales)				
2nd Federated Suns Lancers LCT	R/R	Caselton	80%	A
(CO: Major General Edward Finnigan)				
Aerospace Brigade	V/R	Caselton	90%	
(CO: Rear Admiral Sean Washington)				
Armor Brigade	R/Q	Caselton	70%	
(CO: Major General Diane Harris)				
Infantry Brigade	R/R	Caselton	85%	
(CO: Major General Martha Watson)				
4th Federated Suns Lancers LCT	V/R	Exeter	85%	A
(CO: Leftenant General Wallace Glynn)				
Aerospace Brigade	V/F	Exeter	90%	
(CO: Commodore Michelle Sanders)				
Armor Brigade	V/R	Exeter	80%	
(CO: Major General Adam Henderson)				
Infantry Brigade	E/R	Exeter	105%	
(CO: Major General Rose Cox)				
1st Ceti Hussars RCT	V/F	Elbar	45%	A
(CO: General Ezekiel Talles)				
Aerospace Brigade	V/R	Elbar	60%	
(CO: Vice Admiral Kelly Lopez)				
Combat Command Alpha	V/F	Elbar	55%	
(CO: Major General Mildred Green)				
Combat Command Beta	R/F	Elbar	30%	
(CO: Major General Jane Allen)				
Combat Command Charlie	V/F	Elbar	50%	
(CO: Major General Shannon Williams)				
2nd Ceti Hussars RCT	R/R	Ronel	90%	B
(CO: General Donal May)				
Aerospace Brigade	R/F	Ronel	85%	
(CO:Rear Admiral Henry Jenkins)				
Combat Command Alpha	R/R	Ronel	90%	
(CO: Major General Benjamin Moshe)				
Combat Command Beta	G/R	Ronel	85%	
(CO: Major General Deborah Edwards)				
Combat Command Charlie	R/R	Ronel	90%	
(CO: Major General Jimmy Kelly)				
2nd Avalon Hussars LCT	R/R	Ingress	105%	C
(CO: Major General Oshiro Yamashita)				
Aerospace Brigade	R/R	Ingress	100%	
(CO: Rear Admiral Eric Ross)				
Armor Brigade	V/R	Ingress	105%	
(CO: Leftenant General Larry Perry)				
Infantry Brigade	R/R	Ingress	100%	
(CO: Leftenant General Stephanie Young)				

	Exp/Loy	Homeworld	Strength	Rating
1st Robinson Strikers LCT	G/R	Sauk City	90%	C
(CO: Leftenant General Wilhelmina Groell)				
Aerospace Brigade	G/R	Sauk City	90%	
(CO: Commodore Tracey Guzman)				
Armor Brigade	R/R	Sauk City	95%	
(CO: Leftenant General Shaun Estrada)				
Infantry Brigade	G/Q	Sauk City	95%	
(CO: Leftenant General Willard Andrews)				
Kentares DMM (1 Btn)	R/R	Kentares IV	100%	B
(CO: General Nicholas Clement XII)				
Aerospace Brigade	R/R	Kentares IV	90%	
(CO: Vice Admiral Carloss Moss)				
Armor Brigade	V/R	Kentares IV	105%	
(CO: Major General Roman Carr)				
Infantry Brigade	R/R	Kentares IV	100%	
(CO: Major General Alfred Munoz)				

Dahar PDZ (Dahar Command)

Commander: Field Marshal Morris Doyle
Aide: Marshal Marcos Bowman

	Exp/Loy	Homeworld	Strength	Rating
2nd New Ivaarsen Chasseurs	V/F	Sun Prairie	45%	B
(CO: Major General Susan Trent)				
Air Wing	V/F	Sun Prairie	50%	
(CO: Commodore Nicholas Richardson)				
4th Robinson Strikers LCT	V/R	Dahar IV	80%	B
(CO: Major General Giuseppe Centorino)				
Aerospace Brigade	V/R	Dahar IV	75%	
(CO: Vice Admiral Manuel Cobb)				
Armor Brigade	R/R	Dahar IV	95%	
(CO: Major General Pearl Chandler)				
Infantry Brigade	V/F	Dahar IV	90%	
(CO: Major General Kristen George)				
5th Robinson Strikers LCT	G/F	Verde	75%	C
(CO: Leftenant General Franklin Vehrson)				
Aerospace Brigade	R/R	Verde	50%	
(CO: Commodore Alfonso Nelson)				
Armor Brigade	R/F	Verde	60%	
(CO: Leftenant General Neil Cartwright)				
Infantry Brigade	G/R	Verde	70%	
(CO: Leftenant General Wendy Hines)				
Dahar DMM (1 Btn)	R/R	Dahar IV	95%	B
(CO: Colonel Dante Sandoval-Ito)				
Aerospace Brigade	V/R	Dahar IV	90%	
(CO: Commodore Betsy Clark)				
Armor Brigade	R/Q	Dahar IV	100%	
(CO: Colonel Casey Thornton)				
Infantry Brigade	V/R	Dahar IV	100%	
(CO: Colonel Dixie Dennies)				

EDGEWARD COMBAT THEATER (TANCREDI IV OPERATIONAL AREA)

Theater Commander: Field Marshal May Newman
Aide: Marshal Tom Maxwell

Milligan PDZ (Milligan Command)

Commander: Field Marshal Colleen Estrada
Aide: Marshal Molly Wade

	Exp/Loy	Homeworld	Strength	Rating
Milligan DMM (1 Btn)	R/Q	Milligan	105%	D
(CO: Colonel Ari Lowenstein)				
Aerospace Brigade	R/Q	Milligan	100%	
(CO: Commodore Roselyn Medlin)				
Armor Brigade	R/R	Milligan	95%	
(CO: Colonel Karlyn Fortenberry)				
Infantry Brigade	V/Q	Milligan	110%	
(CO: Colonel Romelia Bach)				
Morrill DMM (1 Btn)	V/R	Morrill	95%	D
(CO: Leftenant General Frances Belladonna)				
Aerospace Brigade	R/R	Morrill	110%	
(CO: Rear Admiral Jon Dyson)				
Armor Brigade	V/R	Morrill	90%	
(CO: Leftenant General Maricruz Parrott)				
Infantry Brigade	V/F	Morrill	100%	
(CO: Leftenant General Hans Schumacher)				
Woodbine PMM (1 Btn)	R/Q	Woodbine	95%	B
(CO: Leftenant General Greg Smith)				
Aerospace Wing	R/Q	Woodbine	80%	
(CO: Commodore Vasiliki O'Donnel)				
Armor Brigade	V/R	Woodbine	90%	
(CO: Leftenant General Thao Greenwood)				
Infantry Brigade	R/R	Woodbine	100%	
(CO: Leftenant General Moriah Aponte)				

Mayetta PDZ (Mayetta Command)

Commander: Field Marshal Patricia Nunez
Aide: Marshal Katrina Jordan

	Exp/Loy	Homeworld	Strength	Rating
Davion Light Guards RCT	V/F	Mayetta	35%	A
(CO: General Sherman Yollis)				
Aerospace Brigade	E/F	Mayetta	40%	
(CO: Vice Admiral Luz Ellis)				
Armor Brigade	V/F	Mayetta	45%	
(CO: Major General Richard Lamb)				
3rd NAIS Cadet Cadre	R/F	Mayetta	105%	B
(CO: Major General Carl Kannenberg)				
3rd Air Wing	R/F	Mayetta	100%	
(CO: Colonel bart Garrison)				
3rd Cavalry Regiment	R/R	Mayetta	95%	
(CO: Leftenant General Jaymie Bergtröm)				
3rd Armored Infantry Regiment	V/F	Mayetta	100%	
(CO: Colonel Kyra Willey)				
Point Barrow Academy Training Cadre	G/Q	Nagel	85%	D
(CO: Vice Admiral Adrianna May)				
Aerospace Wing	G/R	Nagel	80%	
(CO: Colonel Martin Beard)				
Armor Brigade	R/Q	Nagel	75%	
(CO: Major General Lina Chamberlain)				
Infantry Brigade	G/Q	Nagel	90%	
(CO: Major General Dominique Blodgett)				

THE PERIPHERY MARCH

Commander: Field Marshal Bernard Marsin
Aide: Field Marshal Wilbur Norris

COREWARD COMBAT THEATER (WOODBINE OPERATIONAL AREA)

Theater Commander: Field Marshal Erik Hansen
Aide: Marshal Kent Walters

Kilbourne PDZ (Kilbourne Command)

Commander: Marshal Jose Gutierrez
Aide: General Lora Richardson

	Exp/Loy	Homeworld	Strength	Rating
4th Periphery Guard LCT	G/Q	Pattison	100%	D
(CO: Leftenant General Aiden Connors)				
Aerospace Brigade	G/R	Pattison	100%	
(CO: Commodore Antonia Norman)				
Armor Brigade	R/Q	Pattison	105%	
(CO: Leftenant General Gwen Haynes)				
Infantry Brigade	G/R	Pattison	90%	
(CO: Leftenant General Mitchell Tran)				
Kilbourne Academy Training Cadre	G/R	Kilbourne	100%	C
(CO: Leftenant General Skyler Gentry)				
Aerospace Wing	G/R	KIlbourne	95%	
(CO: Colonel Hiroko Overby)				
Armor Brigade	R/R	Kilbourne	105%	
(CO: Leftenant General Anderson Hatchett)				
Infantry Brigade	G/Q	Kilbourne	100%	
(CO: Leftenant General Katina McCormack)				

Woodbine Combat Region (Woodbine Command)

Commander: Marshal Freda Lucas
Aide: General Sheila McGuire

	Exp/Loy	Homeworld	Strength	Rating
2nd Periphery Guard LCT	V/R	Winfield	105%	B
(CO: Major General Samantha Felsner)				
Aerospace Brigade	V/F	Winfield	100%	
(CO: Vice Admiral Darin Watson)				
Armor Brigade	V/R	Winfield	90%	
(CO: Major General Maurice Bishop)				
Infantry Brigade	R/R	Winfield	95%	
(CO: Major General Robyn Flloyd)				
Hortense PMM (1 Btn)	G/Q	Stratford	90%	C
(CO: Leftenant General Neil Goodheart)				
Aerospace Wing	G/R	Stratford	95%	
(CO: Rear Admiral Quincy Rosado)				
Armor Brigade	R/Q	Stratford	100%	
(CO: Leftenant General Yasmin Skipper)				
Infantry Brigade	G/Q	Stratford	100%	
(CO: Leftenant General Roseann Peel)				

SPINWARD COMBAT THEATER (ANJIN MUERTO OPERATIONAL AREA)

Theater Commander: Field Marshal Renee Harmon
Aide: Marshal Marco Leonard

Anjin Muerto Combat Region (Anjin Muerto Command)

Commander: Field Marshal Taylor Aguilar
Aide: Marshal Corey Long

	Exp/Loy	Homeworld	Strength	Rating
5th Periphery Guard LCT	R/R	Vandalia	95%	C
(CO: Leftenant General Nancy Martin)				
Aerospace Brigade	V/R	Vandalia	105%	
(CO: Commodore Olga Moreno)				
Armor Brigade	R/F	Vandalia	90%	
(CO: Leftenant General Lela Lawrence)				
Infantry Brigade	R/R	Vandalia	105%	
(CO: Leftenant General Debbie French)				
Anjin Muerto PMM (1 Btn)	R/R	Anjin Muerto	95%	C
(CO: Leftenant General Samantha Davion)				
Aerospace Wing	R/R	Anjin Muerto	105%	
(CO: Commodore Robert Ambrose)				
Armor Brigade	V/R	Anjin Muerto	90%	
(CO: Leftenant General Kira Sheridan)				
Infantry Brigade	R/Q	Anjin Muerto	100%	
(CO: Leftenant General Anna Homan)				

Hortense Combat Region (Hortense Command)

Commander: Marshal Hector Cook
Aide: General Amelia Walsh

RIMWARD COMBAT THEATER (JUNE OPERATIONAL AREA)

Theater Commander: Field Marshal Lillie Padilla
Aide: Marshal Edith Ferguson

Islamabad Combat Region (Islamabad Command)

Commander: Field Marshal Kristian Michelet
Aide: Marshal Julio Cain

	Exp/Loy	Homeworld	Strength	Rating
1st Periphery Guard LCT	R/R	June	95%	B
(CO: General Rachel Marsin)				
Aerospace Brigade	R/R	June	105%	
(CO: Rear Admiral Gerald Patrick)				
Armor Brigade	V/R	June	110%	
(CO: Major General Natasha May)				
Infantry Brigade	R/R	June	90%	
(CO: Major General Rene Knight)				

Warren PDZ (Warren Command)

Commander: Marshal Joey Barnes
Aide: General Glenda Powell

	Exp/Loy	Homeworld	Strength	Rating
6th Periphery Guard LCT	R/R	Firgrove	100%	C
(CO: Rear Admiral Clinton Isaiah Petrucci)				
Aerospace Brigade	G/R	Firgrove	105%	
(CO: Commodore Lula Yates)				
Armor Brigade	V/R	Firgrove	100%	
(CO: Leftenant General Maryanne Poole)				
Infantry Brigade	R/R	Firgrove	105%	
(CO: Leftenant General Cornelius Williams)				
Islamabad PMM (1 Btn)	R/R	Brusett	100%	C
(CO: Major General Daud Saraf)				
Aerospace Wing	R/R	Brusett	95%	
(CO: Vice Admiral Rodger Crocker)				
Armor Brigade	V/R	Brusett	95%	
(CO: Major General Andrea Meier)				
Infantry Brigade	R/F	Brusett	100%	
(CO: Major General Silvia Thornburg)				

TASK FORCE NAVARRE

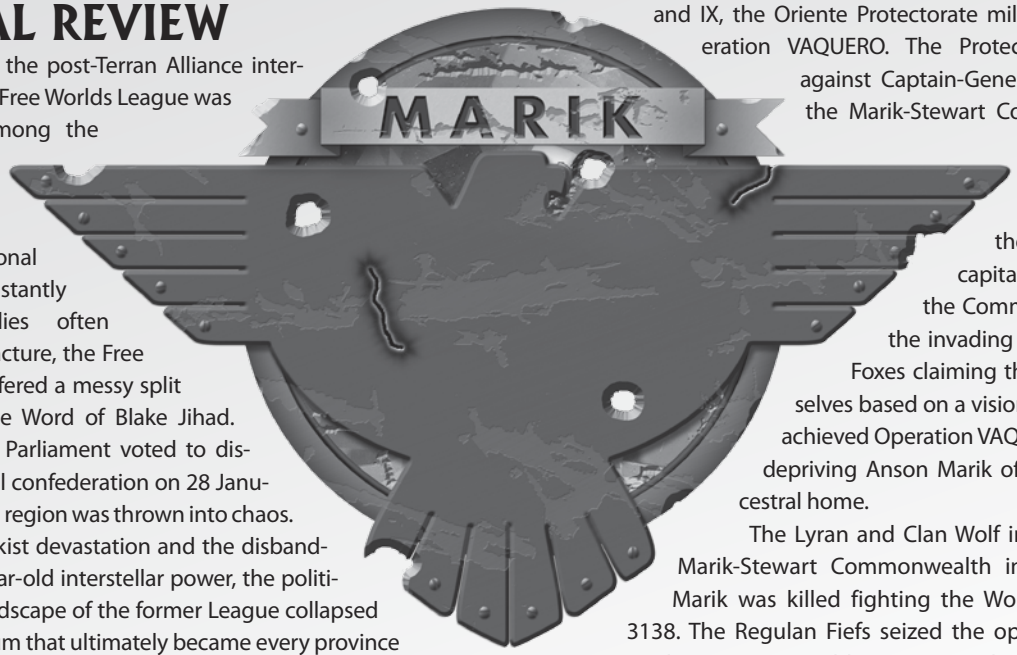
Commander: First Prince Julian Davion
Aide: Colonel Siobhan Sortek

	Exp/Loy	Homeworld	Strength	Rating
First Davion Guards	V/F	Unknown	105%	A
(CO: Leftenant General Julian Davion)				
Aerospace Brigade	E/F	Unknown	100%	
(CO: Commodore Alma Blake)				
Armor Brigade	R/F	Unknown	70%	
(CO: Leftenant General Sylvester Kelly)				
Infantry Brigade	V/F	Unknown	90%	
(CO: Leftenant General Emmett Maldonado)				
First Davion Auxiliary	V/F	Unknown	100%	C
(CO: Colonel Siobhan Sortek)				
Second Davion Auxiliary	V/F	Unknown	50%	C
(CO: Colonel Archimedes Rhys)				



THE FREE WORLDS LEAGUE AND NON-AFFILIATES

GENERAL REVIEW



The oldest of the post-Terran Alliance interstellar nations, the Free Worlds League was always unique among the Great Houses in that its political structure resembled a dysfunctional family. As constantly squabbling families often grow apart and fracture, the Free Worlds League suffered a messy split at the close of the Word of Blake Jihad. When the League Parliament voted to dissolve the provincial confederation on 28 January 3079, the entire region was thrown into chaos. In the wake of Blakist devastation and the disbandment of an 800-year-old interstellar power, the political and martial landscape of the former League collapsed into a power vacuum that ultimately became every province or independent world for itself. Once-allied provinces lashed out against each another. Independent worlds stripped of federal FWLM presence fell prey to rampant piracy. The former League's neighbors, including the emergent Republic of the Sphere, viewed the fractured states as easy pickings. Over the next sixty years, the militaries of the Lyran Commonwealth and the Capellan Confederation—and eventually Clan Wolf, in 3138—whittled away the ex-League's territory one world at a time. The failure of the HPG network in 3132 threw the former League states into further disarray.

Not everyone in the ravaged former League was satisfied with the status quo. Oriente Protectorate Captain-General Jessica Halas-Hughes—daughter of former League Captain-General Thomas Halas—sought to reunify as much of the original Free Worlds League as possible by exploiting the communications blackout.

HOMECOMING

During the 3110s and 3120s, failed Oriente raids against the Capellan Confederation and former League provinces instilled little hope of the Oriente Protectorate trailblazing a path to a reunited Free Worlds League. However, the HPG network failure on Gray Monday allowed Jessica Marik—having adopted the Marik surname as a show of solidarity for the former Free Worlds League—to reinforce the Oriente Protectorate's military position. After forming an alliance with Daoshen Liao, Marik sent her Eagle's Talons battalion to lay claim to systems within the Republic's Prefecture VI region in order to distract the Republic from Liao's own plans. With the Republic still reeling from splinter-faction raids and the Jade Falcon assault into Prefectures VIII and IX, the Oriente Protectorate military launched Operation VAQUERO. The Protectorate struck out against Captain-General Anson Marik of the Marik-Stewart Commonwealth, and in 3137, Oriente forces had cut off the planet Marik, the Commonwealth's capital, from the rest of the Commonwealth. Despite the invading Spirit Cats and Sea Foxes claiming the planet for themselves based on a vision, Jessica Marik had achieved Operation VAQUERO's objective of depriving Anson Marik of House Marik's ancestral home.

The Lyran and Clan Wolf invasions broke the Marik-Stewart Commonwealth in half, and Anson Marik was killed fighting the Wolves on Stewart in 3138. The Regulan Fiefs seized the opportunity to claim Atreus, the Commonwealth's new capital and the former Free Worlds League's seat of federal government. As the final step on the road to reuniting the fractured League, Jessica Marik sought to reclaim Atreus from the Regulans, and she petitioned her allies for troops. In April of 3139, forces representing Oriente, the Spirit Cats' Clan Protectorate, the Rim Commonality, the former Marik-Stewart Commonwealth, and several independent worlds launched Operation HOMECOMING. Marik's troops descended upon Atreus. The Regulans brought in reinforcements that would have threatened HOMECOMING's success, but timely intervention from the Sea Fox navy prevented the reinforcements from arriving.

With Atreus secured, Jessica Marik was named Captain-General of a new Free Worlds League, and her husband, Thaddeus Marik, was named the League's first Warden-General, as a liaison between the Captain-General and the League Central Coordination and Command. Unfortunately, the Wolves were still knocking on the new League's front gates, and in 3139 Alaric Wolf killed Thaddeus Marik in combat on New Olympia.

FAMILY REUNION

One of the most radical differences between the pre-sundering FWLM and the reconstituted FWLM is that the divide between federal and provincial military forces no longer exists in the same capacity as before. Under the old organizational structure, provincial troop brigades were largely raised, financed, commanded, and staffed by the originating province. Because of this, the federal government and the LCCC had no direct control of

these forces unless the Captain-General exercised federal powers, which were further limited by the passing of the Home Defense Act of 2906. Although Parliament repealed the act in 3037, the ideological and patriotic divide between federal and provincial formations remained, which further sapped morale and damaged relations between League member-states and the federal government whenever a provincial regiment received orders from the LCCC to fight outside its home province.

Under the new FWLM, the hard distinction between federal and provincial troops has been erased. All government-funded troop regiments within the Free Worlds League's borders officially belong to the FWLM and ultimately fall under the command of the Captain-General, the Warden-General, and the LCCC. Although the provinces that chose to rejoin the League initially balked at such a drastic jurisdictional change, provisions within the Charter of Incorporation—drafted by Jessica Marik, Thaddeus Marik, and the provincial heads of state—assuaged most of the provincial leaders' concerns. Foremost among these provisions was the right for a province to staff units originally from their province with their own citizens, as a point of cultural pride. Secondly, the Charter created the position of Warden-General, which acts as a military liaison between the Captain-General and the LCCC. This new layer of authority in theory can dissuade the Captain-General from vacating all standing military from a province at any given time. Although the Charter does not include a thirty-second-century version of the Home Defense Act, all sitting Wardens-General have thus far acted as though such a provision exists. Since the reformation of the Free Worlds League, no province has had more than three-fourths of its military relocated beyond its borders.

Thus far the abolishment of provincial forces six years ago has had a more positive effect on the morale of FWLM troops than expected. Invasions by the Lyran Commonwealth and Clan Wolf forced the formerly provincial FWLM troops to adopt the mindset that all of the League's provinces are in this together. Thus, when the LCCC recently announced that regiments from formerly provincial brigades would rotate to different League regions on a regular basis, the hit to morale was less than anticipated. The intent behind the relocation is to introduce units to new fronts and encourage a greater spirit of unity rather than continue divisiveness between provinces. To date, the relocations have been minor, the largest being various Rim Commonality Guard and Oriente Hussars units stationed on independent League worlds of strategic import.

ESTATE PLANNING

Since the reincorporation of the Free Worlds League, the FWLM has remained largely in a defensive posture out of necessity. Invasions into former League territory by Clan Wolf and the Lyran Commonwealth broke the back of the Marik-Stewart Commonwealth, resulting in the reborn League losing vast swaths of worlds before the new federation had taken its first collective breath. With enemies on all sides—two Great Houses, two former League provinces, two Periphery nations, and the Republic of the Sphere—the Free Worlds League must contend with more adversaries than any other interstellar power. Because of this, the LCCC has positioned the FWLM to undertake primarily defensive operations, but some proactive strikes across League borders have resulted in a decrease of aggression on a few different fronts, allowing the League some breathing room.

As soon as the military and political climate of the Free Worlds League settles down, the FWLM will likely concentrate on rebuilding and gearing up for a major offensive campaign. Common belief holds that the Warden-General will attempt to take the Regulan Fiefs or the Duchy of Andurien by force and coerce one of these prodigals to rejoin the League. If that occurs, the lone holdout would either return to the fold or risk crumbling beneath economic or military strain. Another possible offensive military goal would be pushing back the Wolf Empire forces in attempt to regain worlds of economic and historical importance to the League. Once the FWLM gains enough confidence to conduct a foreign campaign, systems such as Stewart, Helm, and Keystone remain plausible conquests.

One of the largest concerns when militarily approaching the Free Worlds League is the redistribution of forces intended to reinforce the FWLM as a federal institution. Although the vast majority of these relocations have not yet occurred due to the reality of maintaining the League's borders, speculation and intelligence estimates have identified a few rotations that may occur within the next year or two. One Rim Commonality Guard unit and at least one battalion of Orloff Grenadiers are up for consideration, but this remains to be seen. Analysts also predict one or more of the Clan Protectorate Clusters will be moved to a different region. If this occurs, some backlash within the Protectorate's forces is expected. The Spirit Cats seem to revel in Clan-versus-Clan engagements, so relocating a Protectorate unit away from the Wolf Empire front will likely have a drastic impact on morale.

NEW ADOPTEES

The Clan Protectorate is the most unusual addition to the new Free Worlds League. When the Spirit Cats broke away from the Republic in search of a place to call home, they settled on Marik, former capital of the Marik-Stewart Commonwealth. During the crises that followed, the Clan expanded its protection to several nearby worlds at Jessica Marik's request. Upon the founding of the Free Worlds League, Marik formally recognized the Clan Protectorate as a sovereign province and offered it full membership in the League. Like all other League provinces, each planet within the Clan Protectorate contributes one MP to Parliament.

The Augustine Alliance, also a recent addition to the League, began as the Senate Alliance, a collection of systems that defected from the Republic in 3135. The military force for the Senate Alliance consisted of the Alliance Patriots. Seven years later, in the wake of the

Republic's contraction, the three Alliance Patriots regiments were reduced to a mere battalion of troops, prompting the Senate Alliance to join the new League as the rechristened Augustine Alliance. Due to the instability of the region and the Alliance's faltering military assets, the FWLM folded the Alliance Patriots remnants into the Sixth Free Worlds Guards and assumed protection of the province. The LCCC then relocated its coreward military district headquarters from Savannah to Augustine to better administer the embattled region's troops.

BLACK SHEEP

Formed in 3086 by the union of the Principality of Regulus, the militarily occupied Regulan Free States, and the remnants of the Principality of Gibson, the Regulan Fiefs remains one of the two former League provinces uninterested in rejoining the reborn Free Worlds League. The history of antagonism between the Regulan state and the Free Worlds League provinces—both before and after the League's reunification—seems to indicate the Regulan Fiefs will not be joining the League any time in the foreseeable future. Regulan head of state Lester Cameron-Jones is one of the three claimants to the former League's Captain-Generalship, and Regulus rejoining the League would force Cameron-Jones to give up the title his father Titus had fought and sacrificed to retain.

To further distance the Regulan Fiefs from the sundered League and the Duchy of Andurien, the Regulan Strategic Military Command began reorganizing its rank structure in 3087. Since the fall of the Free Worlds League, the RSMC has conducted numerous attacks against former League states. The most successful of these operations was the RSMC's capture of former League capital Atreus when the Marik-Stewart Commonwealth dissolved in 3138. However, Operation HOMECOMING's multi-state coalition liberated Atreus from Regulan hands a year later. Since the Free Worlds League's reformation, the RSMC has been biding its time and waiting for an opportune moment to strike at the infant League.

The Duchy of Andurien also keeps its distance from the new League. Duke Ari Humphreys continually rebuffs Jessica Marik's political overtures, and various events over the years have further soured relations between Andurien and the Oriente Protectorate. In 3138, the Kwamashu Incident—responsible for thousands of deaths from radioactive waste when a supposed BattleMech plant exploded—led to open war between Oriente and Andurien. Later that year, an expeditionary force from the Covenant Worlds seized a handful of Andurien worlds that also became members of the Oriente Protectorate.

RANK EQUIVALENCY TABLE (FREE WORLDS LEAGUE FORCES)

Free Worlds League Military	Regulan Strategic Military Command	Andurien Defense Force	Independent Commands
Captain-General	Captain-General	Captain-General	—
Warden-General	—	—	—
Marshal	Major General	Major General	—
General	Lieutenant General	Lieutenant General	Brigadier*
Colonel	Colonel	Colonel	Colonel
Lieutenant Colonel	—	—	Lieutenant Colonel
Major	Major	Major	Force Commander
Captain	Captain	Flag/Force Captain	Captain
Lieutenant, SG	—	—	First Lieutenant
Lieutenant, JG	Lieutenant	Lieutenant	Second Lieutenant
Banner Sergeant	Subedar Major	Master Banner	Sergeant Major
Master Sergeant	Subedar	Banner	Master Sergeant
Staff Sergeant	Naib Subedar	Serjeant	Staff Sergeant
Sergeant	Havaldar	Junior Serjeant	Sergeant
—	—	Thegn	—
Corporal	Naik	Corporal	Corporal
Private First Class	—	—	Private First Class
Private	Lance Naik	Private	Private
Recruit	Sepoy	Recruit	Recruit

*A provisional rank used for multi-unit operations. As of 3145, this rank has never been used in the field.

Most alarming about the Duchy of Andurien, however, is Duke Humphreys's alliance with both the Capellan Confederation and the Magistracy of Canopus. During summits between Andurien and the League in 3141, Capellan raiders struck Oriente worlds. In 3145, both Andurien and the Magistracy began raiding the League in force, and these operations do not appear to be letting up any time soon.

Less of a military concern regarding the Free Worlds League are the many independent systems that outright refused or have not yet chosen to join the new League. Sitting rimward from the Regulan Fiefs and Oriente Protectorate, the vast majority of these worlds offer very little threat to the League, Regulus, or Andurien. Apart from poorly funded planetary militias, only random mercenaries and three autonomous Marik Protectors battalions form the sole military serving this region. As such, the independent worlds focus solely on defense against piracy or other outside aggression.

STATE OF FREE WORLDS READINESS

The League's fractured states have been in less-than-optimum shape since the Jihad ended, and each province's everyone-for-themselves attitude and various other setbacks over the past sixty years have continually damaged their military capability. However, the League's reformation and the spirit of unity—more of an "us-against-them" sentiment than true patriotism—has helped put the FWLM back on track. Many FWLM units are currently understrength, either due to the Lyran and Wolf invasions, Operations VAQUERO and HOMECOMING, and the collapse of the Marik-Stewart Commonwealth.

THE FAMILY BUSINESS

One of the biggest blows to the League's military industry sector has been the Lyran and Clan Wolf invasion. Although the devastation of the Jihad resulted in the loss of a handful of longstanding defense industries, Operation HAMMERFALL and Clan Wolf's drive into the Marik-Stewart Commonwealth gutted a large portion of the League's materiel output. Several industrial centers are now in the hands of the Wolf Empire, and the treaty Jessica Marik brokered with the Wolves ensures these worlds will remain under Wolf control for the immediate future.

Possibly the most significant injury to industrial confidence was the loss of Stewart. A longtime fixture in League politics, Stewart was home to the Free Worlds branch of Corean Enterprises. Although Jessica Marik lamented the loss of political capital the planet would have provided the new League, FWLM units that formerly relied on Corean-manufactured 'Mechs and battle armor are beginning to feel the loss directly. For example, pilots of Corean-made *Locust*s and *Trebuchet*s have been forced to strip outdated models in order to obtain replacement parts. An indirect casualty of the Wolf occupation of Stewart is the nullification of Corean's partnership with Imperator Automatic Weaponry. Thus far, the Wolves have not allowed shipments to pass between the two corporations, and Imperator has been forced to seek other potential business partners within the reformed League.

Other major losses in the military-industrial sector due to Wolf occupation are Earthwerks-FWL and Exeter Organization on Keystone. Also, the League all too briefly gained access to output from Kali-Yama Weapon Industries and Quikscell, Inc. on Kalidasa before losing the planet to the Lyran Commonwealth. The peace treaty prevents the FWLM from attempting to seize these two worlds, but the Captain-General has approached Sea Fox merchants and Spirit Cat commanders within the Clan Protectorate, purportedly about securing some of the Wolves' industrial output without resorting to outright conquest. Analysts believe the Sea Foxes will soon attempt to bargain for trading rights between the Protectorate and the corporations within Wolf Empire borders. If merchant caste negotiations fail, the Spirit Cats are expected to issue Trials of Possession for a percentage of industrial output from these former League worlds.

The Lyran seizure of Tamarind in 3137 only disrupted Tamarind-Abbey's military production until the Tamarind Regulars could permanently liberate the planet in 3142. The Lyrans' short occupation of Tamarind resulted in only a temporary period of privation for the duchy's forces. Now that Tamarind-Abbey has rejoined the Free Worlds League, the FWLM can provide military necessities to Tamarind-based forces by drawing resources from other League provinces. If Tamarind were to fall to foreign invaders once more, the impact on units within the duchy would not be felt as harshly as before.

Perhaps the most tragic loss regarding the industrial sector was the Kwamashu Incident. Sources have yet to confirm what caused the explosion that released the toxic cloud. Kwamashu remains in Oriente hands, but attempts to decontaminate areas affected by the toxic fallout—with an eye toward attempting to salvage the plant—have met with little success.

Industrial concerns in the Regulan Fiefs and the Duchy of Andurien remain largely unchanged. Regulus still retains within its borders Ronin Inc. of Wallis, Irian Naval Systems of Clipperton, and Tvastar Enterprises. Andurien can directly draw from the production of Andurien AeroTech, Brooks, Inc., Grumman Amalgamated, and Irian BattleMechs Unlimited of Shiro. Andurien, having a far smaller industrial base than its neighbors, used to trade with Regulus for its shortfalls—particularly regarding interstellar transport. However, in recent years the duchy's alliance with the Capellans and Canopians has opened larger markets, thus lessening Andurien's ties with the Regulan government.

THE NEXT GENERATION

The Wolves' defeat of the First Covenant Guards on New Olympia in 3139 had a much greater impact to the FWLM than the loss of a historically important world. With the system under Wolf Empire control, the infant FWLM suffered the forfeiture of two of the League's most prestigious military schools. Both the Allison MechWarrior Institute and the Lloyd-Marik Aerospace Academy have remained in Wolf hands for the past six years, robbing the FWLM of hundreds of potential graduates. The ultimate fate of the alumni and faculty remains undetermined. Common theories include the Wolves adopting them into civilian castes, offering Trials of Position to promising cadets, or even executing the cadets in a manner akin to the Helm Massacre of 3138.

Fixtures of the FWLM for several hundred years before the breakup of the Free Worlds, the Athene Combat School and the Atreus Officer Training College supplied the League with quality officers and NCOs. When the Marik-Stewart Commonwealth broke apart under the strain of Clan Wolf's assault, Regulus seized the former League capital and sought to impose its will upon both academies. Believing that the Marik-Stewart Commonwealth was not going to return from the ashes, many cadets from the Atreus OTC transferred their allegiance to the Regulan Fiefs with the intent of continuing their education. The situation at the Athene Combat School was much different, however, as the cadets refused to accept their RSMC overlords. Almost to a man, Athene's students—along with the school's infantry training battalion—resisted Regulan control and entrenched themselves into well-defended positions across the campus. Rather than risk destroying the school altogether, the RSMC treated the situation with kid gloves until a Regulan officer was provoked into attacking. Many of the students were killed in the attack, but those that survived were awarded commendations and FWLM commissions once HOMECOMING liberated the planet from Regulus. Athene is still rebuilding, but the first class to graduate after the liberation shows great promise.

The loss of New Olympia's two schools and the bravery of the Athene cadets prompted Jessica Marik to break grounds for a new military school to serve the League and the FWLM's needs. Named in honor of her father, the Thomas Halas Academy of War focuses on a curriculum that goes beyond standard military specialties. The academy, located on New Delos due to its importance in League history, strives to teach cadets the intricacies of politics, diplomacy, and interstellar relations. Marik hopes the school will transform the first crop of cadets into warrior-diplomats capable of giving and following orders yet still able to tactfully deal with sensitive political situations that could spark international—or even inter-provincial—conflict. While some military schools focus on diplomacy, the Thomas Halas Academy of War makes this a priority, in hopes these officers might someday prevent potential misunderstandings from escalating into open war.

Following the liberation of Tamarind, enrollment at Tamarind-Abbey's Jeremy Brett Memorial University reached record highs, to the point where the school closed admissions for a time. Potential applicants from the duchy were encouraged to enroll at other academies within the Free Worlds League, a practice the Warden-General believes will continue to instill national pride in the FWLM. In light of this recruitment surge, the Quartermaster General's office requested the Orloff Military Academy increase its enrollment quotas, but the academy's headmaster refuses to break with tradition. Oriente's Princefield Military Academy, on the other hand, enthusiastically accepts new cadets from former League provinces and is currently undergoing a campus expansion to accommodate this new influx of applicants.

On the opposite end of the spectrum lies the Hero Academy. The Academy, even after countless decades of corruption and threats from the Rim Commonality government, remains the sole source of military graduates in the region. Many of the students who are unsatisfied with their instruction tend to drop out and either matriculate to a rudimentary militia training center, join up with bandits, or seek work with itinerant mercenary groups. Now that the Hero Academy is again considered an FWLM institution, the LCCC plans to replace the school's leadership and a good portion of the faculty with retired FWLM officers, but it will be some time before these measures can be put into place.

The destruction of the Regulans' Aitutaki Academy during conflict with the Marik-Stewart Commonwealth dealt a major blow to RSMC morale, and Captain-General Lester Cameron-Jones is still attempting to cover the deficit. The Fourth Regulan Hussars maintains its training compound on Muscida; however, the few enrollees the facility can accommodate mostly go straight to the Fourth's rolls. Lacking any major military schools within Regulan borders, the RSMC has been forced to pack as many cadets into militia training centers as possible and staff them with as many retired or active-duty RSMC soldiers as can be spared. Although military instruction in such an environment lacks the quality of a proper military academy, the RSMC has to make do until a proper replacement for the Aitutaki school can be established. Rumors persist that construction on such a facility is already underway, but efforts to determine the location have been unsuccessful. Clipperton, the site of a devastating terrorist attack attributed to a possible Word of Blake cell, remains a likely candidate, as are Cameron and Wallis.

A notable change with the Humphreys Training Academy of Andurien in the past several years is the addition of retired MAF and CCAF instructors to the faculty. These resulted from Duke Humphreys' accord with the Magistracy and the Capellan Confederation, and they provide Andurien cadets an insider perspective on common MAF and CCAF tactics. Thus far the exchange program has improved the school for the better. The CCAF instructors have managed to ingrain a greater sense of discipline into HTA's cadets, and MAF instructors have imparted diplomatic guidance and a sense of international propriety to the students.

MILITARY STRENGTH

With the official abolition of the provincial FWLM designation, the military complement of each component province of the Free Worlds League is never set in stone and thus can create difficulties for assessing true troop strength at any given time. The regular redeployment of units from one province or independent world to another also serves to keep potential raiders off balance. The following provides a snapshot of the current state of the FWLM's four military districts, the League's Navy, and the non-affiliated states.

Augustine Military District

This district encompasses the Augustine Alliance, the Covenant Worlds, and the Clan Protectorate. Several units within the district remain below full strength due to the Clan Wolf invasion and the implosion of the Republic. Analysts believe the LCCC may attempt to rotate in units from other districts that are in better shape, but Clan Protectorate units will likely remain in place unless the Warden-General can convince the Spirit Cat leadership otherwise.

Oriente Military District

This district includes the Oriente Protectorate and the critical worlds of Atreus, Aitutaki, and Ionus. FWLM forces in the district have not participated in many major campaigns in recent years. Units stationed within the Protectorate have mostly fended off Capellan forays believed to assess troop strengths. Units stationed along the Wolf Empire border remain on high alert in the event the Wolves break their treaty.

Gibraltar Military District

Centered on Tamarind-Abbey's temporary capital while Tamarind was under Lyran control, the Gibraltar Military District oversees forces within the duchy and along the rimward portions of the Wolf Empire border. Since the retaking of Tamarind, FWLM troops within the district remain on alert for Lyran border raids or Trials of Possession while they build back to full strength.

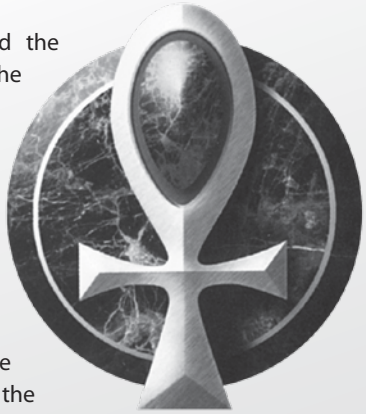
Lesnovo Military District

Military support near the Rim Commonality region has historically been one of the FWLM's secondary focuses, but Marian Hegemony raids and the belligerence of Regulus both require more careful ministrations than before. The Lesnovo district offers protection for the Commonality and most independent worlds in the region. In past years, the district has been slow to receive materiel aid, but since the conclusion of HOMECOMING, the region has been able to keep most of its units near full strength.

FWLN Fleet

Although the Free Worlds was once a large naval power among the Great Houses, the Jihad reduced the Free Worlds League Navy's WarShip complement to three spaceworthy vessels. *Agamemnon*-class *Menelaus* and *Eagle*-class *Lancelot* currently go to anchor at the Illium shipyards at Ionus, one of the few facilities in the League capable of WarShip maintenance. *Thera*-class *Delos* remains stranded in orbit around Oriente; though incapable of jumps or in-system maneuvers, *Delos* still houses an aerospace wing used for system defense. In addition to these vessels, the FWLN maintains a modest fleet of JumpShips and DropShips, many of which provide courier service while the HPG network remains down.

Regulan Fiefs



Since HOMECOMING and the loss of Atreus and Aitutaki to the Free Worlds, the RSMC has settled back to lick its wounds and plan for raids and retaliatory strikes. At this time, the Regulan borders remain tightly closed: all interstellar traffic along the coreward border remains under full interdiction, and reports indicate several civilian DropShips in the region have been fired upon or destroyed without provocation.

Duchy of Andurien



Due to the duchy's détente with the Magistracy of Canopus and the Capellan Confederation, Andurien forces have relaxed their alert status along those borders. ADF troops remain ready to defend against forays from Oriente and gear up to stage possible raids intent on securing former Andurien worlds.

THE FREE WORLDS LEAGUE MILITARY

Since the reformation of the Free Worlds League in 3139, the FWLM has been slowly transforming from a disparate collection of provincial troops into a full-fledged national military united by a common purpose. Although the FWLM was forged in part from the ashes of the old formation, the LCCC's organizational doctrine, the revised rank structure, and the abolishment of the distinction between federal and provincial troops has ensured the birth of a wholly "new" FWLM.

The following records detail the forces of the reunified Free Worlds League.



FREE WORLDS GUARDS

As the oldest military formation within the Free Worlds League, the regiments of the Free Worlds Guards have a long and storied reputation to live up to. Dating all the way back to the Age of War, the Free Worlds Guards managed to survive—in one form or another—through the Succession Wars, the Word of Blake Jihad, and the HPG blackout.

Upon ratifying the Charter of Incorporation in 3139, Parliament and the Captain-General pressed into federal service the extant Free Worlds Guards regiments formerly serving the Marik-Stewart Commonwealth and the Duchy of Tamarind-Abbey. Parliament also authorized the immediate expansion of the brigade, either by using federal funds to create new regiments, rebuild shattered Marik-Stewart Commonwealth commands, or repurpose former provincial troops for federal service. However, conflict with Clan Wolf and the Lyran Commonwealth forced the LCCC to decommission the woefully understrength Seventh Guards and fold the unit's survivors into more combat-viable regiments.

As in the past, destroyed or decommissioned Free Worlds Guard regiments are often reconstituted in order to maintain a strong sense of tradition rather than permanently striking them from the rolls,. Before the breakup of the League, soldiers from the Free Worlds Guards were required to give a oath of loyalty to the sitting Captain-General rather than to the Free Worlds League itself. Only the First Free Worlds Guards maintained this tradition while part of the Army of the Marik-Stewart Commonwealth. The League's reformation made no effort to reinstate this tradition, but when the First swore oaths to Captain-General Jessica Marik, the notion filtered out to the other regiments. Today, the oath is not mandatory, but those soldiers who swear it—more out of a sense of duty than fanatical loyalty—extend the oath toward the Warden-General as well.

First Free Worlds Guards (The Amazons)

Formerly in service to the Marik-Stewart Commonwealth, the First Free Worlds Guards faced the Clan Wolf invasion head on. Although the regiment acquitted itself well, the effort was not enough to halt the Wolves' resolve. The collapse of the Commonwealth left the unit leaderless until Jessica Marik offered amnesty in exchange for service in the newly forming FWLM.

The truce with the Wolves has allowed the First to nearly regain its strength. The regiment's main setback, however, is its question of loyalty. Most of the First's officers have openly demonstrated a dedication to serve the nation that gave the unit its brigade name, but SAFE agents ensure the First did not just swear fealty to Jessica Marik out of convenience.

Second Free Worlds Guards (Ever Faithful)

Having seen extensive action during the Jihad, the Second Free Worlds Guards chose to align with the Duchy of Tamarind-Abbey upon the breakup of the Free Worlds League. The Lyran attack on the duchy's capital of Tamarind in 3137—during the Gauntlet portion of HAMMERFALL—caught the Second off-guard, and LCAF forces pushed the regiment off-planet. After licking its wounds, the Second became the locus of Duke Fontaine Marik's drive to reclaim Tamarind.

Third Free Worlds Guards (The Reforged Blade)

Formed from disparate remnants of the Army of the Marik-Stewart Commonwealth, the Third Free Worlds Guards was given the task of raiding Aitutaki in the Regulan Fiefs in 3140. The assault shattered the Sixteenth Regulan Hussars, giving the Third control of the planet. A retaliatory strike by the Fourth Regulan Hussars faltered against the Third's battlefield superiority, and the planet remains in League hands.

Fifth Free Worlds Guards (The League's Fire)

The Fifth Free Worlds Guards was formed by survivors of the Iron Guard, top Princefield graduates, and retired officers—from Oriente's now defunct Duke and Duchess's Own Corps of Foot and Horse—that chose to return to serve in the new League's military. The regiment's wealth of talent amongst its officer corps and fending off exploratory raids from the Capellan Confederation has kept the unit in good shape and in fighting trim.

Sixth Free Worlds Guards (Badges of Honor)

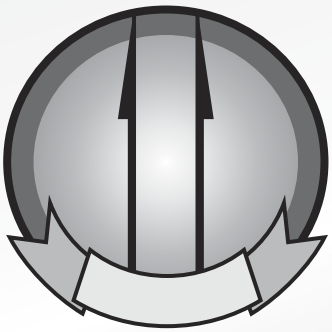
A large number of the Sixth Free Worlds Guards regiment came from former IrTech corporate security. Although IrTech was disappointed by the loss of so many of its security personnel, the Sixth's duties on Irian and neighboring Augustine Alliance systems has kept the unit well-supplied.

Eighth Free Worlds Guards (The Mauls)

Raised from strong recruitment efforts within the Duchy of Tamarind-Abbey, the Eighth Free Worlds Guards holds garrison along the Lyran border. Although the regiment has not yet seen much combat since the retaking of Tamarind, its soldiers have performed adequately and maintain a strong loyalty to the Tamarind region. Because of this, analysts believe at least one of the Eighth's battalions will be a strong candidate for the LCCC's rotation schedule.



FUSILIERS OF ORIENTE/ ORLOFF GRENADIERS



Once considered the *crème de la crème* of the old FWLM's provincial forces, the elite Fusiliers of Oriente now retains only a shadow of its former glory. Initially conceived as the Grand Duke of Oriente's personal army, the Fusiliers survived the fall of the Star League and persevered through the Succession Wars only to lose half of its brigades during the ravages of the Jihad. During the Interregnum and the Republic's fall from grace, the Fusiliers lost two more brigades to combat losses and decommissioning. Upon the establishment of the new FWLM, the tattered remnants of the Fusiliers were reclassified as federal troops and reassigned to newly forming units. Some of the brigade's best surviving officers were distributed among the new units, with many being shunted into the Oriente Hussars battalions in order to inject some much-needed expertise into the lackluster brigade. With this reorganization, the Ducal Guard remains the sole inheritor of the Fusiliers' legacy. Rumors abound of the LCCC looking into commissioning new Fusiliers brigades, but thus far nothing has materialized.

The Orloff Grenadiers, also former provincial troops from the Oriente Protectorate, still maintain tradition and strive for martial excellence even in the face of adversity from external enemies and internal pressure. Throughout the last sixty years, the Grenadiers have managed to maintain a total of four battalions across two regimental formations. The shift from provincial to federal status caused rumbles of tradition amongst the soldiery—which still persist, much to the LCCC's dismay—but both Grenadiers units have risen to the cause to defend against Capellan and Regulan adventurism. The LCCC has suggested on multiple occasions that the Grenadiers consider raising a new regiment, which would entail the Orloff Military Academy increasing its class sizes, but both the Grenadiers and the Academy refuse to break with tradition. The only tradition that has grown lax in recent years—and this only a stopgap enacted due to casualties caused by the Blackout—is the brigade's eligibility requirements. Annually, each battalion now considers a maximum of four candidates that graduated with honors from the Orloff or Princefield Military Academies or have exemplary service records. However, potential Grenadiers who are members of the Order of the Saber or have merited the FWLM's Distinguished Service Award are always considered for open billets, regardless of their educational or service history.

Ducal Guard (Enlightened Valor)

The Ducal Guard remains the last of the vaunted Fusiliers of Oriente. A proud brigade of elite soldiery, the Ducal Guard has continued its tradition of being far more than a mere parade unit or honor guard. The creation of the FWLM has tightened the unit's collective resolve, and the Guard holds itself to an impossibly high standard that other FWLM units are encouraged to emulate. Because of this, the unit has earned the overwhelming support of the citizenry—particularly within the Oriente Protectorate—and as such is able to field a reinforced regiment's worth of troops against any threat. Also, the Ducal Guard regularly trains on uncommon maneuvers, such as orbital insertion and planetary assaults, and can be called upon for any mission the Captain-General requires.

First Orloff Grenadiers

For all of the units being transferred from provincial to federal service, the transition has been hardest for the First Orloff Grenadiers. If the LCCC rotates one or both of the First's two battalions outside of the Oriente Protectorate, some backlash, conscientious objection, or even civil disobedience may result.

The First still honors the tradition of electing its senior colonel every two years. To ensure the First's loyalty to the League, the Captain-General has decreed to allow this tradition to remain in place. Members of the First who have not yet achieved the Grenadiers' traditional membership requirements automatically forfeit his or her vote, which nullifies the whole lance's vote. Because of this, lance commanders constantly nominate any "not-yet-Grenadiers" under their command for admission into the Order of the Saber.

Eighth Orloff Grenadiers

The Eighth Orloff Grenadiers has survived as a unit solely due to its members' tenacity and adherence to tradition. Capellan raids along the Oriente border in 3141 nearly shattered the unit. The LCCC came within a breath of ordering the unit to disband in order to cannibalize the remains for bolstering the Oriente Hussars brigade. Fortunately, a vocal backlash from the Eighth's battalion commanders, the administration of the Orloff Military Academy, and citizens from the Duchy of Orloff convinced the Warden-General to grant a stay of execution. The regiment furiously undertook reconstruction efforts and sent through the courier network an open call to all Order of the Saber chapterhouses throughout League space. A grant from House Orloff and a reassignment of several Order of the Saber members serving in other FWLM regiments allowed the Eighth to rebuild its two battalions to acceptable levels.



ORIENTE HUSSARS

Since the reduction of the Fusiliers of Oriente to a single brigade, the Oriente Hussars have finally been granted enough leeway to excel within the reborn FWLM. Once seen as the less-capable stepchildren of Oriente's provincial military forces, the Hussars regiments have stepped into the vacuum left by the Fusiliers' diminishment and have proven to the general populace that public perception and reality often diverge. Federal service has placed them more in the public eye and allowed the brigade's increasing reputation to spread beyond Oriente's borders.

To the dismay of Hussars commanders, the brigade still remains lower on the Quartermaster General's priority list than other formations currently garrisoning the Oriente Protectorate, which means several battalions have been forced to make do with the supplies and materiel they have on hand. However, the Hussars' battlefield successes with lower-quality hardware have only further augmented their reputation amongst the FWLM.

First Oriente Hussars (Allison's Hope)

The two battalions of the First Oriente Hussars have remained stationed on the League capital of Atreus ever since the conclusion of Operation HOMECOMING. In the past six years, the First has repelled several Regulan raids intended to assess troop strengths. Under normal circumstances, the First assigns one battalion to protect the League capital of Atreus City, while the second engages in training exercises alongside the Second Free Worlds Guards.

Second Oriente Hussars (The Crazy Second)

Slightly understrength, the Crazy Second's battalions constantly remain on high alert along the Duchy of Andurien border. Early in 3145, Andurien began conducting regular raids into the Oriente Protectorate, and the Second has borne the brunt of these attacks. The Quartermaster General has attempted to shift necessary supplies to this trouble spot, as further raids might place the Second in an untenable position.

Third Oriente Hussars (The Reunited)

Although the original Third Hussars was destroyed in the Word of Blake Jihad, the LCCC approved the commissioning of this new unit in 3140. A large percentage of soldiers staffing the Third claim descent from those who served in the original Third Oriente Hussars regiment. Many of these claims are apocryphal at best, but the notion has lent a spirit of long-lost family to the Third. Being a new unit and having repulsed recent Andurien incursions, the Third is still attempting to bring its two battalions to full strength.

Sixth Oriente Hussars (The Aardvarks)

The Sixth Hussars cut its teeth during the Jihad, and the unit has since molded itself into a capable fighting force. One of the model units in the LCCC's decision to do away with the provincial/federal divide, the Aardvarks have spent the last few years protecting the vulnerable isthmus connecting the two halves of the Free Worlds League. The Sixth initially voiced some complaints over being stationed outside its traditional area of operations, but unofficial censure from the LCCC and occasional combat action along the Regulan border has changed the Sixth's collective tune.

Eighth Oriente Hussars (Through the Crucible)

One of the few post-Jihad Hussars regiments to survive through the reestablishment of the Free Worlds League, the Eighth feels it has a lot to prove to the more longstanding elements of the Hussars brigade. When the HPG Blackout cut the Eighth from its chain of communication, the unit was forced to fend for itself and thus performed several risky maneuvers against Capellan raids. Colonel Dyer was ultimately commended for her efforts, but her strategies nearly caused the unit's destruction. The Eighth's sole battalion is still recovering from the losses, but the LCCC has every confidence that they can hold their station without assistance.

Twelfth Oriente Hussars

The newest addition to the Oriente Hussars brigade, the Twelfth was recently formed by drawing recruits from several neighboring worlds' planetary militias. Although the young battalion is still gaining its bearings, the LCCC appointed Lara Finch, a retired officer of Orloff Grenadiers pedigree, to command the unit. The Twelfth was then assigned to the Capellan border in hopes of seasoning the unit. Equipped with fast-response units and lacking a heavy combat record, the Twelfth is intended as more of a deterrent to Capellan incursion rather than as an unmovable defense.



TAMARIND REGULARS

In the aftermath of the League's turmoil during the Jihad, the Duchy of Tamarind-Abbey declared its independence from the League and was forced to fend for itself. Several former FWLM regiments stationed within the province opted to protect the otherwise defenseless nation from Lyran predation. In 3096 Duke Photon Brett-Marik issued an executive order creating new regiments from the Unified Duchy Military Command's existing troops. The decree was intended to increase morale by forging a new brigade divested of any tarnished League history. Within a span of five years, most of the Marik Militia regiments under Brett-Marik's command had contributed battalions that would transform into loyal defenders of Tamarind-Abbey, complete with new insignia, parade schemes, and military traditions.

The largest hurdle confronting the brigade was Tamarind-Abbey's relative lack of heavy industrial capability compared to neighboring states. This hampered Duke Brett-Marik's ability to obtain adequate supplies for refit and replacement. The Regulars were often forced to rely on battlefield salvage and "RetroTech" hardware in order to cover shortfalls whenever trade negotiations between former League states fell through.

The hard-hitting Lyran attacks during Operation HAMMERFALL became the first true test of the Tamarind Regulars' resolve. The Lyrans' seizure of Tamarind and the troops Duke Fontaine Marik sacrificed in the short-lived attempt to recover the duchy's capital in 3138 made Tamarind-Abbey more receptive to Jessica Marik's request to recreate the Free Worlds League. In the end, the Captain-General's offer of mutual defense and materiel support for the Regulars convinced Duke Marik to join the new League.

Although the Tamarind Regulars support the League and the rest of the FWLM, the brigade remains fiercely loyal to its adopted home. The Tamarind Regulars may initially resist rotation assignments from the LCCC, but the Warden-General believes that cooler heads within the Regulars' leadership will prevail.

The Tamarind Regulars have adopted a paint scheme of white with purple highlights, with the Tamarind trefoil featured in green.

First Tamarind Regulars (The Trefoils)

The initial Tamarind Regulars regiment was created from a fusion of Second Battalion and Third Battalion of the Thirtieth and Thirty-fourth Marik Militias, respectively. Alongside elements from the Seventh and Eighth Tamarind Regulars, the First made a deep push into the Lyran Commonwealth in early 3143. The Trefoils now form part of the frontline defense against any Lyran reprisals. Currently just above half strength, the regiment has spent the past several years training for maneuvers to compensate for staffing and equipment shortfalls. The LCCC offered to reassign the First to different duties to help the regiment rebuild, but Colonel Brett and his senior staff chose to remain in place.

Fourth Tamarind Regulars (The Second Strike)

Second Battalion from the Thirty-seventh Marik Militia formed the basis of the Fourth Tamarind Regulars, the Regulars' most decorated regiment. The unit stood at the forefront of Lyran aggression during HAMMERFALL and was instrumental in reclaiming Tamarind in 3142. Equipped largely with light and medium 'Mechs and capable of fielding fast-assault vehicle support, the Fourth concentrates on mobile warfare and is capable of quickly reacting to action on either the Lyran or Wolf Empire fronts.

Seventh Tamarind Regulars (Shield Breakers)

One of the Tamarind Regulars' more seasoned units, the Seventh pushed the Second Buena Guards and the Eighth Lyran Regulars from Timbiqui and Cavanaugh II, respectively, in 3143. Once the LCCC assigned the Eighth Free Worlds Guards to the border, the Seventh was reassigned to the League's border with the Marian Hegemony, allowing the regiment more chance to rebuild. Each of the Seventh's component battalions is configured for heavy assault, with one medium company to push raiders into the battalion's assault companies.

Eighth Tamarind Regulars

With the loss of the struggling Marik Militia regiments in HAMMERFALL actions and the sacrifices of the Fifth, Sixth, and Ninth Tamarind Regulars in the reprisal campaigns and Clan Wolf incursions, the Eighth has had to gather up most of the slack. A relatively new unit before the Lyran assaults dug into Tamarind-Abbey, the Eight cut its teeth on the campaign to retake the duchy's capital.



RIM COMMONALITY GUARDS

The line units of the Rim Commonality Guards began as remnants of former FWLM regiments and ex-mercenaries who wanted to exchange the unpredictability of combat contracts for the promise of steady income. Unlike most of the militaries of former League provinces, a majority of the original Guards hailed from other League states, and the sundering of the League left many of these soldiers stranded in the Commonality, surrounded by a culture far more conservative than their home provinces. A lack of true loyalty to the independent Rim Commonality led the fledgling Guards to aspire towards mediocrity. These attitudes quickly diminished once Regulan and Marian forces began squeezing the Rim Commonality from both sides. The Guards' collective resolve allowed the Commonality to expand its influence in the region by establishing defense pacts with nearby independent worlds. Inclusion in the new FWLM and support from the federal government has allowed the Guards to consolidate these gains.

The Rim Commonality Guards operate primarily in a defensive context, although retaliatory strikes—mostly against the Regulan Fiefs—have occurred when warranted. Due to combat prowess and the lack of large-scale battles, the Guards have had the good fortune to retain all of its combat commands over the past sixty years. LCCC analysts attribute this to the Guards' "mobile phalanx" strategy, which—while less advantageous against larger opponents intent on conquest—has proven quite effective in repelling piracy, Regulan and Marian antagonism, and the occasional Canopian raid.

First Rim Commonality Guards (Chaos Unchained)

The Rim Commonality Guards unit with the most predominant mercenary background, the First remains the center of the Commonality's defensive backbone. Although the First has spent many decades distancing itself from its mercenary roots, a reputation of utmost professionalism remains, the unit's nickname notwithstanding. When Jessica Marik petitioned the Rim Commonality for troops to conduct HOMECOMING in a show of solidarity, Prime Minister Michael Cendar lent the First to participate in the campaign.

Second Rim Commonality Guards (The Nightmares)

The Second Rim Commonality Guards also boast a mercenary background, but for the majority of its hardware rather than its personnel. The Second treats its 'Mechs and equipment with an almost superstitious reverence, as the regiment had survived several scrapes that would have otherwise destroyed lesser commands. The Second's techs repair heavily damaged 'Mechs as best as possible, even if a replacement would be more cost-effective.

In a break with the Guards' SOP, the Second has spent the last two years garrisoning Mackenzie, which sits outside the Commonality's official borders. Faced with a threat of Regulan predation, the independent League world requested a Guards presence, with a pledge to join the Rim Commonality should the Second's defense of the system prove effective.

Third Rim Commonality Guards (The Fighting Third)

The Third Rim Commonality Guards arose from the former Fourth Marik Militia. The Third conduct engagements with high mobility and thus are well suited for hunting pirates or conducting light raids into enemy territory. Before the reformation of the FWLM, the Third would offer military support and humanitarian aid to unaffiliated systems between the Rim Commonality and the Regulan Fiefs. To encourage these noncommittal worlds to join the League, the LCCC formally put a moratorium on that practice.

The Third is also stationed outside the Rim Commonality's borders, although this assignment was at the direct order of the LCCC to curb Regulan and Andurien raids.

Fourth Rim Commonality Guards (The Xiphos)

Also a fast raiding unit from Fourth Marik Militia ancestry, the Fourth Rim Commonality Guards is the region's premier line regiment. Despite other Guards regiments adding a second BattleMech battalion to their rosters over the years, the Fourth has opted to retain only a single battalion, allowing them to remain lean and sharp when conducting small-scale operations. The unit's decision and dedication has paid dividends thus far, resulting in the Xiphos earning one of the FWLM's few elite classifications.

Fifth Rim Commonality Guards (The Sword Breakers)

Taking a cue from the Third and Fourth Guards, the Ninth Marik Militia regiment caved to political pressure in 3101 and split to form the foundation of the Fifth and Sixth Rim Commonality Guards. The unit's major military claim to fame was facilitating the incorporation of Astrokaszy into the Rim Commonality fold. Blakist occupation during the Jihad had left the arms dealer haven in poor shape, with crime and corruption rampant and pirate raids commonplace. After the Fifth toppled Astrokaszy's caliphate, the people chose to join the Commonality rather than suffer further Marian and Canopian raids. Since then, the Fifth has spent most of its time rounding up pirates gone to ground amongst the populace.

Sixth Rim Commonality Guards (Last Rites)

The Sixth Rim Commonality Guards also descended from the Ninth Marik Militia, which was once known for its fair treatment of defeated enemies. The Sixth have carried on the spirit of this tradition and have developed a reputation for extending medical and humanitarian aid to all opponents except outright pirates, from whom they accept no surrender.



LOYALTY DEFENDERS/ COVENANT GUARDS



When the Free Worlds League dissolved in 3079, the three-system Duchy of Graham-Marik chose to remain independent rather than join the Marik Commonwealth. To protect her vulnerable state, Duchess Vero Graham-Marik worked with the planetary militias of Loyalty—home of Kallon Industries and SelaSys Incorporated—Paradise, and Escobas to create a full-fledged defensive force capable of repelling enterprising neighbors. By the end of the year, the First Loyalty Defenders became operational. In 3080, Graham-Marik lost Paradise and a whole company of the Defenders when Regulan troops cleansed the Blakist presence from the planet with cobalt-laced nuclear weapons. The act prompted Duchess Graham-Marik to petition Kallon and SelaSys to assist in rebuilding the First Loyalty Defenders. Faced with pressure on all sides, Vero Graham-Marik chose in 3089 to follow the Stewart Commonality's lead and join the Marik-Stewart Commonwealth. Per the agreement of the merger, the Commonwealth would provide funding for a second Loyalty Defenders 'Mech battalion, and both regiments would remained stationed on former Graham-Marik worlds.

The Loyalty Defenders have trained extensively in planetary defense tactics. In recent years, both regiments have seen combat during the Anvil portion of Operation HAMMERFALL and the subsequent Clan Wolf invasion.

Stationed within the Covenant Worlds and the Augustine Alliance, the Covenant Guards brigade is a relatively new institution within the FWLM. The Covenant Worlds, a splinter state that broke from the Republic of the Sphere, was created in 3137 by ex-Paladin Thaddeus Marik, who would soon marry Jessica Marik and become the new Free Worlds League's first Warden-General. Supported by an economic alliance between the Covenant Worlds and the Oriente Protectorate, the Covenant Guards arose from a disparate collection of militia volunteers and mercenaries.

After the Kwamashu incident sparked war between Oriente and Andurien, several elements of the Covenant Guards formed the Covenant Worlds Expeditionary Force and participated in strikes against Andurien. The strike force claimed four worlds before Oriente sued for peace. In 3139, the First faced down the Second Wolf Assault Cluster on New Olympia, and Thaddeus was killed, throwing the Guards into a morale tailspin from which they have yet to recover.

First Loyalty Defenders (The Steadfast)

Due protecting the interests of Kallon Industries and SelaSys Inc., the First Loyalty Defenders is considered the best equipped unit among the FWLM's smaller brigades. The Steadfast has also been entrusted with defending part of the narrow isthmus joining the two halves of the League, which has prompted the Quartermaster General to funnel more assets to the unit than it would receive otherwise. In recent years, the First has successfully defended against two minor Trials of Possession, although a hard-fought loss against the Nineteeth Wolf Cavalry in 3144 resulted in the Wolves claiming some Kallon Industries output.

Second Loyalty Defenders (Paradise Lost)

Formed in 3091, the Second Loyalty Defenders chose its nickname as a tribute to the many innocents lost during the Regulan cleansing of Paradise. The Second was originally composed of volunteers from Loyalty, Escobas, and refugees who managed to flee the razing of Paradise. Members of the unit still bear deep-seated grudges against the Regulan military for its unconscionable actions during the Jihad. The LCCC has chosen to put this animosity to use by assigning the Second as a buffer against Regulan aggression. In order to keep morale high, rotating elements of the Second undertake regular intelligence-gathering raids across the Regulan border.

First Covenant Guards (Marik's Chosen)

Personally organized by the late Thaddeus Marik out of ex-mercenaries and militia, the First Covenant Guards was intended to allow the ex-Paladin to create his own fiefdom of former Free Worlds systems from the collapsing Republic. In the unstable region, the presence of the First promised protection to both the Covenant Worlds and the neighboring Protectorate Coalition. Upon the formation of the Free Worlds League, the First became the FWLM's strategic focal point in the region.

The veteran unit, trained and equipped for multi-role operations, suffered an ignominious defeat on New Olympia in 3139. During the battle, Clan Wolf *ristar* Alaric Wolf killed Thaddeus Marik. Since then, General Jodene Tillens has attempted to combat this blow to morale but to no avail. Because of this, the LCCC has stationed the First far enough from the Clan border to prevent trouble but close enough for the regiment to assist other fronts as necessary.

Second Covenant Guards (The Outriders)

One of the units standing at the forefront of the Republic's collapse, the Second Covenant Guards is configured for fast response and mobile defensive strategies. Colonel Timur places a strong emphasis on battlefield adaptability and often runs drills for conducting defensive combat drops behind enemy lines. Due to unrest within the region, casualties have placed the regiment near half strength, but the Second remains confident and combat-capable.

SILVER HAWK IRREGULARS/ATREAN DRAGOONS/ PROTECTORATE GUARD

Formerly the sole military for the now-defunct Silver Hawks Coalition, the Silver Hawk Irregulars would remain on station within the coalition's member worlds. The Silver Hawks' voting bloc would often invoke the Home Defense Act to keep the Irregulars regiments out of most federal conflicts. However, once Parliament repealed the Home Defense Act in 3037, the Captain-General could redeploy the Irregulars at whim.

Both Silver Hawk regiments weathered the Jihad only to be destroyed during Operation GOLDEN DAWN in 3081, after the Irregulars seized New Hope from the newly formed Republic of the Sphere. Republic leadership declared that the reformation of Silver Hawk Irregulars would be viewed as an act of war against the Republic. The Irregulars name lay dormant until 3135, when the Marik-Stewart Commonwealth was faced with the threat of Lyran aggression across former Silver Hawks systems. Captain-General Anson Marik chose to reform the unit as a single regiment, believing the troubled Republic would be unable to properly wage war against him for the action. The new Silver Hawk Irregulars was unveiled to the public in 3137. Using unconventional tactics, the Irregulars stymied the efforts of HAMMERFALL but suffered tragic losses against Clan Wolf's invasion. The Irregulars chafe at being tied to the new FWLM's federal jurisdiction, where no provision similar to the Home Defense Act exists, but thus far the LCCC has allowed the regiment to remain garrisoning former Silver Hawk worlds along the Wolf Empire front.

The Fourteenth Atrean Dragoons is the sole bearer of the Atrean Dragoons legacy. Originally the provincial troops for the Marik Commonwealth before the formation of the original Free Worlds League, the Dragoons shifted to federal service once the Document of Incorporation was signed. The Jihad left only the Eleventh Atrean Dragoons regiment in service to the Marik-Stewart Commonwealth. In 3096, Captain-General Corinne Marik authorized the expansion of the Dragoons, leading to the creation of the Thirteenth and Fourteenth Atrean Dragoons. Unfortunately, both the Eleventh and Thirteenth were lost defending the Marik-Stewart Commonwealth during HAMMERFALL; the few survivors recovered were folded into the Fourteenth.

When the Border Protectorate found itself absorbed into the Word of Blake Protectorate—and later into the Republic of the Sphere—the Protectorate Guard found itself without a home. The Iron Guard, the lone surviving Protectorate Guard regiment, eventually found itself serving the Protectorate, the group of systems that supported Anton Marik's Revolt in 3014, and the Steel Guard regiment was soon reconstituted. In 3086, the Duchy of Oriente and the Protectorate merged to form the Oriente Protectorate, which absorbed the Protectorate Guard regiments. The outbreak of the Victoria War in 3103 prompted Oriente and Andurien to attempt seizing Capellan Confederation worlds while CCAF was concentrating on repulsing the Federated Suns invasion. The Iron Guard played a visible part in Oriente's combat actions against the Confederation, so when the CCAF was in a position to retaliate against the former League states, the Chancellor chose to make an object lesson of the regiment. Both the First and Second Capellan Defense Force dropped onto New Delos and caught the Iron Guard in a pincer. The Iron Guard refused to surrender and were reduced to a shattered ruin, leaving few survivors. The Steel Guard arrived on New Delos just in time to witness the First and Second CDF departing for the jump point.

Silver Hawk Irregulars

The most disastrous setback confronting the Silver Hawk Irregulars came in 3138, when Clan Wolf forces on Helm executed a large group of Irregulars who had surrendered. Since that point, the remaining Irregulars have fought doubly hard to prevent their current garrisons from falling into enemy hands.

In an effort to gain the support of Jessica Marik and her growing coalition of military forces, the Irregulars sent Third Battalion to accompany the Marik's Operation HOMECOMING forces. Thanks to timely support from the Angell II militia, the Irregulars were able to help secure Atreus from Regulan forces. In the years since HOMECOMING, the Irregulars have been stationed on the two remaining League worlds that once belonged to the Silver Hawks Coalition. The regiment has recently experienced a lag in supply shipments from the Quartermaster General, which leads them to worry that, in the event of future Wolf predation, the FWLM might leave New Hope and Alkes hang out to dry.

Fourteenth Atrean Dragoons (The Old Guard)

Having seen heavy action defending the faltering Marik-Stewart Commonwealth from Lyran and Clan Wolf forces, the Fourteenth Atrean Dragoons retreated to Atreus in 3138 to lick its wounds and regroup. Months later, a Regulan strike force assaulted Atreus. Completely unprepared to mount an adequate defense in its wounded state, the Fourteenth repulsed the invaders as best they could before falling back to Ionus. The shattered remains of the Eleventh and Thirteenth Dragoons joined up with the Fourteenth while the Marik-Stewart Commonwealth collapsed around them, leaving the patchwork regiment bereft of leadership. Now under the jurisdiction of the FWLM, the Fourteenth uses its fast-response tactics to discourage pirates and Capellan raiders along the Augustine Alliance border.

Steel Guard

Also the last unit of a storied military formation, the Steel Guard has thrived under the FWLM's direction. Members of the Protectorate Guard staunchly supported the idea of a reunified Free Worlds League, and to keep this torch burning for the past sixty years, the Steel Guard refused to prosecute proactive military campaigns against former League states. When presented with Jessica Marik's call for forces to retake Atreus from Regulus, the Steel Guard chose to sit out of the display of military unity, as its senior leadership believed such an attack against Regulan forces would prevent Lester Cameron-Jones from rejoining the League. After the League was reformed, the Steel Guard requested and was granted an assignment where the regiment would not be forced into combat against Regulus or Andurien.

CLAN PROTECTORATE MILITARY

The Clan Protectorate military comprises disparate elements from the Spirit Cats, Clan Nova Cat, Clan Sea Fox (née Diamond Shark), and various native inhabitants of the Clan Protectorate worlds. Led by a vision, then-Star Colonel Rikkard Nova Cat guided the breakaway Spirit Cat forces to the planet Marik. With military support—first from the Oriente Protectorate and then from Clan Sea Fox's Spina Khanate—the Spirit Cat contingent claimed the world as its own. The Spirit Cats extended their protection to several neighboring worlds, formally creating the Clan Protectorate in 3138. The following year, troops from the Protectorate—including Spirit Cats, Sea Fox ground forces and naval support, and Angel II's planetary militia—assisted Jessica Marik's campaign to retake Atreus from Regulan forces.

Since the formation of the Protectorate, Nova Cat refugees from the collapsing Republic have slowly gravitated towards the Clan Protectorate. These refugees have further bolstered the Protectorate's military capabilities. Although the Protectorate's military is legally a part of the FWLM, the Spirit Cats' attachment to Marik and the nature of the Clans' relationship with the League has prompted the Captain-General and the Warden-General to treat the Protectorate's forces with care and respect. Despite the LCCC's intention to rotate troops from within provincial boundaries, analysts believe the Protectorate's Clusters will remain where they are stationed for the foreseeable future. Nothing short of a renewed Wolf Empire invasion will likely dislodge these units.

Shiva Keshik (Toward New Horizons)

The personal command of Spirit Cat leader Galaxy Commander Rikkard Nova Cat, the Shiva Keshik was instrumental in securing Marik for the Spirit Cats. It has since rebuffed several Wolf Empire Trials of Possession intent on weakening what the Wolves refer to as a "pseudo-Clan." Elements of the keshik also act as bodyguards for Marik's MP, whether he is in residence on Marik or when Parliament is in session.

Purifier Cluster (Righteous Vengeance)

The Trinaries of the Purifier Cluster are generally used for heavy assault operations, most commonly for declaring Trials of Possession against Wolf Empire assets. The few times this Cluster has been observed in combat, very few—if any—of its opponents have survived to be taken as bondsmen, regardless of whether or not the unit has Clan origins. Also, the Cluster seems to nurse a deep-seated hatred of Clan Wolf, although the reason for this feud is undetermined.

Omicron Cluster (The Storm Before the Calm)

Formerly attached to Spina Khanate's Delta Aimag, the founders of Omicron Cluster chose to remain as ground troops for the Clan Protectorate. The decision was unpopular amongst Delta's leadership, but the Cluster declared and successful won a Trial of Refusal against difficult odds. During engagements the Cluster prefers to employ sustained long-range missile fire before closing in for the kill. Numerous times, the sight of an Omicron Cluster's opening salvo has weakened the resolve of an opposing force.

First Protectorate Guardians (Strength in Unity)

The formation of the Clan Protectorate in 3138 placed several new worlds under the aegis of Clan guardianship. This new territory stretched the Clan forces thin, requiring them to find a way to adequately cover their bases. The Protectorate thus formed two new Clusters of native, freeborn troops with deep loyalties to the region and placed Spirit Cat and Sea Fox warriors in senior leadership positions. Candidates for the Guardians are required to undergo a grueling training regimen and pass a modified Trial of Position. Although the First cannot boast a combat record as impressive as the Second Protectorate Guardians can, the First's troops remain wholly dedicated to protecting their homelands.

Second Protectorate Guardians (Unity in Strength)

The Second Guardians is composed of Clan Protectorate natives and Republic refugees hailing from a Clan lineage. The Cluster was nearly destroyed by Wolf raids before the Wolf Empire and the Free Worlds League signed a non-aggression treaty in 3140. Fortunately, the First Protectorate Guardians was able to temporarily reassign enough personnel and assets to the shattered Second to allow them to rebuild. This reassignment resulted in the Second billeting a larger concentration of Clan Protectorate natives, which has not sat well with some of the Cluster's former Clanspeople.

First Nova Cat Provisionals

The Nova Cat Provisional Cluster is a relatively new formation predominantly staffed by Nova Cat refugees seeking asylum in the Clan Protectorate after fleeing the Republic's collapse. According to reports, the Cluster consists of three Trinaries of partially functional 'Mechs—and the occasional OmniMech—that have yet to see proper repairs from fighting in the Republic. The Nova Cat refugees were offered a place within the Protectorate military, but many of them do not fully trust the Spirit Cats—whom they still view as fanatical cultists—or the Free Worlds League government.

REGULAN STRATEGIC MILITARY COMMAND

Established in 3086 along with the formation of the Regulan Fiefs, the Regulan Strategic Military Command assumed administrative responsibility for all Regulan Defense Forces regiments and planetary militias operating within the former territories of the Principalities of Regulus and Gibson and the Regulan Free States. Headquartered on Regulus, the RSMC consists of the Military Council—the Captain-General and six handpicked generals—and several departments that form the military's support apparatus.

One of the clauses in the RSMC's mission statement is to eradicate any trace of the Word of Blake's descendants that might ever come to light. Over the past sixty years, the RSMC has occasionally received word of possible Blakist cells operating in Regulan space, but these tend to be "liberation units" sponsored by Free Worlds League sympathizers. These terrorists are eliminated with extreme prejudice, and reports indicate the collateral damage done in these one-sided conflicts do more harm to the civilian infrastructure than good.



REGULAN HUSSARS

The Regulan Hussars brigade boasts a history older than the first Free Worlds League. First formed in 2247, the Hussars brigade remained the sole provincial force for the Principality of Regulus. Despite a history of the Principality acting as the original League's loyal opposition, the Jihad sent the Regulans on a single-minded quest to eradicate the Word of Blake while forsaking all other happenings within the League. Other League states disagreed with the Regulans' brand of justice, so it came as no surprise that the Hussars regiments would turn its weapons against former allies once the League officially dissolved. That trend of hostility to former League states—specifically the Marik-Stewart Commonwealth, the Oriente Protectorate, and the Rim Commonality—has continued. With the reborn FWLM having claimed Aitutaki—a system under Regulan control since before the first League's founding—and the former League's capital of Atreus, the eighteen Regulan Hussars regiments will not likely relax their aggression against the new League anytime soon.

First Regulan Hussars (The Steel Hussars)

The pride of the RSMC, the First Regulan Hussars oftentimes serves as Captain-General Lester Cameron-Jones's bodyguards. The regiment has ventured away from Regulus a handful of times in the past decade, first to test their skills while raiding the Rim Commonality and then to seize Atreus during the breakup of the Marik-Stewart Commonwealth. During Jessica Marik's HOMECOMING campaign, the First defended the Imperator Automatic Weaponry plant but was forced to abandon the complex after facing the combined strength of several former League states. The First now defends the Tiber Prominence from the FWLM, with Colonel Wojtek Petrovski eyeing the prominence as a means to curtail traffic between both halves of the League.

Second Regulan Hussars (The Vindicated)

Destroyed during the Jihad, the Second Hussars was rebuilt by 3074 and spent the last several decades attempting to catch up to the First's level of prestige. The First's failure at Atreus in 3139 has placed the Second in slightly better favor for the moment, resulting in the regiment's current posting as the Captain-General's bodyguard and parade unit. The assignment to Regulus has not softened the Second's fighting skills, however, which remain in top condition due to regular drills.

Fourth Regulan Hussars (The Kukri)

At the forefront of anti-Blakist operations during the Jihad, the Fourth has maintained a reputation for obliterating anything with even a hint of Blakist influence. The regiment also runs a training facility on Muscida, to which it sends mid-level officers as instructors on a rotational basis. In 3140, the Fourth attempted to reclaim Aitutaki from the FWLM, but the Third Free Worlds Guards scattered the unit and left only a few companies' worth of survivors to regroup behind Regulan borders.

Fifth Regulan Hussars (Divided Loyalties)

Sporting a history of mixed reliability to Regulan interests, the Fifth was positioned to bolster RSMC forces in anticipation of an Oriente-led attack on Atreus in 3139. When the Fifth jumped in to surprise the invaders, the Sea Fox CargoShip *Voidswimmer* forced the regiment's DropShips to stand down and prevented them from reaching the planet. Since the incident, the Fifth has been relocated to the rimward border of the Regulan Fiefs.

Sixth Regulan Hussars (The Sandbags)

The first unit formed after Regulus declared independence from the League, the Sixth spent decades trying to shake the reputation of being "un-Regulan," due to their tendency to approach combat with caution. The RSMC has tried appointing more aggressive officers to the unit, but disastrous losses and frustration caused by Rim Commonality raids ultimately accomplished the goal. The Sixth regards FWLM units from the Rim Commonality with a deep-seated hatred and will attack them without provocation at any opportunity.

Seventh Regulan Hussars (The Thirty-seven Ronin)

The Seventh Hussars began as Ronin, Inc.'s security battalion, which was drafted into Regulan military service in 3069. The battalion took some time to grow accustomed to operating under Regulan command, but it acquitted itself well in raids and developed into a valued member of the RSMC. Having taken several losses during the raiding of former Marik-Stewart Commonwealth worlds, the Seventh is stationed on Regulus, training new armor and infantry and rebuilding its 'Mech battalion.

Eighth Regulan Hussars (The Bahaadur)

During almost every engagement since the close of the Jihad, the Eighth Hussars have deployed at least one tactical nuke. The Eighth also has a history of keeping strict and overly brutal control on the civilians of worlds they protect. In 3097, an intelligence-gathering raid by the Second Loyalty Defenders on Ibarra led to one of the Eighth's tactical nukes misfiring and destroying a major population center. The RSMC immediately reclaimed the Eighth's nuclear stockpile and forced the unit to train in actual combat maneuvers. After several decades of this punishment, the Eighth emerged from its crucible as a pivotal part of the Regulan military, capable of deploying at trouble spots where needed.

Tenth Regulan Hussars (The Atoned)

The Tenth Hussars was formed during the Jihad from the remnants of the original Third Free Worlds Guards, a FWLM unit that initially supported the Word of Blake but defected to Regulus in 3077. From that point on, the Tenth has gone out of its way to prove its loyalty to the Captain-General. This fanaticism has cooled much over the years, as the unit's fervor has often resulted in undue casualties during what should have been simple engagements.

Fourteenth Regulan Hussars (The Fallen)

The Fourteen Hussars was formed near the end of the Jihad from remnants of the Blakist-aligned Third Sirian Lancers, which led the rest of the Hussars to question the unit's loyalty. Unlike the Tenth, the Fourteenth merely followed orders instead of stumbling over itself to scrape and bow at every opportunity. The unit's history has engendered a feud with the Fourth Hussars, which would gladly see the Fourteenth destroyed as Blakist collaborators. The RSS keeps this unit keeps the unit under close surveillance.

Fifteenth Regulan Hussars (The Abatis)

The first new Hussars unit formed after the formation of the Regulan Fiefs and the RSMC, the Fifteenth focuses on defense and is a mainstay along the Regulan border. Raids by the Sixth Oriente Hussars and Second Loyalty defenders during HOMECOMING prevented the Fifteenth from participating in the defense of Atreus, and follow-up raids intended to dissuade Regulan retaliation have whittled the Fifteenth's assets down further.

Eighteenth Regulan Hussars (The Highwaymen)

The Eighteenth Hussars have served the Regulan Fiefs with distinction since their creation at the turn of the century. Often undertaking raids into the Rim Commonality or nearby independent worlds that possess very little in the way of defense, the Eighteenth is often viewed by outsiders as a band of opportunistic pirates rather than a true military formation. The RSMC has purposefully done little to discourage this belief.

Nineteenth Regulan Hussars (The Jailers)

In 3101, Captain-General Cameron-Jones invited the staunchly independent world of Camlann into the fold, in an effort to help the Regulan economy. When Camlann refused, Cameron-Jones sent the recently mustered Nineteenth Hussars to forcibly subdue the planet. Since then, the Nineteenth has spent the bulk of its time policing Camlann's citizenry and rooting out terrorist cells intent on returning Camlann to independence.

Twenty-first Regulan Hussars (The Howdahs)

One of the RSMC's most effective units, the Twenty-first Hussars are configured and trained for shield-wall tactics and heavy assault roles. The regiment's two 'Mech battalions are predominantly configured with heavy- and assault-class chasses. Soldiers who fail Colonel Myrah's constant, white-glove inspections are immediately reassigned to lesser regiments.

Twenty-fifth Regulan Hussars (Hodgepodge)

Formed in 3115 to recoup Regulan losses incurred against the Marik-Stewart Commonwealth, the Twenty-fifth Hussars arose by incorporating the broken remains of the Twenty-second, Twenty-third, and Twenty-fourth Hussars. This created a patchwork of disparate command and combat styles, and the regiment outfitted and trained two companies each along the former units' roles.

Twenty-sixth Regulan Hussars (Stronger Than Words)

An experiment among the Hussars, the Twenty-sixth's BattleMech battalion consists solely of MechWarriors who own their 'Mechs, and thus the unit is organized similar to a mercenary battalion. The condition of ownership has created a bond of solidarity amongst its members, and battlefield salvage is first offered to any Dispossessed still choosing to serve with the unit's armor or infantry divisions. Owners from other Hussars regiments often petition to join the unit; requests from those shown to lack a spirit of teamwork are immediately denied.

Twenty-eighth Regulan Hussars (Garuda's Devoted)

The Twenty-eighth Hussars was established in 3120 as a light raiding unit capable of putting out fires. Elements of the Twenty-eighth Hussars have recently clashed with the Second Rim Commonality Guards on independent worlds between the Regulan Fiefs and the Free Worlds League border. The battalion is now protecting Irian interests on Clipperton while undergoing a refit.

Thirtieth Regulan Hussars

One of the newest Hussars units raised since the fall of the Marik-Stewart Commonwealth, the Thirtieth has yet to distinguish itself. The unit was formed largely from small, lance-size mercenary commands pressed into permanent service with the RSMC, so the RSS has kept an eye on the Thirtieth to ensure its officers do not overstep their bounds. The unit is undergoing training exercises on Cameron.

Thirty-first Regulan Hussars

Formed alongside the Thirtieth, the Thirty-first Hussars is composed mostly of Regulan draftees commanded by what few officers the RSMC could afford to spare. Unlike the Thirtieth, however, the Thirty-first shows more concern for the defense of the Regulan Fiefs. Also still undergoing training operations, the unit guards the Ronin, Inc. BattleMech plant against raids.

ANDURIEN DEFENSE FORCE

Several times throughout its history, the Duchy of Andurien attempted to secede from the Free Worlds League due to political differences. More than once, the former League province took military matters into its own hands; in all instances, the League managed to force secessionist fever into remission. Following the failed Andurien secession attempt in the 3030s, the LCCC eliminated the Defenders of Andurien, the duchy's standing provincial forces, and stationed federal troops to defend Andurien's borders. The Captain-General warned the Humphreys family that forming a provincial military beyond restricted-size planetary militias would be viewed as an act of sedition.

The Andurien Defense Force officially began forming when Captain-General Thomas Marik was revealed as a ComStar impostor. Several Free Worlds Legionnaires regiments posted within the duchy rallied behind Andurien's cause and gave rise to the First and Second Andurien Rangers, but the FWLM was unable to enforce the proscription on an Andurien military. Diplomatic overtures between the duchy, the Capellan Confederation, and the Magistracy of Canopus allowed Andurien to finally see its goal of secession come to fruition. In 3075, the Duchy of Andurien followed the footsteps of the Rim Commonality and the Duchy of Tamarind-Abbey and declared its independence.

During the past seventy years, the ADF has steadily grown to three brigades of combined-arms regiments, thanks to trade deals between the Confederation and the Magistracy. Andurien's alliance of convenience with the Regulan Fiefs has also allowed the duchy to retain its independence from the newly formed Free Worlds League, despite political, economic, and military pressure to join.



ANDURIEN RANGERS

The Andurien Rangers embrace combined-arms tactics more fully than any other ADF formation. Under ideal circumstances, each Rangers regiment comprises three battalions of troops, with each component battalion including a BattleMech company, an armor company, and an infantry company. As the backbone of the ADF, the Rangers regiments are capable of performing many different battlefield roles, and they regularly train alongside Andurien Guards and Andurien Cavalry units in order to improve coordination between the duchy's brigades.

The Rangers' BattleMechs use a parade scheme of white with green accents on the arms and legs.

First Andurien Rangers (The Eagles)

The First Andurien Rangers was formed from elements of the First Free Worlds Legionnaires. Although most ADF units hold some measure of dislike of the Capellan Confederation, the First makes its outright hatred well known, despite current alliances with the Confederation. This led to the ADF stationing the unit as far from the Confederation border as is feasible. The First's BattleMech complement leans more toward the lighter end of the spectrum, making the regiment well suited for reconnaissance, raiding, and fast response duties.

Second Andurien Rangers (The Monkeys)

Originally the Fifth Free Worlds Legionnaires, the Second Rangers has a long history of conducting combined-arms operations and uses all of its military assets to the full. In both offensive and defensive operations, the Second has exhibited the greatest battlefield successes of the entire Rangers brigade. The regiment performs bodyguard duties for Duke Humphreys and also acts as an honor guard for visiting Capellan and Canopian dignitaries.

Third Andurien Rangers (The Stallions)

The Third Andurien Rangers started as the short-lived Ninth Free Worlds Legionnaires before the regiment defected wholesale to the Andurien cause in the early Jihad. The Stallions operate in similar fashion as the First Rangers, although the Third prefers more of a balance between mobility and firepower, resulting in a medium 'Mech battalion. Stationed alongside the Sixth Andurien Guard on Ryerson, the Third has developed a friendly rivalry with the Sixth.

Fourth Andurien Rangers (The Wolverines)

The Fourth was the first ADF regiment formed exclusively from native Andurien citizens rather than FWLM transplants. Whereas other Rangers regiments largely lean towards a specific equipment distribution, the Fourth purposely arranges its 'Mech and armor companies in seemingly random configurations that are intended to confuse and distract opponents. In one engagement during the war against the Oriente Protectorate, the Wolverines' purposefully disparate organization led the Third Oriente Hussars to believe they faced a collection of irregulars rather than official ADF troops.

Fifth Andurien Rangers (The Bulls)

Overall the heaviest of the Andurien Rangers regiments, the Fifth has established a reputation for itself as a demoralizer of enemy troops. During most engagements, the regiment has embraced its namesake by employing heavy 'Mechs, armor, and even artillery in an offensive capacity. As the proverbial bull in the china shop, the Fifth attempts to inflict as much damage in any way possible, even if it entails risk to civilian infrastructure or other noncombatants. Although the Fifth does not hate the Confederation as strongly as the First does, the regiment will likely be one of the first aggressors in the event of a falling out between both nations.

Seventh Andurien Rangers (The Rhinos)

A recently raised unit still in the process of mustering, the Seventh Rangers has yet to see actual combat. Most of the Seventh consists of volunteers, jumped-up militia officers, and a few formerly Dispossessed MechWarriors. The Seventh's nickname was originally inspired by the medium to heavy 'Mechs and armor fielded by the regiment. However, other Rangers regiments claim the name originated from inept maneuvers during a nighttime training operation, which resulted in the accidental destruction of a local water reservoir and the disastrous flooding of nearby farmland. The regiment's posting on Xanthe III means the regiment is not expected to see combat in near future.



ANDURIEN GUARD

Once the Andurien Rangers brigade was firmly established, the ADF authorized the creation of a new regiment that would take advantage of heavy equipment and be able to stand up to an invading force rather than employing the hit-and-run tactics the Rangers favored. The result became the First Andurien Guard, and in the years since the Jihad, the Guard has expanded to a total of six combined-arms regiments consisting of two 'Mech battalions per regiment. In emphasizing defensive operations, the Andurien Guard often employs heavy aerospace fighters in ground-support and bombing roles meant to demoralize invaders.

The Guard utilizes a paint scheme of alternating khaki and green vertical stripes.

First Andurien Guard (The Halberds)

Over the decades since its formation, the First Andurien Guard has transformed the Rangers' castoff assets and personnel into a solid and dependable part of the ADF's defensive strategies. The First Guard and Second Rangers often coordinate their strategies when running drills. Although the Second Rangers are adept at goading or luring opponents to a specific place, the First Guard is able to hold the enemy in place.

Second Andurien Guard (The Glaives)

Of all the Guard regiments, the Second relies the most upon aerospace support. Possessing the largest contingent of attached aerospace fighters in the Guard brigade, the Glaives often press toward the enemy while laying down a blanket of bombing runs across their line of advance. This tactic of operating so close to aerospace strikes serves to break an enemy unit's resolve.

Third Andurien Guard (The Partisans)

The Third Andurien Guard's specialty lies in anti-assault maneuvers. More so than any other Guard regiment, the Third has proven reliable in determining an enemy's avenue of approach and then stopping their advance cold. During the war between Oriente and Andurien, this tactic prevented the Oriente Hussars from pushing further into the duchy. The regiment also prides itself on maintaining a high level of morale despite being stationed away from more volatile borders.

Sixth Andurien Guard (The Voulges)

The brigade's most experienced regiment also happens to be the heaviest unit in the Guard. Unlike other Guard regiments, the Sixth trains for both offensive and defensive strategies. Stationed on Ryerson, the Sixth Guard and the Third Rangers often square off in war game exercises to see whether the Third's hit-and-fade tactics or the Sixth's assault and defensive maneuvers will come out ahead. These contests usually result in both units trading wins on a regular basis.

Seventh Andurien Guard (The Guan Dao)

The Seventh Guard is the result of a unique ADF experiment. Several officers within the Seventh belong to an exchange program between Andurien and the Capellan Confederation. These retired CCAF officers—most of whom have served as Humphreys Training Academy instructors—act as cadre officers for the unit and instill a sense of Capellan discipline into the Seventh. Due to its Capellan ties, the Seventh often finds itself at odds with the vocally anti-Capellan First Andurien Rangers.

Ninth Andurien Guard

The Ninth Guard is the ADF's newest regiment, formed from fresh Humphreys Training Academy graduates and Andurien volunteers. Still working towards full strength, the regiment has yet to see combat or distinguish itself within the brigade. The ADF posted the Ninth on Shiro III in hopes that pirates drawn to the on-planet industrial complexes might help season the unit.



ANDURIEN CAVALRY

Created not long after the establishment of the Andurien Guard brigade, the Andurien Cavalry was intended to fill the gaps in the ADF's strategies. The Guard could repel invaders, and the Rangers could perform or repel raids, but the Cavalry was designed to act as the ADF's ready brigade. Not only do Cavalry regiments drill for deploying to nearby planets as quickly as possible, they also are capable of reaching any battlefield on a given planet far quicker than other ADF troops. As such they excel at putting out fires too big for militia, controlling mobile battles, and responding to trouble spots in a multi-regiment operation. However, the HPG blackout has placed a damper on the Cavalry's response times: by the time a courier arrives with word of an invasion, the effectiveness of a Cavalry regiment's fast deployment has likely already been negated.

As fast responders, the Andurien Cavalry favor light 'Mechs, light armor, and agile attack VTOLs. Also most regiments use aerodyne DropShips—for rapid deployment anywhere on a planet's surface—and support a sizable contingent of light aerospace fighters for air superiority and close ground support.

Andurien Cavalry units paint their equipment white, with a checkered pattern of white and green on 'Mech arms, tank turrets, and aerofighter wings.

Second Andurien Cavalry (The Barded Bards)

The Second Andurien Cavalry has adopted the unusual custom of singing war songs over communications channels when out on training or combat deployment, but the songs end once the first shots are fired. Senior staff claims the practice helps the troops stay focused and motivated, and it keeps morale high. The Bards also accept heavier equipment—usually salvaged medium 'Mechs or armor—that other Cavalry units refuse to field.

Fourth Andurien Cavalry (The Sweeps)

The Fourth Cavalry has adopted an offensive swarm tactic members call the Sweep. The maneuver focuses most of the regiment's assets at a single area of the enemy's line and demoralizes them with sheer numbers while the remainder of the Fourth sweeps in from a different direction. The Fourth employed this tactic to moderate success against Covenant Worlds' First Expeditionary on El Giza in 3138, but the unit took heavy losses and has been rebuilding ever since.

Fifth Andurien Cavalry (The Raptors)

On Antipolo in 3138, the Fifth Cavalry saw action against Oriente and sustained heavy casualties before withdrawing. The regiment's loss of several key officers in the conflict has reduced the unit's overall performance. Also, the Fifth's overreliance on aerospace strikes and bombing runs has not allowed the regiment's replacement personnel gain necessary combat experience for improvement.

INDEPENDENT COMMANDS

Rather than owing fealty to any sovereign power, the independent commands operating within the Free Worlds League region of the Inner Sphere answer only to themselves.



MARIK PROTECTORS

The loosely aligned Marik Protectors regiments originated as the Tenth and Eighteenth Marik Militias, both of which abandoned the FWLM after Thomas Marik was revealed as an impostor. The regiments began offering protection to independent worlds ignored by the FWLM during the Jihad's chaos. The differences between the Marik Protectors and mercenaries are largely cosmetic: a Protectors regiment only accepts defensive contracts and charges enough to cover the regiment's expenses.

By 3085, the six Protectors regiments maintained their administrative headquarters on Kendall. However, the persistence of Marian raids on the system was forcing the Protectors to either charge more for contracts or risk being unable to afford protecting any independent world. A falling out between the regimental commanders over the issue forced the Protectors to part ways in 3098. However, each regiment maintains in its charter a provision for combining forces in the event that an independent world is endangered by a threat too large for a single Protectors regiment.

Since their establishment, the Protectors regiments weathered several crises, but three of them succumbed to outdated hardware, heavy opposition, and general attrition. A Marian raid on San Nicolas in 3099 claimed the already struggling Second Marik Protectors. The Fifth repulsed Regulan invaders from Cirebon in 3112, but the victory rendered the unit combat ineffective and unable to rebuild. The Sixth met its end during Operation HAMMERFALL, as the Lyran offensive steamrolled over the independent border world of Sterling.

The Protectors have taken to using the old Marik Militia brigade insignia and paint scheme.

First Marik Protectors (The Kendall Hammers)

Descended from the Tenth Marik Militia, the First Marik Protectors maintains only a single 'Mech battalion but also supports a full brigade each of armor and infantry. This configuration allows the First to concentrate on defensive tactics and holding territory against invaders. Although the Protectors are no longer based out of Kendall, the First has chosen to retain its unit nickname as a reminder of its past.

Third Marik Protectors (The Imperators)

The most skilled of the Protectors regiments, the Third holds an impressive combat record while roaming the independent worlds sandwiched between the League and the Duchy of Andurien. Over the past several decades, the Imperators have fended off pirates and exploratory raids by nearly every neighboring power, including the Regulans and Canopians. In at least one instance, the Third came to the aid of a planet only capable of compensating the unit with foodstuffs and other non-military supplies.

Fourth Marik Protectors (The Rose of Connaught)

The bulk of the Fourth Protectors came from Eighteenth Marik Militia, and even after more than sixty years of operation, the regiment refuses to part with the traditions of its former incarnation. Rather than focus on conventional elements, the Fourth fields the Protectors' largest aerofighter contingent, which has often chased off pirate bands without the regiment's groundpounders firing a shot. The unit's current base world, Elektrougli, has recently chosen to join the Free Worlds League and is thus no longer independent. However, the Fourth has not attempted to relocate. It is possible the Captain-General is courting the Fourth for admission into the FWLM.

FREE WORLDS LEAGUE AND NON-AFFILIATES MILITARY FORCES

(Deployment as of 31 December 3145)

FREE WORLDS LEAGUE MILITARY

Commander: Captain-General Jessica Marik
Aide: Warden-General Nikol Marik
BattleMech strength: Approximately 24 Regiments, 1 Battalion, 6 Clusters

	Exp/Loy	Homeworld	Strength	Rating
1st Free Worlds Guards	R/R	Ionus	90%	A
(CO: Colonel Emerson Vincent)				
1st Guards Aerospace Wing	R/R	Ionus	95%	
(CO: Commander Randy Berger)				
17th Ionus Tank Regiment	V/R	Ionus	100%	
(CO: Lieutenant Colonel Glenn Hammond)				
37th Ionus Infantry Regiment	R/Q	Ionus	95%	
(CO: Lieutenant Colonel Socorro Dobson)				
2nd Free Worlds Guards	V/F	Atreus	85%	A
(CO: Colonel Deena Riggs)				
2nd Guards Aerospace Wing	V/F	Atreus	90%	
(CO: Commander Fredric Faulkner)				
19th Atrean Cavalry Regiment	R/R	Atreus	80%	
(CO: Lieutenant Colonel Rudolf Savage)				
12th Atrean BattleArmor Regiment	V/R	Atreus	90%	
(CO: Lieutenant Colonel Abel Miles)				
3rd Free Worlds Guards	V/Q	Aitutaki	80%	B
(CO: Colonel Natalia Hensley)				
3rd Guards Aerospace Wing	V/R	Aitutaki	90%	
(CO: Commander Jefferey Mooney)				
39th Heavy Tank Regiment	R/F	Aitutaki	95%	
(CO: Lieutenant Colonel Jeremiah Rhodes)				
29th Aitukaian Infantry Regiment	V/F	Aitutaki	75%	
(CO: Lieutenant Colonel Anastasia Chavez)				
5th Free Worlds Guards	E/F	Hassad/Les Halles/ Calloway VI	90%	B
(CO: Colonel Willie Reed)				
5th Guards Aerospace Wing	E/R	Hassad/Les Halles/ Calloway VI	95%	
(CO: Captain Lanny Whitley)				
77th Heavy Tank Regiment	V/F	Hassad/Les Halles/ Calloway VI	100%	
(CO: Lieutenant Colonel Chadwick Lee)				
3rd Wolof Infantry Regiment	R/R	Hassad/Les Halles/ Calloway VI	95%	
(CO: Lieutenant Colonel James Pena)				
6th Free Worlds Guards	R/R	Berenson/Irian	100%	C
(CO: Colonel Gladys Townsend)				
6th Guards Aerospace Wing	V/R	Berenson/Irian	95%	
(CO: Commander Shawna Black)				
93rd Heavy Tank Regiment	E/F	Berenson/Irian	105%	
(CO: Lieutenant Colonel Conseulo Bendrich)				
8th Mackenzie Infantry Regiment	R/F	Berenson/Irian	90%	
(CO: Lieutenant Colonel Donald Underwood)				
8th Free Worlds Guards	G/R	Pencader/ Timbiqui/Nockatunga	95%	B
(CO: Colonel Winnie Garcia)				
8th Guards Aerospace Wing	R/R	Pencader/ Timbiqui/Nockatunga	95%	
(CO: Commander Benny Henry)				
3rd Heavy Tank Regiment	G/Q	Pencader/ Timbiqui/Nockatunga	85%	
(CO: Lieutenant Colonel Clay Reynolds)				
7th Home Infantry Regiment	R/F	Pencader/T Timbiqui/Nockatunga	100%	
(CO: Lieutenant Colonel Marty Wilkerson)				
Ducal Guard	E/F	Oriente	105%	A
(CO: General Wilburn Kirkland)				
Ducal Guard Air Wing	E/F	Oriente	100%	
(CO: Colonel Letita Kelley)				
1st Hassad Heavy Armor	V/F	Oriente	95%	
(CO: Colonel Marina Trujillo)				
1st Oriente Hussars (2 Btns)	V/R	Atreus	90%	A
(CO: Commander Herminia Foley)				
1st Hussars Aerospace Wing	R/R	Atreus	95%	
(CO: Commander Lawrence Mueller)				
3rd Oriente Heavy Armor	V/F	Atreus	100%	
(CO: Lieutenant Colonel Jonathan Wiley)				
7th Oriente Rifles	V/F	Atreus	100%	
(CO: Lieutenant Colonel Cindy McPherson)				
2nd Oriente Hussars (2 Btns)	V/R	Mosiro/El Giza	80%	B
(CO: Colonel Jonathon Dudley)				
2nd Hussars Aerospace Wing	R/Q	Mosiro/El Giza	75%	
(CO: Commander Osvaldo Simmons)				
12th Oriente Light Armor	R/R	Mosiro/El Giza	85%	
(CO: Lieutenant Colonel Carlton Lowery)				
The Ponti	V/F	Mosiro/El Giza	100%	
(CO: Lieutenant Colonel Humberto Curry)				
3rd Oriente Hussars (2 Btns)	R/R	Mansu-ri/Dalton	70%	B
(CO: Colonel Clark Patrick)				
3rd Hussars Aerospace Wing	V/R	Mansu-ri/Dalton	80%	
(CO: Commander Sheldon Skinner)				
12th Oriente Heavy Armor	R/Q	Mansu-ri/Dalton	75%	
(CO: Lieutenant Colonel Claudia Sherman)				
7th Calloway Regulars	G/R	Mansu-ri/Dalton	90%	
(CO: Lieutenant Colonel Lenore Gill)				
6th Oriente Hussars (2 Btns)	V/F	Manihiki/Alterf	85%	D
(CO: Colonel Howard Finley)				
6th Hussars Aerospace Wing	V/R	Manihiki/Alterf	70%	
(CO: Commander Geoffrey Bernard)				
24th Oriente Heavy Armor	R/F	Manihiki/Alterf	80%	
(CO: Lieutenant Colonel Alan Shelton)				
3rd Salur Guard	V/F	Manhiki/Alterf	90%	
(CO: Lieutenant Colonel Harlan Powell)				
8th Oriente Hussars (1 Btn)	R/R	Ipswich	90%	D
(CO: Colonel Noelle Dyer)				
8th Hussars Aerospace Wing	V/F	Ipswich	95%	
(CO: Commander Toby Craig)				
32nd Oriente Heavy Armor	R/Q	Ipswich	80%	
(CO: Lieutenant Colonel Sandy Houston)				
9th Kiyev Hussars	G/R	Ipswich	80%	
(CO: Lieutenant Colonel Lawrence Gregory)				
12th Oriente Hussars (1 Btn)	G/F	Kyrkbacken	95%	C
(CO: Colonel Lara Finch)				
12th Hussars Aerospace Wing	G/R	Kyrkbacken	100%	
(CO: Commander Leanne Hood)				
48th Oriente Heavy Armor	R/R	Kyrkbacken	90%	
(CO: Lieutenant Colonel Lyman Dudley)				
11th Ipswich Regulars	R/Q	Kyrkbacken	100%	
(CO: Lieutenant Colonel Elton Mason)				
1st Orloff Grenadiers (2 Btns)	V/Q	Sophie's World/ Kyeinnisan	95%	A
(CO: Colonel Candice Jackson)				
1st Orloff Aerospace Wing	V/R	Sophie's World/ Kyeinnisan	100%	
(CO: Commander Jeremy Talley)				
4th Vanra Armored Militia	R/Q	Sophie's World/ Kyeinnisan	95%	
(CO: Lieutenant Colonel Elba Nieves)				
18th Orloff Irregulars	R/R	Sophie's World/ Kyeinnisan	100%	
(CO: Lieutenant Colonel Dirk Tyler)				
8th Orloff Grenadiers (2 Btns)	R/R	Ventabren/ Harsefeld	80%	A
(CO: Colonel Jerri Shepard)				
8th Orloff Aerospace Wing	V/R	Ventabren/ Harsefeld	90%	
(CO: Commander Joey Wagner)				
33rd Light Recon	R/F	Ventabren/ Harsefeld	100%	
(CO: Lieutenant Colonel Ali Compton)				
The Bashi-Bazook	V/F	Ventabren/ Harsefeld	75%	
(CO: Lieutenant Colonel Quinn Wilder)				

	Exp/Loy	Homeworld	Strength	Rating
1st Tamarind Regulars	R/F	Cavanaugh II	65%	C
(CO: General Claudio Brett)				
4th Tamarind Regulars	V/F	Tamarind	70%	C
(CO: Colonel Margret Goodwin)				
7th Tamarind Regulars	V/F	Dalcour/Merton/ Tormentine	90%	C
(CO: Colonel Bonnie McDowell)				
8th Tamarind Regulars	R/R	Simpson Desert	85%	B
(CO: Colonel Joseph Ortiz)				
1st Rim Commonality Guards (2 Btns)	V/R	Bismarck	85%	D
(CO: Colonel Johnson Logan)				
1st Rim Guards Armor	V/R	Bismarck	90%	
(CO: Lieutenant Colonel Bert Henson)				
1st Rim Guards Infantry	R/F	Bismarck	70%	
(CO: Lieutenant Colonel Romeo Hensley)				
2nd Rim Commonality Guards (2 Btns)	R/Q	Mackenzie	100%	C
(CO: Colonel Elena McCarty)				
2nd Rim Guards Armor	R/Q	Mackenzie	95%	
(CO: Lieutenant Colonel Latasha Marquez)				
2nd Rim Guards Infantry	G/R	Mackenzie	95%	
(CO: Lieutenant Colonel Gene Mills)				
3rd Rim Commonality Guards (2 Btns)	G/R	Howrah	90%	C
(CO: Colonel Alicia Michael)				
3rd Rim Guards Armor	G/R	Howrah	90%	
(CO: Lieutenant Colonel Lawrence Schneider)				
3rd Rim Guards Infantry	R/Q	Howrah	85%	
(CO: Lieutenant Colonel Clare Preston)				
4th Rim Commonality Guards (1 Btn)	E/F	Lesnovo	90%	D
(CO: Colonel Tracy Bellumi)				
4th Rim Guards Armor	E/R	Lesnovo	95%	
(CO: Lieutenant Colonel Elisa Gaines)				
4th Rim Guards Infantry	E/F	Lesnovo	90%	
(CO: Lieutenant Colonel Kennith McMahon)				
5th Rim Commonality Guards (1 Btn)	R/R	Astrokaszy	95%	C
(CO: Colonel Wilburn Dotson)				
5th Rim Guards Armor	R/R	Astrokaszy	90%	
(CO: Lieutenant Colonel Colette Finch)				
5th Rim Guards Infantry	V/Q	Astrokaszy	100%	
(CO: Lieutenant Colonel Brent Sosa)				
6th Rim Commonality Guards (1 Btn)	V/R	Jiddah	100%	C
(CO: Colonel Hugh Bates)				
6th Rim Guards Armor	V/F	Jiddah	95%	
(CO: Lieutenant Colonel Patty Rice)				
6th Rim Guards Infantry	R/R	Jiddah	95%	
(CO: Lieutenant Colonel Silas Wallace)				
1st Loyalty Defenders (1 Btn)	V/F	Loyalty	85%	C
(CO: Colonel Alex Mejia)				
1st Loyalty Armor Regiment	E/R	Loyalty	90%	
(CO: Lieutenant Colonel Jocelyn Hunter)				
1st Loyalty Infantry Brigade	V/F	Loyalty	95%	
(CO: Colonel Darrick Jimenez)				
2nd Loyalty Defenders (1 Btn)	R/F	Cajamarca	95%	C
(CO: Colonel Arnulfo Barker)				
2nd Loyalty Armor Regiment	R/R	Cajamarca	100%	
(CO: Lieutenant Colonel Mbaye Drame)				
2nd Loyalty Infantry Brigade	V/F	Cajamarca	95%	
(CO: Colonel Miguel Reyes)				
Steel Guard	V/F	Connaught	80%	A
(CO: Colonel Dorthy Rivera)				
Ohrensen Steel Wing	V/F	Connaught	75%	
(CO: Commander Anderson Medina)				
New Delos Steel Armor	R/F	Connaught	85%	
(CO: Lieutenant Colonel Bennie Whitaker)				
Ventabren Steel Infantry	V/R	Connaught	90%	
(CO: Lieutenant Colonel Grover Chen)				
14th Atrean Dragoons	V/R	Wasat	90%	A
(CO: Colonel Georgette Kane)				
762nd Independent Aerospace Wing	V/R	Wasat	85%	
(CO: Commander Thurman Mendoza)				
6th Holt Armored Regiment	R/R	Wasat	90%	
(CO: Lieutenant Colonel Lenora Brooker)				
33rd Marik Regulars Brigade	V/F	Wasat	80%	
(CO: Colonel Hayden Colon)				
Silver Hawk Irregulars	V/Q	New Hope/Alkes	80%	A
(CO: Colonel Lucas Cameron-Witherspoon)				

	Exp/Loy	Homeworld	Strength	Rating
1st Covenant Guards	V/Q	Bordon	60%	C
(CO: General Jodene Tillens)				
1st Covenant Armor	E/R	Bordon	55%	
(CO: Lieutenant Colonel Ramona Marsh)				
1st Covenant Guards	E/Q	Bordon	70%	
(CO: Lieutenant Colonel Daron O'Donnel)				
2nd Covenant Guards	G/R	Van Diemen IV	55%	C
(CO: Colonel Mark Timur)				
2nd Covenant Armor	R/Q	Van Diemen IV	60%	
(CO: Lieutenant Colonel James Cline)				
2nd Covenant Guards	G/Q	Van Diemen IV	55%	
(CO: Lieutenant Colonel Burl Barton)				
Shiva Keshik	E/F	Marik	95%	60% (FL)
(CO: Galaxy Commander Rikkard Nova Cat)				
Purifier Cluster	V/R	Marik	80%	43% (FL)
(CO: Star Colonel Kaiza)				
Omicron Cluster	R/R	Oceana	85%	47% (FL)
(CO: Star Colonel Jane Hardo)				
1st Protectorate Guardians	R/F	Angell II	95%	0% (SL)
(CO: Star Colonel Francis Sender)				
2nd Protectorate Guardians	V/R	Abadan	60%	0% (SL)
(CO: Star Colonel Yvette Faulk)				
1st Nova Cat Provisionals	V/Q	Asellus Austrealis	45%	0% (SL)
(CO: Star Colonel Janus)				

REGULAN STRATEGIC MILITARY COMMAND

Commander: Captain-General Lester Cameron-Jones
Aide: Major General Fred Marshdale
BattleMech Strength: Approximately 8 Regiments, 1 Battalion

	Exp/Loy	Homeworld	Strength	Rating
1st Regulan Hussars (2 Btns)	E/F	Tiber	70%	A
(CO: Colonel Wojtek Petrovski)				
2nd Regulan Hussars (2 Btns)	V/F	Regulus	45%	A
(CO: Colonel Alex McGowan)				
4th Regulan Hussars (2 Btns)	R/R	Harmony	35%	A
(CO: Colonel Juliette Mejia)				
5th Regulan Hussars (2 Btns)	V/R	Diass	80%	C
(CO: Colonel Jocelyn Hunter)				
6th Regulan Hussars (1 Btn)	R/F	Vosloorus	55%	B
(CO: Colonel Darrick Jimenez)				
7th Regulan Hussars (1 Btn)	R/R	Regulus	55%	A
(CO: Colonel Arnulfo Barker)				
8th Regulan Hussars (2 Btns)	E/Q	Ibarra	60%	B
(CO: Colonel Miguel Reyes)				
10th Regulan Hussars (2 Btns)	G/R	Molokai	75%	C
(CO: Colonel Dorthy Riveras)				
14th Regulan Hussars (2 Btns)	R/Q	Avior	60%	A
(CO: Colonel Anderson Medina)				
15th Regulan Hussars (1 Btn)	R/R	Trinidad	80%	C
(CO: Colonel Bennie Whitaker)				
18th Regulan Hussars (1 Btn)	V/R	Katlehong	95%	A
(CO: Colonel Grover Chen)				
19th Regulan Hussars (1 Btn)	V/Q	Camlann	75%	A
(CO: Colonel Nell Herring)				
21st Regulan Hussars (2 Btns)	E/F	Hellos Minor	80%	C
(CO: Colonel Kelvin Myrah)				
25th Regulan Hussars (2 Btns)	R/R	Newcastle	65%	A
(CO: Colonel Georgette Kane)				
26th Regulan Hussars (1 Btn)	R/F	Hongqiao	80%	B
(CO: Colonel Thurman Mendoza)				
28th Regulan Hussars (1 Btn)	R/R	Clipperton	90%	C
(CO: Colonel Lenora Booker)				
30th Regulan Hussars (1 Btn)	G/Q	Cameron	105%	C
(CO: Colonel Hayden Colon)				
31st Regulan Hussars (1 Btn)	G/R	Wallis	105%	C
(CO: Colonel Dave Lordan)				

ANDURIEN DEFENSE FORCE

Commander: Duke Ari Humphreys
Aide: Lieutenant General Johanna Santori
BattleMech Strength: Approximately 8 Regiments

	Exp/Loy	Homeworld	Strength	Rating
1st Andurien Rangers (1 Btn)	V/R	Deschenes	85%	A
(CO: Colonel Romona Marsh)				
2nd Andurien Rangers (1 Btn)	E/R	Andurien	95%	A
(CO: Colonel Darron O'Donnel)				
3rd Andurien Rangers (1 Btn)	R/R	Ryerson	90%	C
(CO: Colonel James Cline)				
4th Andurien Rangers (1 Btn)	R/Q	Fagerholm	90%	B
(CO: Colonel Burl Barton)				
5th Andurien Rangers (1 Btn)	R/R	Furud	80%	B
(CO: Colonel Forrest Moran)				
7th Andurien Rangers (1 Btn)	G/R	Xanthe III	75%	A
(CO: Colonel Toby Foster)				
2nd Andurien Cavalry (2 Btns)	V/R	Cursa	80%	A
(CO: Colonel Alison Burns)				
3rd Andurien Light Aerospace Wing	V/R	Cursa	90%	
(CO: Commander Al Dodson)				
71st Andurien Tank Brigade	R/R	Cursa	75%	
(CO: Colonel Cindy Campos)				
12th Andurien Infantry Brigade	V/R	Cursa	65%	
(CO: Colonel Palmer Scott)				
4th Andurien Cavalry (2 Btns)	E/F	Vakarel	65%	C
(CO: Colonel Moses Page)				
8th Andurien Aerospace Regiment	E/R	Vakarel	70%	
(CO: Commander Jamel Patrick)				
33rd Andurien Tank Regiment	V/F	Vakarel	55%	
(CO: Colonel Luigi Cote)				
17th Andurien Infantry Brigade	E/F	Vakarel	80%	
(CO: Colonel Jerome Sherman)				
5th Andurien Cavalry (2 Btns)	G/R	Watermael	80%	B
(CO: Colonel Adolph Dudley)				
5th Andurien Light Aerospace Wing	G/R	Watermael	70%	
(CO: Commander Alexandra Randall)				
36th Andurien Tank Regiment	G/Q	Watermael	65%	
(CO: Major Abdul Rush)				
18th Andurien Infantry Brigade	R/R	Watermael	90%	
(CO: Colonel Sean Wise)				
1st Andurien Guards (2 Btns)	V/F	Andurien	60%	A
(CO: Colonel Sanford Juarez)				
1st Guard Aerospace Wing	E/F	Andurien	105%	
(CO: Commander Alexander Wiggins)				
1st Guard Armor Battalion	V/R	Andurien	75%	
(CO: Major Emilia Cunningham)				
1st Guard Infantry Brigade	R/F	Andurien	55%	
(CO: Colonel Justin Gay)				
2nd Andurien Guards (2 Btns)	R/F	Furud	90%	A
(CO: Colonel Darius Maldonado)				
1st Guard Aerospace Wing	V/F	Furud	105%	
(CO: Commander Royce Haney)				
1st Guard Armor Battalion	R/R	Furud	95%	
(CO: Major Kyle Hernandez)				
1st Guard Infantry Brigade	R/F	Furud	95%	
(CO: Colonel Fidel Bean)				
3rd Andurien Guards (2 Btns)	R/R	Granera	90%	C
(CO: Colonel Jennifer Cooper)				
1st Guard Aerospace Wing	V/R	Granera	95%	
(CO: Commander Lula Christensen)				
1st Guard Armor Battalion	R/Q	Granera	105%	
(CO: Major Myrtle Hicks)				
1st Guard Infantry Brigade	G/R	Granera	100%	
(CO: Colonel Krystal Austin)				
6th Andurien Guards (2 Btns)	V/R	Ryerson	95%	C
(CO: Colonel Virgilio Jordan)				
1st Guard Aerospace Wing	V/R	Ryerson	105%	
(CO: Commander Geoffrey Marsh)				
1st Guard Armor Battalion	E/R	Ryerson	105%	
(CO: Major Alice Dalton)				
1st Guard Infantry Brigade	R/R	Ryerson	100%	
(CO: Colonel Edward Osborn)				
7th Andurien Guards (2 Btns)	R/Q	Conquista	100%	D
(CO: Colonel Alisa MacDonald)				
9th Guard Aerospace Wing	R/R	Conquista	100%	
(CO: Commander Dominic Hardy)				
9th Guard Armor Battalion	V/R	Conquista	95%	
(CO: Major Barbara Sykes)				
9th Guard Infantry Brigade	V/Q	Conquista	100%	
(CO: Colonel Angelita Silva)				
9th Andurien Guards (2 Btns)	G/R	Shiro III	95%	D
(CO: Colonel Eunice Doyle)				
9th Guard Aerospace Wing	G/F	Shiro III	105%	
(CO: Commander Fern Burks)				
9th Guard Armor Battalion	G/Q	Shiro III	100%	
(CO: Major Mabel Walter)				
9th Guard Infantry Brigade	R/R	Shiro III	95%	
(CO: Colonel Anna Schultz)				

INDEPENDENT COMMANDS

Commander: None
Aide: None
BattleMech Strength: Approximately 3 Regiments

	Exp/Loy	Homeworld	Strength	Rating
1st Marik Protectors	R/R	Kearny	75%	C
(CO: Colonel Neva Blackwell)				
1st Marik Aerospace Wing	V/R	Kearny	90%	
(CO: Commander Ofelia Cook)				
1st Marik Armor Brigade	R/R	Kearny	70%	
(CO: Lieutenant Colonel Rachael Conley)				
1st Marik Infantry Brigade	V/Q	Kearny	65%	
(CO: Lieutenant Colonel Sara Everett)				
3rd Marik Protectors	V/R	Eleusis	80%	B
(CO: Colonel Bruno Velasquez)				
3rd Marik Aerospace Wing	V/F	Eleusis	95%	
(CO: Commander Carter Stuart)				
3rd Marik Heavy Armor	R/R	Eleusis	75%	
(CO: Force Commander Davis Hutchinson)				
3rd Marik Infantry Brigade	V/R	Eleusis	85%	
(CO: Lieutenant Colonel Demetrius Jordan)				
4th Marik Protectors	R/Q	Elektrougli	75%	C
(CO: Colonel Garrett Watkins)				
4th Marik Aerospace Wing	R/R	Elektrougli	100%	
(CO: Commander Joan Raymond)				
4th Marik Armor Brigade	V/Q	Elektrougli	65%	
(CO: Colonel Toby Foster)				
4th Marik Infantry Brigade	G/Q	Elektrougli	75%	
(CO: Colonel Forrest Moran)				



THE LYRAN COMMONWEALTH

GENERAL REVIEW

The promise of peace from the defeat of the Word of Blake was a short-lived dream in the Lyran Commonwealth. Over the past half century, conflict has been the primary driving force behind all foreign and domestic policies of the Commonwealth. Surprisingly, the warfare seen across the Commonwealth has been more devastating for House Steiner and the citizens of the Commonwealth than the Word of Blake's worst plans. With the Commonwealth now on the brink of collapse, it is best to examine the path that history took to bring the Lyran state to its present condition.

RECONSTRUCTION

Archon Adam Steiner ruled the Lyran Alliance (later Commonwealth) from 3073 to 3121. After the end of the Jihad, he had the enviable position of ruling over perhaps the most peaceful and prosperous period the Commonwealth had seen in generations. Adam's reign was characterized by historians in the Commonwealth as "thoughtful, but decisive", with his policies well planned and explained clearly to those around him. This leadership style helped not only pave the way for a reunified Lyran state, but also served well in time of martial crisis. Throughout the 3090s, Clans Jade Falcon and Wolf both used the rearming LCAF as a target to hone their newest generations of MechWarriors. Adam Steiner knew that the Lyran state couldn't handle escalating the border skirmishes to a full war, so he held his LCAF back from launching heavy retaliatory strikes into the Clan Occupation Zone, maintaining a defensive strategy that enabled the Lyran military to recover more quickly and with fewer losses.



Still, not all was good at home under Adam's reign. A failed assassination attempt in 3098, made against Adam's cousin, Hanse Steiner (the son of Peter Steiner-Davion and Marie Hussfield), sparked a two-year investigation that finally pointed the finger at the Brotherhood of Cincinnatus. The Brotherhood leadership reportedly ordered the hit because they feared that Hanse would pass his mental handicaps to a potential heir to the throne—a damning cause that showed not only their willingness to murder, but also to meddle in the affairs of the royal lines. With an impassioned speech to the Lyran people, the Archon called upon the Commonwealth's citizenry to assist the LCAF in "digging out the rot at the core of our realm". Recruitment numbers skyrocketed as many Lyrans rallied to the military.

After four years of sporadic fighting across the Commonwealth, the Brotherhood leadership was finally rooted out of Lyran space, fleeing to the world of Gacrux inside the Republic of the Sphere in 3104. Archon Steiner gained permission from Devlin Stone for Lyran forces to cross the border and ordered the Fourteenth Lyran Guards and the First Royal Guards to attack. Steiner himself led the First Royal Guards in the final battle against the rebels, and his forces ultimately prevailed after a five-hour struggle.

The campaign against the Brotherhood of Cincinnatus would be the last military operation Adam Steiner led from the cockpit of a BattleMech. With his age affecting his battlefield prowess, he shifted field duties to his other generals, but spent his last years visiting the LCAF regiments stationed along the Jade Falcon border, bolstering morale. In 3121, Adam Steiner died of heart failure while en route to one of these rallies on Great X.

ANDREW AND MELISSA

Upon Adam's death, the position of Archon felt to his eldest son, Andrew Steiner. Unlike his father, Andrew held strong nationalistic beliefs that cooled relations between the Commonwealth and the Republic of the Sphere. The corresponding shift in policy would have raised eyebrows with many Lyran citizens, but most were more than willing to support the Archon who had taken in Trillian Steiner, the then three-year-old daughter of the much loved Hanse Steiner (who had perished with his wife in 3111). Trillian and Melissa Steiner, Andrew's own daughter, were media darlings across the Commonwealth as they grew up together, and their celebrity had influenced a renewed realm-wide admiration for the royal family.

In 3122, Andrew used this high public opinion he gained through association to expand the power of the LCAF with the rebuilding of the Fifth Lyran Regulars as a symbol of Lyran strength and unity. Tensions between the Jade Falcons and the Commonwealth rose

as the Fifth proved themselves in a series of raids against the Clan's lightly defended worlds, often defeating them even while holding to Clan rules of combat. This development spurred much concern that the Commonwealth aggression would only rise in the years to come, as Andrew seemed determine to increase the size and power of the LCAF even further, but few of these plans reached fruition in his reign. In 3127, Andrew died suddenly on Tharkad from severe food poisoning.

Andrew's daughter Melissa became Archon at the age of twenty-eight. Much like her father, she championed a strong LCAF and an aggressive posture toward the Commonwealth's neighbors. While she considered the Republic the Commonwealth's best trading partner, she opposed any Republic policies that did not directly benefit the Commonwealth. This attitude would—at least indirectly—later fan the flames of war and help in the sundering of the Republic's territories.

Jasek Kelswa-Steiner, a militia officer on the Republic-held world of Skye, was moved by Melissa's speeches. In early 3133, as the Inner Sphere writhed under the chaos of the Blackout, he called upon all Commonwealth "patriots" to defect from Republic service, and assumed command over a pro-Steiner force of mercenaries and RAF deserters centered around his own militia force, which he dubbed the Stormhammers.

Between 3133 and 3135, the Stormhammers raided nearly twenty worlds, drumming up support for the Commonwealth with Lyran nationals that had been forced to relocate under the policies of the Republic. Jasek Kelswa-Steiner helped matters by only allowing his men and women to loot Republic militia barracks and warehouses, leaving the civilian populations alone. This endeared the Stormhammers to not only former Lyrans, but also stirred nationalistic sentiment from citizens from all the Great Houses.

By 3137, Melissa's hardnosed diplomatic stance pushed the Commonwealth to war with the Duchy of Tamarind-Abbey, and Operation HAMMERFALL was launched on 25 July 3137. To back up this effort, Steiner had even managed to secure aid from Clan Wolf, allowing the Wolves to traverse her realm unmolested in order to help capture the former Free Worlds League all along the Commonwealth's rimward border. The Duchy's forces were unable to withstand the sudden Lyran assault, and—after the Eighth Lyran Guards landed on Tamarind itself—a ceasefire was signed between the two realms on 14 December 3137.

This victory would be short-lived, however. In 3138, Tamarind-Abbey forces launched a new offensive to push House Steiner out of their territory. Even with the LCAF largely distracted by efforts to reclaim former Lyran worlds from the Republic, and a political crisis erupting on Tharkad, it took the Duchy's military four years to push the Commonwealth back.

SUCCESSION WAR

By 3140, Archon Melissa Steiner's dreams of Lyran expansion were already starting to unravel. The Duchy of Tamarind-Abbey was waging a successful campaign against the LCAF occupiers within its borders, and the Republic worlds were proving harder to capture than anticipated. Furious with the pace of the LCAF's victories, Melissa ordered a renewed full-scale invasion of the Duchy, aimed at destroying its military altogether. On 23 May 3140, just as Lyran forces launched a new wave of assaults on the Tamarind front, Clan Wolf suddenly turned on the Commonwealth.

Using the Lyrans' distraction to its advantage, Clan Wolf began conquering worlds coreward of the Commonwealth before striking into the heart of the Lyran state. A dozen LCAF regiments were caught off-guard, and found their supply lines disrupted. Unable to coordinate an effective counter-offensive, the LCAF began to pull what regiments it could from its most recent conquests to try and reconsolidate its defense. Desperate, Archon Melissa sent her "sister" Trillian to the Federated Suns in August of 3140, hoping to secure aid from the realm's former allies. First Prince Caleb Davion, preoccupied by conflicts of his own, refused the request by the end of the year.

As the LCAF withdrew from its conquests, Melissa's leadership was called into question. A failed throne room assassination attempt on 22 February 3141 proved to be only the first shot fired by a military cabal eager to divert blame for the current crisis away from themselves. On 17 March of the same year, the First Hesperus Guards, led by the Duke Vedet Brewer of Hesperus, landed outside the capital complex on Tharkad. Brewer, along with a cadre of LCAF generals, deposed Archon Melissa. Vedet then claimed the title of "Acting Archon" for himself, placing Melissa under house arrest.

Save for some infighting within the Lyran intelligence community, Vedet's coup was surprisingly bloodless; aside from some infighting within the Lyran intelligence community, the most grievous responses came in the form of choice words and acts of passive-aggressive defiance from a few vocal field officers and regional commanders. Overall, the LCAF saw little immediate harm in the power transition—but the event itself, and the crisis with Clan Wolf did cause enough distraction to help Clan Jade Falcon catch the Lyrans off-guard when they invaded the Commonwealth on 3 June 3142. Overpowering the garrisons in system after system, the Falcons soon stood just one jump from Tharkad itself in less than a year's time. Panic swept the capital as the LCAF scrambled to mass on Tharkad by late June 3143. Unwilling to face a Clan assault, Vedet Brewer fled, and Melissa Steiner reclaimed her throne on 30 June without a single shot fired.

Melissa's return to power did not last long. The first Clan forces to land on Tharkad were Wolves, but the Jade Falcons were soon to follow, arriving on 15 July. Though still reeling from the political crisis, the LCAF defenders desperately battled the Clan invaders, but ultimately

lost the fight to save Tharkad City. Archon Melissa Steiner was killed in the throne room on 17 July by a Wolf Clan Elemental. The Estates General quickly confirmed Trillian Steiner as the legitimate heir to the throne. Though both Clans claimed victory (the Falcons had secured the Tatyana Islands, home of the Steiners' secondary offices, while the Wolves held the capital city), Khan Alaric Ward requested *hegira* from Trillian and withdrew his just a few days later. Rather than face the Lyrans alone, the Falcons also departed soon after.

[*Note: Soon after the Wolves' retreat from Tharkad, Khan Ward claimed the title of Archon, justifying his claim as an apparent heir to the Steiner bloodline—which evidently comes from none other than Katherine Steiner-Davion. This proclamation obviously carries absolutely no weight among the Lyran worlds outside of the Wolf Empire, since the Estates General confirmed Trillian, not Alaric, and the Lyran people would likely never accept an invader as an Archon. We therefore suspect the sole reason for this maneuver is a calculated ploy to make Alaric a more palatable leader among the conquered worlds of his new empire, most of which once lived under Steiner rule.*]

Trillian's rule as Archon may not last much longer. Her Commonwealth is nearly destroyed already, and some among the LCAF High Command have already balked at following her orders. It is difficult to imagine how the Archon or her realm will recover from the disasters it has already endured.

STATE OF LYRAN READINESS

The Commonwealth's vaunted industrial might has been hammered in the past decade almost as badly as the LCAF itself. Many heavily industrialized worlds have been lost to the Clans, including Arcturus, Chukchi III and Melissia, while others—including the facilities on Arc-Royal, Tharkad and Hesperus II—have suffered severe disruptions from repeated raids and invasion attempts. The remaining major arms manufacturers have been running at full capacity since before Duke Brewer's brief turn at the throne. While many companies have been expanding to new systems or adding lines to try and keep up with demand, the damage to the Lyran military has outstripped any reasonable production rates.

The severity of the situation has become so great that Archon Trillian has pushed an emergency measure to offer enormous tax breaks to all new or expanding military-grade industries on worlds deep inside the Buena Province, far from the threat of Clan annexation. Only time will tell if the Commonwealth's military-industrial complex can recover—or if there will be a Commonwealth if and when it does so.

BOLAN PROVINCE

The Bolan Province has been devastated by Clan Wolf ever since its turn against the Commonwealth in 3140. Now split in half by the Wolf Empire, industries reliant on products and raw materials from across the province have effectively shut down. Arms and munitions manufacturing within the region are struggling with of the constant warfare, and many smaller companies capable of doing so have moved further anti-spinward, toward or into the Buena Province.

With both Clan Wolf and Jade Falcon fighting on Hesperus II earlier in the year, all production from the Defiance Industries facilities there was unable to reach the LCAF as a whole. During the two-month battle for the planet, the Defiance lines were only lightly damaged, but manufacturing nevertheless ceased in an effort to save the workers and equipment from unnecessary harm. George Dyson, Defiance's current CEO, has reportedly told Archon Trillian Steiner that he could have the factories' output back to full capacity by the end of 3145, but for the time being the LCAF troops in the region have been making do with scavenged equipment.

The other primary industrial world in the Bolan Province is Furillo. With that world untouched by the Clan assaults, Defiance Industries has been expanding its lines there to make up for the shortfall on Hesperus. At the current rate of growth, it is possible that Furillo's sprawling DI lines could out-produce the Hesperus lines by the end of the decade. Lockheed/CBM, also present on Furillo, has likewise been expanding its military output. Thanks in no small part to a small pressurized shipyard built in high orbit and brought online in 3128, the Commonwealth's largest aerospace manufacturer has been churning out several lines of small military-grade DropShips for LCAF use, including the *Aurora*, *Leopard,* and *Leopard CV* classes.

BUENA PROVINCE

With many of the other industrialized regions either under threat or captured by the enemies of the state, the Buena Province has become the brave new frontier for Lyran industrial expansion, desperate necessity causing a boom that centuries of inhabitation could not. On the provincial capital of Buena, Arcturan Arms has expanded its local tank production to add the Manteuffel attack tank and the Fensalir combat WiGE vehicle to a site that previously only made Marsden IIs. AA also added a small arms subsidiary to its portfolio, Buena Firearms, to build personal weapons for civilian and military service alike. With the financial backing of AA behind them, Buena Firearms is also looking to expand to the production of battle armor-grade weaponry as well.

StarCorps Industries remains the largest arms manufacturer in the Buena Province. Its sprawling production facilities on Loburg have been running at full speed since the mid-3120s, and finished BattleMechs and tanks are pouring out, destined for the devastated ranks of the Commonwealth Guards and Jaegers brigades. Slightly outdated, these factories largely provide the same designs they have been since at the end of the Jihad, with the notable addition of limited-capacity runs of the Defiance-licensed *Thunder Fox* and *Eisenfaust* designs. StarCorps' profits weren't greatly impacted by the Commonwealth's loss of Son Hoa to planetary independence as the factories there continued to ship to the LCAF. StarCorps has also opened a small production line in the Enders Cluster that solely produces the highly popular *Warhammer*.

COVENTRY PROVINCE

Much like the Bolan Province, the Coventry Province's military-industrial complex has been devastated by war with the Clans. Among the worst casualties is the Grumman-CRI facility on Melissia, which was lost in the opening days of the Falcons' latest incursion. As the planet was taken by surprise, few of the vital engineers were able to escape capture and have been claimed as *isorla*.

On Coventry itself, the Coventry Metal Works production lines for the *Commando* and *Stiletto* 'Mechs took damage during a heavy raid in October of 3144. It's estimated that both lines will remain closed until at least mid-3146. This shortfall is somewhat offset by the large expansion of the CMW Refit Facility ordered by Archon Andrew in 3122. Armed with a sizable stock of Clan-tech salvage, the small numbers of BattleMechs exiting these workshops offer the LCAF access to hybrid machines tailored for the Commonwealth's elite MechWarriors.

Guarded by a large planetary militia and extensive defense walls and turrets, the factories of Blackstone BattleMechs Limited have been relatively untouched by the recent conflict. Ironically, these same defensive works hamstrung BBL's efforts to expand during the reigns of Archons Andrew and Melissa, but additional funding from the Commonwealth was able to improve automation inside the existing *Thunderbolt* lines, improving annual output by nearly twenty-five percent.

The final primary industrial world in the Coventry Province is the lightly inhabited world of Loxley. Loxley was hit by a determined assault by the Jade Falcons in January 3145, but luckily, the Norse-Storm facilities in the Gray Mountains were left undamaged. While the week-long battle against the Falcons proved extremely costly, the Fifth Lyran Regulars' valiant defense managed to protect the factories and push the invaders off-world.

DONEGAL PROVINCE

The Donegal Province is, by far, the most devastated region in the Lyran Commonwealth. Hit hard by the Clans, its industrial worlds remain under the constant threat of attack. Tharkad itself has been scarred by the fighting between the Jade Falcons, Wolves, and the LCAF. The Lockheed/CBM facilities near Tharkad City were heavily damaged in the fighting and are currently only producing *Eisensturm* aerospace fighters while the other lines are still undergoing repairs. The fighting over the TharHes Industries facilities near Weibetal was likewise intense, and all output from those lines have been reduced to nearly zero, with the factories only capable of rolling out standard battle armor suits at one quarter of the pre-invasion rate.

The orbital shipyards at Gibbs were raided by Clan Jade Falcon in August 3144, but the strike was likely diversionary in nature, as it was a light group easily pushed back by the LCAF aerospace defense. Even so, the Ioto Galactic Enterprises facility, located at Gibbs' L1 Lagrange point, has also been the most heavily defended space facility in the realm since the Jihad. Nearly a third of the Lockheed/CBM facility's output is currently being directed towards the militia forces in system and the Sixteenth Lyran Regulars.

LYRAN COMMONWEALTH MILITARY ACADEMIES

During the 3140s, most of the Commonwealth's state-run military academies suffered heavy damage from assaults by the invading Clan forces. Bolan was briefly occupied by Clan Wolf in an attempt to cut off LCAF logistics flowing to the Lyran forces still positioned in the occupied Duchy of Tamarind-Abbey. The Melissa Steiner Martial Academy was heavily damaged by Clan Wolf during that occupation as LCAF forces used the facilities as an improvised fortress in their attempt to hold out against the Wolves.

The other academies also suffered, but none so much as the Nagelring. The first week of July 3142 saw heavy fighting around the Nagelring when Clan Wolf saw the historic academy as a legitimate target. The battle for Nagelring fought the Wolves non-stop during their invasion of Tharkad. Students, instructors, and even civilian employees served in the fighting, and it has been estimated that nearly fifty percent of the students and faculty present at the start of the 3142 summer semester lost their lives.

The War College of Buena was able to avoid any damage to its facilities. Due to its distance from the front lines of the fighting, the system of Buena saw little conflict during the Clan invasions of the Commonwealth. All the same, two bandit raids did strike the planet in recent years, hoping to take advantage of the academy training forces' lower readiness due to supply line difficulties.

NAVAL ASSETS

House Steiner's only remaining WarShip is the *Mjolnir*-class battlecruiser LCS *Yggdrasil*. Though seen by many as a cursed vessel, she remains a formidable asset in the defense of Hesperus II, underscoring the Archon's determination to hold onto the vital factory world even at the expense of Tharkad itself. Backing up this ship is a flotilla of combat DropShips and aerospace fighters.



COMMONWEALTH GUARDS

The Commonwealth Guards found themselves split during Duke Brewer's brief rule, with the brigade's regiments attempting to focus on the multiple fronts while the Duke's personal regiment—the First Hesperus Guards—left the front-lines to serve on Tharkad as new palace guard. The First Bolan was wiped out in the first weeks of the Wolf invasion as they fought a losing battle against the invaders on Bolan itself.

Because Brewer placed many of his supporters into the Guards' ranks during his time on the throne, the Commonwealth Guards' loyalty is considered somewhat questionable, but Archon Trillian Steiner can hardly afford to keep even these regiments out of the fighting in this time of crisis. The combat readiness of the Commonwealth Guards is thus almost entirely dependent on how demonstrably loyal they are to House Steiner (specifically to Trillian Steiner), or how close they are to any of the realm's remaining production sites.

FIRST BUENA GUARDS

Considered to be highly loyal to Archon Trillian, the First Buena Guards was recently reassigned to garrison its homeworld of Buena. During Brewer's reign, the First Buena saw heavy action against Clan Wolf on Bella I and Dixie, before finally redeploying to Tharkad just ahead of the Wolf invasion of the capital. Suffering only moderate losses—the majority during the Battle of Nagelring—the First Buena has since reequipped its ranks to almost full combat readiness, the speed of this recovery is mainly due to recruits and salvage drawn from Tharkad, as well as access to StarCorps Industries' supply chain out of Son Hoa.

Colonel Ulysses Tannenbaum is currently in command of the First Buena, a position he only recently received after his former commander was cashiered over his outspoken support for Brewer's administration.

SECOND BUENA GUARDS

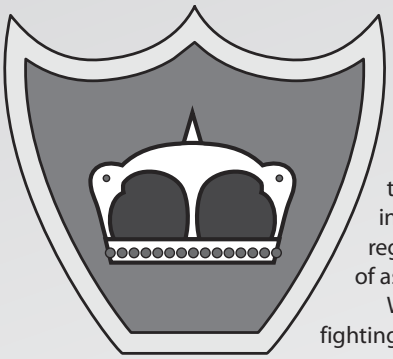
Like the First Buena, the Second Buena Guards is considered highly loyal to Archon Trillian Steiner. The Second is under the command of the aging Colonel Macy Georges, who has led the regiment for nearly thirty years. During Operation HAMMERFALL, the Second Buena gained extensive experience fighting on the worlds along the anti-spinward edge of the Duchy of Tamarind-Abbey. Many of the Second's officers, including Colonel Georges himself, possess a detailed knowledge of the worlds in this region, so they were an obvious choice for deployment to the border region once Trillian Steiner became Archon. Colonel Georges has not allowed this experience to fade, and routinely drills her troops in conditions similar to those found on many of the more important worlds within the Duchy.

SECOND BOLAN GUARDS

Due to its forward position deep within the Duchy of Tamarind-Abbey, the Second Bolan was spared the destruction that was visited on its sister regiment at the hands of Clan Wolf. The Second Bolan Guards' loyalty is not as clear as those of the two Buena regiments, but it has earned some respect from the high command for the effectiveness of its rear guard actions against the Tamarind-Abbey forces, which helped tie up the resurgent Duchy forces and bought the other LCAF forces engaged throughout the region more time to retreat. Colonel Eli Colt has reportedly purged his command of its more disloyal officers, and Colt himself personally swore an oath of loyalty to Archon Trillian Steiner. For these reasons, the Second Bolan has been granted a post on its homeworld of Bolan.

FIRST HESPERUS GUARDS

As the personal regiment of the Duke of Hesperus, the First Hesperus Guards were the most visible muscle behind the LCAF's revolt against Archon Melissa Steiner. The First Hesperus escorted Duke Vedet Brewer to Tharkad when he and his co-conspirators moved to take the throne, then served as Brewer's royal guard during his time as Archon of the Commonwealth. When Duke Brewer fled Tharkad in advance of the Clan assault, the First Hesperus fled with him to the far anti-spinward reaches of the Commonwealth, where the regiment was granted asylum on Alekseyevka by Margrave Diego Widmer. Archon Trillian has determined that she cannot afford to disband the regiment, but orders for it to return to Tharkad for reassignment have gone unanswered.



ROYAL GUARDS

The loyalty of the Royal Guards was never in question during Duke Vedet Brewer's Archonship. Fiercely loyal to Archon Melissa Steiner, the Royal Guards Brigade fought tooth and nail against both the Clans and was ready to fight other LCAF forces on Tharkad if the order was given. That Melissa never gave that order—and, in fact, requested they do not fight with their fellow Lyrans—is testament to the regiment's restraint, even after Brewer replaced the First Royal with his one First Hesperus Guards in the throne room. With Melissa Steiner's death, each of the commanding officers of the Royal Guards regiments has personally sworn an oath of loyalty to Trillian Steiner, and each RCT has begun a tradition of assigning a single BattleMech from their ranks to stand watch in the throne room on Tharkad.

While at the top of the list for resupply of 'Mechs and men, the Royal Guards took heavy losses in fighting for Tharkad and have yet to fully recover.

FIRST ROYAL GUARDS RCT

Though the regiment was apparently ordered not to engage Brewer's entourage or attempt to usurp the "Acting Archon" by force, many in the First Royal Guards feel they failed in their sworn duty to protect Archon Melissa from Duke Brewer's coup. Archon Trillian has not held this "mistake" against them, but that hasn't stopped Hauptmann-General Markus Clarkston from continually drilling his officers in body guard duties. With the combat experience the First Royal gained when fighting the Clan invasions of Tharkad, the First is considered to be the finest combat formation in the LCAF. There have been record numbers of requests for transfer to the First Guards, but each applicant has to go through extensive background checks by LIC before they are allowed such close access to the Archon.

The First Guards has a *Defiance* painted in their colors that is stationed directly behind the throne, on the right hand side. The *Defiance* is piloted by Kommandant Bonnie Richards, a MechWarrior famous for hunting down the Elemental that killed Melissa Steiner and killing him before Clan Wolf could withdraw from the planet.

SECOND ROYAL GUARDS RCT

During the Clan invasion of Tharkad, the Second took heavy casualties during the fighting around the Nagelring and Tharkad City against the Wolves. The regiment has been slowly rebuilding, but remains below fifty percent combat readiness. Because of the state of war between the Commonwealth and the Clans, and given Wolf Khan Alaric's claim to be the Commonwealth's "true" Archon (at least within his Wolf Empire), the LCAF felt Tharkad needed more protection than the First Guards could provide alone, and has left the Second Royal Guards in place as well.

Hauptmann Steven Blasegga pilots a *Fafnir* that stands a permanent guard just outside the main entrance to the Royal Court Building. Blasegga was chosen for this duty—a new extension of the throne room guardians—as he is the finest marksman in the Second. During the battle for Tharkad, he scored four hits with his 'Mech's Gauss rifles against a Wolf Clan *Leopard CV* that was being used as an air support, causing the DropShip to later crash from engine failure.

THIRD ROYAL GUARDS RCT

The Third Guards suffered terribly in during the recent Clan invasion, primarily at the hands of Clan Jade Falcon. Originally assigned to Sargasso when Jade Falcon forces jumped the border, the Guards fought several defensive engagements as they leaped back toward Tharkad, until the middle of July 3142 when the Third made planetfall on Tharkad just ahead of the Falcons' assault. By that time, the regiment was at only twenty percent combat readiness.

In the wake of that action, Trillian Steiner called upon the Third Royal's services once more for a risky mission to safeguard the factories on Hesperus II. There, backed up only by a small militia force and several mercenary outfits, the Guards helped provide the illusion of a strong Lyran presence, only to withdraw after offering token resistance to the Jade Falcons when they struck in January of 3145. The Third's near-immediate withdrawal was part of a desperate ruse aimed at bottling the Falcons and Horses up on Hesperus long enough for the Wolf Clan to strike and (hopefully) maul its rival Clan enough for the LCAF to sweep both invaders aside later.

While the rest of the Third Guards currently defends Donegal, the RCT has posted Hauptmann Carrie Landis to the throne room on Tharkad, with her *Warhammer* standing left of the throne. Landis was nominated for this honor due to her impressive combat record against the Falcons. In one battle on Westerstede, Landis managed to destroy two Falcon *Summoner*s.

FOURTH ROYAL GUARDS RCT

During Operation HAMMERFALL, the Fourth Royal Guards was used by the LCAF to establish beachheads on the critical Tamarind-Abbey worlds of Saltillo, Kosciusko, and Tamarind itself. The Fourth gained a reputation for its unwavering stand, even against overwhelming forces. When the LCAF invaded Tamarind, the Fourth Royal Guards were alone on the planet for two days after an orbital combat drop, outnumbered three to one. They were able to survive with only fifteen percent losses before the LCAF could establish air superiority, allowing additional forces to land in the LZs the Fourth had already cleared.

The Fourth Royal's ability to withstand overwhelming odds made it an obvious choice for Archon Trillian to assign to garrison the critical world of Hesperus II. The Fourth's honor guard on Tharkad consists of a rotating squad of Fenrir battle armor under the command of First Leutnant Aldous Tanashi. As with the Second Royal Guards' *Fafnir* on the Royal Court steps, the Fenrir are a new addition to the Archon's personal guard, acting as additional "guardians" within the Throne Room. Two each flank the guard 'Mechs beside the throne, their turrets tracking anyone who approaches Archon Trillian.



ARCTURAN GUARDS

The Arcturan Guards were hard hit during the Jade Falcons' invasion. With several regiments stationed on the border or on worlds within the path of the Clans' advance, these regiments bore the brunt of the fighting. Most attempted to hold the line against the Falcon forces, only to be overwhelmed, but only the Twentieth and Twenty-fifth Guards made it to Tharkad to support the LCAF forces on world. In the bitter fighting there, both of these Arcturan Guards regiments were destroyed.

Since the Clan withdrawal from Tharkad, the Arcturan Guards have struggled to recover from their losses, especially given the damage done to the Lyran military-industrial complex, and the lower number of graduates coming from the Commonwealth's damaged academies, most of whom are earmarked for other commands.

FIFTEENTH ARCTURAN GUARDS

When the Jade Falcons invaded Arcturus on 10 June 3142, the Fifteenth Arcturan Guards was the only LCAF regiment within two jumps of the invaders. The savage, two-day battle against the Clan invaders saw the Fifteenth decimated, and it was only thanks to Hauptmann-General Ian Chesterton's clever thinking that any of the command was able to board its hidden DropShips scattered across the planet to retreat. Unable to make it to Tharkad in time to resist the Clan invasions of the capital, the Fifteenth made landfall on Garrison, where it tried unsuccessfully to regroup and recover some of its strength. Since then, the Fifteenth has been pulled back to Tharkad to refit and rearm, while also aiding in the reconstruction of the damaged Nagelring facilities damaged during the fighting with Clan Wolf.

SEVENTEENTH ARCTURAN GUARDS RCT

The Seventeenth Arcturan Guards were tasked with garrisoning the Port Moseby Salient, a long finger of Commonwealth-controlled worlds stretching from Port Moseby to Auldhouse. But as soon as the Jde Falcons surged across the border, the Seventeenth's commanding officer, Leutnant-General Gregory Paulus, ordered a general withdrawal towards Tharkad, abandoning his post before even engaging the enemy. After the Wolves and Falcons finally left the capital, Paulus was ordered arrested for dereliction of duty, and sent to Tharkad for court martial, while the regiment was relocated to Coventry.

The Seventeenth Arcturan's new CO, Leutnant-General Francine Ross, was assigned to take over the RCT in recognition of her service on Tharkad, where she was one of the few surviving commanders of the Twenty-fifth Arcturan Guards.

TWENTY-THIRD ARCTURAN GUARDS RCT

The Twenty-Third Arcturan held its position on Furillo in order to protect the Defiance Industries and Lockheed/CBM facilities located there from predation by the Clans during the recent fighting. There, they dealt with several raiding actions, but they did not suffer significant damage. This continued until January of 3145, when the Twenty-third was among several LCAF formations gathered at Canonbie for Operation JOTUNHEIM. In 3145, the operation—which lured both the Jade Falcon and the Wolf Clans to Hesperus II—culminated in a combat drop that placed the Twenty-third and its fellow LCAF forces in the midst of a melee between the exhausted Clan invaders.

Since the end of fighting on Hesperus II, the Twenty-third has remained on station, reequipping directly from the battlefield salvage and Defiance Industries' limited output.

TWENTY-SIXTH ARCTURAN GUARDS RCT

The Twenty-sixth Arcturan Guards was barely combat operational by the time it made it to Tharkad to assist in the capital defense. Archon Trillian was loathe to disband the newest formation in the Arcturan Guards, so instead, she ordered survivors from the shattered Twentieth and Twenty-fifth Arcturan to be folded into the Twenty-sixth. The Guards' recovery is still ongoing, but the Commonwealth's desperate need for troops near its porous front-lines has placed this battered RCT on the world of Kandersteg, where they can expect regular action against Clan Jade Falcon.



LYRAN GUARDS

The Lyran Guards were heavily reorganized under Andrew Steiner's expansion of the military. Many regiments—including a few that were long dead—were reactivated as RCTs, but with understrength 'Mech forces to get around Republic-era treaty restrictions. The majority of these RCTs (including the Tenth and Fourteenth Lyran Guards) were destroyed by Clan Wolf during its invasion of the Commonwealth, or were disbanded and reorganized into other combat formations after suffering heavy combat losses (as were the fates of the Twenty-fourth and Thirty-second Guards). The surviving Lyran Guard formations, considered by the LIC to be reliably loyal to House Steiner, have been fortunate enough to be found indispensable to the LCAF.

THIRD LYRAN GUARDS RCT

Refusing to leave the Jade Falcon border when ordered to by Archon Brewer, the Third Lyran Guards were badly mauled on Melissia during the early days of the Jade Falcon offensive. Though unable to hold the planet, the RCT managed an orderly retreat, falling back first to Chapultepec, and eventually to Kwangchowwang. By the time they reached the latter, the Clan invasions into the Commonwealth had stalled with the end of hostilities on Tharkad. Partially repaired with battlefield salvage and access to supplies from Coventry and Loxley, the Third has since been redeployed to cover both Adelaide and Mahone. From there, the Guards continues to use their armor and armored infantry assets to raid Melissa, plundering the warehouses of the former Grumman-CRI factory now producing tanks and 'Mechs for the Falcons. This raiding has helped the Third keep its armor assets well-supplied, while denying the Clans the full measure of their prize.

FIFTH LYRAN GUARDS RCT

Used in Operation HAMMERFALL, the Fifth saw heavy action within the Duchy of Tamarind-Abbey and was one of the Lyran commands hit hardest when Clan Wolf struck the Guards on Niihau. Trapped on that planet, the Fifth fought a planet-wide guerrilla action against the Wolves until it was finally rescued in early 3144. Since then, many of the Fifth's officers and warriors have demonstrated a general disdain for the Commonwealth's political and military leadership, blaming both the late Archon Melissa Steiner and Duke Vedet Brewer for leaving them on Niihau without any support for a year. Despite this, the Fifth is considered to be high on the list for new equipment and has been reassigned to the world of Alma Alta, to assist guarding the Tharkad Bridgehead region.

EIGHTH LYRAN GUARDS RCT

Having been deployed in the Donegal Province for a prolonged period, the Eighth Lyran Guards was loath to leave its post on Porrima during Duke Brewer's "Acting Archonship". The Eighth suffered severe casualties during the Jade Falcon invasion of Porrima, losing nearly seventy-five percent of their operational units and officers in the fierce fighting to repel the Clan forces. After the battle for Tharkad, the Eighth absorbed remnants from the Sixth Lyran Guards to maintain its combat readiness. As part of a realignment of the LCAF to defend the Enkoping Corridor (a tight wedge of worlds between the current Wolf Empire and Jade Falcon territories), the Eighth Lyran Guards is now based on Veckholm.

ELEVENTH LYRAN GUARDS

The Eleventh Lyran Guards played a key role in Operation HAMMERFALL, and was instrumental in holding Tamarind for the Commonwealth before the eventual Duchy counterattack forced them off-world. Enraged by the Wolves' betrayal (and stung by its defeat on Tamarind) the Eleventh Guards sought redemption by turning the Lyran efforts to extract its forces caught behind Wolf Clan lines into a search-and-destroy mission against whatever Wolf forces they found.

Leutnant-General Justin Verona currently leads the Eleventh Lyran Guards, which is currently stationed on Lancaster. From there, the "Wolf Hammers" have kept an eager eye on the isolated system of Smolnik, likely weighing the option of reclaiming the planet at the earliest opportunity.

TWELFTH LYRAN GUARDS

Evander Hessan, then-commander of the Twelfth Lyran Guards, disappeared only weeks after Duke Brewer's coup on Tharkad. Many of the Twelfth's officers and staff continue to speculate that he was assassinated by Loki for alleged ties to Brewer's conspiracy, but this has never been confirmed. The Twelfth saw a string of temporary commanders since then, until the appointment of Colonel Gertrude McBaine just recently. A former member of the Eleventh Lyran Guards, McBaine's actions during the Wolf invasion earned her the promotion, but her vocal support of Archon Trillian likely isn't hurting her cause either. The Twelfth has been assigned the duty of garrisoning Vindemiatrix and its nearby worlds, a narrow sliver of worlds region that is currently surrounded by the Wolf Empire, Clan Jade Falcon, and the worlds presently claimed by the so-called Galatean League.



DONEGAL GUARDS

At its height, before Brewer's coup, the Donegal Guards consisted of ten combat formations, seven of which were RCTs. The fighting on the Free Worlds League front, combined with the Clan invasions, hit this brigade particularly hard, to the point where all of the surviving RCTs—save for the Second—were reorganized entirely into pure BattleMech regiments.

While the loss of half of the Donegal Guards' 'Mech forces has been a blow to the LCAF as a whole, among the Guards, this devastation has brought the survivors together more closely than nearly any other brigade in the Commonwealth.

SECOND DONEGAL GUARDS RCT

When Duke Brewer claimed the Archon's throne, the Second Donegal Guards was posted on Fatima, defending the region against the Jade Falcons. The Second tried to ignore the political drama on Tharkad to focus on the Clan threat, but that changed when munitions and replacement 'Mechs en-route to the Second were diverted to the First Hesperus Guards on Tharkad instead. Leutnant-General Herman Henriot then went rogue in the eyes of the coup's leadership, proclaiming that "only bandits would steal from their brothers and sisters without cause."

Until Trillian Steiner became Archon, the Second Donegal refused to acknowledge any orders from the LCAF high command, while simultaneously playing cat and mouse with the invading Falcon forces, who poured over the border in June 3142. The RCT has since been posted to Crevedia, where it once more serves as a part of the Commonwealth's border defense against Clan Jade Falcon.

FOURTH DONEGAL GUARDS

The past decade has been an active one for the Fourth Donegal, even before Duke Brewer's coup (where the Fourth was also declared "rogue" by the self-styled Acting Archon) and the Clan invasions. The Stormhammers' call to arms raised tensions with the Republic of the Sphere, and pro-Lyran riots across many of the former Skye Province worlds, raised the diplomatic stakes especially on the borders. In 3136, Archon Melissa ordered the Fourth Donegal Guards into the rapidly crumbling outer prefectures of the Republic. The deployment—publicly described as an effort to assist the Republic worlds in a peacekeeping role—was actuality aimed at reclaiming historically Lyran worlds, such as the now-independent world of Laiaka. After Duke Brewer's brief rule and the ascension of Trillian Steiner, the Fourth Donegal was posted to the world of Turinge, and commonly raids the Maxell Metals, Incorporated facilities on Chuckchi III.

EIGHTH DONEGAL GUARDS

Formed by Archon Melissa in 3137 and fanatically loyal to House Steiner, the Eighth Donegal Guards has been the keystone in the Commonwealth's defense of Hesperus II and its surrounding systems. After the fighting for Tharkad, the Eighth was assigned the surviving warriors and machines of the Seventh Donegal Guards, which provide a welcome boost to the Eighth's own depleted ranks.

Currently stationed on Caledonia, home to several minor—but still vital—Commonwealth industries, the Eighth Donegal is in position to strike at Wolf Empire garrisons on Lamon, Algorab, and Sarpsborg, or even the Falcon garrison on Alkaid. The LCAF and Archon Trillian have given the Eighth great latitude in its operations, allowing the Eighth to launch diversionary and reconnaissance raids against these worlds nearly every month. These operations have helped reduce the Clan raids against Hesperus II have decreased since the retreat of Clan forces in early 3145, forcing the realm's enemies to work harder at protecting their own recent gains.

ELEVENTH DONEGAL GUARDS

As the only formation in the Donegal Guards deployed for purely offensive purposes, the Eleventh Guards have been striking at Jade Falcon strongholds deep inside the Clan's bloated occupation zone. The Eleventh is presently under the command of Leutnant-General Nathan Bergstrom, a descendant of an officer who served in the Gray Death Legion in the thirty-first century. Colonel Bergstrom has made it his regiment's goal to "bring the old Gray Death Technologies factory back to Lyran space—piece by piece, if need be."

In recent months, Colonel Bergstrom has been deploying companies on diversionary raids to nearby systems. This forces the Jade Falcons to spread their forces out, in an attempt to catch and destroy the Eleventh. These distractions made it possible for Bergstrom to assault Glengarry in June 3145 virtually unopposed, where his forces captured nearly sixty battle armor suits at the GDT facility that were destined for a Jade Falcon second-line force. Before retreating back to Commonwealth space, the Eleventh sabotaged the facility by removing key pieces of manufacturing equipment. These components were then sent along to Hesperus II, in hopes of assisting in the repair of damages there.

SEVENTEENTH DONEGAL GUARDS

The Seventeenth is unique in the Donegal Guards brigade as one of the only surviving regiments to have fervently supported Duke Brewer's rule. The only reason this regiment has not suffered the officer reassignments that other pro-Brewer regiments did with the ascension of Trillian Steiner was likely its choice to stay off Tharkad and protect Donegal throughout 3143. This proved to be wise decision in February of 3143, when Clan Wolf did indeed strike at Donegal in its attempt to encircle Tharkad. Using strike-and-fade tactics against the Wolves', harassing them rather than fighting them head on, the Seventeenth wore down its enemy's strength until—three weeks later—the Clan forces finally withdrew.

Currently, the Seventeenth continues its garrison of Donegal, under the combined observation and support of the Third Royal Guards and a heavy—but ultimately inconspicuous—presence of LIC personnel.



LYRAN REGULARS

The Lyran Regulars have seen a large loss in operational commands over the past decade. The entire brigade was used for Operation HAMMERFALL, initially to a high rate of success, but the situation quickly changed. The Fourth and Eleventh were both annihilated in the early stages of Clan Wolf's betrayal, and the Seventh and Tenth were both destroyed on Tharkad during the fighting there. Those regiments that have survived are still battered. The survivors from Tharkad were absorbed into the rest of the Regulars regiments, salving some of the damage, but the strain on Lyran logistics and production has been felt as much by the Regulars as it has by the entire beleaguered LCAF.

THIRD LYRAN REGULARS

In the past year, the Third Lyran Regulars have been stretched out along the Jade Falcon border, its ranks thin even with the addition of survivors from the Second. To increase its response time and expand its coverage, four of the Third's remaining eight companies of BattleMechs have been redeployed from Hood IV to Alruna.

Colonel Daniel Cayan has reported mixed results from this arrangement to his LCAF superiors. While minor raids from the Jade Falcons have slowed across the region and Cayan has been able to dispatch his elements more efficiently, the high losses incurred by the lack of support have increased. Colonel Cayan is presently concerned that any determined push could result in enough damage to compromise the Third's ability to field any force beyond company level to maintain its current operations.

FIFTH LYRAN REGULARS

After its former commander, Hauptmann-General Stephen Harper, was promoted to General for his heroism on Smolnik (a battle only lost after Harper was wounded and unable to command), the Fifth Regulars have been reconstituted under of a new CO, Leutnant-General Roy Adams. Much like the Third, the Fifth has divided its forces across two worlds to better protect the Falcon border.

Up until 3145, Leutnant-General Adams could boast a full-strength regiment of twelve companies, but on 15 January of that year, the Jade Falcons assaulted the factory world of Loxley, aiming at conquest. With only six companies on hand, Adams knew he could not let the planet fall. Refusing to retreat, the Fifth lost four companies of 'Mechs before the invaders finally retreated. With the possibility of another Clan attack at any moment, the LCAF has given priority on rebuilding the Fifth Regulars as quickly as possible.

EIGHTH LYRAN REGULARS

During Operation HAMMERFALL, the Eighth Lyran Regulars was employed as a "blocking" force, intended to intercept any possible aid being sent from the Marik-Stewart Commonwealth. The Eighth raided—and, occasionally, briefly occupied—many independent former League worlds, such as Coriscana and Midkiff, until Clan Wolf sudden turn against the Lyran border. The Eighth suddenly found itself deep inside the Wolves' invasion area, and only the bravery of its JumpShip crews enabled them to slowly sneak out of the pocket by using uninhabited star systems as recharge points. Twice during this journey, the Eighth jumped to former Lyran system to raid for supplies, surprising the second-line Wolf units left to garrison the interior worlds to their new Empire.

By the time the Eighth made its way back to Bolan, the military crisis on Tharkad was over, and the Regulars stayed in the region to help defend against any further Wolf expansion.

NINTH LYRAN REGULARS

During the Clan Wolf invasion and the year of Vedet Brewer's rule, the Ninth Lyran Regulars fought savagely against the Wolves, even as they were slowly being pushed coreward from the new Free Worlds League from. Of all the Lyran Regulars, the Ninth saw its greatest amount of action against the Clans during the lead up to Tharkad. Already down to less than three companies of 'Mechs by that time, the Ninth stayed out of the fight for the capital. Instead, the regiment assisted with civilian evacuations into the Buena Province, and relief efforts on the border worlds hit by Wolf Clan forces.

Since the end of hostilities on Tharkad, the Ninth has absorbed the few survivors of the Tenth and Twelfth Lyran Regulars, bolstering its ranks somewhat after the regiment was moved to the Falcon front. The battle-hardened Ninth now primarily guards the worlds of Vorzel and Greenlaw, in the hopes of keeping the Clans from completely encircling Tharkad.

FOURTEENTH LYRAN REGULARS

After Duke Brewer's coup, the Fourteenth Lyran Regulars were vocal in their support of the "Acting Archon" and loudly panned the Melissa Steiner's mismanagement of the Commonwealth. Because of this, the Fourteenth developed a reputation as a part of the "loyal opposition", and rarely saw much in the way of new equipment. That changed after several of the Fourteenth's officers were forced to resign, and replaced with commanders who were less skilled, but whose loyalties at least passed muster with the LIC.

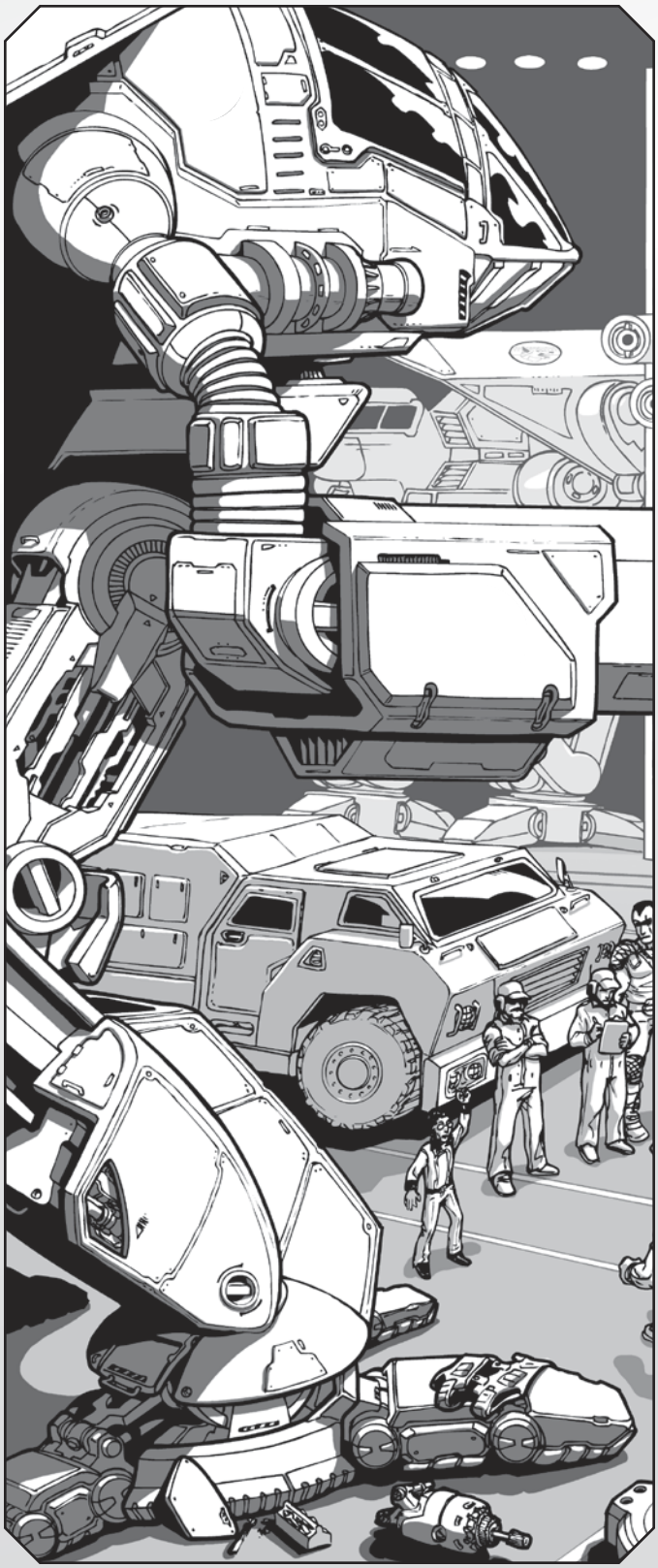
The Fourteenth has since been deployed to Tsinan and Saravan, just coreward of the Ninth Regulars, and for much the same reason. During a Falcon raid on Tsinan in March of 3145, the Fourteenth was able to surround the second-line Clan force and force its surrender after massed fire from the Regulars' artillery destroyed the Clan's DropShips on the ground. The captured equipment has gone a long way towards fully restoring the regiment's combat readiness.

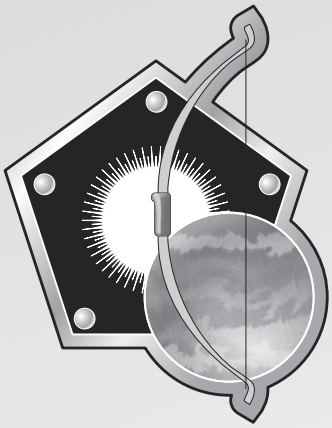
FIFTEENTH LYRAN REGULARS

The Fifteenth Lyran Regulars have lived a charmed existence over the past decade, but perhaps the best example of this occurred in October of 3141, when Clan Wolf invaded Aristotle and forced the Fifteenth to flee to its DropShips. As the Fifteenth fled through the capital city of Perfection, it was unexpectedly joined by a company of nearly century-old BattleMechs, which exited from a large warehouse inside the city—all piloted by remnants of the Aristotle Historical Reenactors Guild. The AHRG added its firepower to the Fifteenths', in exchange for a ticket off-world, which the combined forces finally accomplished nearly a month later. In gratitude, the LCAF allowed the retired veterans of the AHRG to officially rejoin the Commonwealth's ranks, attached to the Fifteenth. Colonel Steve Riveras, the Fifteenth Regulars' current commander, has even permitted the AHRG to retain the motley collection of parade paint schemes it still boasts, most from regiments that haven't been seen since the Fourth Succession War.

SIXTEENTH LYRAN REGULARS

As the most highly skilled formation in the Lyran Regulars brigade, the Sixteenth has been assigned to garrison the Tharkad bridgehead from the Gibbs system. Located only a jump from Tharkad and Coventry, while also serving as some to the Commonwealth's largest remaining naval yards, Gibbs is strategically critical to the LCAF—and both Clans Wolf and Jade Falcon know this. The Lyrans have attached the survivors of the Fourth and Seventh Lyran Guards to the Sixteenth, adding a number of motivated, battle-hardened veterans to its ranks. Yet even with these extra men and 'Mechs, the Sixteenth is gradually losing its combat effectiveness thanks to constant combat against the Clans raiders that manage to slip through Gibbs' heavy aerospace defenses. The LCAF is therefore searching for additional troops or mercenaries they can send to reinforce the Sixteenth.





COMMONWEALTH JAEGERS

After the LCAF buildup during the reigns of Andrew and Melissa Steiner, the Lyran Reserves brigade required reorganization. Earlier this century, the Pandora and Tamar Cavaliers had been destroyed over the course of several tit-for-tat raids on the Clan border. In 3133, amid concerns of questionable loyalty and suspected ties to separatist movements, the Skye Jaegers were disbanded as well.

The new Commonwealth Jaegers are a light and mobile brigade, initially redeployed along the Free Worlds League border in early 3135 (and now occupying stations along the Wolf Empire border). All three active Jaegers regiments are considered to be highly loyal to the Commonwealth, with few anti-Steiner elements found by the LIC. Each of the brigade's regiments possesses JumpShips equipped with lithium-fusion batteries, enabling them to cover great distances with ease.

FIRST BUENA JAEGERS

The First Buena Jaegers' loyalty to House Steiner was sorely tested by the time of Vedet Brewer's coup. Located on Buena itself when the event took place, the regiment suddenly found its supply lines redirected toward other, "more loyal" formations. Knowing the region well, Colonel Eli Westcott fragmented his command into company-sized forces and allowed them to raid into the former worlds of the long-dead Circinus Federation. Taking few losses that they were unable to recover from, the First Buena succeeded in improving its readiness by the time the Clan forces had withdrawn from Tharkad. Colonel Westcott still leads the First Buena Jaegers, and has retained the company-level deployment scheme, letting each force continue to operate semi-independently.

FIRST BOLAN JAEGERS

The First Bolan Jaegers were instrumental in holding down the Clan Wolf's forces on the anti-spinward edge of their invasion area. One battalion remained on the world of Dixie, keeping the Wolves' occupied there instead of assaulting Bolan itself, while the other two battalions—using their lithium-fusion JumpShips—launched lightning raids deep into the Clans' growing territory. The First Bolan finally had to withdraw from Dixie in late 3144, and has since based its Clan-harassment campaign from the world of Gypsum. Concerned that this activity may now actually be weakening the Commonwealth's defenses coreward of Bolan, the LCAF has ordered a moratorium on these raids for at least a year. Yet, as of this writing, there have been at least two strikes against the Wolf Empire, attributed to the First Bolan, since that request.

FIRST STEINER STRIKERS

The First Steiner Strikers is one of the newest regiments in the Commonwealth. Originally, this command was added to the LCAF's rolls in late 3137, where it was formally introduced as the Broken Swords, commanded by Roderick Frost (Steiner). After the initial invasion of the Duchy of Tamarind-Abbey began, the single battalion of the First Steiner Strikers was absorbed into the Stormhammers, and placed under the command of Jasek Kelswa-Steiner. The merger of these forces worked better than expected and, during the Brewer administration, the LCAF appointed Roderick Frost to command the new, expanded Stormhammers. After Trillian assumed the throne and Roderick Steiner was appointed to the post of General of the Armies, the First Steiner Strikers were split back out of the Stormhammers, and expanded to regimental size. [*Note: Roderick's use of the Frost surname and the merger with the Stormhammers were both likely the result of meddling by Duke Brewer, in an effort to neuter the effectiveness of a force that would otherwise be loyal to the Steiners over him. The fact that Roderick resumed the use of his true surname—Steiner—after the split, would seem to confirm this.*]

Currently, the Strikers are assigned to guard the Furillo system and its important munitions and 'Mech factories. This has not stopped the current commander, Colonel Trace Decker, from committing to offensive operations against Clan Jade Falcon. There has been talk on Tharkad of the LCAF producing a thinly-veiled propaganda trideo series centering on the First Steiner Strikers. Aimed at the teenage demographic, such a series—done right—might help turn the Strikers' popularity into an effective recruitment tool.

REGIONAL MILITIAS

The Regional Militias across the Commonwealth were particularly indifferent to Brewers' takeover of the throne. With the notable exception of the Coventry CPM, and its vocal loyalty to House Steiner, the other regional militias worked to maintain the status quo, but many found the events leading up to and throughout Brewer's rule to be their end times. Of the twelve militias that existed during the opening days of the Clans' incursions into Commonwealth space, only six have survived to date. Unfortunately, given the sheer damage wrought against the rest of the LCAF, rearming these militias has become an afterthought.

While BattleMech numbers are low in all of the regional militias, the numbers of armor and infantry platoons are much higher, filling these formations out to a regiment or more in size. As these forces are considered to be defensive-only, the JumpShip assets once assigned to them have been removed and deployed elsewhere throughout the Lyran logistical network. This has had the effect of undercutting the morale of the men and women in the front-line militia units, who now feel as though they have already been abandoned, left to die the next time the enemy advances.

NEKKAR DPM

The most active of the Regional Militia brigade, the Nekkar DPM sees constant action from Clan Jade Falcon raids against its homeworld of Nekkar, and the morale situation in this command has already reached critical levels. During the latest attack, the Falcons' approach triggered a wave of defeatism amongst the leading officers, sparked by their certainty of the regiment's destruction and the lack of JumpShips to escape with. With talk of simply abandoning the regiment's post and allowing the Clan its conquest, an embedded LIC agent swiftly removed the command staff and seized control over the militia himself, rallying the forces for a solid—and successful—defense.

Even with this victory, and the absence of a serious Jade Falcon assault force aimed at Nekkar to date, the situation has not improved. The Militia's current commander, Faith Reynolds, has sent an almost constant stream of requests to the LCAF to make JumpShips available to the Nekkar DPM (or at least the Nekkar planetary government) to enable their escape from any imminent danger.

COVENTRY CPM

The Coventry CPM is notable for being the only Regional Militia regiment to loudly declare its loyalty to Archon Melissa after Brewer's power grab. Nevertheless, the regiment stood its ground on Coventry, where it defended against the Jade Falcons' heavy raids while other Clan forces battled on Tharkad. During its own defense of the valuable Coventry Metal Works factories, the Coventry CPM took 'Mechs and supplies directly from CMW's stock to beef up its forces.

Archon Trillian has recognized the Coventry CPM's service and loyalty, and has awarded them the honor of choosing a single 'Mech from CMW's production lines every month, to keep the formation fully equipped and combat-ready. Because of this, and because of the number of fresh units taken during the recent fighting on Coventry, the militia possesses a wealth of cutting-edge machines not often seen outside of the Lyran or Arcturan Guards brigades, rather than the centuries-old designs common to the other Regional Militias.

QANATIR MTM

With the nearest LCAF formation located over two jumps away and a combat force of just thirty functioning BattleMechs, the Qanatir MTM has had to be very cautious in any combat actions. This militia uses its smaller and lighter machines as "herders", pushing bandit groups towards the massed firepower of its artillery battalion and sizable infantry formations, keeping its larger 'Mechs in reserve or even completely out of the fray. While this tactic helps the militia reduce the number of combat losses to its BattleMech compliment, it has also resulted in the total destruction of any hostile 'Mechs, leaving little for the militia to salvage for parts.

FLORIDA TTM

The Florida TTM has always been deployed on the far edge of Commonwealth space. Used to operating alone and unsupported, this militia utilizes many units that require little to no logistics chain for long term use, such as BattleMechs and combat vehicles armed exclusively with energy weapons. This may change, as trade with the Rim Collection is steadlity increasing, and arms and munitions from the small Periphery state are beginning to flow across the Commonwealth's frontier border. The past six months have even seen a representative from Rim Collection manufacturer, Able's Hunting Arms, visiting the Florida TTM's garrison with an eye toward a large sale of autocannons and ammunition.

CARLISLE BUPM

Close to the new Wolf Empire border, Carlisle is lucky enough to not have any Wolf-occupied systems within two jumps, making it relatively quiet for a border world. Colonel Francis Mbada reportedly commandeered a merchant marine JumpShip recently, in order to scout out old Commonwealth-settled planetary systems nearby for any backdoor routes the Wolves might take to invade Carlisle. The LCAF high command has officially expressed its disapproval of this, citing the danger of sending a civilian vessel on recon missions to uninhabited systems. What truly rankles them, however, is the fact that Mbada's entire effort was done outside of the chain of command, using militia resources—and because it is likely adding fuel to the furious exchanges it keeps having with the commander of the Nekkar DPM.

FURILLO BPM

The Furillo BPM is currently assigned to Eidsfoss, a front-line world that the LCAF's strategic analysts believe Clan Wolf would need to secure to support any full-scale invasion of Furillo. For that reason, the Furillo BPM has been backed up by full two wings of aerospace fighters, and these forces drill almost daily. Tensions are high of Eidsfoss, indicating that the local commanders are sensing an imminent attack, but the constant drilling has kept the Furillo BPM at excellent readiness.

LYRAN COMMONWEALTH ARMED FORCES

(Deployment as of 31 December 3145)

Commander: Archon Trillian Steiner
Aide: General of the Armies Roderick Steiner
BattleMech Strength: Approximately 33 Regiments, 1 Battalion

BUENA PROVINCE

Commander: Hauptmann-General Martha Steiner
Aide: Leutnant-General Jerry Bolin

	Exp/Loy	Homeworld	Strength	Rating
1st Buena Guards	R/R	Buena	95%	B
(CO: Colonel Ulysses Tannenbaum)				
1st Buena Guard Aerospace	R/R	Buena	90%	
(CO: Kommandant Joshua Lopez)				
1st Buena Armor Brigade	V/R	Buena	95%	
(CO: Colonel Howard Jackson)				
1st Buena Infantry Brigade	R/Q	Buena	90%	
(CO: Colonel Adam Evans)				
2nd Bolan Guards	V/Q	Bolan	90%	C
(CO: Colonel Eli Colt)				
2nd Bolan Guard Aerospace	V/R	Bolan	95%	
(CO: Kommandant George Robinson)				
2nd Bolan Armor Brigade	R/Q	Bolan	80%	
(CO: Colonel Anna Gray)				
2nd Bolan Infantry Brigade	V/Q	Bolan	70%	
(CO: Colonel Donald Watson)				
1st Buena Jaegers	R/R	Rosice	95%	A
(CO: Colonel Eli Westcott)				
1st Buena Jaeger Air Wing	V/R	Rosice	100%	
(CO: Kommandant Ana Poole)				
1st Bolan Jaegers	R/Q	Gypsum	70%	A
(CO: Leutnant-General Edwin Luvon)				
1st Bolan Jaeger Air Wing	R/Q	Gypsum	80%	
(CO: Kommandant Noel Ramos)				
11th Lyran Guards	E/R	Lancaster	60%	B
(CO: Leutnant-General Justin Verona)				
17th Lancaster Guards	R/R	Lancaster	90%	
(CO: Colonel Paula Clark)				
2nd Home Guard Brigade	G/R	Lancaster	95%	
(CO: Colonel Howard Parker)				
Carlisle BuPM (1 Btn)	R/Q	Carlisle	85%	D
(CO: Colonel Francis Mbada)				

TIMBUKTU THEATER

Margave: General Diego Widmer
Aide: Kommandant-General Fitzroy Lestrade-Steiner

	Exp/Loy	Homeworld	Strength	Rating
2nd Buena Guards	V/R	Rajkot	80%	B
(CO: Colonel Macy Georges)				
2nd Buena Guard Aerospace	V/F	Rajkot	75%	
(CO: Kommandant Cynthia Cook)				
2nd Buena Armor Brigade	V/R	Rajkot	80%	
(CO: Colonel Karen Peterson)				
2nd Buena Infantry Brigade	V/R	Rajkot	105%	
(CO: Colonel Gerald Turner)				
1st Hesperus Guards (1 Btn)	V/Q	Alekseyevka	60%	F
(CO: Duke Vedet Brewer)				
1st Hesperus Guard Aerospace	V/Q	Alekseyevka	55%	
(CO: Kommandant Janelle LeSat)				
1st Hesperus Armor Brigade	R/Q	Alekseyevka	70%	
(CO: Colonel Denise Wilson)				
1st Hesperus Infantry Brigade	V/Q	Alekseyevka	50%	
(CO: Colonel Clarence Peterson)				
8th Lyran Regulars	R/F	Abramkovo/Zdice	65%	C
(CO: Colonel John Nelson)				
Florida TTM (1 Btn)	V/R	Halifax	80%	C
(CO: Colonel Lorena Farmer)				

COVENTRY PROVINCE

Commander: General Stephen Harper
Aide: Kommandant-General Ian Reynolds II

	Exp/Loy	Homeworld	Strength	Rating
17th Arcturan Guards RCT	R/Q	Coventry	65%	B
(CO: Leutnant-General Francine Ross)				
17th Arcturan Aerospace	R/Q	Coventry	75%	
(CO: Kommandant John Young)				
17th Arcturan Armor Brigade	V/R	Coventry	60%	
(CO: Colonel Billy Clark)				
17th Arcturan Infantry Brigade	R/Q	Coventry	70%	
(CO: Colonel Ronald Butler)				
5th Lyran Regulars	V/F	Loxley/Ellengurg	75%	C
(CO: Leutnant-General Roy Adams)				
11th Loxley Armor	R/R	Loxley	70%	
(CO: Colonel Andrew Reed)				
5th Lyran Infantry Brigade	V/R	Ellengurg	80%	
(CO: Colonel Justin Collins)				
9th Lyran Regulars	R/R	Vorzel/Greenlaw	60%	B
(CO: Colonel Laura Sanchez)				
14th Lyran Regulars	V/Q	Tsinan/Saravan	80%	
(CO: Colonel Daniel Lee)				
15th Lyran Regulars	R/R	Goetville/ Ludwigshafen	95%	
(CO: Colonel Steve Riveras)				
Coventry CPM (1 Btn)	V/F	Coventry	105%	A
(CO: Colonel Eileen Morales)				

BUCKLANDS THEATER

Margrave: General Gareth Dineson
Aide: Kommandant-General Kassie Bradford

	Exp/Loy	Homeworld	Strength	Rating
3rd Lyran Guards RCT	R/R	Mahone/Adelaide	70%	A
(CO: Leutnant-General Roger Hall)				
3rd Lyran Armor Brigade	V/R	Mahone/Adelaide	65%	
(CO: Colonel Lois Sanders)				
3rd Lyran Infantry Brigade	R/R	Mahone/Adelaide	55%	
(CO: Colonel Phillip Harris)				
3rd Lyran Regulars	V/R	Hood V/Arluna	65%	B
(CO: Colonel Daniel Cayan)				
3rd Regular Armor	V/R	Hood V/Arluna	70%	
(CO: Colonel Jason Campbell)				
2nd Hood Infantry	R/R	Hood V	90%	
(CO: Colonel Tammy Mitchell)				
Qanatir MTM (1 Btn)	R/R	Qanatir	85%	C
(CO: Colonel Wendy Drake)				

DONEGAL PROVINCE

Commander: Hauptmann-General Jasek Kelswa-Steiner
Aide: Kommandant-General Jack Sphire III

	Exp/Loy	Homeworld	Strength	Rating
1st Royal Guards RCT	E/F	Tharkad	85%	A
(CO: Hauptmann-General Markus Clarkston)				
1st Royal Aerospace	E/F	Tharkad	90%	
(CO: Kaptain Jane Long)				
1st Royal Armor Brigade	E/F	Tharkad	80%	
(CO: Colonel Fred Evans)				
1st Royal Infantry Brigade	E/F	Tharkad	95%	
(CO: Colonel Lori Rodriquez)				
2nd Royal Guards RCT	E/F	Tharkad	40%	A
(CO: Hauptmann-General Judith Kelly)				
2nd Royal Aerospace	E/F	Tharkad	55%	
(CO: Kaptain Alice Walker)				
2nd Royal Armor Brigade	E/F	Tharkad	30%	
(CO: Colonel Lawrence Mitchell)				
2nd Royal Infantry Brigade	E/F	Tharkad	70%	
(CO: Colonel Keith Williams)				
3rd Royal Guards RCT	V/F	Donegal	55%	A
(CO: Hauptmann-General Angela Barns)				
3rd Royal Aerospace	V/F	Donegal	70%	
(CO: Kommandant Anna Bell)				
3rd Royal Armor Brigade	R/F	Donegal	80%	
(CO: Colonel Anthony Howard)				
3rd Royal Infantry Brigade	V/R	Donegal	65%	
(CO: Colonel Joshua Garcia)				
4th Royal Guards RCT	E/F	Hesperus II	55%	A
(CO: Hauptmann-General Charles Green)				
4th Royal Aerospace	E/F	Hesperus II	60%	
(CO: Kaptain Rachel Wright)				
4th Royal Armor Brigade	E/F	Hesperus II	70%	
(CO: Colonel Louise Turner)				
4th Royal Infantry Brigade	E/F	Hesperus II	45%	
(CO: Colonel Sean Russel)				
15th Arcturan Guards	R/R	Tharkad	80%	B
(CO: Leutnant-General Andrew Roberts)				
15th Arcturan Armor Brigade	R/R	Tharkad	65%	
(CO: Colonel Debra Gray)				
23rd Arcturan Guards RCT	V/R	Hesperus II	70%	B
(CO: Leutnant-General Carolyn Phillips)				
23rd Arcturan Aerospace	V/R	Hesperus II	75%	
(CO: Kommandant Adam Cooper)				
23rd Arcturan Armor Brigade	R/F	Hesperus II	85%	
(CO: Colonel Shirley Bryant)				
23rd Arcturan Infantry Brigade	V/R	Hesperus II	55%	
(CO: Colonel Janet Powell)				
2nd Donegal Guards RCT	R/R	Crevedia	85%	A
(CO: Leutnant-General Herman Henriot)				
2nd Donegal Aerospace	R/R	Crevedia	90%	
(CO: Kommandant Sergio Owen)				
2nd Donegal Armor Brigade	V/R	Crevedia	80%	
(CO: Colonel Jimmie Collier)				
2nd Donegal Infantry Brigade	R/R	Crevedia	90%	
(CO: Colonel Maria Wood)				
4th Donegal Guards	V/R	Turinge	90%	A
(CO: Leutnant-Colonel Ruben Barker)				
4th Donegal Armor Brigade	E/R	Turinge	90%	
(CO: Colonel Terry Floyd)				
4th Donegal Infantry	V/R	Turinge	70%	
(CO: Colonel Jennifer Gibbs)				
8th Donegal Guards	E/F	Caledonia	75%	B
(CO: Leutnant-Colonel Lucrecia Sheridan)				
17th Caledonian Cavalry	V/R	Caledonia	80%	
(CO: Colonel Shaina Ponce)				
8th Caledonian Hussars	V/F	Caledonia	90%	
(CO: Colonel Mariko Grooms)				
11th Donegal Guards	E/R	Gladius	80%	B
(CO: Leutnant-General Nathan Bergstrom)				
33rd Gladius Reapers	V/R	Gladius	90%	
(CO: Colonel Janel Gorman)				
11th Donegal Infantry Brigade	E/R	Gladius	70%	
(CO: Colonel Marty Willett)				
17th Donegal Guards	R/Q	Donegal	70%	B
(CO: Leutnant-Colonel Dorthey Kern)				
17th Donegal Armor Brigade	R/R	Donegal	80%	
(CO: Colonel Wai Glynn)				
93rd Donegal Infantry	V/R	Donegal	100%	
(CO: Colonel Delois Hinds)				
8th Lyran Guards RCT	R/R	Veckholm	55%	A
(CO: Hauptmann-General Paul Ramirez)				
8th Lyran Armor Brigade	V/R	Veckholm	60%	
(CO: Colonel Susan Richardson)				
8th Lyran Infantry Brigade	R/Q	Veckholm	50%	
(CO: Colonel Chris McDaniels)				
12th Lyran Guards	V/R	Vindemiatrix	65%	B
(CO: Leutnant-General Gertrude McBaine)				
7th Vindemiatrix Infantry	R/R	Vindemiatrix	90%	
(CO: Colonel Karen Woods)				
16th Lyran Regulars	E/R	Gibbs	85%	B
(CO: Colonel George Flores)				
1st Steiner Strikers	V/F	Furillo	70%	A
(CO: Colonel Trace Decker)				
Nekkar DPM (1 Btn)	R/Q	Nekkar	80%	C
(CO: Colonel Faith Reynolds)				
Furillo DPM (1 Btn)	V/R	Eidsfoss	90%	C
(CO: Colonel Michael Summers)				

ARC-ROYAL THEATER

Margrave: General Fredrick Hogarth
Aide: Kommandant-General Dino Regis

	Exp/Loy	Homeworld	Strength	Rating
26th Arcturan Guards RCT	R/R	Kandersteg	55%	A
(CO: Hauptmann-General Tammy Diaz)				
26th Arcturan Aerospace	R/R	Kandersteg	70%	
(CO: Leutenant-Kaptain Janice Brooks)				
26th Arcturan Armor Brigade	G/R	Kandersteg	60%	
(CO: Colonel Jeremy Cox)				
26th Arcturan Infantry Brigade	R/Q	Kandersteg	50%	
(CO: Colonel Gerald Torres)				
5th Lyran Guards RCT	V/Q	Alma Alta	60%	A
(CO: Leutnant-General Eugen Hasseldorf)				
5th Lyran Armor Brigade	V/R	Alma Alta	55%	
(CO: Colonel Patrick Anderson)				
5th Lyran Infantry Brigade	R/Q	Alma Alta	70%	
(CO: Jonathan Cook)				



THE REPUBLIC OF THE SPHERE

GENERAL REVIEW

Stone's Dream, the Republic of the Sphere, sits like an infant left to the elements—naked, alone and helpless. Despite the strength of the Fortress Walls and the relative safety they offer, enemies surround us. Our foes are many, and they eye the Republic with a hungry appetite, patiently waiting to devour what remains.

BEHIND THE WALL

Before the Fortress walls were raised, it seemed like nowhere in the Republic of the Sphere was safe. Even here on Terra, war touched the very heart of the Republic not once, but twice, within the span of a year. The 3134 invasion by the Steel Wolves was a damaging blow on its own, but the Senate Rebellion in 3135 was the knockout punch to our basic sense of security. Paladin Victor Steiner-Davion's murder and the senators' rebellion illustrated the depth of the rot present at the very heart of the Republic, but the shocking truth was that without drastic action, the nation was on the verge of disintegrating. Levin's decision to enact the Fortress Protocols in '35 was viewed by many as the only option capable of offering the Republic a chance to stave off impending ruin. To others, it was the desperate act of a madman.

While extreme, the creation of the Fortress gave our country the breathing space it needed to check domestic threats and prepare for the inevitable liberation of our lost worlds. Arrangements were made, and in October 3135 the Fortress walls were raised, and the Republic locked itself away behind an invisible barrier. With the Fortress in place, the Republic was free to direct its attention inward, dealing with everything that had occurred since the fall of the HPG network. For the first time since the Blackout began we weren't battered by one disaster after another. The merry-go-round of woes was finally at an end, but there was much work to be done.

The senate's rebellion had sent the government into a tailspin, and Levin's heavy-handed actions in its wake left many government departments wary of what he might do next. To his credit, Exarch Levin did not fall prey to paranoia, and he dealt with the remaining civilian government agencies fairly. While he did task the Security Directorate to dismantle and root out any remaining vestiges of the senatorial conspiracy, their search was conducted with a light touch. Individuals suspected or found to have worked with the Loyalists were dismissed from service, but otherwise left alone. Only three people—including Lieutenant General Stuart Gerling of the RAF's Requisition Division – were indicted on counts of conspiracy severe enough to warrant a prison sentence.

Addressing the aftermath of the Senate Rebellion was only one menace the Republic dealt with during those first years behind the wall; another carried far more terrifying implications. Tucker Hawell's run-in with Precentor Malcolm Buhl's reformed Com Guard brought back the harrowing specter of a resurgent Word of Blake. Abducting Harwell off of Wyatt in 3135, Buhl's troops remained a present, if secretive, threat.

To locate and combat this enemy, Paladin Sorenson dispatched Knight-Errant Alexi Holt to track down the renegade Com Guard unit and retrieve Harwell, who was forced to work for Buhl. Working covertly, she eventually infiltrated their secret research facility among the ruins of Luyten 68-28. Once inside, Holt and was able to free Harwell and advise the Republic of their location. A surprise assault by the RAF

Devlin,

Even with most of my time dominated by Paladin Sorenson's Project Sunlight, I've gathered the information you requested detailing the current state of the Republic and RAF. Levin would have been better suited to the job, but I know DAMNATIO has his full attention.

This report would not have been possible without the assistance of Paladin Nikolai Miller. With my attention occupied by Sunlight, most of this was written and organized by him.

Paladin Miller gives me hope. With men like him, we might stand a chance of saving the Republic.

-Tucker

in September 3140 rescued the pair, but failed to fully destroy Buhl's Blessed Order. Forced to run, the remainder were eventually cornered and eradicated by the RAF on Epsilon Eridani; the militant branch of ComStar was finally finished. In punishment, we absorbed the corporation's remaining assets. No longer a truly separate or independent order, ComStar continues to maintain their internal organization and ranks, but now reports directly to Republic leadership.

Even as the threat of a new Word of Blake resurfaced, the Republic never fully abandoned those outside of the wall. Before Fortress Republic was created, Levin and the High Command began work on a plan to help worlds outside. Beginning in early 3136, the RAF began sending small special force units outside of the Fortress. Ordered to destabilize and weaken our enemies, these covert groups were given some of our most advanced prototype equipment to complete their mission. The Centaur and Simian battle armor, the *Colossal*-class tripod 'Mechs from the Rhodes Project on Devil's Rock, and other RISC technology made their debut in their hands. Frequently masquerading as units from other powers, these clandestine teams are under strict orders to not be captured or in any way linked back to us.

Sadly, this order also extends to working with Damien Redburn's "Republic Remnant." The threat of invasion is simply too great to risk contact, lest information regarding passage through the Wall fall into the hands of the Clans or another Successor State. It is a credit to these brave soldiers that none of them have revealed their origin or been captured alive.

In addition to destabilizing our enemies, we have built a network of spies and agents to maintain tabs on the Inner Sphere and Clans while we rebuild our strength. Most of the intelligence the Sphere Intelligence Service has analyzed for this document comes directly from their efforts.

CRACKS IN THE FACADE

In spite of the relative safety afforded by the wall and the Exarch's herculean efforts to cleanse the Republic of danger, life inside the Fortress did not return to normal. Contrary to the popular belief held by those living outside of the Fortress, not everyone was happy with Levin's decision to abandon the rest of the Sphere in '35. While most people took the decision to raise the Fortress well at first—the fear and anxiety they had been living under since the HPG network collapsed had become almost unbearable—the Republic's situation was no longer life threatening, and the public knew it. Uncertainty gripped our people, and a deep depression settled in. The Exarch did his best to assuage their fears by encouraging reconstruction efforts and focusing on the future goals of the Republic, but the ruse was largely unsuccessful.

Before long, the depression turned into anger and frustration, and by 3144 civil unrest was growing on many worlds, and citizens looked for someone to blame for their economic woes. Since trade outside of the Fortress was cut off and uncertainty over the fate of the Senate and the ComStar purges loomed, the Exarch was found to be a suitable scapegoat. Protests against him and the government were common. In the industrial sector, factories experienced work stoppages, and military recruitment dried up on several planets that threatened to stall the rebuilding RAF. Project Sunlight's lack of progress in restoring the HPG network only exacerbated the situation.

Having spent almost a decade behind the Fortress walls, many people felt like the Fortress was a prison, not the refuge it was meant to be. A chilling idea began to creep into the hearts and minds of the people: the Republic was dead. Despite the protective envelope guarding our worlds, many believed that Devlin's Dream was finished. Discontent continued to grow, and once again the Republic sat on the verge of collapse.

DEVLIN'S RETURN

It might sound a bit cliché, but Stone's return can be compared to one of those ancient fictional holovid programs where the endangered heroine is saved from impending doom at the very last second by the unexpected arrival of the swashbuckling hero. Devlin's return to the Republic did more than restore the Republic's hope in the future. His return staved off our descent into hell and provided the rallying point we so desperately needed. Under Devlin's direction DAMNATIO was launched, removing an knife from our back. With Devlin's return, it feels like we may have turned a corner.

Still, the future remains uncertain. The Jade Falcons are at our doorstep, and Alaric's Wolves are waiting just beyond our border. Chancellor Liao's march has only been distracted by his success against the Federated Suns. The same can be said of the Draconis Combine, whose ill-fated attempts to penetrate the Fortress were only stymied by a combination of internal distraction and their stunning invasion of the Federated Suns' Draconis March. The reformed Free Worlds League will only be preoccupied with the League's remaining breakaway states for so long, and their recent partnerships with the Sea Foxes and Spirit Cats have placed them in a strong position to expand at the expense of the Lyran Commonwealth thanks to Alaric's betrayal.

Things are coming to a head, and our strongest allies have been scattered. The Republic may be the only bulwark standing between a new ilClan and a Fifth Succession War.

STATE OF REPUBLIC READINESS

The liberation of the Word of Blake Protectorate by Stone's Coalition caused significant damage to the industrial base of many former Blakist worlds. Factories recently restored by the Word were once again smoldering ruins, or worse. However, in spite of the damage the new Republic of the Sphere retained powerful defense industries. While their immediate use after the Jihad was building the Republic Armed Forces, in the decades preceding the fall of the HPG network many active factories of the Republic's military industry sector were converted to produce civilian products. This conversion was based in part to reduce military production, but also to help Stone promote an Inner Sphere-wide peace.

THE ARMS RACE

Faced with the aggressive invasions of both the Capellan Confederation and others, the early years of the Blackout highlighted a number of unintentional weaknesses that Stone's production initiatives created for the Republic.

The first was the rapid buildup of the Republic's traditional enemies. Daoshen Liao's invasion in 3134 came as no surprise, but the speed in which both the Capellan Confederation and Draconis Combine expanded their militaries came as a shock. Within the span of only a few years it was obvious to even the most casual observer that the Great Houses had sequestered away far larger stockpiles of war materials than imagined. Whether these weapon stores were intentionally cached to bring war to the Republic will never be known, but they certainly made the invasion and seizure of Republic territory during the 3130s possible. Without similarly large stockpiles and reserves to draw from, the RAF was placed at a serious disadvantage. For three years, world after world fell to the better-equipped invaders.

Only the creation of Fortress saved the Republic. Exarch Levin's order to seal off the core of the Republic from the rest of the Inner Sphere afforded manufacturers a precious commodity: time. Faced with the threat of conquest, the Republic's dormant war industry sprung to life.

The number of reactivated BattleMech factories in the last decade is impressive. New factories, such as Skobel's Berlin site, are working at a prodigious rate, while ancient production sites across Terra, including the fabled production lines of Krupp and Martinson, are once again booming with new life as they outfit the RAF for war.

Not to be outdone, the Republic's aerospace industry has slowly emerged from hibernation. Slower to retool and staff than their terrestrial-bound counterparts, the lethargic shipyards of Titan are gradually increasing DropShip construction thanks to Stone's appeal to the Belter communities for assistance. His request netted thousands of eager volunteers, and with their help the yards have been producing new Pocket WarShips. Unfortunately for the RAF Navy, the Republic never reconstructed the O'Neil Yard's interplanetary drive factory that was destroyed during the campaign to liberate Terra from the Word of Blake. Once a major producer of WarShip fusion drives before the Jihad, the prioritization of scarce resources meant plans to reconstruct the facility were abandoned.

[*Note: The aerospace situation only worsened, of course, after the* Faslane*-class YardShip* Iustitia *was lost in an industrial accident in 3117, and our three other* Faslane*s*—Clementia*,* Harmonia*, and* Necessitas*—were decommissioned and mothballed in the late 3120s. As anticipated, some of our more astute naval commanders have begun making noises about reactivating those ships, and perhaps employing them as makeshift supplemental production yards. If we were to entertain such a prospect, we'd need a serious discussion on how to go about that safely, given their potential impact on state security.*]

A LASTING LEGACY

The fall of the Word of Blake netted Stone's Republic immeasurable amounts of advanced technical research and design data, including some of the most iconic and feared war machines in the Word's arsenal: the Celestials.

When the Jihad ended, Stone and Lear debated the final disposal of this information and others like it. Devlin believed that erasing one of the most terrifying symbols of the Word of Blake was warranted and would demonstrate that the Jihad was truly finished. Former Protectorate worlds were already making similar displays, destroying the trappings of their occupation. Expunging what was left of Sekkaris would be a natural fit.

Lear believed otherwise and counseled restraint. While he was just as disgusted as Devlin at the thought of using even modified Celestials to protect their new nation, the Blakist schematics were a powerful resource that the nascent Republic may someday need. Stone was reluctant to agree and did not acquiesce until intelligence reports confirmed that CCAF forces were piloting the Celestial-inspired *Yao Lien*. Only then did Devlin relent and order the information be placed into secure storage rather than destroyed.

It was a fortunate decision.

Left in a protected data depot by the Republic, the Terran storage facilities were covertly raided in 3128 by Precentor Malcolm Buhl and his Blessed Order followers. Using ComStar's neutrality to disguise their operation, Buhl's agents stole some of the Word's most advanced technical data from right beneath the Republic's nose.

Reengineering the secured Celestial schematics for their own use, Buhl used the New Earth Trading Company—a corporate front owned and operated by ComStar since the early years of the Succession Wars—to create secret production lines within NETC's rebuilt New Earth facilities to supply equipment to the reformed Com Guards' First Division. Rebuilt in the aftermath of the Jihad, the New Earth Trading Company hid construction in plain sight by using the company's prodigious manufacturing of civilian equipment as a smoke screen for their operations.

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A LASTING LEGACY (CONT.)

During the RAF's pursuit of the First Division after their retreat from Luyten 68-28, NETC's concealed production lines were exposed and captured unharmed. Already tooled to manufacture two new 'Mech designs and a new DropShip class, the captured equipment did not carry the stigma of the Celestials of the Word of Blake. These designs are now joining the ranks of the rebuilding RAF, eliminating the cost and effort of refurbishing or retooling the Com Guard schematics.

AGAINST ALL ENEMIES, FOREIGN AND DOMESTIC

In the early 3130s domestic enemies proved especially dangerous to the RAF and the stability of the Republic. In 3132 former Prefect of Prefecture IV Kal Radick attempted to conquer Sheratan. Only the timely intervention of the Fourth Principes prevented the planet's capture by the Steel Wolves. In 3133, Jasek Kelswa-Steiner's Stormhammers gutted the Standing Guard forces in two Prefectures and damaged the RAF line brigades stationed in Prefecture IX. His actions helped open the region to future predation from the Jade Falcons and paved the way for their conquest of Skye. This scenario played itself out numerous times as once-loyal citizens cut a piece of the Republic for themselves.

The only exception to this sad tale is Damien Redburn's Remnant. Composed entirely of the remaining RAF units outside of the Fortress, including the Seventh Hastati, Third Principes, Eighth Triarii and the mysterious Fidelis, the Remnant owns a small swath of worlds centered on Callison. Bolstered by the presence of the Fidelis' WarShip *Flatus*, this is the one place outside of the Fortress where the dream of the Republic still stands.

In addition to the reactivation of Terra's war industries, other production sites have been retooled for weapons manufacture. By 3139 Kressly Technologies—purged of all Capellan influence—was supplying the RAF, as were Cosara Weaponries and Yankee Weapons of New Earth, both restored to peak operating capacity. With the Republic locked behind the Fortress, the Procurement Division has shifted its focus from foreign materials purchasing to obtaining vital equipment from domestic sources. Under the division's guidance, by 3144 another wave of factories joined the reconstruction effort. Brigadier Corporation, Mitchell Vehicles and Blankenburg Technologies—once limited to support existing units by producing replacement parts—have reached manufacturing numbers not seen since the Word of Blake occupation of the 3060s and 3070s.

Perhaps the single biggest hurdle to the continued growth of the RAF is the growing shortage of critical resources. Locked behind the Fortress Walls, the Republic can no longer rely on interstellar trade to supply certain resource and industry needs. Instead, the Republic has seen explosive growth in its resource extraction industries as existing supply caches dried up. Asteroid mining—once thought too expensive to be profitable—and undersea mining have seen a major resurgence to meet the insatiable resource needs of the Republic's burgeoning factories.

TRAINING FOR LIBERATION

The Republic's collapse in the wake of the HPG Blackout had a devastating impact on the RAF's Recruitment Command. As foreign invaders conquered the territory a number of major academies were lost, each one another bitter pill the Republic was forced to swallow. Of the universities captured, the loss of Sanglamore Academy on Skye was particularly brutal. The decision to shut down the Military Academy of Venus after the Jihad left Sanglamore as one of the RAF's chief sources for trained naval personnel, and losing the school to the Jade Falcons in 3134 was a heavy blow to the navy.

With few options available, only the former War Academy of Mars proved a viable replacement. Turned over to the Department of Military Intelligence (DMI) after the Jihad, the former university was converted into the division's new headquarters. A massive reconstruction effort was ordered in 3137 to restore a portion of the university to functional use, and after several setbacks it accepted its first class in 3139. DMI presence on campus is extremely heavy, and most students accept the fact that they are under constant surveillance. Restricted to only a few hundred cadets, competition to enter the academy, whose staff is composed of some of the most experienced officers in the navy, is fierce, but the limited numbers of seats means only the best candidates are chosen to attend. Due to Stone's return, the Spring '46 class is expecting upwards of sixty percent of its total student number to hail from Belter communities.

One of the oldest active military universities in the Inner Sphere, and the only surviving intact member of the first Star League's "War Triad," Sandhurst Military College has regained its position as the Republic's premier military academy. Commanded by Brigadier General A.J. Roberts since 3131, the general has worked tirelessly to expand the college to its Star League-era size to meet the RAF's demand for soldiers. According to the latest Recruitment Command projection Sandhurst's fall graduating class is expected to miss that mark by just twelve percent.

Another survivor, the Northwind Military Academy, repaired the damage it sustained in 3134 at the hands of the Steel Wolves. Back to full operation, the school is staffed by veteran Highlanders and retired RAF officers. Churning out graduating classes as quickly as possible, the academy's OCS program is still considered the best. To help cadets mature more quickly, the NMA organizes supplemental training programs with the local Twelfth Hastati Sentinels.

THE REPUBLIC OF THE SPHERE MILITARY

Beset with enemies challenging them from both within and outside of the Republic, the years following the collapse of the HPG network were unkind to the Republic Armed Forces. Disorganized and unprepared for the sudden threats to the Republic's sovereignty, the RAF was ill-prepared to fight a lengthy campaign against multiple invaders.

When Exarch Jonah Levin authorized the creation of the Fortress, he made a point of recalling any and all remaining RAF units to Prefecture X. While many line units did answer the call and made it behind the wall before the deadline, many did not. Isolated outside of the Fortress, a few surviving RAF units found themselves working with former-Exarch Damien Redburn as part of the Remnant. Most, however, were destroyed piecemeal within a few short years. By 3140, the RAF has ceased to exist outside of the Fortress.

Within the Fortress walls the RAF has experienced a renaissance of sorts—expanding from a handful of surviving regiments to two dozen in a decade—but has undergone a number of significant changes, with some of the most important dictated by Stone himself.

KNIGHTS OF THE REALM

With the formidable task of rebuilding the RAF into a fighting force capable of retaking the Republic ahead of him, the Exarch knew what the army needed more than anything else were soldiers. While the immediate decision to absorb the Standing Guard units of Prefecture X was a good start, the future RAF would need more—much more—if it was going to return the Republic to its former size.

The limited resources at his disposal made the decision to absorb the lower-ranking Knights and Knights-Errant directly into the growing RAF an obvious choice, but Levin's critics opposed the dismantling of yet another Republic institution. Before the Blackout, the Knights were an independent federal police force—providing the Republic worlds with local problem solvers—but such was not always the case. After the Jihad, Stone originally envisioned a different system where Knights would be an integral part of the army, functioning as physical examples of his ideals and leaders among Republic forces. Levin's decision to reabsorb the Knights simply brought the concept full circle.

Now, Knights of the Republic form the backbone of the RAF's officer corps. Knights-Errant and full Knights still retain their title and privilege, but lead companies, battalions and full regiments in the field. Their presence among line units is a chief reason why so many of the army's regiments are so experienced despite the lack of combat.

COMMAND AND CONTROL

In addition to the absorption of the Knights, harsh realities forced the High Command to trim its size. The Republic's territory and army were a fraction of what they once were, a single prefecture that once numbered ten. With Exarch Levin taking full control of the reconstruction effort during those first years, the position of Commanding General was deemed unnecessary and was deactivated. The ten prefect positions and a representative of the Standing Guard soon joined it once the militias were fully integrated. In total, the High Command would drop more than a dozen seats before 3140 while the RAF reestablished itself, and their reactivation will have to wait until the Republic is reformed. Currently, Exarch Levin is the sole commander of the army, although he abdicates most of the day-to-day running of the army to Paladin Janella Lakewood so he can focus on strategic projects.

At Stone's urging, the basic structure of the RAF has also undergone significant reorganization in preparation for the inevitable day when the wall will come down. Drawing inspiration from the first SLDF's corps and army formations, the individual line units have been restructured into larger army formations. Designed to operate and work together, each army is built around combat commands drawn from every RAF brigade. No longer will individual Triarii Protectors, Principe Guards, Hastati Sentinels or Stone's Brigade units function independently of one another. Still in their infancy, Paladin Lakewood is working closely with individual brigade and unit commanders to prepare and implement the new organization.

NEW CHAMPIONS

Devlin Stone's awakening also brought changes to the ranks of the Paladins. After his return, Stone purged the ranks, replacing those who were too old, like David McKinnon and Kelson Sorenson, or who lacked the necessary skills the Republic needed to survive. While all Paladins are individually capable, not all were equally suited to commanding large forces in the field. Paladin Anders Kessel, for example, was far more of a political animal than a field commander and subsequently removed. The remaining and newly appointed Paladins are now more militaristic and less of a chivalrous order of advisors. When the time comes for us to emerge from the Fortress, it will be the Paladins leading our armies to victory.

NAVAL READINESS

In keeping with its efforts to avoid provoking an arms race, the Republic has kept its WarShip fleet limited, despite having access to Terra's fleet support assets. As a result, the capital fleet consists entirely of the *Aegis*-class cruiser RAF *Auspicim*, the *Essex*-class destroyer *Abundantia*, and the *Lola III*-class destroyer *Triumphus*—all of which remain active within the Fortress, on classified maneuvers. A fourth vessel, the *Dante*-class frigate *Flatus* (formerly the CSS *Bordeaux*), remains operational in the Republic Remnant, under the command of the Fidelis.

HASTATI SENTINELS

The Hastati Sentinels—the elite units of the Republic Armed Forces line brigades before the Blackout—were whittled down from ten regiments to less than three as the Republic collapsed. Inside the Fortress, Exarch Levin's crash expansion program focused heavily on returning the Sentinels to their former strength. Led by a mix of Knights and regular RAF officers, the Hastati are expected to tackle challenging assignments and are built to do so. The new Hastati features a disproportionate amount of Assault 'Mechs in their ranks. Exarch Levin's decision to use the Tenth and Fifteenth Sentinels during Operation DAMNATIO as opposed to a Stone's Brigade regiment speaks highly of the Exarch's faith in the troops that will likely be the tip of the spear when we liberate the Republic. In light of the challenges ahead, the Sentinels officially changed their motto from "*Victoria Exarcho*," or "Victory for the Exarch," to "*Victoria pro Res publica*" — "Victory for the Republic."

TENTH HASTATI SENTINELS

As the only original member of the Sentinels from before the Blackout, the Tenth Hastati is troubled by ghosts of the past. While a full seventy percent of the unit is composed of soldiers recruited after the creation of the Fortress, older veterans are stricken with survivor's guilt. The attitude has infected the whole unit, with most believing the entire collapse of the Republic was their fault. The Tenth Hastati fights like they have something to prove. Their commander, Brigadier General Preston Mercer, works hard to help redirect his units' frustrations, but as their recent participation in DAMNATIO proved, nothing short of liberating the whole Republic will suffice to improve the Tenth's attitude.

ELEVENTH HASTATI SENTINELS

Most of the Eleventh Hastati Sentinels' troops were originally drawn from surviving soldiers of Prefectures II and III, including former members of the Second Triarii Protectors, which gained experience fighting against the Draconis Combine's invasion of Ashio in 3135. Grizzled veterans, these troops harbor an intense hatred of the Combine—and Katana Tormark in particular—who they blame personally for betraying the Republic to the Dragon. Stationed on Imbros, the Silene Guards take their moniker seriously. Images of St. George are prevalent, and members of the regiment are known to wear small icons on chains around their neck. The Eleventh's infantry takes it one step further, often tattooing the emblem above their heart.

TWELFTH HASTATI SENTINELS

The absorption of the First Kearny Highlanders into the RAF robbed Northwind of its historical garrison, and while necessary for the survival of the Republic, was a tough blow to swallow. To help appease the people of Northwind, the High Command commissioned the Twelfth in 3137. Staffed by a large percentage of soldiers claiming ancestry to those who once served in the famed Northwind Highlander regiments, today the unit maintains a strong relationship with the NMA, to which it sends officers as instructors on a rotational basis and often conducts training exercises with the academy's advanced cadets. Out of respect, the unit voted to officially use the old Ninth mascot of a winged bear wearing a kilt as their regimental logo.

THIRTEENTH HASTATI SENTINELS

Formed at the same time as the Fourteenth, the Thirteenth Hastati Sentinels is comprised mostly of Standing Guard and civilian draftees commanded by what Knights-Errant the High Command could spare. Unlike the Fourteenth, however, the Thirteenth has not engaged in any real combat. Extremely proud of their sister regiment, the Thirteenth's morale has actually improved since their formation. Long ignored by the people of Capolla, the Thirteenth bides its time by building massive defensive fortifications outside the planetary capital of Stockdale.

FOURTEENTH HASTATI SENTINELS

The Fourteenth Hastati Sentinels cut their teeth during the hunt for the remnants of Precentor Malcolm Buhl's First Division. After the fight on Luyten 68-28, the Fourteenth along with the reformed Stone's Revenants tracked down the remaining Com Guards. The First Division proved an elusive target until it was finally cornered on Epsilon Eridani in February 3141. During the battle Brigadier General Kathrin Rehagen and her battalion performed a dangerous combat drop onto the division's positions in the Shamus Mountains. Unable to flee from their hidden base, the Com Guards were destroyed.

FIFTEENTH HASTATI SENTINELS

The Fifteenth Hastati is only now beginning to recover from the damage they sustained during Operation DAMNATIO. Whittled down to two battalions of BattleMechs in the fight, the Fifteenth were reassigned to Devil's Rock for rest and refit. Impressed with his troops' performance, Brigadier General Eric Ayres has worked hard to maintain his unit's edge while they rebuild. As a result, expansion has been slow, with the veteran Sentinels judiciously selecting their own replacement candidates.

SIXTEENTH HASTATI SENTINELS

One of the RAF's most effective new units, the Sixteenth Hastati Sentinels is designed for assault roles. Trained heavily in anti-Clan tactics, the Sixteenth are likely one of the first units to be sent against either the Wolf Empire or Jade Falcons. The regiment's two 'Mech battalions are predominantly configured with heavy- and assault-class chassis, with an emphasis on heavy firepower and armor. OmniMechs are a common sight, and the unit's CO, Brigadier General Ayati Vishwa, is working hard to procure enough to build his third battalion.



PRINCIPES GUARDS

A far cry from its original incarnation, the Principes Guards was formed as the anvil to the Hastati Sentinels' hammer. Each unit was intended to live in close contact with the people and create a strong bond with their home prefectures. Sadly, loyalty and fidelity failed the Guards during the Blackout. The tightly knit units of the brigade, like the Second and Ninth Principes Guards, all felt the sting of betrayal. In every battle the Guards fought hard to keep the bonds of community—and Republic—alive. When Exarch Levin recalled all RAF forces to withdraw to Prefecture X, only a handful of Guardsmen answered the call. Most stayed in their home prefectures, only to be destroyed. Behind the wall, the rebuilding brigade is fervently committed to Devlin Stone and the restoration of the Republic and has selected to maintain its old motto of "*Anima et Mens Concordantur*," or "Heart and Mind United."

TENTH PRINCIPES GUARDS

When Exarch Levin outlined his plan to rebuild the RAF, Corinne Brousse, the Tenth's old commander, was offered command of the entire brigade. Accepting the promotion on the condition that she could continue to command the Tenth, the regiment has since become the brigade's spiritual center and defensive backbone. Although the Tenth has spent the last decade losing veterans to other units, thanks to the stalwart efforts of Brousse's aide, Colonel Jelger Lentjes, the regiment maintains a reputation of professionalism and high morale.

ELEVENTH PRINCIPES GUARDS

Two companies of Knights-Errant formed the basis of the Eleventh Principes Guards, the Guards' most veteran regiment, with Standing Guard volunteers forming the bulk of the remaining MechWarriors. A part of the hunt for the reformed Com Guard, the regiment was instrumental in smashing the First Division's Omega One facility on Luyten 68-28. Equipped largely with heavy and assault 'Mechs and capable of fielding fast-assault vehicle support, the Eleventh concentrates on the mobile, fluid warfare preferred by most Knights.

TWELFTH PRINCIPES GUARDS

A large number of the Twelfth Principes regiment came from former Kressly Technologies corporate security that retired in the wake of the Capellan spy incident. Although recruits were cleared by the DMI, the Twelfth has nevertheless been viewed with suspicion by other units of the RAF. Moved to Epsilon Indi, Colonel Sadia Okeke hopes a new garrison post will ease the tension while she focuses on building her unit.

THIRTEENTH PRINCIPES GUARDS

Raised from strong recruitment efforts on Keid and Capolla, the Thirteenth Principes Guards holds garrison on the important world of Epsilon Eridani, where it protects the planet's vital war industries. Although the regiment has not yet seen much combat, its soldiers have performed adequately and maintain a strong loyalty to the Republic.

FOURTEENTH PRINCIPES GUARDS

One of the few line units raised from a single planet, the regiment is still in the formation process. The Fourteenth's commander, Colonel Owen Boyle, is himself a native of Elgin and a distant descendant of Captain Edward T. Elgin, the planet's namesake. Col. Boyle pushes his troops hard, and the Fourteenth's battalions are rarely seen away from the training fields. Impressed with the results, the Department of Requisition and Replacement has begun shifting necessary supplies to help speed the unit's growth.

FIFTEENTH PRINCIPES GUARDS

The newest addition to the brigade, the Fifteenth was recently formed by drawing recruits from Sirius, Procyon and Asta. Although the young unit is fresh from boot camp, the High Command appointed Colonel Álvaro Dávila, a veteran former Knight, to command the unit. Recently assigned to Denebola in the hopes that the world's unique demographics would help season the unit, the Fifteenth is equipped with cavalry units known for hard-hitting firepower and speed. Training hard, Sir Dávila is building his unit to be a mobile troubleshooter.



TRIARII PROTECTORS

Originally formed to celebrate the diversity of the new Republic, the Triarii's motto, "*Vis per Varietate*," or "Strength through Diversity," does not ring as true as it once did. The new Triarii regiments are as diverse as the Fortress allows, but they are a pale shadow of the older regiments formed after the Jihad. However, there are some Triarii who keep the old traditions alive and look forward to the day when their brigade will again boast soldiers hailing from every corner of the Republic. Once considered little more than glorified recruitment tools, the Triarii Protectors have become far more active in Republic affairs since the Wall went up.

TENTH TRIARII PROTECTORS

Understrength, the Tenth's battalions remain on high alert on New Earth since February 3145, when a group of unknown raiders hit an abandoned Word of Blake facility outside of Meredith. Elements of the Tenth moved to intercept, but the invaders vanished before their arrival. Soon after the attack, the DMI cordoned off the entire area and whisked the first responders off to Mars for extensive debriefing. Rumors surrounding their fate run rife through the Tenth, especially after an official inquiry into their return was summarily rebuffed by the High Command. Colonel Dmitry Bykov dislikes the idea of replacing his missing people but has contacted Recruitment Command to request substitutes.

ELEVENTH TRIARII PROTECTORS

Over the past nine years, the Eleventh has funneled a steady stream of eager volunteers through its impromptu training program. Created by Colonel Jens Scholz, the commander of the Eleventh, the training program has graduated thousands of conventional soldiers. A retired veteran of the Sixth Triarii before the Blackout, Colonel Scholz is a firm believer in the Triarii's motto—strength, diversity and unity—and personally writes academy entrance letters of recommendation for the most promising candidates. Assigned to protect the valuable planet of Procyon, the Eleventh is known to conduct training exercises alongside any visiting RAF unit.

I think the decision not to rebuild the Republic Standing Guard is a dangerous mistake. I understand how stretched our resources are, but without the militias, our worlds will be left dangerously unprotected when the wall comes down. You've seen the same reports I have; during the Blackout, the Standing Guard was pivotal in the defense of many Republic worlds.

If we can't keep our enemies at bay when the wall comes down, we'll have nothing to keep the likes of Malvina Hazen and her Jade Falcons—or Alaric and his Wolves—from taking what's left of the Republic.

TWELFTH TRIARII PROTECTORS

Formed around a core of Fourth Triarii survivors and mercenaries stranded on Outreach, the new unit inherited the disbanded Fourth's belief in using weapons of war for good and continues the tradition of using its BattleMechs for peaceful endeavors. Before Devlin's return, a special Sphere Intelligence Service analysis completed in March 3143 of regions garrisoned by the Twelfth often showed a marked increase in loyalty to the Republic compared to other planets. Recognizing the benefits of the Twelfth's work, the High Command is considering adopting the practice for every line unit.

THIRTEENTH TRIARII PROTECTORS

Formed around the battered survivors of the Sixth and Seventh Triarii Protectors the Thirteenth's loyalty is still considered suspect. The High Command nonetheless can ill afford to disband the unit entirely, and so has set about restructuring it. After relieving Colonel Petar Jozić of his command, the Thirteenth's new commander, Sofia Fallaci, has attempted to salvage the unit by restructuring each combat company and focusing on the Republic's future. Those troops who still vocally oppose creation of the Fortress have been placed under increased DMI scrutiny or relieved of duty, and resentment among the rank and file still simmers just below the surface.

FOURTEENTH TRIARII PROTECTORS

Thanks to its garrison near the manufacturing plants of Skobel MechWorks and Martinson Armaments, the Fourteenth Triarii Protectors is considered the best-equipped unit in the brigade. However, the unit is built around some of the rawest recruits in the RAF. In June 3144 alone, the Fourteenth suffered half a dozen casualties due to training accidents. While Colonel Kyuichi Iida and his staff are working hard to ensure the safety of his troops, the High Command is beginning to lose its patience. Rumors are already filtering down the chain of command of Colonel Iida's possible replacement.

STONE'S BRIGADE

First formed by Devlin Stone after his escape from the Kittery Camp in 3071, Stone's Brigade is the elite of the Republic's military. Active during the Capellan Crusades, the Brigade was responsible for blunting Daoshen Liao's "Warrior House Offensive" and sending the invasion back across the Republic's border. Suffering heavy damage in the conflict, Stone's Brigade struggled to rebuild as Republic politicians turned to other matters instead. In the years leading up to the Blackout, the sluggish reconstruction worked in the Brigades' favor, as they were able to maintain their skill by trading size for a slow trickle of veteran recruits.

As the nation collapsed in the aftermath of Gray Monday, the Brigade saw little action, caught up in the chaos sweeping the Republic. Among the first units to respond to Exarch Levin's recall order, once behind the Fortress walls the Brigade began an unprecedented expansion, filling its ranks with new warriors. Inclusion of the Knights brought the Brigade to its original strength, while army regulars provided two additional regiments. Designed to spearhead Stone's armies, each of the six regiments was afforded the best equipment, replacement personnel and the finest academy graduates. Together, they now represent the most fanatical champions of Devlin Stone's dream.

STONE'S LAMENT

The first of Stone's regiments, the Lament were Devlin's bodyguards, friends and trusted soldiers. Typically assigned the most dangerous missions during the Jihad, the Lament devastated the Warrior Houses Imarra and Ijori on Tikonov in 3084. Participating in the Capellan Crusades of 3111-3113 alongside the rest of the Brigade, the Lament stopped Liao's "Warrior House Offensive" cold and turned the tide of the Confederation's invasion. Relegated to the sidelines before the Exarch's recall, the Lament has taken the collapse of Stone's Republic hard. However, rather than wallow in self-pity, the unit has thrown itself into training in preparation of the inevitable liberation. When the wall does come down, the Lament plans on leading the charge.

As the spiritual heart of the Brigade, a company of warriors is assigned to guard Devlin at all times. Major Preston Hopewell, a grandson of original Lament member John Hopewell and son of retired RAF Commanding General Elijah Hopewell, currently heads Stone's protection detail. Brigadier General Andrew Turner, commander of the Lament and the Brigade's senior commander, has been working side-by-side with Paladin Lakewood to ensure Stone's namesake is ready for action.

STONE'S LIBERATORS

Originally formed around warriors freed from the Blakists during Operation Scour, the Liberators were the first troops to set foot on Terra during the liberation and were instrumental in ending the Word of Blake's control of the planet. After the formation of the Republic the Liberators were at the forefront of the Capellan Crusades of 3111-3113, spearheading the RAF's counterattack into Confederation space, where they developed a new specialty as orbital shock troops. Unfortunately, the Capellans' fanatical defense of their homeland forced the Liberators back to Republic space before the war ended. Heavily damaged, the regiment rebuilt and maintained a watchful eye on the Confederation until the Exarch's recall order. Designed to move fast and hit hard, these warriors are expert assault troops. Recently moved off Terra, the Liberators continue to hone their skills, conducting orbital combat drop training on Riken Minor and Rigil Kentarus.

STONE'S REVENANTS

All but disbanded after the Capellan Crusades to help rebuild the Lament and Liberators, the Revenants were the first Brigade unit brought to full strength after the Fortress wall was raised in 3136. Deployed alongside the Fourteenth Hastati Sentinels to Epsilon Eridani once news reached Terra that elements of the First Division were sighted on-planet, the Revenants fought Malcolm Buhl's Com Guard among the foothills leading into the Shamus Mountains, forcing the division to retreat back to their mountain stronghold with major losses. Surrounded by the RAF, the Revenants held the Com Guards in place while a bold combat drop by the Fourteenth Hastati finished them off once and for all. In 3145 the Revenants "donated" two companies of troops to help form Stone's Defenders. Historically known for their successes against the CCAF, the Revenants look forward to meeting the Confederation on the battlefield.

STONE'S PRIDE

Originally a parade unit and honor guard for the Exarch, elements of the Pride remained active until Damien Redburn decommissioned them after Stone's retirement. Reformed in 3143, the Pride immediately picked up where they left off, forming Exarch Levin's personal guard. Dominated by *Peacekeeper*s and other assault 'Mechs, the Pride's position as Levin's honor guard has restricted their exposure to combat. The regiment is currently stationed on Asta while Levin wraps up Operation DAMNATIO.

STONE'S DEFENDERS

The newest regiment of the Brigade, Stone's Defenders is composed of fanatical academy graduates and volunteers. Led by a cadre of officers drawn from Stone's Revenants, the Defenders closely resemble a Sun Tzu Academy Cadre of the Draconis Combine. While many of the regiment's best students come from the Sandhurst and Northwind military academies, a surprising number are soldiers sponsored by the Eleventh Triarii's Colonel Jens Scholz. Together, the regiment represents the best young soldiers in the RAF. A part of Terra's defense force, the Defenders' zeal and commitment guarantee any future invader will pay a high price in blood.

STONE'S FURY

Built entirely around Knights and veteran warriors, Stone's Fury is arguably the most dangerous regiment in the brigade and perhaps the whole RAF. Warrior for warrior, the Fury has no equal, but lacks experience fighting in formations larger than a company thanks to the Knights' long history of independent operations. Currently understrength, Colonel Horiuchi Kogara has been running his troops through a rigorous training regime in preparation for war. A student of history, Kogara creates a different training program based on a specific opponent every month. The Fury recently started their Dieron Regulars' Program, and February's curriculum will focus on the clusters of Clan Wolf's Beta Galaxy.

REPUBLIC ARMED FORCES

(Deployment as of December 3145)

Commander: Exarch Jonah Levin
Aide: Paladin Janella Lakewood
BattleMech Strength: Approximately 19 Regiments, 2 Battalions

FORTRESS REPUBLIC

Lord Governor: Anders Kessel
Prefect: Charlotte Abbott

HASTATI SENTINELS

Commander: Lieutenant General Sergi David
Aide: Colonel Mathias Bernhardt

	Exp/Loy	Homeworld	Strength	Rating
X Hastati Sentinels	E/F	Lipton	95%	HS
(CO: Brigadier General Preston Mercer)				
100th Armor Brigade	E/R	Lipton	105%	
(CO: Colonel Ewa Piotrowska)				
1010th Infantry Brigade	V/F	Lipton	100%	
(CO: Colonel Jons Kim Nong)				
XI Hastati Sentinels	E/F	Imbros III	105%	HS
(CO: Brigadier General Yue Zan)				
110th Armor Brigade	E/F	Imbros III	100%	
(CO: Colonel Albert Pavic)				
1040th Infantry Brigade	E/R	Imbros III	95%	
(CO: Colonel Sven Gustavsson)				
XII Hastati Sentinels	R/R	Northwind	100%	HS
(CO: Brigadier General Luis McNamara)				
120th Armor Brigade	V/R	Northwind	100%	
(CO: Colonel Mehari Alem)				
1050th Infantry Brigade	R/R	Northwind	90%	
(CO: Colonel Elias Mitchell)				
XIII Hastati Sentinels	R/F	Capolla	85%	HS
(CO: Brigadier General Malik Cariveau)				
130th Armor Brigade	R/R	Capolla	90%	
(CO: Colonel Urho Parnela)				
1060th Infantry Brigade	V/R	Capolla	70%	
(CO: Colonel Noah Kjeldsen)				
XIV Hastati Sentinels	E/F	Hall	90%	HS
(CO: Brigadier General Kathrin Rehagen)				
140th Armor Brigade	E/F	Hall	100%	
(CO: Colonel Sebastian Voronoff)				
1070th Infantry Brigade	V/Q	Hall	90%	
(CO: Colonel Franklin Uzor)				
XV Hastati Sentinels	V/R	Devil's Rock	75%	HS
(CO: Brigadier General Eric Ayres)				
150th Armor Brigade	V/R	Devil's Rock	80%	
(CO: Colonel Anton Videl)				
1080th Infantry Brigade	R/R	Devil's Rock	65%	
(CO: Colonel Moshe Cajzek)				
XVI Hastati Sentinels	V/F	Zollikofen	65%	HS
(CO: Brigadier General Ayati Vishwa)				
160th Armor Brigade	V/F	Zollikofen	55%	
(CO: Colonel Luis Cardoso)				
1090th Infantry Brigade	R/R	Zollikofen	70%	
(CO: Colonel Jan Koutny)				

PRINCIPES GUARDS

Commander: Brigadier General Corinne Brousse
Aide: Colonel Erv Taylor

	Exp/Loy	Homeworld	Strength	Rating
X Principes Guards (2 Btns)	V/F	Yorii	100%	PG
(CO: Colonel Jelger Lentjes)				
1020th Armor Brigade	R/R	Yorii	95%	
(CO: Colonel Itri Muhtar-Ozturk)				
1020th Infantry Brigade	G/F	Yorii	100%	
(CO: Colonel Sheadon Young)				
XI Principes Guards (2 Btns)	E/F	Fomalhaut	110%	PG
(CO: Colonel Randolph Abasi)				
1130th Armor Brigade	E/F	Fomalhaut	90%	
(CO: Colonel Lily Parker)				
1130th Infantry Brigade	V/F	Fomalhaut	75%	
(CO: Colonel Stephan Panova)				
XII Principes Guards (2 Btns)	V/Q	Epsilon Indi	95%	PG
(CO: Colonel Sadia Okeke)				
1240th Armor Brigade	R/Q	Epsilon Indi	85%	
(CO: Colonel Magnus Anderson)				
1240th Infantry Brigade	R/R	Epsilon Indi	90%	
(CO: Colonel Jonas Ramussen)				
XIII Principes Guards (2 Btns)	R/R	Epsilon Eridani	90%	PG
(CO: Colonel Herman Manes)				
1350th Armor Brigade	G/R	Epsilon Eridani	85%	
(CO: Colonel Kaelyn Burrows)				
1350th Infantry Brigade	R/Q	Epsilon Eridani	95%	
(CO: Colonel Tristan Cantu)				
XIV Principes Guards (2 Btns)	R/R	Elgin	95%	PG
(CO: Colonel Owen Boyle)				
1460th Armor Brigade	V/R	Elgin	100%	
(CO: Colonel Kuan-Yin Hsiung)				
1460th Infantry Brigade	R/F	Elgin	100%	
(CO: Colonel Xavier Tate)				
XV Principes Guards (2 Btns)	G/F	Denebola	55%	PG
(CO: Colonel Álvaro Dávila)				
1570th Armor Brigade	G/Q	Denebola	60%	
(CO: Colonel Aksel Holst)				
1570th Infantry Brigade	G/F	Denebola	75%	
(CO: Colonel Hanne Frederiksen)				

TRIARII PROTECTORS

Commander: Brigadier General Drago McKenzie
Aide: Colonel Santiago Roffe

	Exp/Loy	Homeworld	Strength	Rating
X Triarii Protectors (1 Btn)	V/R	New Earth	90%	TP
(CO: Colonel Dmitry Bykov)				
1030th Armor Brigade	V/R	New Earth	95%	
(CO: Colonel Cibeles Hernandez)				
1030th Infantry Brigade	V/Q	New Earth	85%	
(CO: Colonel Scott Franklin)				
XI Triarii Protectors (1 Btn)	R/F	Procyon	95%	TP
(CO: Colonel Jens Scholz)				
1140th Armor Brigade	V/F	Procyon	80%	
(CO: Colonel Idris Godina)				
1140th Infantry Brigade	R/R	Procyon	100%	
(CO: Colonel Duane Cook)				
XII Triarii Protectors (1 Btn)	V/R	Keid	100%	TP
(CO: Colonel Norishige Shiroyama)				
1250th Armor Brigade	R/Q	Keid	100%	
(CO: Colonel Polina Coldwell)				
1250th Infantry Brigade	R/R	Keid	105%	
(CO: Colonel Emmitt Hutchinson)				

	Exp/Loy	Homeworld	Strength	Rating
XIII Triarii Protectors (1 Btn)	G/Q	Sirius	100%	TP
(CO: Colonel Sofia Fallaci)				
1360th Armor Brigade	G/R	Sirius	100%	
(CO: Colonel Constantin Reinhold)				
1360th Infantry Brigade	R/F	Sirius	105%	
(CO: Colonel Rodney Marquez)				
XIV Triarii Protectors (1 Btn)	G/R	Caph	80%	TP
(CO: Colonel Kyuichi Iida)				
1470th Armor Brigade	G/R	Caph	70%	
(CO: Colonel Clyde Stylianos)				
1470th Infantry Brigade	G/Q	Caph	95%	
(CO: Colonel Emery Lehmann)				

STONE'S BRIGADE

Commander: Brigadier General Andrew Turner
Aide: Colonel Megan Sinta

	Exp/Loy	Homeworld	Strength	Rating
Stone's Lament	E/F	Terra	100%	SB
(CO: Brigadier General Andrew Turner)				
1st Lament Air Wing	E/F	Terra	100%	
(CO: Major Freda Simms)				
1st Lament Armor (1 Btn)	E/F	Terra	105%	
(CO: Major Juan Smith)				
1st Lament Battle Armor (1 Btn)	E/F	Terra	100%	
(CO: Major Preston Lee-White)				
Stone's Liberators	E/F	Rigil Kentarus	85%	SB
(CO: Colonel Josiah Severino)				
1st Liberators Air Wing	E/F	Rigil Kentarus	90%	
(CO: Major Edwin Reedham)				
1st Liberators Armor (1 Btn)	V/F	Rigil Kentarus	80%	
(CO: Major Hamilton Omori)				
1st Liberators Battle Armor (1 Btn)	V/R	Rigil Kentarus	85%	
(CO: Major Maquinna Soaring-Owl)				
Stone's Revenants	V/F	Altair	75%	SB
(CO: Colonel Thaddeus Yewande)				
1st Revenants Air Wing	E/F	Altair	80%	
(CO: Major Myles Daymond)				
1st Revenants Armor (1 Btn)	R/R	Altair	70%	
(CO: Major Leon Fausto)				
1st Revenants Battle Armor (1 Btn)	E/R	Altair	80%	
(CO: Major William Ramseyer)				
Stone's Pride	R/F	Asta	100%	SB
(CO: Colonel Patariki Timoti)				
1st Pride Air Wing	R/R	Asta	100%	
(CO: Major Chinatsu Watabe)				
1st Pride Armor (1 Btn)	V/R	Asta	105%	
(CO: Major Taril Carruse)				
1st Pride Battle Armor (1 Btn)	E/R	Asta	110%	
(CO: Major Kavi Girisha)				
Stone's Defenders	G/F	Terra	95%	SB
(CO: Colonel Yadira Alexandre)				
1st Defenders Air Wing	G/R	Terra	105%	
(CO: Major Abraham Gianpaolo)				
1st Defenders Armor (1 Btn)	R/F	Terra	100%	
(CO: Major Lourette Eztebe)				
1st Defenders Battle Armor (1 Btn)	V/R	Terra	95%	
(CO: Major Seth Gohar)				
Stone's Fury	E/F	Liberty	85%	SB
(CO: Colonel Horiuchi Kogara)				
1st Fury Air Wing	E/F	Liberty	90%	
(CO: Major Ciaron Miki)				
1st Fury Armor (1 Btn)	V/F	Liberty	95%	
(CO: Major Phyllis Vanna)				
1st Fury Battle Armor (1 Btn)	E/F	Liberty	105%	
(CO: Major Alton Yosif)				

REPUBLIC REMNANT

Commander: (Former Exarch/Paladin) Damien Redburn/Tara Campbell
Aide: Paladin Ariana Zou/Knight Kristoff Erbe
BattleMech Strength: Approximately 2 Regiments, 1 Battalion

	Exp/Loy	Homeworld	Strength	Rating
VII Hastati Sentinels	V/F	Marcus/Callison	75%	HS
(CO: Colonel Veronica St. Martin)				
70th Armor Brigade	E/F	Marcus/Callison	90%	
(CO: Colonel Melvin Sakkrin)				
710th Infantry Brigade	V/F	Marcus/Callison	65%	
(CO: Colonel Jane Thurston)				
III Principes Guards (2 Btns)	R/Q	Dubhe/Chertan	55%	PG
(CO: Colonel Romeo Serrano)				
320th Armor Brigade	R/Q	Dubhe/Chertan	70%	
(CO: Colonel Franklin Cobb)				
320th Infantry Brigade	V/Q	Dubhe/Chertan	60%	
(CO: Colonel Cedrick Hancock)				
VIII Triarii Protectors (1 Btn)	V/Q	Alhena	60%	TP
(CO: Colonel Oisín Fegan)				
830th Armor Brigade	V/R	Alhena	70%	
(CO: Colonel Maria Larsen)				
830th Infantry Birgade	V/Q	Alhena	70%	
(CO: Colonel Olena Smith)				
Highlanders Battalion (1 Btn)	V/R	Alhena	55%	C
(CO: Major Terrence MacGregor)				


JCM

THE CLANS

GENERAL REVIEW

As I write this, the glow of the holovid map of the Inner Sphere above my workstation continually draws my eye from my task. Gazing at the great swaths of space occupied by the Clans in the last fifteen years, it is easy imagine myself in the position of my ancestors fifty years ago. The curved wings of Clan Wolf's and Clan Jade Falcon's drives on Tharkad are perhaps the most arresting feature. How were these Clans able to achieve such success? The victories of the past and the unity of the Republic blinded us to the truth. The Clans are a warrior people and in times of chaos it is the warrior that comes to the fore.

Trouble had been brewing before Gray Monday, of course; flare-ups between the Wolves and Falcons and their neighbors were already rising by the start of the 3130s. It has become almost a tradition that, in times of uncertainty, Clan Jade Falcon would attack. This crisis was no exception. They waited for two years—undoubtedly spent securing their own worlds in the face of the HPG blackout—but in 3134, the Falcons swiftly moved to conquer Skye and secure ten other Prefecture IX worlds, which they dubbed the Falcon's Reach.

RISE OF THE MONGOLS

Happy to have found an outlet for the more aggressive members of her touman, this victory was enough for Jana Pryde. But by 3135, a driven Galaxy Commander Malvina Hazen was looking for new conquests. A Trial of Possession for the Clan itself, and an attempted assassination against Malvina, split the Falcons down the middle, and unleashed an internal conflict some have referred to as the "Rending." Malvina won followers to her side with her harsh new social policies, and gained an alliance with elements in Clan Hell's Horses after demonstrating her "superior" understanding of their Mongol doctrine in a Trial against them. After seven months of hard fighting, Malvina Hazen emerged victorious, Khan of a Clan she would soon remold in her own image.

While Malvina began to rebuild her weary Falcons, Archon Melissa Steiner of the Lyran Commonwealth, working through intermediaries, made a bold offer to the Wolf Clan. In exchange for military aid in a new Lyran invasion of the former Free Worlds League, the Wolves would reap the rewards of conquest in a brave new region of space. Though mercenary in nature, the deal coincided with Khan Seth Ward's own plans to shake up his Clan, and break it free of its eternal deadlock against its Occupation Zones brethren.

Rather than simply providing troops to Steiner's cause, Ward offered the services of his entire Clan, in return for whatever worlds they captured. Abandoning all but the most valuable of their civilian castes, the Wolves then spent most of 3137 traversing the Lyran Commonwealth. In order to draw attention away from these movements, three Galaxies raided the Republic's Prefectures I and IX before finally disappearing, while skeleton forces held the borders of the Wolves' Occupation Zone. When the latter illusion inevitably broke down, Clans Jade Falcon and Hell's Horses, as well as the Rasalhague Dominion, dove into the abandoned Wolf territories in a series of Trials, seizing every world and asset they could. But by then, Ward's own campaign was well underway.

STRAY BEARS

For Vega, the capital of Prefecture I, the problems began early in 3131, with a banking collapse sparked by rising tensions with the Draconis Combine. Followed in rapid succession by Gray Monday and a failed DCMS invasion, Vega was left the preserve of warlords, and the rest of the prefecture fared little better. In 3135, the Rasalhague Dominion stepped into the fray, sending its Alpha, Omega and Rasalhague Galaxies in to bring peace and stability to the region.

After crushing the warlords, Omega Galaxy faced the fury of Vegan resistance movements and a Freeminder rebellion within its own ranks. House Kurita's repeated attempts to secure the region over the next two years wore away at the Galaxy's warriors, but the final outcome came as a surprise to all; Omega effectively went "native", declaring the formation of the semi-independent Vega Protectorate.

THE FOX AND THE CAT

In line with Kev Rosse's vision of the need for the Spirit Cats to find a safe home, forces were sent to Marik under Star Colonel Rikkard Nova Cat, arriving in September 3136. A nine-month campaign followed as the Marik-Stewart Commonwealth defended its capital.

The news of Kev Rosse's death in February caused Rikkard to reassess his position and accept an outreach from Lady Julietta Marik to ally with the Oriente Protectorate. However, when military aid was not forthcoming, Rikkard contracted OvKhan Petr Kalasa's Delta Aimag to provide the additional forces needed to achieve victory. On 27 July, the Clan Protectorate was born, creating a Clan-held mini-state, with power split between the Sea Fox's Delta Aimag and the remnant Spirit Cats. This odd creation entangled both Clan groups—and, by extension, all of Clan Sea Fox—in Jessica Marik's machinations to reunite the Free Worlds League.

When the Wolves joined Operation HAMMERFALL in February 3138, it came as a complete surprise to virtually everyone in the Inner Sphere. The influx of troops swung a precariously balanced conflict firmly in favor of the Lyrans, and the Wolves pushed deep into the Marik-Stewart Commonwealth while House Steiner plunged its way into the Duchy of Tamarind-Abbey.

TEARING DOWN THE HOUSE

After being directed toward several major targets with little Lyran backup, Clan Wolf's leadership concluded that House Steiner was abusing its position in their alliance. Rather than attacking in the next wave, the Wolves instead signed an accord with the League states that allowed the Clan to keep its new conquests, in exchange for ending hostilities, and giving the newly reborn Free Worlds League a chance to recover. The Wolves then turned on the Lyran Commonwealth. For House Steiner, respite from this betrayal would only come after New Year's Day 3142, when Khan Seth Ward declared the creation of the Wolf Empire, and turned his attention toward consolidating the Clan's new homeworlds.

The Wolves' assault on the Commonwealth, a realm the Falcons saw as their own private hunting ground, was like waving a red flag at a bull. Dubbed the Chinggis Khan by her Hell's Horses supporters, Malvina Hazen united her reformed Falcons and their Horses allies into a "Golden Ordun", and launched three prongs of attack struck out from the Falcon Occupation Zone. The first moved coreward, pinning Lyran forces in the area; the second angled towards Coventry, drawing in more defenders; the final thrust—and, ultimately the main one—pushed through the Donegal Province to link up with the Falcon's Reach.

It was here that Malvina revealed a side of the Mongol Doctrine that Clan Hell's Horses had failed to explore. Where the Horses had only applied the original Mongols' light cavalry tactics, the Chinggis Khan applied their strategy of terror. On Apostica, an active resistance continued after the world had surrendered; Malvina's response was to poison the desert world's water supplies. As was the case with the medieval cities of ancient central Asia on Terra, word of these extreme measures soon spread, and Lyran worlds in the path of the Falcons began to surrender without a fight, rather than risk Malvina's wrath.

With their own command in disarray, the Commonwealth's defense against the Jade Falcons rested almost entirely on the shoulders of the Exiled Wolves and their mercenary allies. Though the Golden Ordun's emphasis on massed, lightweight forces helped them overrun lesser defenders, it met its match against the combined arms tactics of battle-hardened mercenaries like the Kell Hounds. On Timkovichi, it took a devastating orbital bombardment to defeat the Hounds. Extreme actions like this were repeated as the Ordun slowly made ground, relying on their superior numbers and savagery to carry the day.

By the end of 3142, the Golden Ordun ground to a halt just short of Coventry, but Malvina wasn't finished yet. Pivoting her forces, she instead targeted Tharkad. With the Lyrans caught off guard, the Clans made quick gains until the Commonwealth finally pinned them down a single jump from its capital.

That the Falcons might get the glory of conquering the Commonwealth itself roused Clan Wolf's leadership. Revitalized with new troops drafted from their newly occupied worlds, the Wolf Empire's warrior council voted to begin expanding again. Three Galaxies, filled with inexperienced recruits, were targeted at former Republic worlds, while a two-pronged attack moved coreward. With the Falcons tying up most of the Lyran defenders, the Wolves found themselves at Tharkad by early 3143.

Arriving in system on 2 July, Clan Wolf's Beta Galaxy requested and was granted *safcon* to bid in person. Rather than bid for the planet, Galaxy Commander Alaric declared a Trial of Possession for the continent of Bremen, including the planetary (and Commonwealth) capital of Tharkad City. Over the next week, combat raged in the streets of the city, until Alpha Galaxy dropped near the palace compound on 17 July, killing Archon Melissa Steiner when she failed to surrender.

Meanwhile, others were already en route. On 15 July, Clan Jade Falcon arrived at Tharkad, eager to challenge the Wolves' claim on its prize. Ward pointed out that his forces only held a small portion of the world, and that the Falcons would have to challenge the Lyrans for the rest. Even as the Falcons did so, the Wolves prepared to withdraw, well aware of the difficulties involved in holding Lyran capital against an enraged population. The assassination of Khan Seth Ward on 18 July only hastened the retreat, and the Falcons soon followed suit. By 20 July, both Clans had requested *hegira* and abandoned Tharkad.

TARGETS OF OPPORTUNITY

With its Khan dead, but the aim of humiliating the Falcon achieved, Clan Wolf withdrew to its Empire to elect a new Khan. In a matter of days, Alaric Wolf won the Ward Bloodname for himself and—mere minutes after that—was chosen as the new Khan. At this same time, he revealed his genetic mother to actually be Katherine Steiner-Davion, and declared this lineage gave him a legitimate claim for the Archonship of the Lyran Commonwealth. Though many presume Alaric made this declaration simply to cause mischief within the Commonwealth, it may actually have been to placate the dominantly Lyran populations in the Wolves' new territory. The fact that the Empire has suffered far less resistance on recent conquests than the Jade Falcons have on theirs would seem to bear out this theory.

In the beginning of 3144, a group of Lyran worlds, cut off from the Commonwealth, requested support from the Rasalhague Dominion upon learning of the Combine's capture of Port Moseby. In granting this request, the Dominion found itself directly linked to the Vega Protectorate, a breakaway segment of the Republic which it also absorbed—albeit reluctantly. In making these gains, the Dominion came into conflict with the Falcons, with many of the honors going to Malvina's Golden Ordun.

While the Wolf Empire remained relatively calm, the Falcons' new conquests were anything but. Numerous raids targeted the Falcons' far-flung troops. With enemy forces striking against their weakest garrisons, several worlds were left completely abandoned, their defenders destroyed or scattered. Fearing any appearance of weakness, Malvina planned an invasion of Hesperus II to prove her Clan's might, but Loki discovered this information and the beleaguered Lyrans leaked it to Clan Wolf.

In January of 3145, both Clan Wolf and Malvina's Golden Ordun struck Hesperus II, landing within days of each other. After offering only token resistance, the regular Lyran defenders pulled out, abandoning their supporting mercenaries as bait. Even while these forces scattered to the rocky badlands around the DefHes complexes, the Wolves hit the Falcons and Horses in turn. The battle stretched into a two-month long stalemate. As both Clans battered each other to exhaustion, Malvina reached a point where she prepared to deploy nuclear weapons, preferring to destroy the valuable factories rather than allow anyone but her Jade Falcons to claim them.

This decision evidently rattled her saKhan, Beckett Malthus. On 23 February, following one last failed attempt to breach the Wolves' lines, Malthus attempted to assassinate Malvina, but succeeded only in removing her from the immediate fight. Without her leadership, the Golden Ordun was thrown into chaos, and finally began to withdraw amid reports that a Lyran relief force had just arrived in system. The Wolves soon followed, and with both Clans in retreat, the Lyran Commonwealth survived—once more, by the skin of its teeth.

NEKO O TABERU

In 3141, Clan Nova Cat had a secret: hidden amongst the Clan was Emi Kurita, the last surviving heir of Coordinator Vincent, who all thought lost after the destruction of her DropShip in 3137. Seeing Yori Kurita as a usurper puppet of *Kanrei* Toranaga, the Cats waited for their chance to put Emi on the throne, and reclaim the honor and dignity that had been systematically stripped from them over the preceding decades.

This chance came when Duke Sandoval's assault on the Draconis Combine drew the *Kanrei*'s attention. After massacring Irece's DCMS garrison, the Cats pushed on to Xinyang and Al Na'ir. Meanwhile, the Combine's use of Nova Cat Galaxies on recently-taken Republic worlds meant that they, too, fell into Nova Cat hands.

By early 3142, the rebel Clan had secured most of the worlds between Benjamin and the Republic, but this would be the uprising's high point. Faced with a closing vice of Combine forces, the Nova Cats needed to end the war quickly, and pulled their troops back to the Irece Prefecture, risking everything on an assault against Luthien.

Even as the Cats converged on the planet, they realized that their two Galaxies were not enough to take the Combine capital. As they argued the next course of action on Irece, each of their three staging worlds was attacked and its defenders destroyed, leaving only the surviving Clusters on Irece and Kagoshima. On 29 December, a Combine assault force landed on Irece, and met the Nova Cats in a two-day battle. The elimination of the Nova Cats on Irece was followed a week later by the defeat of the remaining warriors on Kagoshima. From a fighting standpoint, Clan Nova Cat was no more.

STANDBY MODE

As 3145 comes to an end, the Clans are in a state of relative peace. The Falcons have crept closer to the Republic, claiming Menkent and Lyons, while the Raven Alliance continues to nibble away worlds from the Federated Suns, but no major actions are underway. The other Clan states are largely idle, for now.

The Wolf Empire is clearly the largest concern. With its touman at seventy percent strength, fueled by ongoing lower caste recruiting programs, the Wolves still have a lot of fighting left in them and building up for more. The Lyran Commonwealth seems its most likely target, but we cannot ignore the three Galaxies poised on the Republic borders. Having left its original lower castes behind in the Occupation Zones, the Empire might face a major challenge in integrating its recent conquests, but so far its Clan masters haven't stood down long enough for that to be much of a problem—yet.

MERCENARY OR PRAGMATIC?

The Raven Alliance has played a long, careful game on the spinward side of the Inner Sphere. After the Snow Raven Khan insinuated herself into the Federated Suns' court (where she won the trust of First Prince Caleb Davion), the Alliance's failure to provide more concrete support for the Suns in its war against the Draconis Combine, came as a surprise to many. It was certainly a surprise to Caleb Davion, who waited at Palmyra for a flotilla of Raven WarShips, and instead only faced the guns of a Combine strike force.

Since Davion's death, the Raven Alliance has occupied worlds from both Draconis Combine and the Federated Suns worlds. With the former falling peacefully to Raven control, and the latter only surrendering at gunpoint, it seems the Alliance has taken its fee and chosen its side.

But with the Ravens, looks can be deceiving—are the Ravens truly working with the Dragon, or were these conquests merely attacks of opportunity, profiting from a conflict between the their neighbors.

In contrast, Clan Hell's Horses is in the process of extracting itself from the Golden Ordun after Malvina Hazen's brush with death. Clearly, they have had enough of adventurism, but this action opens them up to reprisals from the rampant and vengeful Falcons. Khan Gottfried Amirault has played a long game, minimizing his Clan's losses by working with Malvina rather than against her, but at a great personal loss of honor. Whether others within his Clan see his current efforts as skillful strategy—or an effort to escape a dreadful mistake—is yet to be seen. For right now, the Horses are fortifying their occupation zone with a special emphasis on Malvina's border, an action that speaks volumes.

With the loss of her ally's troops, it is hard to imagine the Chinggis Khan being able to stretch her overextended Falcons further—but we have learned to bank on Malvina's unpredictability. Malthus' assassination attempt against her shows that there remain those within the Falcons who oppose her methods, but her supporters still dominate the Clan. Plagued with ongoing raids against the Falcon territories, both from the LCAF and from irregulars like Callandre Kell, Malvina has resorted to terror tactics on a grand scale to enforce compliance on her new conquests. But this mere underscores her desperation. In order to maintain her standing among the Clans, it is likely that she will soon lash out once again, just as she did with Hesperus.

The Rasalhague Dominion, in the meantime, has already returned to its slumber. On past experience, the Ghost Bears will likely be more concerned with integrating their new acquisitions, rather than launching offensives for more. The Vega Protectorate, however, represents two unique problems for the Dominion government. The terms of its absorption make it a semi-autonomous zone, an unusual condition for a realm that's spent the last several generations building the perfect fusion of Inner Sphere and Clan societies. Secondly, because the Dominion originally used the Protectorate as a dumping zone for its Freeminder dissidents, the acquisition of this region forces them to deal with a problem they just tried to expel.

Clan Sea Fox is an enigma. Studying this nomadic, mercantile Clan was difficult enough before the Blackout, but the loss of direct communications now seems to have made the Khanates even more independent than ever. Spina Khanate has already committed itself to the Free Worlds League, becoming an active, participating member of the new League parliament by representing the so-called Clan Protectorate. Meanwhile, it appears as though Tiburon Khanate has committed itself to First Prince Julian Davion's cause, transporting him across the Sphere in exchange for worlds within the Suns. Together, these moves fly in the face of the last fifty years of Sea Fox policy, which avoided entanglements with Inner Sphere powers, specifically to avoid an appearance of bias. Whether this new interest in real-estate is intentional, and where it might lead, are questions that still await a clear answer.

In contrast, the Raven Alliance is expanding with little effort. The difficulty will be predicting when—or if—they plan to stop, as the Combine-Suns fighting has presented them with ample opportunities. While it presently looks as though the Federated Suns might fall, House Davion has rallied from such dire circumstances before. Should that occur, the Ravens would instantly find themselves in a difficult position, and likely dependent entirely upon the Combine's goodwill to hold onto their gains or at least keep the Suns preoccupied while the find their own way out of the crossfire—and relying on Combine goodwill is something no one should ever do. Moreover, as the Raven-dominated Alliance gears up for more war, its Outworlds natives, under pressure to supply the equipment, have grown more vocal in questioning their benefactors' cause. This is creating tensions the Ravens will eventually have to contain—and can lead to explosive consequences if handled improperly.

Finally, Clan Wolf (in-Exile) is now in an extremely difficult position. As the only abjured Clan left in the Inner Sphere, they remain a target for extermination by any of their former brothers. Worse, with heavy losses from the recent fighting on the Falcon front, and limited options to replenish them, it would probably only take a single, determined, focused effort by one Clan to finish them off. For now, the Exiles remain loyal to the Lyran Commonwealth, but the Wolf Empire has been capitalizing on their predicament by sending out feelers to Exile-held worlds, hoping to convince them that "coming home" to Clan Wolf will be preferable to extermination by the Jade Falcons.

STATE OF CLAN READINESS

CLAN HELL'S HORSES

The seventy years since its arrival have seen the Hell's Horses Clan grow in its Occupation Zone. Generally, they tend to leave the native populations alone, and the natives respect their enclaves and authority in turn. This has resulted in a dual economy: the official one, where everything is devoted to the Clan; and a large black market, where the natives acquire the luxuries the Clan way of life doesn't give them. Though formally viewing this as a form of corruption, the Horses' leadership tolerates it as the cost of keeping the peace. Even their own merchant caste is known to dabble in the black market (so long as they don't get caught), providing another point of interaction between the Clan and the natives. The effects of the Blackout have been limited in the Horses' territory. As a relatively small realm, isolated from the Inner Sphere at large, and with sufficient numbers of JumpShips to maintain internal communications, the Clan's merchant caste has been able to fall back on the kroner and kerensky for general trade.

Military resources have been another matter. The loss of New Oslo to the Rasalhague Dominion wiped out two-thirds of the Horses' 'Mech production capacity, leaving them with only the assault 'Mech and QuadVee lines on Csesztreg. While still able to import lighter 'Mechs, this has had two effects on the Clan's touman. Firstly, average 'Mech weight has increased, and secondly, the already vehicle-heavy Clan has increasingly turned to conventional arms for supporting units, while also looking into radical alternatives like the QuadVee. Along with the work of the 666th Mechanized Assault Cluster, this led to the Hell's Horses' interpretation of the Mongol doctrine, using large numbers of light forces to sweep an enemy onto a heavy 'Mech anvil.

After Clan Wolf evacuated its Occupation Zone, the Horses managed to acquire all of the Wolves' former permanent manufacturing sites. Through stripped, most of these plants were simply too large for the Wolves to take with them in their haste to relocate. In the decade since, the Horses have been able to reinforce their touman with heavy 'Mechs, giving them the hardened cavalry units needed to stand against their neighbors.

Having only committed part of their touman to the Golden Ordun, the Horses' casualties have been relatively light. This gives them the luxury of an experienced touman, and—thus far—they have not had to "farm" their civilian castes for recruits as the Wolves and Falcons have. Though some natives have passed through the Old Regret Training Facility, the lack of real integration puts a question mark over the population's general loyalty. This is doubly true for those of the former Wolf Occupation Zone worlds. Years of harsh neglect on those worlds have left the locals cowed, but ultimately resentful of Clan government, and their reaction to the Horses' more hands-off policies seems to be to exploit it.

CLAN JADE FALCON

Considering that in 3130, Clan Jade Falcon had been reduced to its factories on Sudeten and Erewhon, Khan Malvina Hazen's achievements have been astounding. The recovery of Pandora, and captures of Arcturus and Skye effectively doubled the Falcons' industrial capacity—a boost they badly needed. Malvina's survival as Khan depends on endless war on a large scale, and there has been little time to refit the captured factories to Clan standards.

To feed her Golden Ordun, Malvina took the controversial step of expanding the intake of civilian castes and failed warriors. A century of occupation and re-education may not have seen the complete acceptance of the Clan Way in the Falcon Occupation Zone, but there is still a large pool of those who see entering the touman as a path to a better life. Of course, most are not appropriate for use as MechWarriors, but they perform adequately as cannon fodder in tanks and as infantry. The Jade Falcon School of Conflict on Blackjack has been tasked with training these second-stringers ever since Malvina became Khan. With the Clan unwilling to sacrifice resources earmarked for its sibko programs, these new lesser-grade recruits have thus had to deal with substandard accommodations and insufficient falconers. Despite these hardships, the Blackjack school remains the best conventional-arms training ground offered by any Clan outside of the Horses' Old Regret or the Dominion's Frihet Training Facility.

Within the Occupation Zone, Malvina has managed to keep things on an even keel. With the lowest concentration of JumpShips amongst the Clans, communications were spotty even before the fleet was tasked with supporting the Golden Ordun. As Malvina conquers more and more worlds, this situation is not improving. Yet for the most part, the lower castes remain unaware of these difficulties. The need to feed the Falcon war machine means unemployment is low and—as long as one avoids the Watch—life is good.

Outside of the Occupation Zone things are less rosy. Ongoing raids by the Kell Hounds have left the recently occupied worlds restless. In several cases, communications with Sudeten are so bad that Lyran raiders are more frequent visitors than Falcon convoys. Under these conditions, the new worlds are totally unproductive and represent a continual strain on the Falcons' strength. The Watch has been deployed and is operating with its usual violence, but the number of worlds means that they are as thinly spread as they have been since the Invasion in 3050. Terror tactics are getting workers to factories and mines, thus keeping these worlds from collapsing entirely, but there are rumors that the thinning of Watch numbers is encouraging revolt in the OZ, a nightmare situation for the Falcons.

CLAN SEA FOX

Clan Sea Fox has both prospered and suffered since the Blackout. With their industrial facilities untouched, the Clan has been selling weapons to all comers. Unfortunately, the collapse in the C-bill reduced the Clan to bartering with many of their customers. While it is true that the Foxes had always been willing to barter, the central currency facilitated cross-Sphere trade, and even their own unit of trade, the fox credit, has suffered. This meant both the Clan fleets and their trading worlds had to have tradable items on hand, or risk missing out on lucrative, time-sensitive deals.

We have very little idea about the industrial state of the Sea Foxes. Of course, we know factories and enclaves still exist on Itabaiana, Tukayyid and Twycross, but no one has ever penetrated their defenses in the Chainelane Isles. In addition, over a dozen minor enclaves exist on worlds throughout the Inner Sphere. We

wish we could be more accurate on numbers here, but many sites have been abandoned and others established or moved since the Blackout. Finally, there are the ArcShips. Rumor has it that all of the Sea Foxes' ArcShips have factories on board, processing resources as soon as they are traded. While dedicated factory ships exist, we have been unable to confirm which ships they are and which ships are merely transports. Since the Blackout, it has become virtually impossible to track the Sea Foxes' fleets, making it harder to gain information.

In recent years, the breakdown in communication has seen increasing diversification and independence between the Aimags. The most blatant example has been the Spina Khanate's joint formation of the Clan Protectorate. While they have taken a back seat in the running of the Protectorate, they have nevertheless thrown themselves into Free Worlds League politics, abandoning the usual Sea Fox impartiality. They have used these connections to start buying ComStar infrastructure; no doubt on the expectation HPG traffic will again become possible in the future. The Tiburon Khanate seems to attempting something similar, gaining assets from the severely pressed Federated Suns in exchange for favors. Buying cheap from those desperate to sell may seem good business practice, but these new worlds offer few resources the Sea Foxes can't get already.

WOLF EMPIRE

In the words of one Lyran analyst, Clan Wolf's policies over the last fifteen years have been mind-numbingly insane. Only a Khan could be able to order something as crazy as abandoning a fifty-world space empire, including virtually all of its industrial capacity and population, and hope to be successful. At the moment, it seems Clan Wolf has been successful. They have captured industrial centers on Amity, Kalidasa, Keystone, Solaris and Stewart, giving them far more industrial capacity and increasing their population base. Yet at most, they have held these worlds for six years. Skillful use of self-interest among the populations, combined with their dissatisfaction with previous rulers and a fear of the unknown, has allowed the Wolves to keep these worlds in check. But ultimately, none of these worlds want to be part of a Clan, and Clan Wolf will have to enforce its will.

With access to Corean Enterprises, Earthwerks, Kali-Yama and VEST, Clan Wolf has a wide range of 'Mechs available to it, even though none of these companies were working at full capacity as of 3138. Additionally, it acquired a number of smaller vehicle producers.

That's the bad news.

The good is that Clan Wolf took virtually none of its fixed industrial facilities in the Occupation Zone. As far as we can tell, there was literally little more than a year between Melissa Steiner contracting Clan Wolf and its arrival at Gannett. With priority given to their breeding program and sibkos, most of their heavy equipment had to be left behind, with most falling into the hands of their neighbors. Furthermore, while they took their best and brightest scientists, technicians and merchants, the vast majority of the labor castes—the people who actually ran things—were abandoned as well.

The parallels with the Invasion-era Clan Wolf are striking. In the 3050s, it took fifteen years to bring Clan-tech factories online, but this time there is an even smaller pool of technicians to oversee the upgrading of Inner Sphere facilities. Clan Wolf claims to have upgraded several facilities using their "mobile factories", but figures are hard to come by, and most new production still appears to be lower tech, assigned to garrison Clusters, while the largely successful frontline Clusters have needed little refitting. For now, we believe that if it wants Clan technology in large quantities on short notice, Clan Wolf is highly dependent upon whatever the Sea Foxes will sell them.

Meanwhile, outside of New Olympia, the Wolves only have access to militia-grade training facilities, so their newly minted warriors are being trained with whatever equipment that can be scraped together. With their military forces focused on external conflicts, the Wolves will lack the numbers to enforce their authority over the local populations, and they know it. If it wasn't for the Blackout creating an atmosphere of uncertainty, there would probably already be rebellions in the streets.

To address this latent crisis, the Wolf Empire has taken a different approach to integration. Instead of gradually merging into the local society as the Bears did, or simply dominating the natives by force of arms the way the Ravens have, they enlist the natives to serve among them. Using locals in vehicle Trinaries to fill out their battle losses, the Wolves have managed to maintain their numbers while convincing the conquered peoples that they actually have a stake in defending their homelands. While this approach will certainly have repercussions in the long term, it has, like many of the Wolves' recent actions, kept them fighting and winning—and, perhaps, if they keep winning, the long term might well take care of itself.

RASALHAGUE DOMINION

The Blackout has had mixed impact on the Rasalhague Dominion. On one hand, the loss of direct central control for the first time in decades has been disconcerting, but on the other, the realm's routinely high volume of JumpShip traffic has kept the lines of communication and trade open. Internal trade has had to make some adjustments, but in many ways it was isolated from the rest of the Sphere, limiting the fallout from the collapse of the C-bill.

Industrially, the Dominion remains the most diversified of the Clan realms, though the Wolf Empire may threaten that mantle. With their large population of lower caste members, mostly free to spend their bear-kronas on whatever they like, there is a large market for trivial luxuries. Not profitable enough to trade by JumpShip, most of these trinkets are produced on-world for local consumption. These cottage industries were hit hard when they lost instant access to the credit markets of Alshain and Rasalhague, but they have slowly rebounded.

The defense industries are a different story. The Second Combine-Dominion War hit the industry hard. Gorton, Kingsley & Thorpe suffered damage at its Rasalhague facility while Grumium Creations and BA Facility Gamma were raided. Of the three, only BA Facility Gamma returned to pre-war production. With military sales non-existent, GK&T stopped producing aerospace fighters, and Grumium was reduced to a refit facility. Additionally, Janesek

Industries ceased producing military aircraft in favor of civilian models. Since the Blackout, all of these factories—plus a few new ones—have been struggling to gear up for the inevitable war. Far more reliant on international markets than civilian producers, they have had trouble accessing the necessary resources. Where traditionally a Clan might have been able to demand expansion by fiat, the Dominion Council, with its merchants and financiers, has had to take into account the effects of such an action on the rest of the economy. Thus, while the Dominion is rearming, it is doing so at a slower pace than in the past.

Perhaps this is for the best. Where the Wolves and Falcons have expanded, the Dominion touman has remained largely static since the Second Combine-Dominion War. Over twenty percent of the touman is made up of ethnic Rasalhagians. The warrior caste, rightly concerned about diluting its presence in the military given the political implications, is unwilling to expand its freeborn intake more than necessary. Instead, the Dominion has expanded its sibko program every year since 3132, and the first group from the larger batches is nearing graduation. Emergency plans exist for the mass mobilization of the Rasalhagian population, which would produce an army the other Clans could only dream about, but these plans come with a social and economic cost the Council is not willing to bear.

RAVEN ALLIANCE

As politically successful as Clan Snow Raven has been in the former Outworlds Alliance, things haven't been so easy outside of the warrior caste. The Periphery realms were poor, backward regions for a reason, and the Outworlds Alliance especially so. Isolated and sparsely populated, the Alliance worlds long struggled to find the capital to support growth, and the presence of the Ravens has done little to change this. Core to the Alliance's problems today is the Ravens' inability to integrate with the local population. Their Clan enclaves are shining beacons of modernity, many of which stand only a few kilometers away from cities that have barely changed since the Third Succession War. Merchants do try and trade between the communities, but with their own economies largely separated from Clan system, the native Outworlders often lack the money to buy. Despite the introduction of the Raven escudo, presenting the appearance of a unified currency, the reality is there are two distinct economies at work among the Alliance's myriad worlds, and growth has thus been slow and halting.

The most obvious effect of this has been the mothballing of large portions of the Quatre Belle and Mitchella shipyards. Few ever question how the aerospace-centric Outworlds Alliance survived for so long without functioning yards since the days of the Star League. The answer was a lack of traffic, and it was only through government subsidies that both yards have remained operational since the 3090s. Military producers did little better. Times were good while the Ravens rebuilt their touman and refitted the Alliance Militia Corps (the modern successor to the original Alliance Militia Corps), but since then, most have had to rely on civilian production.

The efforts to revitalize the touman in the wake of the Blackout are foundering due to the fact that the Raven Alliance is a small Clan grafted onto a Periphery nation. The Khans have ordered companies like United Outwolders Corporation to start producing material in large numbers, but simply haven't secured the funds to do so. UOC is neither willing nor able to force civilians to work for them under indentured conditions, forcing the Ravens to do the dirty work and risk social cohesion. Things are somewhat easier for the Clan facilities, but even the largest Raven factory is nowhere near the size and optimal output of UOC.

Population is another problem. Even sixty-five years after the Jihad, the Ravens only have the warriors to maintain four Galaxies. Reactivating their fleets will stretch the warrior caste further, yet they choose to dabble in the war between the Draconis Combine and Federated Suns. To not be crushed by these elephants, they will need the numbers of the AMC. However, the AMC (as its post-Jihad rebranding implies) has been reduced to a militia force, dedicated solely to anti-pirate duty—solahma work to the Ravens. That these eleven regiments' worth of mostly aerospace fighters exists at all is a concession to the natives' nationalism. Even if they were willing to do so, the Ravens would be hard-pressed to expand the AMC—let alone their own touman—by using the historically pacifist natives of their own Alliance.

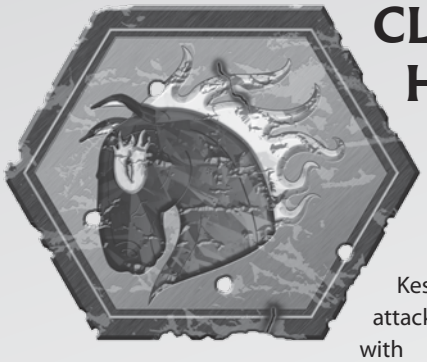
CLAN WOLF (IN-EXILE)

Perched between the sweeping arms of Clan Jade Falcon's invasion of the Lyran Commonwealth, Arc-Royal remains a beacon of hope. Exile factories continue to pump out weapons of war, for use by any force willing to stand with them in trying to stop the Falcons.

If only it were that easy.

At its strongest, the Exiled Wolf Clan fielded roughly fifteen Clusters, but continual war has seen them fall to well below half that strength. While civilians have stepped forward to work in the factories, few have volunteered to fight for the Clan. The reason is the Kell Hounds. The Kell name rings too clearly in too many ears. Where Callandre Kell's attacks are aggressive and glorious, the Exiles fight a defensive war, defending against grinding Falcon attacks offering little attraction for new recruits. A few years before, this might not have mattered; Wolf's Dragoons were not the only mercenaries based out of Arc-Royal, and the Exiles could have hoped to retain their services with Clan-tech equipment. Now, the equally desperate Lyrans are offering fortunes that the Exiles just can't compete with.

The Exiles' solution is potentially horrifying. Like all Clans, they expanded their sibko programs since the Blackout, anticipating the outbreak of war, and did so again after Wolf's Dragoons took up their contract with the Draconis Combine. After the Lyran Commonwealth began pulling troops off the border to protect Coventry, the Exiles realized the vulnerable position they were in, and raced to increase their touman above three Galaxies for the first time ever. The Solitude training facility now echoes with young voices as the hard-pressed trainers try to mold them into warriors. While most are under the age of five, there is a large group under the age of fifteen, who could find themselves undergoing their Trials of Position in actual combat against Clan Jade Falcon before they see sixteen years. This would be serious departure for a "nice" Clan like the Exiles, but the precedent exists, and the need for troops is dire.



CLAN HELL'S HORSES

CLAN HELL'S HORSES COMMAND

The Horses' Omega Keshik had the honor of attacking Hesperus II along with Malvina Hazen. This proved to be a fatal deployment, with saKhan Jeronimo Cobb being killed in the process. Omega Keshik now serves the Clan from Tamar under the command of the new saKhan, Fulk Lassenerra. This positions it well to direct any drive towards Sudeten. Meanwhile, Alpha Keshik remains on Csesztreg with Khan Gottfried Amirault, sitting at the center of his political webs. How sustainable this position will be with his Clan calling for aggressive action is anyone's guess.

ALPHA GALAXY

As the lead Galaxy of Clan Hell's Horses, Alpha rarely leaves Csesztreg and its surrounding systems. It has proven largely immune to the attractions of Malvina Hazen and those Horses who would emulate her, remaining steadfastly loyal to Khan Gottfried Amirault. That loyalty is needed; it is no accident that Alpha Galaxy is stationed so close to Beta, and it is unclear whether Gottfried retains the loyalty of his other Galaxies.

BETA GALAXY

As the original home of the Mongol Doctrine, it was not surprising that Beta volunteered to join Malvina Hazen's Golden Ordun after Clan Hell's Horses allied with her in 3140. For the 666th Mechanized Assault, her extravagant use of violence was merely taking the doctrine to its next logical level. Beta was assigned to the Sargasso front, where it would spend the next year grinding out victories against Clan Wolf (in-Exile) and the Kell Hounds. Unfortunately, the Hounds would prove Beta's undoing when the Chinggis Khan decided to use orbital bombardment to eliminate the mercenaries, catching the nearby Beta Galaxy in the attack as well.

Rendered combat ineffective, the survivors—including the largely untouched 666th—were rotated back to the Occupation Zone, where they were used to seed new Horde Clusters. The 666th returned to battle alongside Malvina on Hesperus II, where it served with honor before it was recalled along with the rest of the Horses commands. Since then, Beta has had to prove its loyalty to the Clan by retaking Harvest and Romulus from the Falcons, and now mans the Falcon border, with Alpha and Kappa Galaxies conveniently nearby.

DELTA GALAXY

Delta Galaxy's response to the disappearance of Clan Wolf from its Occupation Zone was to initiate existing war plans and seize Clan Wolf's aerospace facilities on Zoetermeer and Dell. In a massive display of force, both worlds fell within days of each other as 'Mechs combat-dropped into city centers, to the horror of the undefended locals.

With the factories secured, Delta was able to take stock of the situation. In its wild push rimward, Epsilon Galaxy had left its flanks exposed and Clan Jade Falcon's Rho Galaxy had already taken Vulcan and Laurent. The Eighty-second Mechanized Cavalry and Fourth Horde were dispatched to each world where they engaged the Twelfth and Eighteenth Falcon Regulars. The better equipped Horses were able to overwhelm the second-line Clusters and occupy the Wolf worlds. Delta has since remained on the border where it threatens Sudeten.

EPSILON GALAXY

When it was noticed that Clan Wolf had abandoned its Occupation Zone, Epsilon didn't wait for orders and jumped the border en masse, not stopping until they reached Tamar. Taking only enough time to confirm any defenders had left, the Command Trinary landed, taking control of the world while the rest of the Galaxy fanned out rimward. After taking Weingarten and Thannhausen, the Ninth Horde landed on Karston, only to find the Rasalhague Dominion's Second Tyr already there. With the Tenth Horde arriving in support, Epsilon was willing to make a fight of it, but received orders to retreat straight from Csesztreg. On Cusset and Biota, the Sixty-second and Ninety-first Mechanized Cavalry clashed with the Falcons' Epsilon Galaxy forces pushing spinward. After being defeated, the Ninety-first pulled back and secured Bessarabia, marking the final extent of the Horses' expansion.

Since then, the Tenth Horde has pushed its luck, trying to take Karston on its own. Unfortunately for them, local support and better equipment have enabled the Second Tyr to push the Tenth back with heavy losses.

FIRE HORSE GALAXY

The Fire Horse Galaxy has been at the heart of Clan events for most of the last decade. After traveling to Skye to teach Malvina the true use of the Mongol Doctrine, by 3136 the Fire Horses found themselves decapitated twice and as allies-cum-bondsmen, ostensibly as a warning to Malvina. Assigned to the Sargasso front with Beta, the Fire Horses successfully pushed through the Lyran defenders alongside the Falcons' Gamma Galaxy, nearly reaching Coventry. Here, Gamma would be left behind as the Falcons' Delta Galaxy charged headlong towards Tharkad, the Fire Horses in tow. Ultimately, it would be Delta that got to plant its feet on Tharkad while the Fire Horses secured Horneburg and Westerstede.

Following Tharkad, the Fire Horses were used to garrison the newly taken worlds, exposing them to constant raiding by Lyran mercenaries. While they handled it well, they were more than happy to withdraw to the Hell's Horses OZ following Malvina's actions on Hesperus II. The Fire Horses now maintain a threatening position off Sudeten, awaiting Malvina's inevitable response to the Horses' defection.

THETA GALAXY

With Epsilon forging ahead, it fell to Theta to fill in the gaps. The First Rangers and Forty-second BattleMech made a beeline for Kufstein via Feltre and Hohenems. Word from Csesztreg and the presence of the First Rasalhague Bears pulled them up short, but they secured the border against further Dominion expansion. In the meantime, the Eighth Rangers made a leisurely tour through the heart of the Wolf OZ, claiming worlds as it went.

Theta has since gone into quiet garrison duty, with the notable exception of the Forty-second BattleMech. After heavy lobbying by Star Colonel Farouk Cobb, the Forty-second was assigned to Malvina Hazen's assault on Hesperus II, as a replacement for the rebuilding Beta Clusters. Here, it faced down Clan Wolf with reasonable success, despite the extra attention they received as the killers of Khan Vladimir Ward sixty years before. After the assassination attempt on the Chinggis Khan, the Forty-second had to fight its way back to the OZ.

IOTA GALAXY

With the front line Clusters away, Iota forms the coreward defense against the Rasalhague Dominion. Three Ranger Clusters make up the bulk of the Galaxy. Equipped with fast, lightweight, long-range skirmishing units, they are primarily intended to stall an enemy until help can arrive. With Alpha Galaxy a single jump away, this is not a problem.

The Dominion seems to enjoy having Iota across the border. The lack of heavy units means Iota's offensive capabilities are very limited and it is simply not a threat. The Dominion's Kappa Galaxy has taken to staging "friendly Trials" that have seen the skill levels of both Galaxies rise, though it has been noted that Kappa is receiving new 'Mechs while Iota has yet to see any bounty from Weingarten and Tamar. Fearing being taken advantage of, Iota is petitioning to be allowed to stage Trials on Dominion worlds, though Khan Amirault, still seeking Dominion allies to replace the Falcons, is not willing to antagonize the Bears.

KAPPA GALAXY

Largely refitted with Ranger Clusters, Kappa Galaxy acts in support of Alpha Galaxy. Kappa primarily acts as an anti-pirate force, protecting the less-populated worlds of the Occupation Zone. Kappa's most recent action was on Star's End, when the Twelfth Rangers were called upon to hunt down a pirate group that had gone to ground on Novo Cressidas. Refusing to face the Twelfth, the pirates hid in the wastes. The Twelfth was forced to spend four months traveling from settlement to settlement, negotiating with tribal leaders before the pirates were finally tracked down.

OMEGA GALAXY

Omega Galaxy was once a Wolf Galaxy that rebelled after being isolated on the edge of the Periphery, and has since performed that same role for sixty years under the Horses' command. Not much remains of the old Galaxy. Three Ranger Clusters make up the bulk of its force today. While nominally defending the anti-spinward border from Falcon aggression, little more than the occasional raid has taken place in this region since the Falcons pulled back from the area.

More problematic is the New Oberon Confederation. Someone has been supplying the Confederation with 'Mechs, allowing it to make headway against the Republic of the Barrens, whose ruling warrior caste has been clamoring for new weapons from their Horses patrons. Although the Confederation would be no great threat to the Horses, even if it did come to dominate the Barrens, were they to strike at an inopportune time, the political effects could be disastrous. Omega has to decide if it should leave the Falcon border weakened and reestablish the balance in the Barrens, or hold the line against the immediate threat, and risk allowing things to deteriorate further.

THE HELL'S HORSES FLEET

The Hell's Horses' fleet consists of *Bucephalus* (*Congress*), *Stampede* (*York*), and *Armageddon* (*Potemkin*). Small, it usually serves to escort the Horses' touman into battle. *Bucephalus* has been notable of late for escorting the Fire Horse Galaxy and its attendant JumpShips. In addition to WarShips, Clan Hell's Horses has over the years acquired a fleet of *Isegrim*s from Clan Wolf (in-Exile) and Sea Fox *Nagasawas* supported by HH-1 built *Outpost Defenders* and a few *Aesir*s and *Vanir*s. These provide the bulk of the Horses' naval defenses, though they will be hard pressed if the Falcons should ever turn their fleet in their direction.



CLAN JADE FALCON

COMMAND ASSETS

The Raptor Keshik is Malvina Hazen's personal Keshik, and has fought with her on Tharkad, Hesperus II, and Sudeten, always at the forefront of the action. At the same time they are vicious thugs, fanatically loyal to the Chinggis Khan. This makes the Raptors somewhat divisive amongst Clan Jade Falcon. While their skill and loyalty is unquestionable, their honor is anything but. Without the support of their Khan many would find themselves marginalized for the actions they have carried out in her name. But while Malvina lives, Raptor Keshik will set the tone and direction for what it means to be a warrior in Clan Jade Falcon.

ALPHA GALAXY (TURKINA GALAXY)

One of the lead actors in the events following the Blackout, Turkina Galaxy has been largely sidelined since 3140. In 3134, Turkina Galaxy—under Beckett Malthus—led Delta and Zeta Galaxies into Prefecture IX, unmolested by Melissa Steiner's Lyran Commonwealth. The upshot of this was the fall of Skye and the formation of the Falcon's Reach, but the return of Malvina to Sudeten and her rise to the Khanship left the Turkina and Zeta Galaxies isolated in the Reach while the rest of the Clan descended into civil war.

Never part of the Golden Ordun, and largely isolated from the rest of the Clan, Turkina Galaxy has slowly expanded the Falcon Reach at the expense of the Remnant, pushing right up to the Fortress. While still loyal to the Chinggis Khan, Turkina Galaxy chafes at being left on garrison duty for the better part of a decade.

GAMMA GALAXY (JADE FALCON GALAXY)

Shattered in the Falcon's Rending, the veteran Gamma Galaxy received new 'Mechs and new Clusters when it rebuilt. The old, heavy Talons are now supported by lighter, more mobile Clusters. This made it well suited to lead the Golden Ordun's feint towards Coventry in 3141. Shielding the Gyrfalcons, Gamma worked alongside the Horses, pushing the mercenary and Wolf (in-Exile) troops aside before coming to a halt just short of Coventry.

Since then, this Galaxy has maintained an aggressive posture, raiding industrial sites on Loxley and Coventry. The effect has been to spread the Lyrans thin, leaving them uncertain where to defend. Still, the ongoing combat has left Gamma badly understrength, so further combat operations are unlikely in the near future.

EPSILON GALAXY

Having chosen to follow Jana Pryde in the Rending, Epsilon—with the exception of the First Falcon Jaegers—had to be virtually rebuilt from scratch. Nevertheless, they were operational in time to invade a portion of the Wolf Clan Occupation Zone when the Wolves relocated. There, they came in contact with the Rasalhague Dominion.

Epsilon's fortunes here were mixed. On La Grave, the First Falcon Jaegers used their superior mobility to harass the warriors of the Eighteenth Battle Cluster so badly that they had to request *hegira*. But on Thun, the Eighth Falcon Velites had to pull back when the Gunzberg Eagles hid and used air attacks against the Velites' supply lines.

Since then, Epsilon has guarded the supply lines between the OZ and the Reach against raiding by Clan Wolf (in-Exile). The Galaxy would love to finish the Exiles, but leaving the route to the Reach vulnerable to the Dominion is not an option.

DELTA GALAXY (GYRFALCON GALAXY)

As the Chinggis Khan's former Galaxy, the Gyrfalcons have had a busy fifteen years. Taking part in the *desant* on Prefecture IX, they tasted victory on Skye. A formidable force during the Rending, Delta was seemingly exhausted during its drive on Coventry. However, once Tharkad was open, the Gyrfalcons were unleashed anew, and made an end run towards the Lyran capital. Though they landed, they were ultimately forced to retreat, but have remained a threat to Tharkad ever since.

Regular combat and raiding of the systems around Tharkad have left the Gyrfalcons understrength while Clan Wolf (in-Exile) continually threatens their supply lines. This has limited the Galaxy's offensive options, though they remain more dangerous than Gamma.

VAU GALAXY (PEREGRINE GALAXY)

Defeated by Malvina and the Fire Horse Galaxy on Antares, the Peregrines have been reimagined in the aftermath of the Mongol reorganization, and are now dominated by lightweight Hussars and fast moving Jaegers. Vau had pride of place when it spearheaded the attack to connect the Falcon's Reach to the Occupation Zone, targeting Arcturus and avoiding the entrenched Wolf (in-Exile) positions on Kerensky's Vision.

On Apostica, the locals tried to continue resisting after the garrison fled, but the Chinggis Khan quickly ended the rebellion by ordering the desert world's water supplies poisoned. Taking this lesson to heart, Vau's warriors have used similar techniques throughout the assault. While the Eighth Falcon Hussars pushed forward and into the defenders on Lucianca, the rest of the Galaxy routed their enemies on Auldhouse, Breukelen and Carstairs. With the Exiled Wolves pinned in their effort to hold the entire line at Ginestra, Vau pushed rimward, reaching Kirkcaldy and securing Freedom, where it met up with Alpha Galaxy. Now that the front lines have stabilized somewhat, the Peregrine Galaxy has taken to long-range raiding, even reaching as far as Chukchi III.

ZETA GALAXY (TURKINA'S BEAK)

A Galaxy of the too-young and too-old, Aleksandr Hazen forged Zeta into a fighting force that performed notably on Skye. Since then, Turkina's Beak has remained in the Falcon Reach, providing support to Turkina Galaxy. This has been something of a mixed blessing. What little combat there has been over the last decade has largely fallen to the senior Galaxy, with Turkina's Beak only seeing battle when directly attacked by the Wolves or Remnant.

Despite this, Turkina's Beak is a favored Galaxy, receiving military equipment that belies its status. Malvina probably feels a soft spot for her sibkin's old Galaxy and Galaxy Commander Noritomo Helmer isn't going complain about extra hardware.

OMEGA GALAXY (EYES OF THE FALCON)

The Eyes of the Falcon Galaxy is loyal to the Chinggis Khan and her alone. Formed from elements of Alpha, Delta and Zeta Galaxies, it was the heart of her forces during the Rending. Seeking more glory, the Seventy-fifth Falcon Striker contested the Third Drakøn for control of Meacham when Clan Wolf left its OZ, but was forced into retreat by the Drakøns' "dishonorable" tactics.

In 3144, the Rasalhague Dominion tried to expand onto Ganshoren, Symington, Corridan IV and Yed Posterior—all worlds the Falcons claimed, even though they had yet to occupy them. In a textbook display of the Mongol Doctrine, the Eyes' Clusters maintained a heavy sortie rate, forcing the Bears onto the defensive. Losses were high, but the Bears could not withstand the continual attrition and retreated off world before their lines failed completely, proving the moral superiority of the Golden Ordun. Omega Galaxy has since been rebuilding, and remains stationed on the Dominion border in support of Vau.

KAPPA GALAXY

While other Galaxies have had a chance at glory, Kappa has had drudgery and misfortune. Plagued by a reputation for poor performance since its inception, Kappa has traditionally been kept far from any border where it might get into trouble. But it seems trouble has a thing for this Galaxy. When the Golden Ordun invaded the Lyran Commonwealth in 3140, it avoided the Arc-Royal Theater, sweeping around the elite Wolf (in-Exile) troops and pushing deep into the Commonwealth. While this temporarily drew the Exiles from the border, it meant that once they returned, Kappa was the only thing between them and Sudeten.

Since then, Kappa has borne the brunt of the Exiles' raiding. Years of attrition have whittled the Exiles' numbers down, so Kappa's Clusters have a chance, but only continual injections of freshly raised freeborns, hoping to rise up in society, have kept this Galaxy operational.

RHO GALAXY

As one of the older second line Galaxies, Malvina feels she can trust Rho Galaxy with reasonably important roles, so as Epsilon pushed rimward to occupy the abandoned Wolf worlds, Rho went spinward. In the aftermath of the Rending, it took time for Rho to get moving, but when they did so, they occupied Vulcan and Laurent with little problem as a bridgehead leading to Tamar.

The arrival of Clan Hell's Horses' Delta Galaxy changed these plans. Having recently seen the Fire Horse Galaxy humiliated by Malvina, the Twelfth and Eighteenth Falcon Regulars felt they had little to fear and deployed in the Mongol formations used so successfully during the Rending. On both worlds, the Falcon defenses collapsed when the Horses' light formations outperformed their Falcon counterparts, leaving their heavy units blind, unprotected and forced to retreat. This poor performance meant that Rho would be left out of Malvina's Lyran adventures, and left to screen Sudeten in case the Horses grew weary of their alliance.

IOTA GALAXY

In 3140, Iota Galaxy had been on the border of the Melissia Theater since the Jihad. This isolated it from the worst of the Rending, but when Malvina needed a decoy to draw Lyran troops away from her rimward push, Iota was perfectly positioned. As a second-line Galaxy with little history behind it, there was genuine shock when Iota captured Melissia. Shock turned to respect when they then proceeded to secure the rest of the border from the disorganized Lyrans and their mercenary allies.

Since then, Iota has become a favorite target for raids by mercenaries in the employ of the Lyran Commonwealth. In this role, Iota has been notably weak, lacking the creative flair to threaten the fast-moving raiders. Unable to catch the mercenaries, Iota has adopted an approach that would make Malvina proud: leveling towns and destroying infrastructure. As the raiders have no connection with the local worlds, this policy is very counterproductive for Iota, creating rebellions where none existed before.

LAMBDA GALAXY

Of questionable military value, Lambda was originally stationed along the Coreward Horses border. Here, they provided a useful training asset for The Military Academy of Somerset, as well as preventing inappropriate adventurism from the Horses. However, it swiftly became clear that Lambda would be the ones guilty of adventurism.

Rather than leave the Horses alone, Lambda started taking trainees from Somerset on extended raids against the Horses' Omega Galaxy. While this was something of a tradition for Lambda, darker old habits returned as well. Raiding was one thing, but Lambda showed a consistent lack of respect toward Omega Galaxy—a particular problem, given the ever-shifting nature of recent Falcon-Horses relations.

Even as their inter-Clan alliance verges on collapse, the Falcons have pulled Lambda back from the border, in an effort to stem the rising tide of raids and counter-raids on the coreward front. The Galaxy itself doesn't seem to care, feeling it is a matter of time before Malvina allows them back across the border, this time to teach the Horses a more lasting lesson.

THE JADE FALCON FLEET

Clan Jade Falcon retains a relatively large and powerful fleet, despite dark humor about their steering since the deliberate crash of *Emerald Talon* on Sudeten. Six WarShips currently remain: *Turkina's Pride* (*Cameron*), *Jade Aerie* and *White Aerie* (*Black Lion*), *Blue Talon*, *Jade Talon* and *Red Talon* (*Aegis*), and *Jade Tornado* (*Fredasa*). The fleet has primarily been deployed against the Lyran Commonwealth, where it has been called upon to provide artillery support for surface troops. (A notable example of this was *Red Talon*'s annihilation of the Kell Hounds—and most of Clan Hell's Horses' Beta Galaxy—on Timkovichi.)

This stratagem is particularly effective because of the Commonwealth's inability to mount an aerospace defense strong enough to even get close to the WarShips. Still, the Falcons suffer from a lack of assault ships bigger than *Carrier*-class DropShips. This leaves their convoys weak on escorts, and vulnerable to attack by raiders able to make an intercept in space.



CLAN SEA FOX

THE ILKHANATE

Where once the ilKhanate set the tone and pace for Clan Sea Fox's fortunes, it now seems to be playing catch-up with recent events. Ultimately, the fault for this must come down to the Blackout. With the ilKhanate spread over a much wider area than the other Khanates, its coordination is much more difficult without efficient communications. This distance seems to be making the Aimags and smaller traders more independent, as if mirroring the Clan as a whole.

Interestingly, the *Tsunami* has been stationary over Tukayyid for two years now. Normally, this ArcShip would roam and trade freely, but this holding pattern suggests that communications needs have forced Khan Hawker to find a central location from which to rule his Clan. Effectively taking such a major asset out of service can only have a negative effect on profits, raising questions as to just how bad communications in Clan Sea Fox are.

SKATE KHANATE

The Capellan Confederation has proven a difficult customer for the Skate Khanate. Prickly at even the best of times, resurgent nationalism during a time of war has made it more likely that the CCAF would attempt to "requisition" a trader's property. While no one has dared to do this to the Skate Khanate yet, several associated traders have had their JumpShips and cargo seized. saKhan Sennet's response has been to increase sales of military hardware to the Capellan March every time it happens.

The union of the Marik-Stewart Commonwealth and Oriente Protectorate has also caused friction with the Spina Khanate, as the trading border between the two Khanates splits the Protectorate. With Spina taking an increasing role in trade within the Free Worlds League, territories and compensation will undoubtedly have to be renegotiated.

FOX KHANATE

With territory encompassing the Draconis Combine and Federated Suns borders, the last decade has been one of opportunity and danger for the Fox Khanate. For most of this time, Fox has been able to sell arms to both the Draconis March and Combine, while each side fumbled against each other ineffectively.

The Draconis breakout changes things, though not in the manner one might expect. The Inner Sphere was divided amongst the Khanates so that no single market dominated. If the Combine refused to deal, one could always go to the Suns. Though it is unlikely the Suns will fall completely, the remnant may be pushed rimward out of Fox territory leaving the Combine in a monopoly position. Even access to the three Federated Suns trading worlds might be lost if the First Prince loses the ability to grant them. saKhan Labov must step carefully, as offending either Great House with any major changes to trading conditions is a real possibility. Opportunities still exist, but the danger in exploiting them is remarkably high.

SPINA KHANATE

Through the efforts of saKhan Petr Kalasa, Spina Khanate has become the Khanate to beat. This has been mainly due to Delta Aimag's investment in empire building. Like the great trading companies of old, Delta Aimag picked sides in a local squabble and used its strength to push that side to victory. The payoff in each case was a monopoly access to the most lucrative commercial opportunities the new governments had to offer.

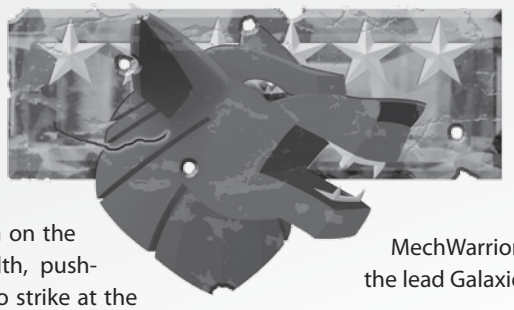
Where Delta Aimag opened the door, the rest of Spina Khanate has followed. Many Free Worlds League companies have complained to the Captain-General about Spina's access to the League's inner workings, but few can do anything about it. With so many 'Mech-equipped troops and an nigh-unlimited supply of Clan hardware, the Sea Foxes are far too valuable to Jessica Marik's plans to antagonize, while suggestions of using piracy to weaken Spina Khanate are laughable. Though Spina Khanate is represented in the League Parliament, its loyalties are clearly to the Clan, making it a viper in the nest for the fragile new League.

TIBURON KHANATE

Swimming the void of the Lyran Commonwealth and Clan Occupation Zones has been both challenging and profitable for Tiburon Khanate. Continual war over the last decade has meant a steady income from arms sales, but also for transporting fleeing refugees and everyday necessities that can no longer by supplied through usual channels. This has also made the Khanate a tempting target. While few would attempt piracy, most Clans would attempt to Trial for goods before resorting to trade. Fortunately for Tiburon, they can afford better equipment than Clan Wolf or Jade Falcon, and thus they have won far more of these Trials than they have lost.

Tiburon's recent effort to involve itself in Federated Suns politics is interesting. With the proposed new holdings on the opposite side of the Sphere to their assigned hunting grounds, the Suns can hardly be of long term benefit to the Khanate. This suggests that they might be bargaining chips, either to be sold to Fox Khanate later, or for the deal being directed by the Sea Fox Khan himself.

WOLF EMPIRE



ALPHA GALAXY

As Clan Wolf's lead Galaxy, Alpha has had a busy decade, starting with the decoy attacks through Prefecture IX. Later on Gannett, Alpha Galaxy formed the center column on the attack into the Marik-Stewart Commonwealth, pushing as far as Tongatapu. When it came time to strike at the Lyrans, Alpha faced little opposition. In 3143, it was among the Wolf forces that reached Tharkad. In 3145, it defeated the Golden Ordun on Hesperus II.

Primarily equipped with fast cavalry 'Mechs this Galaxy epitomizes everything about Clan Wolf. Having returned to five Clusters in the 3110s, it has only grown in size since 3132, and has all but abandoned its vehicle Trinaries. Only continual combat losses have prevented Alpha being a truly elite Galaxy.

BETA GALAXY

Where Alpha has gone, Beta Galaxy has followed. After taking part in the decoy raids of 3137, Beta took a position on Alpha's spinward flank during the invasion of the Marik-Stewart Commonwealth. This gave it the honor of taking Stewart, Keystone and New Olympia. The invasion of the Lyran Commonwealth was less successful, with the Wolf Hunters being a particular thorn in their side. When hostilities renewed after the ceasefire, Beta Galaxy got its revenge against the Wolf Hunters when Galaxy Commander Alaric Wolf took Anastasia Kerensky as his bondsman on Smolnik.

Beta played a major part in the capture of Tharkad City in 3142, by pinning the defenders within the city while Alpha Galaxy secured the palace complex. When Alpha took on Hesperus II, Beta was sent to probe the border of the Fortress Republic, cutting a swath through the Remnant. Now that Alpha Galaxy has joined Beta they together pose a deadly threat to the Republic.

DELTA GALAXY

With the collapse of the Republic of the Sphere, Clan Wolf resurrected Delta Galaxy in the image and livery of the same force that had been gifted to the Republic sixty years before. As the third Galaxy sent to raid Prefecture IX, Delta played second fiddle to Alpha and Beta. Dominated by conventional vehicles, Delta lacked the mobility of the two 'Mech Galaxies and found it hard to execute the sweeping maneuvers typical of Clan Wolf. The invasion of the Marik-Stewart Commonwealth saw the Galaxy assigned anti-spinward, where organized resistance was almost non-existent. Turned spinward during the invasion of the Lyran Commonwealth, Delta came to the rescue of the Second Wolf Assault Cluster after it lost Hyde to the Wolf Hunters.

In the aftermath of the invasion of Tharkad, Delta has been garrisoned close to the Lyran capital. The captured factories of the Wolf Empire have seen Delta refitted as a full 'Mech Galaxy, though it lacks the Clan technology OmniMechs of Alpha or Beta. Likewise, the influx of new MechWarriors has left Delta somewhat less skillful than the lead Galaxies.

EPSILON GALAXY

Created after the Jihad, Epsilon Galaxy was part of Clan Wolf's attempts to rebuild to fighting strength. The best that could be said about Epsilon was that it was not a second-line formation like Iota or Kappa Galaxies. Where Delta was used to raid Prefecture IX, Epsilon was paired with Gamma Galaxy to escort Clan Wolf's assets through to the Marik-Stewart Commonwealth. During the invasion, Epsilon served as the reserve force for the other frontline Galaxies, but this changed when Clan Wolf reversed its course and attacked the Lyrans.

Positioned virtually on top of the Lyran supply lines, Epsilon secured a string of easy victories and a mountain of salvage while the lead Galaxies shifted from the Free Worlds League border. The salvage has allowed Epsilon to refit as a 'Mech Galaxy with a remarkably Lyran feel. Ironically, this means Clan Wolf's commanders feel Epsilon to be too slow to be used offensively so it is stationed defensively to protect the heart of the Wolf Empire.

GAMMA GALAXY

One of Clan Wolf's older Galaxies, Gamma had been largely rebuilt by the time of the Blackout. Gamma lost its bid to accompany Alpha and Beta Galaxy to Prefecture IX, leaving its role limited to escorting the rest of the Clan through the Lyran Commonwealth. When the chance for combat did arise in the Marik-Stewart Commonwealth, Gamma found itself wedged between Delta and Alpha with few targets of note. It would only be during the attack on the Lyran Commonwealth that Gamma won itself some glory, notably on Arcadia.

This was offset when the Seventh Battle Cluster was embarrassingly defeated on Hollabrun. While recovering, Gamma Galaxy made a special effort to acquire as many OmniMechs as it could so that when it was sent against Prefecture VIII in 3145, it had totally expunged combat vehicles from its ranks. Despite suffering unusually high losses in Prefecture VIII, Gamma is one of the most experienced Galaxies in the Clan, though it is lacks the Clan technology of Alpha or Beta.

ZETA GALAXY

Nominally a second-line Galaxy, Zeta is the youngest genuinely Wolf Galaxy in the Clan. Following the foundation of the Wolf Empire, the new nation found itself sitting upon a huge stock of war materiel captured from the Lyrans and Free Worlds League. Even after the existing forces claimed their share of the booty, enough remained to arm a new Galaxy. Mostly manned by the eldest sibkos who journeyed from the Wolf Occupation Zone, the majority had their Trials of Position when the Zeta Galaxy was sent into Prefecture VIII. Casualties were heavy, but it is a testament to Clan Wolf's training that so many survived. Thankful for the opportunity for combat, Zeta Galaxy is fanatically loyal to Alaric Ward personally and trains harder than most Galaxies to retain their patron's favor. As both Alpha and Beta Galaxies think of themselves as Alaric's favorites, this is a point of conflict.

IOTA GALAXY

As one of two second-line Galaxies Iota has struggled for decades to maintain itself as a fighting unit. The founding of Wolf Empire allowed the Galaxy to renew itself, though it still retains a vehicle Trinary. Rather than take part in the invasion of the Marik-Stewart Commonwealth, Iota Galaxy instead was assigned to guard Clan Wolf's assets. While casualties were virtually non-existent, Iota was targeted by the frontline Wolf Galaxies for warriors to make up their own losses. This has left Iota understrength and a liability in offensive operations. As a consequence, Clan Wolf has deployed this force in garrison formations two Clusters strong, to protect the anti-spinward border from Lyran aggression. Unwilling to use native recruits to replenish Iota's numbers, this situation is unlikely to change in the near future.

KAPPA GALAXY

As Clan Wolf's other second-line Galaxy, Kappa has struggled even more than Iota. At one point in the 3090s, it had less than a Cluster of 'Mechs. Used for a decade by the neighboring Rasalhague Dominion as a training tool, Kappa was forced to become the premier users of conventional arms in Clan Wolf, with a reputation for being devious. By 3130, Kappa had gained new Clusters as well as new 'Mechs but their reputation remained and unsurprisingly the Galaxy was given a garrison role during Operation HAMMERFALL. This would come back to bite them when it came time to form the Wolf Empire's new garrison Galaxies. Needing Wolf warriors to lead the new Galaxies it was felt that Kappa's warriors would be perfect to manage the honorless Spheroids. At a little over fifty percent strength, Kappa is once again barely combat-capable. Fortunately, the peace treaty with the Free Worlds League means that it is unlikely that Kappa will be threatened.

LAMBDA GALAXY

Lambda Galaxy is one of two Galaxies raised from local Lyran recruits. Created after the formation of the Wolf Empire, it was intended that these Lyran Galaxies would encourage local support for Clan Wolf. It is hard to tell if they have been a success or not. Lambda was one of the last Galaxies formed, and so is armed with the equipment no one else wanted. This hardly endeared its volunteers to the Wolves. With morale so poor, word of mouth has caused the flow of new recruits to dry up and combat strength has never exceeded eighty percent. Cross-border smuggling with the Lyran Commonwealth is now rampant, and Lambda seems unwilling or unable to stop it. It is fortunate for the Wolf Empire that the Lyran Commonwealth is so weak that Lambda's troops see little point in returning to the Commonwealth.

Yet there is a chance of change. A Falcon raid on Soilihull saw the Thirty-seventh Wolf Garrison Cluster come together to defend its own. With the chance of raids increasing as the Commonwealth retreats, the rest of the Galaxy may come to see supporting Clan Wolf as the only way to protect their people.

THETA GALAXY

Theta Galaxy is the most successful of the new garrison formations, boasting the highest skill levels and retention rate. Formed in the days after the announcement of the Wolf Empire, Wolf recruiters made much of the "betrayal" by the Lyran Commonwealth and the chance for Clan Wolf and the Marik-Stewart Commonwealth to hit back at the Steiners together. Equipment would come from the tank Trinaries the other Wolf Galaxies were abandoning, as well as from Lyran and Marik-Stewart salvage. While too late to take part in the invasion of the Lyran Commonwealth, Theta was in position to act as a reserve for the invasion of the Remnant. Moved up to occupy Solaris and Kalidasa, Theta has been able to upgrade to 'Mech and battle armor Trinaries, passing its tanks on to lesser warriors. Currently, Theta is excited by the chance to claim old Marik worlds up to the Republic border, fulfilling centuries-old dreams. If nothing else, they demonstrate the benefits of working with Clan Wolf.

TAU GALAXY

Tau Galaxy is virtually manned entirely by the 3139 to 3142 graduating classes of the Allison MechWarrior Institute and Lloyd Marik-Stanley Aerospace School. With so much ready-trained talent, it was only natural that Clan Wolf would make use of them (after proper vetting through the Clan's Watch, that is). To make the most of the situation, the Wolves made a special effort to provide a greater than normal percentage of 'Mechs and aerospace fighters to Tau than would be normal for a garrison Galaxy. Unfortunately, not enough were available for full 'Mech Clusters, meaning less-skilled tank crews and infantry have had to be recruited to fill the gaps.

With an academy education behind them, the warriors of this Galaxy have a high opinion of themselves, and are chafing at being stationed on the relatively peaceful Free Worlds League border. This is made worse as they still feel some loyalty to the Marik-Stewart Commonwealth that trained them. Moving them to the Lyran border would be a diplomatic incident waiting to happen, so for now Tau will have to be patient.

SIGMA GALAXY

The second of the Lyran garrison Galaxies, Sigma straddles the Free Worlds-Lyran border. In many ways, this post symbolizes the confused nature of the Galaxy itself. As Lyrans, they defend against the age-old enemy of the Free Worlds League, while at the same time resisting their own countrymen in the Bolan Province, as part of the new Wolf Empire. Stuck on the anti-spinward border, new equipment is hard to come by, so for the most part, Sigma relies on tanks to do the heavy fighting. Even battle armor is rare, forcing Sigma to rely on conventional infantry, albeit at least with improved Clan technology small arms. For now, the fear of invasion by the Free Worlds League keeps Sigma Galaxy loyal to the Wolf Empire. How long this state of affairs will continue is anyone's guess.

UPSILON GALAXY

Upsilon Galaxy is of Republican background, largely raised around Stewart. While originally part of the Free Worlds League, the brief occupation of their homeworlds by the Marik-Stewart Commonwealth has given the population a healthy fear of outsiders. Clan Wolf has tapped into this fear by offering these worlds the ability to defend themselves where neither the League nor the Republic could. With access to Corean Enterprises' factories, Upsilon has been able to equip itself in a similar manner to a second-line Wolf Galaxy. Most impressive has been its adoption of battle armor with at least two Supernovas per Cluster. Unfortunately, a lack of transports will limit the effectiveness of these units.

For now, Clan Wolf is happy to see Upsilon range itself against the Free Worlds League. With the truce in place, there is little danger in the short term. Given the Spirit Cats' proximity, however, the Wolves will do well to prepare Upsilon for any inevitable attacks.

MU GALAXY

The warriors of Mu Galaxy hail from a group of unclaimed and disputed worlds between the Marik-Stewart Commonwealth and the Duchy of Tamarind-Abbey. Unloved and unwanted, these worlds have no reason to bind together other than stellar geography. This was the challenge the Wolf Empire had to overcome in forming Mu Galaxy. Despite being a volunteer force, once the reality of Clan life sunk in, it seemed Mu's warriors took little interest in training. The one exercise that saw all of Mu's Clusters work together soon turned into a live-fire brawl as the warriors squabbled over centuries' worth of old interplanetary grudges. Clan Wolf has found itself dealing with petty crimes like theft and desertion among Mu's ranks, but the lack of available Clan warriors has made the traditional punishments difficult to enforce–especially since harsh commanders have had a tendency to suffer fatal "accidents". If Theta Galaxy represents all that is good about local cultures being brought into the touman, Mu represents the risks. For now the problems are somewhat isolated, but this is a crisis that will have to be resolved sooner or later.

CLAN WOLF FLEET

Clan Wolf's fleet currently consists of *Bloody Fang* (*Cameron*), *Dire Wolf* (*Sovetskii Soyuz*), *Jerome Winson* and *Victoria Ward* (*Liberator*), and *Rogue* (*Congress*). The *Rogue* has served as the Clan's flagship at Atreus and Tharkad.

Each WarShip rarely moves without an escort of *Isegrim*-class DropShips, making them hard nuts to crack. Maintaining these vessels has been a challenge for Clan Wolf for fifty years as they have always lacked suitable shipyards. In this way, things in the Wolf Empire are no worse than before, though the Sea Fox yards are now further away than ever. As a result, Clan Wolf's naval Star has been conspicuously absent from battles so far.

The same cannot be said for their DropShips. Clan Wolf's *Isegrim*s may have been poorly built, but they made a lot of them over the years. Enough that they can be used on strafing runs to the horror of all involved, pilots included. But with the exception of Amity, the Wolf Empire is noticeably lacking in aerospace facilities to replace losses, which will have to put a curb on more profligate use of airpower by Clan Wolf.

RASALHAGUE DOMINION



ALPHA GALAXY

As Clan Ghost Bear's lead Galaxy, Alpha has long been charged with protecting the Clan's cultural heart on Alshain. This position of primacy and Khan Dalia Bekker's reverence for the Republic saw Alpha Galaxy sent to secure Alrakis and Konstance in 3135, though they did not remain after Omega Galaxy secured Vega, and thus missed later events.

Many in Alpha feel something should have been done to prevent Omega Galaxy from "going native" and, as the Galaxy on the spot, Alpha should have been the one to do it. With a conservative Khan setting the agenda, many feel it is only a matter of time before Alpha will be called on to remove the taint.

BETA GALAXY

Stationed across from the Buckminster Prefecture, Beta Galaxy shields Skandia Province from attack and—after the Blackout—it became the first Galaxy to receive new warriors and material. With Mannedorf so close, Beta has been able to secure large numbers of battle armor.

Beta got to put their skills to the test in 3137, when they were used to secure several former Free Rasalhague Republic worlds in the former Wolf Occupation Zone. The Fourteenth and Eighteenth Battle Clusters captured Carse, Galuzzo, Jabuka, Quarell and Carse. When the Eighteenth tried to push onto La Grave, it came under attack from the First Falcon Jaegers. Hordes of light 'Mechs outflanked the Battle Cluster, isolating it from its supply depots. Disaster was avoided when Star Colonel Lynda won *hegira* through single combat after the Falcon commander refused to grant it. Since then, Beta Galaxy has trained for revenge, but threats on both borders have prevented the Dominion Council from letting it slip the leash.

RHO GALAXY

A formidable and storied Galaxy, Rho has been Clan Ghost Bear's enforcer Galaxy for centuries. After spending the 3130s rearming, Rho was sent to secure a corridor of former Lyran worlds between the Dominion and Vega Protectorate in 3144. For the most part this went peacefully, until Clan Jade Falcon moved Omega Galaxy spinward to contest the worlds of Ganshoren, Symington, Corridan IV and Yed Posterior. Though evenly matched on paper, Rho was fully equipped with heavy 'Mech Supernovas, while Omega was a product of Malvina Hazen's Mongol rebuilding. In battle across the four worlds, Omega showed a reckless abandon, sending its light troops in endless waves to isolate single Stars while Rho maintained defensive positions.

Although Rho held, the Dominion Council chose to withdraw the Galaxy, rather than start a major war when Falcon's Vau Galaxy showed signs of moving to join the fray. Proud but frustrated, Rho can take some solace that its combat reports are being circulated as the standard text for dealing with Mongol troops. Recently the 343rd Battle Cluster has been supporting the Third Vega Regulars in raiding Shionoha. Combined with the 300th's probe of Port Moseby a year ago we suspect the Dominion is trying to draw the world's defenders to Shionoha to allow Rho to take Port Moseby for the Dominion's new Lyran subjects.

THETA GALAXY

Theta is the Rasalhague Dominion's shield against the Albiero Prefecture. A typical garrison Galaxy, its Clusters have come to resemble Hell's Horses Clusters as a tank Trinary made up for the lack of 'Mechs in the period before Gray Monday. Since then, new equipment and new 'Mechs have slowly arrived, with every Cluster except for the Tenth Phalanx back up to three 'Mech Trinaries. However, unlike the Bears of the past, Theta has kept its tank Trinaries and transport Supernovas, as well as its 'Mechs. Fifty years of use have taught these second-line Clusters the value of support vehicles, and they are unwilling to lose that flexibility now. A liberal dose of assault battle armor rounds out the mix, making these oversized Clusters formidable defensive forces, but slow and unwieldy in offense.

Low on the priorities list, Theta Galaxy is still growing, and Galaxy Commander Timon Hall does not expect to be at full strength until 3148. Given that Dominion intelligence expects the Draconis Combine will be tied up with the Federated Suns until then, this suits Timon perfectly.

KAPPA GALAXY

The Dominion's long-time pirate hunters found themselves moved off the realm's Periphery border just after Gray Monday. Ultimately, the reason probably came down to training. With few worthy foes in the void, skill levels were falling. Now a mere jump from the Christian Månsdottir School of Combat, Kappa's Stars have become regular visitors on campus, where they regale all with tales of the deep. Not that it is all fun and games; the four Kappa Clusters guard the Hell's Horses border, and the Fourth Bear Regulars even had the chance to capture Unzmarkt when the Wolves left.

Kappa's deep space role precluded the use of many conventional vehicles outside of the Twenty-first Phalanx. Even before the buildup, Kappa's battle armor had the unique distinction of using transport Binaries made up of NL-45 shuttles. While Kappa's small fleet of JumpShips and DropShips has been donated to Tau Galaxy for the time being, they have retained a group of Porthos Inheritors, nominally infantry, who served as trackers for Kappa in the wilds of the local Periphery.

TAU GALAXY

Traditionally a fraction below a frontline Galaxy, Tau has found itself seemingly banished to the Periphery. While the PGCs make use of tank Binaries in addition to their usual mix of 'Mechs, aerospace and battle armor, the Regulars abandoned their tanks as soon as new 'Mechs and MechWarriors started to arrive in the 3140s. To most observers, it seems a waste to put Tau out on the border. Whether or not this is because the Dominion thinks the Homeworld Clans caused Gray Monday and are watching for a potential invasion from that front, we simply don't know.

One thing we have discovered is that Galaxy Commander Ezekiel Vong is being requested to perform *surkai* for insulting the Inheritor Warden Seb Hutardo during a diplomatic trip to Santander V. One can only imagine how a strict traditionalist like Ezekiel reacted to having to treat a "primitive" like the Warden with such respect. Yet the offense must have been truly spectacular if the Dominion Council is demanding contrition from a Galaxy Commander to placate such an unimportant microstate.

RASALHAGUE GALAXY

As Alpha Galaxy represents Clan Ghost Bear, Rasalhague Galaxy represents the Dominion as a whole. Like Alpha it was sent to Prefecture I to secure several worlds and likewise missed later events. Rasalhague Galaxy was already shipping out to bring Omega Galaxy to heel when it was noticed that Clan Wolf had abandoned its Occupation Zone and the Rasalhague Galaxy had to turn around. Though tasked with seizing a line of worlds from Planting to Weingarten, they arrived too late and too far away; Clan Hell's Horses was already on Tamar.

It was all Rasalhague Galaxy could do, then, to claim a sliver of border worlds. The First Rasalhague Bears and First Tyr dashed up and down the border to cut off Hell's Horses probes, while the Second Tyr stared down a landing by the Ninth and Tenth Horde on Karston. It took the threat of a full-scale Dominion invasion to get the Horses to back down. Facing the Eighth Falcon Velites on Thun, the Gunzburg Eagles held the spaceport in a desperate siege until the Falcons requested *hegira*. With the Horses not wanting war and the Falcons' attentions elsewhere, the Rasalhague Galaxy now patrols its newly captured worlds alone. Better equipped than the lightly armed Horses, they are expected to hold the line until help arrives.

VALKYRIE GALAXY

Originally assigned to the *Leviathan*-class battleships, the Clusters of the Valkyrie Galaxy now defend Alshain and Rasalhague from attack. Each Cluster fields one hundred and fifty aerospace fighters and four *Aesir*-class DropShips—*Balder*, *Gefjun*, *Syn* and *Var*—are split between the Clusters to provide heavy support and the ability to roam their respective star systems.

While assignment to the Valkyrie Galaxy is a prestige position, the Galaxy's defensive role limits combat opportunities. Valkyrie is thus more of a "finishing school" for ristars, or a comfortable final billet for elite pilots on their way to retirement. This combination of ambition and wisdom brings in combat experience from across the Dominion, mixing it before disseminating it out again. This places the Valkyrie Galaxy at the heart of Dominion aerospace, tactical and strategic doctrine. Also based on Alshain and Rasalhague, aerospace manufacturers Tseng Facility and GK&T are well aware of this and keep close ties with the Galaxy, often offering consulting positions to retiring warriors.

TUNDRA GALAXY

With their strategic position threatening supply lines to the Falcon Reach, Tundra Galaxy is considered one of the most important Galaxies in the Clan. Stationed around Orestes, Tundra has been able to draw on a large number of recruits and expand out to five Clusters. The former KungsArmé has been keen to retain their vehicle Trinaries. Unlike the Bears, they have a love of fire support, which Clan-technology LRMs and artillery systems make all too easy. The Drakøn Clusters remain the primary proponents of physical combat in the Dominion, while the Hussars have taken the Bears' love of assault 'Mechs to a ridiculous level with a flood of new equipment, making them highly dependent upon their conventional assets for scouting and maneuver warfare.

In 3138, the Third Drakøn found itself fighting the Seventy-fifth Striker Cluster on Meacham for ownership of the ex-Wolf world. The more traditional Falcon unit found itself on the receiving end of the Viking version of the Mongol Doctrine, collapsing under a wave of berserker, axe-wielding heavy 'Mechs. Since then, the Falcons have left Tundra Galaxy alone. In the last few months the First Drakøn was raided by the Second Arkab. Caught off guard they took heavy casualties before they recovered the initiative. The First is petitioning for a chance to raid Camlann in return, and given events around Port Moseby are likely to get it.

TAIGA GALAXY

The Galaxy of the Freemen, Taiga Galaxy patrols the core of the Dominion, acting as a reserve for whichever border might be attacked. The historic core of the Galaxy, the Second Freemen Cluster, was originally a Rasalhagian regiment trained to fight the Clans, and still retains a ruthless attitude for doing whatever it takes to keep Rasalhague "free", even in the newly formed Fourth. Galaxy Commander Fred Johansen has been petitioning to replace Rasalhague Galaxy on the Hell's Horses border, claiming the frontline force botched a golden opportunity to recover more former Rasalhagian worlds, but the Dominion Council does not seem likely to give him the chance to start a new war with the Horses.

The defining feature of the Freemen is their use of artillery. An entire Star of Huitzilopochtli is the norm, supported by a Binary of scout vehicles and VTOLs. Tactically, they try to isolate enemy units and eliminate them with weight of fire.

POLAR GALAXY

After securing Rasalhague Province during the Second Combine War, the Polar Galaxy has made the province its home. Always the least favored of the former KungsArmé, Polar has been the last to receive new equipment. The Kavalleri make heavy use of fast 'Mechs and hovercraft. Lacking the mass of other Clusters, they thus have become masters of misdirection and ambush. Indeed, they remain the greatest user of stealthy battle armor in the Dominion.

The Kavalleri are the closest the Dominion has to their neighbors' Horde or Hussar Clusters, though their tactics and equipment differ. This has seen the First Kavalleri pulling double duty as a training OpFor at the Christian Månsdottir School of Combat. This has produced some worrying results, as Mongol tactics seem especially effective against poorly trained or undisciplined troops, such as those undergoing training.

OMEGA GALAXY

Since 3137, Omega Galaxy has slowly been starved of supplies, its new equipment consisting more of either salvage or what the Protectorate could buy from the Sea Foxes. The First Vega Regulars' ability to resist the Twelfth Falcon Jaegers in 3142 was thus more than just a victory; it also meant valuable salvage 'Mechs that could be assigned to the other Vega Regular Clusters. The Galaxy's only bright spot has been its recruiting, with no shortage of Vegans and newly arrived Freeminders willing to protect their homeland.

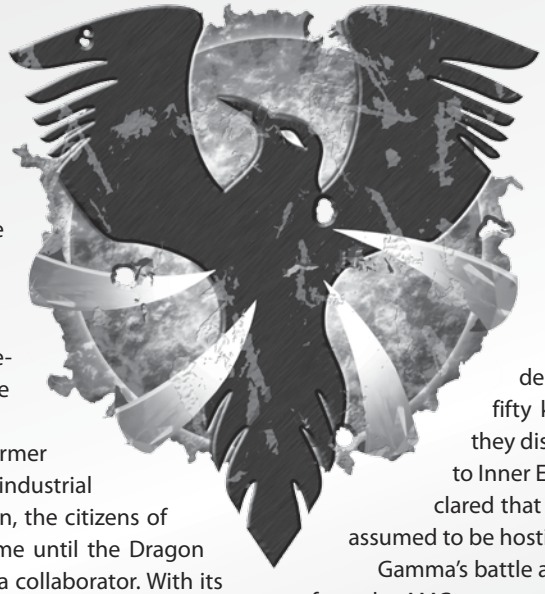
Since the Dominion absorbed the Vega Protectorate, Omega Galaxy has been able to access older equipment discarded by Dominion Galaxies, including Jihad-vintage cast-offs, salvage from the Second Combine-Dominion War, Watch battle armor and 'Mechs. The old Omega Clusters thus now resemble Ghost Bear frontline Clusters while the Vega Regulars have real 'Mechs and even light battlesuits alongside their tanks and infantry armed with Clan technology. Omega Galaxy might not be trusted enough to be turned into an offensive force, but at least they can now be expected to hold what they have.

THE DOMINION FLEET

The Second Combine-Dominion War was hard on the Dominion fleet, leaving only *Rasalhague* (*Leviathan II*), and *Yggdrasil* (*Carrack*) operational. The whereabouts of the big battleship is now one of the Dominion's greatest secrets, with it appearing at Alshain only periodically for maintenance–yet such WarShips were never suited to defense anyway.

One of the fruits of the Jihad for the Dominion was a vastly increased aerospace fighter force, which they have continued to deploy to guard the space ways. Escort Stars built around a pairing of an *Aesir* and *Vanir* DropShip, supported by *Isegrim*s or *Nagasawas* on an *Odyssey* are the standard fighting unit. The failure of the HPG network has made it difficult to concentrate Escort Stars against larger WarShips as originally intended, though the Sif Star successfully drove off *Jade Tornado* over Symington when that WarShip attempted to bombard the 243rd Battle Cluster. More ominously, resources are being gathered at Alshain Naval Yard's Slip One. Having only been used for maintenance for years, possible reasons for this accumulation are worrying.

RAVEN ALLIANCE



ALPHA GALAXY

Long since squeezed out of its salient into the New Samarkand Prefecture, many were surprised when Alpha Galaxy replaced Beta Galaxy on Bad News, Sinope and Zalaf. Embarrassed by its defeats, and given Beta's leavings, Alpha's attitude hasn't helped them. The humbled Clan of the Jihad is long gone, and Alpha is especially used to lording their power over the Alliance's civilians.

Attempts to do the same on the former Combine worlds have been met with industrial strikes and violent protest. Almost to a man, the citizens of these planets feel it is only a matter of time until the Dragon returns and no one wants to be known as a collaborator. With its aerospace fighters and 'Mechs, Alpha is completely ill-equipped to deal with civilian protest and all three worlds have reported massacres. The Ravens will need to find a better solution to this crisis soon, or public opinions in the Combine may force a return by the DCMS, no matter what clever diplomatic understandings may have been reached.

BETA GALAXY

Having waged a war of raid and counter raid with the Draconis Combine for the last decade, it was a surprise to all when Beta Galaxy peacefully occupied Bad News, Sinope and Zalaf in July 3144. It then spent the next year rotating to the Federated Suns front. After some surprises the year before, the Raven Alliance took no risks when it sent the full might of Beta Galaxy against Kirbyville and Sterlington in May.

The only serious military force on the Alliance border, the Third Periphery Guard dug in and hoped for the best. Beta's response was massed air strikes followed by combat drops of battle armor and *Hippogriff* ProtoMechs right on top of the Third's positions. On Sterlington, the Third tried to break out and regroup, but found the Alliance's 'Mechs waiting for them. On Kirbyville, the Third managed to hold the center of the capital against the Fifth Raven Stoop and Ninety-seventh Striker—but only for a short time before the Alliance retreated and leveled the central business district from the air, with the remains of the Third still in it.

GAMMA GALAXY

Many laughed when Gamma Galaxy sent two full Clusters to take Inner End in July 3144. Used to resisting pirates, the Federated Suns National Guard tried to make a fight of it, but within days had retreated into the hinterlands to fight an insurgency. With the resources of two Clusters, Gamma was able to establish a surveillance network covering the region, and forcibly relocated the residents from any community located within fifty kilometers of any resistance fighter base they discovered. These refugees were in turn sent to Inner End's few cities, after which the Ravens declared that anyone found outside the cities could be assumed to be hostile and treated accordingly.

Gamma's battle armor, ProtoMechs and infantry borrowed from the AMC reserves possessed the numbers to keep the cities under control, despite the economic damage that resulted. While this was unpopular with the locals, Inner End avoided the mess created on Haynesville and Diboll and remains relatively peaceful. With this experience behind them, Gamma occupied Hazelhurst in December 3145, and is already implementing similar policies.

DELTA GALAXY

When the Fifth Raven Auxiliaries and Sixth Raven Regulars invaded Haynesville and Diboll in July 3144, no one expected any problems. What the Ravens found was a population unwilling to be conquered. The National Guard surrendered after a few firefights, and the Ravens took the reins of government. Propaganda soon started to appear, calling out the Raven Khan for her betrayal of the First Prince, but there were few incidents as the Ravens largely kept to their firebases.

This changed when Star Colonel Hubert was successfully car-bombed in September. With their focus on aerospace, the Ravens were totally ill-equipped to deal with the insurgency and had to rely on unwilling local authorities to enforce the increasingly broken peace. Matters came to a head in January of 3145, when the Sixth found its secure water supply to be contaminated. Both Clusters have since retreated off world and rejoined the rest of the Delta keeping a watch on the Combine border. On Haynesville and Diboll the threat of orbital bombardment keeps the authorities, and thus the population in line.

ALLIANCE MILITIA CORPS

For Clan Snow Raven, the AMC is a problem that they never really knew what to do with. While the Clan is nominally responsible for the Alliance's military protection, they lack the population base to provide the light forces needed to garrison the Periphery state's expansive border against pirates. Thus, the AMC continues to exist as a sort of defensive reserve. The Alliance Air Wings should not be underestimated, however; sixty years of Clan cast-offs mean that they are better equipped than most House aerospace regiments, especially now they have a source of combat DropShips.

The ground troops are less well off. 'Mechs have long become a luxury item, so the Alliance Ground Defense Arm has had to make do with what little they retained since the Jihad. On the other hand, their conventional vehicles are built to modern standards and their infantry uses Clan-technology body armor and small arms. Faced with mobilizing the fleet, the Ravens have been unable to increase the size of their touman, making the AMC the Alliance's only reserve force if things go bad.

THE ALLIANCE FLEET

The Raven Alliance fleet consists of the Ice Storm Naval Star, (*Ice Storm* (*Cameron*), *Ark Royal* (*Conqueror*), *Magpie* (*Congress*), *Drake* (*Whirlwind*), and *Munnin* (*Vincent Mk.42*)), the Conqueror Naval Star (*Conqueror* (*Conqueror*), *Raven's Nest* (*Thera*), *Kerensky's Hope* (*Cameron*), *Storm Crow* (*Sovetskii Soyuz*), and *Lord Death* (*Aegis*)), the Alliance Naval Star (*Lynn McKenna* (*Nightlord*), *Marshal Ney* and *Mulhacén* (*Essex*), and *Kutkh* (*Fredasa*), and *William Adams* (*Whirlwind*)), and the Eden Rose Naval Reserve Star (*Bonaventure*, and *Eden Rose* (*Potemkin*)).

Reactivating the fleet, with its attendant DropShips and an aerospace fighter force the size of the rest of the touman and AMC combined, has placed a severe strain on the Alliance economy. While the fleet is undoubtedly potent, the difficulties expanding the Alliance onto Federated Suns and Combine worlds suggest it might have been better to expend some of this effort expanding the ground forces.

CLAN WOLF (IN-EXILE)

ALPHA GALAXY

Dug in on Arc-Royal, five years of fighting have left the Exiled Wolves' Alpha Galaxy sapped of manpower. Attempts to hold Krievci and Incukalns failed as the combined might of the Golden Ordun steamrolled the Wolves. Alpha Galaxy should be a 'Mech-dominated Galaxy, but there are no longer enough MechWarriors to put in the cockpits. Tanks are now being used more frequently as the training is easier and requires no special aptitude. Battle armor is giving way to infantry as fewer and fewer Elementals return from combat.

Khan Patrik Fetladral's strategy at this point is simple. Hold Arc-Royal as a fortress and keep the Falcons from sweeping down onto the rest of the Lyran Commonwealth. Raiding prevents the Falcons from ignoring Arc-Royal, but takes a toll on troops. Only the Exile's fleet of assault DropShips remains strong. Built to take on the Falcon fleet, they remain trapped over Arc-Royal only by a lack of JumpShips, but should the Falcons finally arrive in force, they can expect a violent welcome.

BETA GALAXY

If Alpha is bad, Beta Galaxy is worse. Beta bore the brunt of holding back the Jade Falcon juggernaut at Krievci, Incukalns, and Upano, and now spends its time shifting between Grunwald and Atocongo, stymieing Falcon attempts to gain ground there. Where Alpha and Omega have received tanks and infantry reinforcements, Beta has received nothing but more casualties. While this Galaxy has done its job, and the Falcons have been pulling back from the border, Beta has lost half its optimal strength, and is in no position to go onto the offensive or retake lost worlds.

Beta Galaxy is thus faced with an unenviable dilemma. Arc-Royal and Clan Wolf (in-Exile) only remain a threat as long as they continue to raid Falcon logistics. As soon as the Exiles retreat and take up defensive positions on Arc-Royal, the Falcons will no longer have to worry about them and can push forward. So as long as troops remain, Beta must keep pressuring the Falcons.

OMEGA GALAXY

Pushed back from Ginestra and Kockengen by the bulging Falcon front, Omega Galaxy holds the other horn of the Falcon assault in place. With Clan Hell's Horses' retreat, the Falcons now lack the troops to hold what they have. If the invaders were to extend themselves further, Omega would be free to cut their logistical train and raid all the way to Sudeten.

Like Alpha Galaxy, Omega has to fill gaps in its forces with any warm bodies it can get. Where the cupboard is bare on Arc-Royal, regional worlds like Garrison and Surcin have a supply of willing recruits able to be trained as infantry. The most promising get sent to Arc-Royal for training in armor crews.

The Khan's greatest fear is that he will have to recall all of his touman to Arc-Royal to defend it from a major assault. While he is confident of victory it would be pyrrhic, rendering his Clan combat ineffective and eliminating Arc-Royal as an impediment to a Jade Falcon conquest of the Lyran state.

CLAN FORCE DEPLOYMENTS

(Deployment as of 31 December 3145)

CLAN HELL'S HORSES

Commander: Khan Gottfried Amirault
Aide: saKhan Fulk Lassenerra
Strength: Approximately 9 Galaxies (40 Clusters)

CLAN HELL'S HORSES COMMAND

Commander: Khan Gottfried Amirault
Aide: saKhan Fulk Lassenerra

	Exp/Loy	Homeworld	Strength	Omni%
Alpha Keshik	E/F	Csesztreg	80%	100% (K)
(CO: Khan Gottfried Amirault)				
Omega Keshik	E/F	Tamar	85%	100% (K)
(CO: saKhan Fulk Lassenerra)				

ALPHA GALAXY (STAMPEDE OF STEEL)

Commander: Galaxy Commander Trina Mitchell
Aide: Star Colonel Wen Vewas

	Exp/Loy	Homeworld	Strength	Omni%
Alpha Galaxy Command	R/R	Csesztreg	80%	0% (FL)
(CO: Galaxy Commander Trina Mitchell)				
11th Mechanized Cavalry	V/R	Chateau	80%	45% (FL)
(CO: Star Colonel Susannah Hawker)				
22nd Mechanized Assault	V/Q	New Caledonia	75%	62% (FL)
(CO: Star Colonel Daniele Cobb)				
30th Mechanized Strike	E/F	Verthandi	70%	38% (FL)
(CO: Star Colonel Buena Fletcher)				
5th Horde Cluster	R/F	Csesztreg	55%	41% (FL)
(CO: Star Colonel Pietr Amirault)				

BETA GALAXY (THE APOCALYPSE)

Commander: Galaxy Commander Loren Icaza
Aide: Star Colonel Frank Mehta

	Exp/Loy	Homeworld	Strength	Omni%
Beta Galaxy Command	E/R	Trell I	75%	100% (FL)
(CO: Galaxy Commander Loren Icaza)				
666th Mechanized Assault	E/R	Derf	55%	61% (FL)
(CO: Star Colonel Marguerite Grimheald)				
77th Mechanized Cavalry	V/R	Trell I	65%	38% (FL)
(CO: Star Colonel Jacinta Cooper)				
8th Horde Cluster	R/F	Evciler	40%	27% (FL)
(CO: Star Colonel Brook DeLaurel)				
11th Horde Cluster	V/F	Romulus	45%	31% (FL)
(CO: Star Colonel Bernadine Ravenwater)				

DELTA GALAXY (THE LIGHTNING RIDERS)

Commander: Galaxy Commander Mana Dwelley
Aide: Star Colonel Eveangelina Mitchell

	Exp/Loy	Homeworld	Strength	Omni%
Delta Galaxy Command	V/F	Dell	70%	100% (FL)
(CO: Galaxy Commander Mana Dwelley)				
71st Mechanized Cavalry	R/R	Zoetermeer	80%	51% (FL)
(CO: Star Colonel Elliot Cobb)				
82nd Mechanized Cavalry	V/R	Vulcan	85%	42% (FL)
(CO: Star Colonel Waylon Mehta)				
65th Mechanized Strike	G/R	Dell	60%	33% (FL)
(CO: Star Colonel Garret Cobb)				
4th Horde Cluster	V/F	Laurent	70%	25% (FL)
(CO: Star Colonel Will Cooper)				

EPSILON GALAXY (THE STONEWALL BRIGADE)

Commander: Galaxy Commander Eusebio Lassenerra
Aide: Star Colonel Lisha Hawker

	Exp/Loy	Homeworld	Strength	Omni%
Epsilon Galaxy Command	E/Q	Tamar	60%	100% (FL)
(CO: Galaxy Commander Eusebio Lassenerra)				
62nd Mechanized Assault	R/R	Tamar	85%	44% (FL)
(CO: Star Colonel Denice Gurdel)				
91st Mechanized Assault	R/R	Weingarten	80%	52% (FL)
(CO: Star Colonel Gino Cobb)				
9th Horde Cluster	E/F	Thannhausen	90%	34% (FL)
(CO: Star Colonel Bob Vewas)				
10th Horde Cluster	V/F	Kobe	45%	27% (FL)
(CO: Star Colonel Darla Hawker)				

FIRE HORSE GALAXY

Commander: Galaxy Commander Patricia DeLaurel
Aide: Star Colonel Vera Howe

	Exp/Loy	Homeworld	Strength	Omni%
Fire Horse Galaxy Command	E/F	Cusset	90%	100% (FL)
(CO: Galaxy Commander Patricia DeLaurel)				
1st Horde Cluster	E/F	Cusset	70%	22% (K)
(CO: Loremaster Sachiko Ravenwater)				
2nd Horde Cluster	V/F	Maestu	65%	21% (FL)
(CO: Star Colonel Dean Lassenerra)				
3rd Horde Cluster	E/F	Volders	60%	19% (FL)
(CO: Star Colonel David Fletcher)				
39th Mechanized Assault	R/R	Hyperion	80%	47% (FL)
(CO: Star Colonel Wilson Amirault)				
97th Mechanized Strike	R/R	Bessarabia	45%	37% (FL)
(CO: Star Colonel Cassandra Hawker)				

THETA GALAXY (HELL'S STORMTROOPERS)

Commander: Galaxy Commander Dewey Houan
Aide: Star Colonel Preston Dudzinsky

	Exp/Loy	Homeworld	Strength	Omni%
42nd BattleMech Cluster	V/R	Feltre	75%	0% (SL)
(CO: Star Colonel Farouk Cobb)				
1st Rangers	R/R	Hohenems	80%	0% (SL)
(CO: Galaxy Commander Dewey Houan)				
8th Rangers	V/Q	Moritz	95%	0% (SL)
(CO: Star Colonel Perry Seidman)				
11th Rangers	G/F	Kirchbach	90%	0% (SL)
(CO: Star Colonel Whitney Mehta)				

IOTA GALAXY (THE NINTH RING OF HELL)

Commander: Galaxy Commander Jake Lankenau
Aide: Star Colonel Debra Ravenwater

	Exp/Loy	Homeworld	Strength	Omni%
61st BattleMech Cluster	G/R	The Edge	85%	0% (SL)
(CO: Star Colonel Samantha Johnston)				
2nd Rangers	V/Q	Lovinac	90%	0% (SL)
(CO: Galaxy Commander Jake Lankenau)				
6th Rangers	R/F	Rodigo	90%	0% (SL)
(CO: Star Colonel Kate Hawker)				
10th Rangers	R/R	Bruben	85%	0% (SL)
(CO: Star Colonel Bethany Hazen)				

KAPPA GALAXY (THE SCARLET MUSTANGS)

Commander: Galaxy Commander Joseph DeLaurel
Aide: Star Colonel Glenda Amirault

	Exp/Loy	Homeworld	Strength	Omni%
85th BattleMech Cluster	V/R	Harvest	75%	0% (SL)
(CO: Star Colonel Leslie Cooper)				
4th Rangers	V/F	Ridderkerk	80%	0% (SL)
(CO: Galaxy Commander Joseph DeLaurel)				
12th Rangers	G/R	Icar	95%	0% (SL)
(CO: Star Colonel Reginald Seidman)				
13th Rangers	R/Q	Persistence	80%	0% (SL)
(CO: Star Colonel Jennifer Cobb)				

OMEGA GALAXY

Commander: Galaxy Commander Julian Vewas
Aide: Star Colonel Earnest Amirault

	Exp/Loy	Homeworld	Strength	Omni%
91st BattleMech Cluster	V/F	Apollo	80%	0% (SL)
(CO: Star Colonel Jean Horn)				
5th Rangers	G/R	Here	80%	0% (SL)
(CO: Galaxy Commander Julian Vewas)				
7th Rangers	R/R	Lackhove	75%	0% (SL)
(CO: Star Colonel Loretta Fletcher)				
9th Rangers	G/R	Winfield	80%	0% (SL)
(CO: Star Colonel Carla DeLaurel)				

CLAN JADE FALCON

Commander: Khan Malvina Hazen
Aide: saKhan Ryan Pryde
Strength: Approximately 11 Galaxies (54 Clusters)

COMMAND ASSETS

Commander: Khan Malvina Hazen
Aide: Star Colonel Filip Mattlov

	Exp/Loy	Homeworld	Strength	Omni%
Raptor Keshik	E/F	Sudeten	95%	100% (K)
(CO: Khan Malvina Hazen)				

ALPHA GALAXY (TURKINA GALAXY)

Commander: saKhan Ryan Pryde
Aide: Star Colonel Keith Roshak

	Exp/Loy	Homeworld	Strength	Omni%
Turkina Keshik	E/F	Skye	85%	100% (K)
(CO: saKhan Ryan Pryde)				
8th Falcon Dragoons	R/R	Seginus	80%	67% (FL)
(CO: Star Colonel Carl Chistu)				
6th Falcon Dragoons	V/F	Unukalhai	75%	77% (FL)
(CO: Star Colonel Catherine Hazen)				
7th Falcon Striker Cluster	E/R	Izar	85%	45% (FL)
(CO: Star Colonel Randy Buhallin)				
12th Falcon Jaegers	R/R	Kimball II	65%	52% (FL)
(CO: Star Colonel Angela von Jankmon)				

GAMMA GALAXY (JADE FALCON GALAXY)

Commander: Galaxy Commander Jane Thastus
Aide: Star Colonel Rachel Amirault

	Exp/Loy	Homeworld	Strength	Omni%
1st Falcon Velites	E/F	Guatavita	60%	100% (FL)
(CO: Galaxy Commander Jane Thastus)				
3rd Falcon Talon	E/F	New Capetown	55%	60% (FL)
(CO: Star Colonel Sara Horn)				
9th Falcon Talon	V/F	Sargasso	40%	42% (FL)
(CO: Star Colonel Yaroslav)				
6th Falcon Striker Cluster	R/Q	Sargasso	45%	39% (FL)
(CO: Star Colonel Steven Malthus)				
2nd Falcon Jaegers	R/R	Great X	60%	78% (FL)
(CO: Star Colonel Wanda Helmer)				

EPSILON GALAXY

Commander: Galaxy Commander Fred Buhallin
Aide: Star Colonel Gregory Pryde

	Exp/Loy	Homeworld	Strength	Omni%
1st Falcon Jaegers	E/F	La Grave	75%	100% (FL)
(CO: Galaxy Commander Fred Buhallin)				
5th Falcon Talon	V/R	Crimond	80%	45% (FL)
(CO: Star Colonel Harold Sender)				
9th Falcon Striker Cluster	R/R	Tomans	90%	63% (FL)
(CO: Star Colonel Ralph Icaza)				
8th Falcon Velites	V/F	Kelenfold	65%	39% (FL)
(CO: Star Colonel Nicole Roshak)				
13th Falcon Dragoons	R/R	Arcturus	80%	27% (FL)
(CO: Star Colonel Paul Mehta)				

DELTA GALAXY (GYRFALCON GALAXY)

Commander: Galaxy Commander Stephanie Chistu
Aide: Star Colonel Kimberly Mattlov

	Exp/Loy	Homeworld	Strength	Omni%
1st Falcon Striker Cluster	E/F	Westerstede	80%	100% (FL)
(CO: Galaxy Commander Stephanie Chistu)				
5th Battle Cluster	V/R	Horneburg	65%	66% (FL)
(CO: Star Colonel Rose Faulk)				
53rd Falcon Talon	E/R	Upano	55%	90% (FL)
(CO: Star Colonel Lisa Hazen)				
4th Falcon Dragoons	R/Q	Pobeda	70%	34% (FL)
(CO: Star Colonel Theresa Sender)				
11th Falcon Velites	R/Q	Westerstede	50%	51% (FL)
(CO: Star Colonel Brenda)				

VAU GALAXY (PEREGRINE GALAXY)

Commander: Galaxy Commander Christina Buhallin
Aide: Star Colonel Virginia Pryde

	Exp/Loy	Homeworld	Strength	Omni%
7th Falcon Hussars	V/Q	Edasich	75%	43% (FL)
(CO: Galaxy Commander Christnia Buhallin)				
8th Falcon Hussars	V/R	Lucianca	60%	36% (FL)
(CO: Star Colonel Sharon Roshak)				
14th Falcon Jaegers	V/R	Auldhouse	80%	41% (FL)
(CO: Star Colonel Andrew Faulk)				
15th Falcon Jaegers	R/F	Eaton	85%	52% (FL)
(CO: Star Colonel William Thastus)				
2nd Mixed Cluster	R/R	Yed Posterior	90%	0% (SL)
(CO: Star Colonel Brian)				

ZETA GALAXY (TURKINA'S BEAK)

Commander: Galaxy Commander Noritomo Helmer
Aide: Star Colonel Phillip Hazen

	Exp/Loy	Homeworld	Strength	Omni%
124th Falcon Striker Cluster	E/R	Skye	85%	50% (FL)
(CO: Galaxy Commander Noritomo Helmer)				
12th Falcon Hussars	R/F	Menkent	90%	22% (FL)
(CO: Star Colonel Janet Horn)				
3rd Falcon Velites	V/F	Lyons	90%	41% (FL)
(CO: Star Colonel Sarah Hazen)				
10th Falcon Talon	R/Q	Alphecca	85%	61% (FL)
(CO: Star Colonel Lawrence Roshak)				
1st Mixed Cluster	G/R	Alkaid	85%	0% (SL)
(CO: Star Colonel Mildred)				

OMEGA GALAXY (EYES OF THE FALCON)

Commander: Galaxy Commander Denise Mehta
Aide: Star Colonel Kathryn Pryde

	Exp/Loy	Homeworld	Strength	Omni%
4th Falcon Striker Cluster (CO: Galaxy Commander Denise Mehta)	V/R	Fatima	65%	42% (FL)
75th Falcon Striker Cluster (CO: Star Colonel Timothy Vickers)	R/Q	Blue Diamond	55%	37% (FL)
2nd Falcon Dragoons (CO: Star Colonel Arthur Buhallin)	R/F	Apostica	75%	60% (FL)
9th Falcon Velites (CO: Star Colonel Benjamin Horn)	R/R	Symington	80%	53% (FL)
6th Mixed Cluster (CO: Star Colonel Juan)	R/Q	Leganes	60%	0% (SL)

KAPPA GALAXY

Commander: Galaxy Commander Earl Helmer
Aide: Star Colonel Bruce Siegel

	Exp/Loy	Homeworld	Strength	Omni%
8th Falcon Regulars (CO: Galaxy Commander Earl Helmer)	V/R	Morges	65%	15% (SL)
8th PGC (CO: Star Colonel Gerald)	R/R	Dustball	80%	0% (SL)
10th PGC (CO: Star Colonel Samuel)	G/R	Koniz	70%	0% (SL)
1st Falcon Swoop Cluster (CO: Star Colonel Shawn)	G/R	Benfled	65%	0% (SL)
4th Mixed Cluster (CO: Star Colonel Laura Mattlov)	R/Q	Blair Atholl	80%	0% (SL)

RHO GALAXY

Commander: Galaxy Commander Clarence Pryde
Aide: Star Colonel Robert

	Exp/Loy	Homeworld	Strength	Omni%
12th Falcon Regulars (CO: Galaxy Commander Clarence Pryde)	R/Q	Denizli	70%	25% (SL)
18th Falcon Regulars (CO: Star Colonel Jan von Jankmon)	V/R	Leskovik	65%	0% (SL)
7th Falcon Regulars (CO: Star Colonel Magne)	R/R	Baker 3	80%	0% (SL)
78th PGC (CO: Star Colonel Torgny)	R/Q	Colmar	80%	0% (SL)
5th Mixed Cluster (CO: Star Colonel Willie Mehta)	G/F	Biota	80%	0% (SL)

IOTA GALAXY

Commander: Galaxy Commander Ernest Binetti
Aide: Star Colonel Phyllis Roshak

	Exp/Loy	Homeworld	Strength	Omni%
3rd Falcon Swoop Cluster (CO: Galaxy Commander Ernest Binetti)	R/R	Jesenice	70%	20% (SL)
5th Talon (CO: Star Colonel Douglas)	R/R	Melissia	75%	0% (SL)
51st Garrison Cluster (CO: Star Colonel Yvette Hazen)	R/R	Zhongshan	60%	0% (SL)
7th Mixed Cluster (CO: Star Colonel Silvia)	G/F	Pangkalan	80%	0% (SL)

LAMBDA GALAXY

Commander: Galaxy Commander Tamara Faulk
Aide: Star Colonel Oliver Icaza

	Exp/Loy	Homeworld	Strength	Omni%
22nd PGC (CO: Galaxy Commander Tamara Faulk)	R/R	Bone-Norman	70%	0% (SL)
24th PGC (CO: Star Colonel Ruben Mattlov)	V/R	Black Earth	80%	0% (SL)
2nd Falcon Swoop Cluster (CO: Star Colonel Emanuel Mehta)	R/R	Beta VII	65%	0% (SL)
3rd Mixed Cluster (CO: Star Colonel Edgar)	G/R	Butler	70%	0% (SL)

CLAN SEA FOX

Commander: Khan Mori Hawker
Aide: Star Colonel Oswell Faulk
Strength: Approximately 5 Galaxies (30 Clusters)

FOX KHANATE

Commander: saKhan Ya'el Labov
Aide: Star Colonel John Sender

	Exp/Loy	Homeworld	Strength	Omni%
Fox ArcShip (CO: saKhan Ya'el Labov)	E/F	*Kraken* (*Potemkin*)	95%	76% (K)
Alpha Aimag (CO: ovKhan Zoie Vewas)	V/F	*Jormungandr* (Merchant *Carrack*)	80%	42% (FL)
Beta Aimag (CO: ovKhan Eyvind Hawker)	V/R	*Cetus* (Merchant *Carrack*)	85%	56% (FL)
Gamma Aimag (CO: ovKhan Lauritz Horn)	R/Q	*Megalodon* (*Volga*)	90%	37% (FL)
Delta Aimag (CO: ovKhan Sena Clarke)	V/R	*Taniwha* (*Carrack*)	100%	28% (FL)
Epsilon Aimag (CO: ovKhan Hildegaard Oshika)	R/R	*Tiktaalik* (Merchant *Carrack*)	75%	46% (FL)

THE ILKHANATE

Commander: Khan Mori Hawker
Aide: Star Colonel Oswell Faulk

	Exp/Loy	Homeworld	Strength	Omni%
Ilkhanate ArcShip (CO: Khan Mori Hawker)	E/F	*Tsunami* (*Potemkin*)	105%	81% (K)
Alpha Aimag (CO: ovKhan Eileen Rodriquez)	V/R	*Cataract* (Merchant *Carrack*)	90%	22% (FL)
Beta Aimag (CO: ovKhan Nathaniel Coston)	E/R	*Torrential* (Merchant *Carrack*)	75%	59% (FL)
Gamma Aimag (CO: ovKhan Ginny Clarke)	V/R	*Maelstorm* (*Volga*)	80%	31% (FL)
Delta Aimag (CO: ovKhan Hark Nagasawa)	R/R	*Coriolis* (*Carrack*)	95%	61% (FL)
Epsilon Aimag (CO: ovKhan Silias Vewas)	R/F	*Riptide* (Merchant *Carrack*)	95%	33% (FL)

SKATE KHANATE

Commander: saKhan Arkady Sennet
Aide: Star Colonel Friederike Coston

	Exp/Loy	Homeworld	Strength	Omni%
Skate ArcShip (CO: saKhan Arkady Sennet)	V/F	*Atlantean* (*Potemkin*)	95%	73% (K)
Alpha Aimag (CO: ovKhan Winthrop Rodriguez)	E/F	*Thalassa* (Merchant *Carrack*)	95%	42% (FL)
Beta Aimag (CO: ovKhan Gilbert Thastus)	R/R	*Abyssal* (*Potemkin*)	100%	54% (FL)
Gamma Aimag (CO: ovKhan Yasmeen Faulk)	E/R	*Tethys* (*Carrack*)	85%	27% (FL)
Delta Aimag (CO: ovKhan Kayne Maine)	V/Q	*Pelagic* (Merchant *Carrack*)	90%	41% (FL)
Epsilon Aimag (CO: ovKhan Bernard Nagasawa)	V/R	*Oceanus* (Merchant *Carrack*)	90%	33% (FL)

SPINA KHANATE

Commander: saKhan Petr Kalasa
Aide: Star Colonel Gerda Maine

	Exp/Loy	Homeworld	Strength	Omni%
Spina ArcShip (CO: saKhan Petr Kalasa)	E/R	*Poseidon* (*Potemkin*)	75%	83% (K)
Alpha Aimag (CO: ovKhan Ike Hawker)	R/F	*Silentshark* (Merchant *Carrack*)	90%	72% (FL)
Beta Aimag (CO: ovKhan Matthew Horn)	V/R	*Talismantia* (*Sovetskii Soyuz*)	80%	31% (FL)
Gamma Aimag (CO: ovKhan Joseph Sutherland)	V/R	*Starfox* (Merchant *Carrack*)	85%	44% (FL)
Delta Aimag (CO: ovKhan Fergus Sennet)	R/R	*Voidswimmer* (*Potemkin*)	70%	66% (FL)
Epsilon Aimag (CO: ovKhan Gar Labov)	E/F	*Swiftswimmer* (Merchant *Carrack*)	95%	31% (FL)

TIBURON KHANATE

Commander: saKhan Andreas Sutherland
Aide: Star Colonel Eldin Kalasa

	Exp/Loy	Homeworld	Strength	Omni%
Tiburon ArcShip (CO: saKhan Andreas Sutherland)	E/F	*Titanic* (*Potemkin*)	105%	76% (K)
Alpha Aimag (CO: ovKhan Lane Kalasa)	E/F	*Argo* (Merchant *Carrack*)	100%	23% (FL)
Beta Aimag (CO: ovKhan Samson Rodriguez)	V/F	*Naglfar* (Merchant *Carrack*)	95%	51% (FL)
Gamma Aimag (CO: ovKhan Antoinette Labov)	R/R	*Caleuche* (*Lola III*)	110%	67% (FL)
Delta Aimag (CO: ovKhan Irwin Fowler)	V/R	*Liberator* (*Volga*)	95%	38% (FL)
Epsilon Aimag (CO: ovKhan Aislinn Vewas)	V/F	*Matahourua* (Merchant *Carrack*)	105%	45% (FL)

WOLF EMPIRE

Commander: Khan Alaric Ward
Aide: saKhan Garner Kerensky
Strength: Approximately 14 Galaxies (75 Clusters)

ALPHA GALAXY (THE WOLF SPIRITS)

Commander: saKhan Garner Kerensky
Aide: Star Colonel Marco Fetladral

	Exp/Loy	Homeworld	Strength	Omni%
The Golden Keshik (CO: saKhan Garner Kerensky)	E/F	Zosma	105%	100% (K)
4th Wolf Guard Cluster (CO: Star Colonel Tracy Carns)	V/F	Zosma	85%	70% (FL)
5th Wolf Battle Cluster (CO: Star Colonel Krystal Vickers)	R/R	Wyatt	80%	70% (FL)
3rd Wolf Guard Battle Cluster (CO: Star Colonel Travis Rhyde)	R/R	Zosma	90%	60% (FL)
9th Wolf Battle Cluster (CO: Star Colonel Henry Tutuola)	V/R	Wyatt	55%	50% (FL)
328th Wolf Assault Cluster (CO: Star Colonel Antonio Radick)	E/F	Castor	95%	80% (FL)

BETA GALAXY (THE SHADOW WOLVES)

Commander: Khan Alaric Ward
Aide: Star Colonel Omar Hawker

	Exp/Loy	Homeworld	Strength	Omni%
The Silver Keshik (CO: Khan Alaric Ward)	E/F	Milton	80%	100% (K)
9th Wolf Guard Striker Cluster (CO: Star Colonel Salvatore Sradac)	R/R	Milton	75%	40% (FL)
13th Wolf Guard Battle Cluster (CO: Star Colonel Don Cooper)	R/R	Alchiba	80%	50% (FL)
2nd Wolf Assault Cluster (CO: Star Colonel Anastasia Kerensky)	V/F	Alchiba	65%	70% (FL)
19th Wolf Striker Cluster (CO: Star Colonel Joseph Lankenau)	E/F	Phecda	70%	40% (FL)
11th Wolf Battle Cluster (CO: Star Colonel Arlene Mehta)	V/R	Phecda	85%	50% (FL)

DELTA GALAXY (THE SNARLING WOLVES)

Commander: Galaxy Commander Billie Sender
Aide: Star Colonel Tyrone

	Exp/Loy	Homeworld	Strength	Omni%
The Howl Keshik (CO: Galaxy Commander Billie Sender)	V/F	Smolnik	90%	100% FL)
83rd Wolf Striker Cluster (CO: Star Colonel Myra Carns)	R/R	Smolnik	85%	35% (FL)
17th Wolf Guard Striker Cluster (CO: Star Colonel Bert Conners)	V/R	Gallery	95%	40% (FL)
41st Wolf Guard Battle Cluster (CO: Star Colonel Sylvia Ch'in)	R/R	Chukchi III	95%	55% (FL)
279th Wolf Battle Cluster (CO: Star Colonel Brittany Fetladral)	R/F	Thuban	75%	20% (FL)
88th Wolf Battle Cluster (CO: Star Colonel Luke Hall)	E/F	Smolnik	80%	25% (FL)

EPSILON GALAXY

Commander: Galaxy Commander Niels Carns
Aide: Star Colonel Damon Ward

	Exp/Loy	Homeworld	Strength	Omni%
The Iron Keshik (CO: Galaxy Commander Niels Carns)	V/R	Gienah	105%	100% (FL)
87th Wolf Striker Cluster (CO: Star Colonel Guy Gilmour)	R/Q	Nestor	75%	35% (FL)
21st Wolf Guard Striker Cluster (CO: Star Colonel Darin Hazen)	V/R	Gienah	60%	40% (FL)
37th Wolf Striker Cluster (CO: Star Colonel Adrienne Vickers)	E/R	Ford	85%	20% (FL)
35th Wolf Battle Cluster (CO: Star Colonel Miriam Rhyde)	V/R	Hyde	80%	20% (FL)
31st Wolf Guard Assault Cluster (CO: Star Colonel Cecilia)	E/F	Gienah	75%	70% (FL)

GAMMA GALAXY (THE WOLF HUSSARS)

Commander: Galaxy Commander Elise Ward
Aide: Star Colonel Tony

	Exp/Loy	Homeworld	Strength	Omni%
The Bronze Keshik (CO: Galaxy Commander Elise Ward)	V/F	Gacrux	85%	100% (FL)
7th Wolf Guard Battle Cluster (CO: Star Colonel Gordon Tutuola)	E/F	Zaniah	90%	60% (FL)
103rd Wolf Guard Striker Cluster (CO: Star Colonel Maurice Radick)	E/R	Shiloh	65%	80% (FL)
271st Wolf Guard Assault Cluster (CO: Star Colonel Richard Sradac)	V/R	Gacrux	55%	90% (FL)
93rd Wolf Striker Cluster (CO: Star Colonel Erin Mehta)	R/Q	Cor Caroli	60%	30% (FL)
111st Wolf Battle Cluster (CO: Star Colonel Rodney Thastus)	V/R	Alioth	80%	15% (FL)

ZETA GALAXY

Commander: Galaxy Commander Tyler Cooper
Aide: Star Colonel Brad Fetladral

	Exp/Loy	Homeworld	Strength	Omni%
The Steel Keshik (CO: Galaxy Commander Tyler Cooper)	E/F	Wing	75%	100% (FL)
19th Wolf Guard Battle Cluster (CO: Star Colonel Cynthia Horn)	V/F	Wing	80%	55% (FL)
27th Wolf Battle Cluster (CO: Star Colonel Donald Carns)	R/R	Milton	60%	45% (FL)
79th Wolf Battle Cluster (CO: Star Colonel Trevor)	V/R	Milton	65%	25% (FL)
4th Wolf Guard Assault Cluster (CO: Star Colonel Brian Sender)	E/F	Alchiba	80%	50% (FL)
9th Wolf Assault Cluster (CO: Star Colonel Virgil Radick)	E/R	Phecda	85%	50% (FL)

IOTA GALAXY (THE PHOENIX WOLVES)

Commander: Galaxy Commander Malcolm Vickers
Aide: Star Colonel Nicole

	Exp/Loy	Homeworld	Strength	Omni%
The Blue Keshik	V/R	Kitzingen	75%	100% (FL)
(CO: Galaxy Commander Malcolm Vickers)				
6th Wolf Regulars Cluster	V/R	Medzev	80%	20% (SL)
(CO: Star Colonel Natasha Ravenwater)				
17th Wolf Regulars Cluster	R/R	Zvolen	60%	0% (SL)
(CO: Star Colonel Claudia Bekker)				
20th Wolf Regulars Cluster	V/R	Drosendorf	55%	0% (SL)
(CO: Star Colonel Casey)				
21st Wolf Regulars Cluster	V/Q	Zvolen	60%	0% (SL)
(CO: Star Colonel Lorena)				
6th Wolf Cavalry Cluster	R/F	Medzev	45%	0% (SL)
(CO: Star Colonel Lawrence)				

KAPPA GALAXY (THE WEREWOLVES)

Commander: Galaxy Commander Robert Magnus
Aide: Star Colonel Esther Leroux

	Exp/Loy	Homeworld	Strength	Omni%
The Grey Keshik	E/F	Drusibacken	55%	0% (SL)
(CO: Galaxy Commander Robert Magnus)				
8th Wolf Cavalry Cluster	R/Q	Drusibacken	60%	0% (SL)
(CO: Star Colonel Stella)				
5th Wolf Garrison Cluster	G/R	Keystone	70%	0% (SL)
(CO: Star Colonel Angela)				
6th Wolf Garrison Cluster	R/R	Lancaster	60%	0% (SL)
(CO: Star Colonel Edward)				
14th Wolf Garrison Cluster	G/Q	Dickinson	50%	0% (SL)
(CO: Star Colonel Frankie)				
2nd Wolf Guards Grenadiers Cluster	V/R	New Olympia	55%	0% (SL)
(CO: Star Colonel Barry Carns)				

LAMBDA GALAXY

Commander: Galaxy Commander Pamela Tutuola
Aide: Star Colonel Geoffrey

	Exp/Loy	Homeworld	Strength	Omni%
The Brown Keshik	V/R	Aristotle	60%	0% (SL)
(CO: Galaxy Commander Pamela Tutuola)				
8th Wolf Garrison Cluster	R/R	Aristotle	75%	0% (SL)
(CO: Star Colonel Steve)				
26th Wolf Garrison Cluster	G/Q	Clinton	60%	0% (SL)
(CO: Star Colonel Hugh)				
37th Wolf Garrison Cluster	R/R	Soilihull	55%	0% (SL)
(CO: Star Colonel Tami)				
47th Wolf Garrison Cluster	G/Q	Arganda	80%	0% (SL)
(CO: Star Colonel Timothy)				
52nd Wolf Garrison Cluster	G/Q	Sarpsborg	75%	0% (SL)
(CO: Star Colonel Sherry)				

THETA GALAXY

Commander: Galaxy Commander Lois Fetladral
Aide: Star Colonel Kerry

	Exp/Loy	Homeworld	Strength	Omni%
The Green Keshik	V/R	New Kyoto	65%	0% (SL)
(CO: Galaxy Commander Lois Fetladral)				
12th Wolf Garrison Cluster	R/R	Lamon	75%	0% (SL)
(CO: Star Colonel Alton Wolf)				
16th Wolf Garrison Cluster	G/R	Algorab	90%	0% (SL)
(CO: Star Colonel Jaime)				
23rd Wolf Garrison Cluster	V/Q	Rochelle	85%	0% (SL)
(CO: Star Colonel Hope)				
29th Wolf Garrison Cluster	G/F	Kalidasa	85%	0% (SL)
(CO: Star Colonel Marvin)				
9th Wolf Cavalry	V/R	Solaris	60%	0% (SL)
(CO: Star Colonel Clifford Kerensky)				

TAU GALAXY

Commander: Galaxy Commander Victoria Conners
Aide: Star Colonel Brandon

	Exp/Loy	Homeworld	Strength	Omni%
The Red Keshik	R/R	Campbelton	80%	0% (SL)
(CO: Galaxy Commander Victoria Conners)				
21st Wolf Garrison Cluster	R/Q	Laureles	65%	0% (SL)
(CO: Star Colonel Penny)				
32nd Wolf Garrison Cluster	G/R	Midkiff	50%	0% (SL)
(CO: Star Colonel Nicholas)				
39th Wolf Garrison Cluster	V/F	Kirkenlaard	60%	0% (SL)
(CO: Star Colonel Otis Leroux)				
57th Wolf Garrison Cluster	G/R	Tongatapu	55%	0% (SL)
(CO: Star Colonel Shannon)				
12th Wolf Cavalry	R/R	Autumn Wind	70%	0% (SL)
(CO: Star Colonel Grace)				

SIGMA GALAXY

Commander: Galaxy Commander Dominic Shaw
Aide: Star Colonel Robyn

	Exp/Loy	Homeworld	Strength	Omni%
The Dark Keshik	R/R	Loric	80%	0% (SL)
(CO: Galaxy Commander Dominic Shaw)				
9th Wolf Garrison Cluster	G/Q	Dixie	75%	0% (SL)
(CO: Star Colonel Owen Carns)				
24th Wolf Garrison Cluster	G/R	Bella I	65%	0% (SL)
(CO: Star Colonel Arthur)				
61st Wolf Garrison Cluster	R/Q	Alula Borealis	70%	0% (SL)
(CO: Star Colonel Ismael)				
63rd Wolf Garrison Cluster	G/R	Trellisane	65%	0% (SL)
(CO: Star Colonel Drew)				
18th Wolf Cavalry	V/Q	Colfax	55%	0% (SL)
(CO: Star Colonel Lucy)				

UPSILON GALAXY

Commander: Galaxy Commander Robin Cobb
Aide: Star Colonel Marion

	Exp/Loy	Homeworld	Strength	Omni%
The Light Keshik	V/R	Helm	80%	0% (SL)
(CO: Galaxy Commander Robin Cobb)				
11th Wolf Garrison Cluster	R/R	Stewart	80%	0% (SL)
(CO: Star Colonel Lamar)				
42nd Wolf Garrison Cluster	G/R	Amity	75%	0% (SL)
(CO: Star Colonel Pablo)				
45th Wolf Garrison Cluster	G/Q	Tania Australis	60%	0% (SL)
(CO: Star Colonel Constance)				
54th Wolf Garrison Cluster	R/Q	Tania Borealis	60%	0% (SL)
(CO: Star Colonel Irving Bekker)				
16th Wolf Cavalry	R/R	Adhafera	50%	0% (SL)
(CO: Star Colonel Aubrey)				

MU GALAXY

Commander: Galaxy Commander Bradford Vickers
Aide: Star Colonel Gerard

	Exp/Loy	Homeworld	Strength	Omni%
The Yellow Keshik	V/R	Mundrabilla	55%	0% (SL)
(CO: Galaxy Commander Bradford Vickers)				
18th Wolf Garrison Cluster	R/R	Labouchere	60%	0% (SL)
(CO: Star Colonel Delores)				
34th Wolf Garrison Cluster	G/Q	Preston	55%	0% (SL)
(CO: Star Colonel Ramiro)				
40th Wolf Garrison Cluster	G/Q	Niihau	50%	0% (SL)
(CO: Star Colonel Warren)				
66th Wolf Garrison Cluster	G/Q	Mundrabilla	60%	0% (SL)
(CO: Star Colonel Howard)				
19th Wolf Cavalry	R/R	Shasta	55%	0% (SL)
(CO: Star Colonel Kendra Tutuola)				

RASALHAGUE DOMINION

Commander: Khan Dalia Bekker
Aide: saKhan Roy Jorgensson
Strength: Approximately 12 Galaxies (52 Clusters)

ALPHA GALAXY (THE GOLDEN BEARS)

Commander: Galaxy Commander Lars Magnusson
Aide: Star Colonel Albert Hall

	Exp/Loy	Homeworld	Strength	Omni%
Command Supernova	E/F	Alshain	90%	100% (K)
(CO: Khan Dalia Bekker)				
Trinary Galaxy Command	E/F	Alshain	60%	100% (FL)
(CO: Galaxy Commander Lars Magnusson)				
1st Bear Guards	E/F	Alshain	100%	78% (FL)
(CO: Star Colonel Vivian Snuka)				
3rd Bear Guards	V/R	Tinaca	85%	63% (FL)
(CO: Star Colonel Teressa Gilmour)				
8th Bear Cuirassiers	V/R	Mualang	90%	88% (FL)
(CO: Star Colonel Mika Kabrinski)				
73rd Battle Cluster	R/F	Sternwerde	95%	41% (FL)
(CO: Star Colonel Latoria Devon)				

BETA GALAXY (NIGHT HOWLERS)

Commander: Loremaster Hans Kabrinski
Aide: Star Colonel Freddie Sradac

	Exp/Loy	Homeworld	Strength	Omni%
Trinary Galaxy Command	E/F	Krenice	100%	100% (K)
(CO: Loremaster Hans Kabrinski)				
332nd Assault Cluster	E/F	Rubigen	100%	72% (FL)
(CO: Star Colonel Stewart Gurdel)				
14th Battle Cluster	V/R	Quarell	100%	47% (FL)
(CO: Star Colonel Emilio Hall)				
18th Battle Cluster	R/R	Carse	95%	33% (FL)
(CO: Star Colonel Lynda)				
140th Striker Cluster	V/Q	Nox	95%	58% (FL)
(CO: Star Colonel Rolf DelVillar)				

RHO GALAXY (BEAR ESSENTIALS)

Commander: saKhan Roy Jorgensson
Aide: Star Colonel Esther Gilmour

	Exp/Loy	Homeworld	Strength	Omni%
Trinary Galaxy Command	E/R	Phalan	90%	100% (K)
(CO: saKhan Roy Jorgensson)				
243rd Battle Cluster	V/F	Eaglesham	95%	42% (FL)
(CO: Star Colonel Juanita Thastus)				
283rd Battle Cluster	V/R	Baxter	85%	47% (FL)
(CO: Star Colonel Peter Lankenau)				
300th Battle Cluster	R/R	Dalkeith	90%	51% (FL)
(CO: Star Colonel Victor Magnusson)				
343rd Battle Cluster	G/R	Accrington	95%	44% (FL)
(CO: Star Colonel Alice Bourjon)				

THETA GALAXY

Commander: Galaxy Commander Timon Hall
Aide: Star Colonel Salvador Gurdel

	Exp/Loy	Homeworld	Strength	Omni%
17th Provisional Garrison Cluster	R/R	Idlewind	80%	0% (SL)
(CO: Star Colonel Sadie)				
56th Provisional Garrison Cluster	V/R	Jarett	70%	0% (SL)
(CO: Star Colonel Terrell Sradac)				
10th Phalanx	R/Q	Polcenigo	65%	0% (SL)
(CO: Star Colonel Lionel DelVillar)				
12th Provisional Garrison Cluster	R/R	Courchevel	70%	0% (SL)
(CO: Star Colonel Alexandra Tseng)				
6th Bear Regulars	R/F	Soverzene	80%	0% (SL)
(CO: Galaxy Commander James Devon)				

KAPPA GALAXY

Commander: Galaxy Commander James Devon
Aide: Star Colonel Muriel Icaza

	Exp/Loy	Homeworld	Strength	Omni%
14th Provisional Garrison Cluster	R/F	St. John	90%	0% (SL)
(CO: Star Colonel Royce Jorgensson)				
55rd Provisional Garrison Cluster	G/F	New Oslo	85%	0% (SL)
(CO: Star Colonel Bryant Hawker)				
4th Bear Regulars	V/R	Unzmarkt	90%	0% (SL)
(CO: Galaxy Commander James Devon)				
21st Phalanx	R/R	Dawn	85%	0% (SL)
(CO: Star Colonel Gina Hall)				

TAU GALAXY

Commander: Galaxy Commander Ezekiel Vong
Aide: Star Colonel Janie Cobb

	Exp/Loy	Homeworld	Strength	Omni%
1st Bear Regulars	V/R	Holmsbu	95%	0% (SL)
(CO: Galaxy Commander Ezekiel Vong)				
2nd Bear Regulars	V/Q	Skallevoll	90%	0% (SL)
(CO: Star Colonel Ismael Sradac)				
9th Provisional Garrison Cluster	R/R	Richmond	80%	0% (SL)
(CO: Star Colonel Irving Hall)				
18th Provisional Garrison Cluster	R/F	Thule	80%	0% (SL)
(CO: Star Colonel Rex Gurdel)				
37th Provisional Garrison Cluster	G/R	Damian	85%	0% (SL)
(CO: Star Colonel Maureen DelVillar)				

RASALHAGUE GALAXY

Commander: Galaxy Commander Ingvill Magnusson
Aide: Star Colonel Knut Skaslien

	Exp/Loy	Homeworld	Strength	Omni%
1st Rasalhague Bears	E/F	Kufstein	80%	80% (FL)
(CO: Star Colonel Arne Lidwin)				
1st Tyr Assault Cluster	E/F	Memmingen	80%	73% (FL)
(CO: Star Colonel Lena)				
2nd Tyr Assault Cluster	V/R	Karston	80%	67% (FL)
(CO: Galaxy Commander Ingvill Magnusson)				
Gunzburg Eagles	V/F	Thun	95%	78% (FL)
(CO: Star Colonel Henrik Wergeland)				

VALKYRIE GALAXY

Commander: Galaxy Commander Willfon Bourjon)
Aide: Star Colonel Ingeborg

	Exp/Loy	Homeworld	Strength	Omni%
2nd Valkyrie Cluster	V/R	Alshain	95%	58% (FL)
(CO: Galaxy Commander Willlfon Bourjon)				
6th Valkyrie Cluster	V/R	Rasalhague	95%	41% (FL)
(CO: Star Colonel Franklin Devon)				

TUNDRA GALAXY

Commander: Galaxy Commander Terje Hembre
Aide: Star Colonel Julia Stockmann

	Exp/Loy	Homeworld	Strength	Omni%
1st Drakøn Cluster	E/F	Orestes	70%	0% (SL)
(CO: Galaxy Commander Terje Hembre)				
2nd Drakøn Cluster	R/R	Grumium	90%	0% (SL)
(CO: Star Colonel Johan Falk)				
3rd Drakøn Cluster	V/Q	Meacham	80%	0% (SL)
(CO: Star Colonel Reidun Støle)				
1st Hussars Cluster	R/R	Fort Loudon	75%	0% (SL)
(CO: Star Colonel Arild Wollan)				
3rd Hussars Cluster	V/R	Rasalgethi	75%	0% (SL)
(CO: Star Colonel Martin Steen)				

TAIGA GALAXY

Commander: Galaxy Commander Fred Johansen
Aide: Star Colonel Carl Fredrickson

	Exp/Loy	Homeworld	Strength	Omni%
1st Freemen Cluster	V/F	Kandis	85%	0% (SL)
(CO: Galaxy Commander Fred Johansen)				
2nd Freemen Cluster	R/R	Gunzburg	90%	0% (SL)
(CO: Star Colonel Ivar Øygard)				
3rd Freemen Cluster	E/R	Sheliak	75%	0% (SL)
(CO: Star Colonel Gunde Kalla)				
4th Freemen Cluster	G/Q	Spittal	80%	0% (SL)
(CO: Star Colonel Thomas Svan)				

POLAR GALAXY

Commander: Galaxy Commander Sjur Isakson
Aide: Star Colonel Gunhild Frazen

	Exp/Loy	Homeworld	Strength	Omni%
1st Kavalleri Cluster	E/R	Rasalhague	80%	0% (SL)
(CO: Galaxy Commander Sjur Isakson)				
2nd Kavalleri Cluster	R/F	New Bergen	90%	0% (SL)
(CO: Star Colonel Frode Jakobsen)				
3rd Kavalleri Cluster	V/R	Trondheim	80%	0% (SL)
(CO: Star Colonel Ida Larsdottr)				
4th Kavalleri Cluster	G/R	Radlje	85%	0% (SL)
(CO: Star Colonel Jørgen Foss)				

VEGA PROTECTORATE

Omega Galaxy (The Vega Bears)

Commander: Galaxy Commander Isis Bekker-Florala
Aide: Star Colonel Clint Gurdel

	Exp/Loy	Homeworld	Strength	Omni%
5th Bear Guards	V/R	Dromini VI/Sabik	95%	42% (SL)
(CO: Galaxy Commander Isis Bekker-Florala)				
357th Assault Cluster	E/F	Moore/Kaus Media	105%	34% (SL)
(CO: Star Colonel Troy Hall)				
3rd Bear Regulars	V/R	La Blon	85%	0% (SL)
(CO: Star Colonel Henrietta Jorgensson)				
1st Vega Regulars	V/F	Vega	85%	0% (SL)
(CO: Colonel Karen Tupolov-Hall)				
2nd Vega Regulars	R/R	Konstance/ Komephoros	90%	0% (SL)
(CO: Colonel Sergio Moss)				
3rd Vega Regulars	G/R	Cebalrai/Alnasi	85%	0% (SL)
(CO: Colonel Kim Hammond)				

RAVEN ALLIANCE

Commander: Khan Sterling McKenna
Aide: saKhan Iqbal Lankenau
Strength: Approximately 4 Galaxies (18 Clusters), plus Alliance Militia Corps (11 Regiments)

ALPHA GALAXY (SWIFT WING GALAXY)

Commander: Khan Sterling McKenna
Aide: Star Colonel Jordan Howe

	Exp/Loy	Homeworld	Strength	Omni%
Ice Storm Naval Star	E/F	Ramora	100%	-
(CO: saKhan Iqbal Lankenau)				
Corvus Keshik	E/F	Bad News	85%	100% (K)
(CO: Khan Sterling McKenna)				
1st Raven Phalanx	E/F	Sinope	90%	43% (FL)
(CO: Star Colonel Sergio Siegel)				
9th Raven Striker Cluster	V/R	Sinope	85%	55% (FL)
(CO: Star Colonel Lloyd Harper)				
4th Raven Wing Cluster	E/F	Zalaf	80%	37% (FL)
(CO: Star Colonel Mahavir)				
5th Raven Wing Cluster	V/R	Bad News	75%	51% (FL)
(CO: Star Colonel Kristine Cooper)				

BETA GALAXY (STORM CROW GALAXY)

Commander: Galaxy Commander Grady Magnus
Aide: Star Colonel Dominic McKenna

	Exp/Loy	Homeworld	Strength	Omni%
Conqueror Naval Star	E/F	Kirbyville	100%	-
(CO: Star Admiral Jezebel Sukhanov)				
5th Raven Stoop Cluster	V/F	Kirbyville	85%	44% (FL)
(CO: Star Colonel Markus Cooper)				
9th Raven Wing Cluster	E/R	Sterlington	85%	37% (FL)
(CO: Galaxy Commander Grady Magnus)				
97th Striker Cluster	V/R	Kirbyville	90%	53% (FL)
(CO: Star Colonel Elbert Horn)				
12th Raven Striker Cluster	E/R	Sterlington	95%	64% (FL)
(CO: Star Colonel Nancy Gilmour)				

GAMMA GALAXY (THE HAWKSHEAD GALAXY)

Commander: Galaxy Commander Luis Siegel
Aide: Star Colonel Fernando Shu

	Exp/Loy	Homeworld	Strength	Omni%
Alliance Naval Star	E/F	Hazelhurst	100%	-
(CO: Star Admiral Loretta Gilmour)				
100th Raven Battle Cluster	V/F	Inner End	85%	66% (FL)
(CO: Star Colonel Hector Vewas)				
121st Raven Battle Cluster	R/R	Inner End	85%	38% (FL)
(CO: Galaxy Commadner Luis Siegel)				
11th Raven Wing Cluster	G/F	Hazelhurst	85%	41% (FL)
(CO: Star Colonel Lee Sender)				
3rd Raven Auxiliaries	R/R	Hazelhurst	100%	0% (SL)
(CO: Star Colonel Karla Magnus)				
17th Raven Garrison Cluster	V/R	Mishkadrill	95%	0% (SL)
(CO: Star Colonel Danny Gilmour)				

DELTA GALAXY

Commander: Galaxy Commander Darnell Howe
Aide: Star Colonel Lucia Vewas

	Exp/Loy	Homeworld	Strength	Omni%
5th Raven Auxiliaries	V/R	Kennard	95%	0% (SL)
(CO: Star Colonel Kellie Cooper)				
6th Raven Regulars	V/F	Crestoblus	95%	0% (SL)
(CO: Star Colonel Francesca)				
7th Raven Regulars	V/R	Alegro	90%	0% (SL)
(CO: Galaxy Commander Darnell Howe)				
18th Raven Garrison Cluster	R/R	Lushann	75%	0% (SL)
(CO: Star Colonel Elsie Lassenerra)				

ALLIANCE MILITIA CORPS

Commander: President Christián Avellar
Aide: Senior Chairman Stephanie Lesaca

	Exp/Loy	Homeworld	Strength	Omni%
1st Alliance Air Wing	E/F	Tellman IV/Praxton	85%	0% (SL)
(CO: Chairman Nataniel Grec)				
Command Regiment	E/F	Praxton	90%	0%
(CO: Chairman Nataniel Grec)				
Second Regiment	V/F	Tellman IV	75%	0%
(CO: Chairman Sammie Erwin)				
Third Regiment	E/F	Tellman IV	80%	0%
(CO: Chairman Vasco Escamilla)				
2nd Alliance Air Wing	E/F	Rudolpho/ Jordan Wais	90%	0% (SL)
(CO: Chairman Vicente Gupta)				
Command Regiment	E/R	Rudolpho	90%	0%
(CO: Chairman Vicente Gupta)				
Second Regiment	V/F	Jordan Wais	95%	0%
(CO: Chairman Maximiano Mendes)				
Third Regiment	E/F	Jordan Wais	90%	0%
(CO: Chairman Heriberto Dortch)				
3rd Alliance Air Wing	E/F	Sevon/Mitchella	90%	0% (SL)
(CO: Chairman Theresa Mora)				
Command Regiment	V/R	Sevon	90%	0%
(CO: Chairman Theresa Mora)				
Second Regiment	V/F	Sevon	80%	0%
(CO: Chairman Lenita Carmichael)				
Third Regiment	E/F	Mitchella	100%	0%
(CO: Chairman Timoteo Barros)				
4th Alliance Air Wing	E/F	Risin/Coraines	85%	0% (SL)
(CO: Chairman Thurman Zapata)				
Command Regiment	E/F	Risin	80%	0%
(CO: Chairman Thurman Zapata)				
Second Regiment	V/F	Risin	90%	0%
(CO: Chairman Denise McInnes)				
Third Regiment	E/F	Coraines	90%	0%
(CO: Chairman Emilio Romao)				
5th Alliance Air Wing	E/F	Suianheer/Dneiper	85%	0% (SL)
(CO: Chairman Aloisio Alvarez)				
Command Regiment	E/F	Suianheer	85%	0%
(CO: Chairman Aloisio Alvarez)				
Second Regiment	E/F	Suianheer	85%	0%
(CO: Chairman Jay Akin)				
Third Regiment	V/F	Dneiper	80%	0%
(CO: Chairman Ramon Santillian)				
Avellar Guard	R/R	Alpheratz	90%	0% (SL)
(CO: Sandra Rivera)				
Command Battalion	R/R	Alpheratz	90%	0%
(CO: Chairman Sandra Rivera)				
Second Battalion	V/R	Alpheratz	80%	0%
(CO: Chairman Theresa Huerta)				
Third Battalion	R/F	Alpheratz	95%	0%
(CO: Chairman Neoma Lefebvre)				
Alliance Borderers	V/R	Tabayama	80%	0% (SL)
(CO: Chairman Raulo Sergivich)				
Command Battalion	V/R	Tabayama	75%	0%
(CO: Chairman Raulo Sergivich)				
Second Battalion	V/F	Tabayama	80%	0%
(CO: Chairman Jamey Phoenix)				
Third Battalion	V/R	Tabayama	80%	0%
(CO: Chairman Ashleigh Mello)				
Alliance Grenadiers	R/R	Dante	85%	0% (SL)
(CO: Chairman Lori Perez)				
Command Battalion	R/R	Dante	90%	0%
(CO: Chairman Lori Perez)				
Second Battalion	G/R	Dante	80%	0%
(CO: Chairman Andrew Smith)				
Third Battalion	R/Q	Dante	80%	0%
(CO: Chairman Louis Ramirez)				
1st Long Road Legion	R/R	Ramora	90%	0% (SL)
(CO: Chariman George Torres)				
Command Battalion	R/R	Ramora	90%	0%
(CO: Chairman George Torres)				
Second Battalion	R/R	Ramora	90%	0%
(CO: Chairman Sara Young)				
Third Battalion (Armor)	G/R	Ramora	90%	0%
(CO: Chairman Michelle Gonzales)				
2nd Long Road Legion	V/R	Pitkin	85%	0% (SL)
(CO: Chairman John Shimazu)				
Command Battalion	V/R	Pitkin	85%	0%
(CO: Chairman John Shimazu)				
Second Battalion (Armor)	R/R	Pitkin	80%	0%
(CO: Chairman Fidel D'Cruze)				
Third Battalion (Infantry)	V/F	Pitkin	100%	0%
(CO: Chairman Antonio Guerra)				
3rd Long Road Legion	G/R	Kinkaid II	95%	0% (SL)
(CO: Chairman Jane Rodriquez)				
Command Battalion	G/R	Kinkaid II	100%	0%
(CO: Chairman Jane Rodriquez)				
Second Battalion (Armor)	G/Q	Kinkaid II	95%	0%
(CO: Chairman Angel Martinez)				
Third Battalion (Armor)	R/R	Kinkaid II	95%	0%
(CO: Chairman Carlos Lee)				

CLAN WOLF (IN-EXILE)

Commander: Khan Patrick Fetladral
Aide: saKhan Miriam Shaw
Strength: Approximately 3 Galaxies (9 Clusters)

ALPHA GALAXY (THE DIRE WOLVES)

Commander: Khan Patrik Fetladral
Aide: Star Colonel Liv Leroux

	Exp/Loy	Homeworld	Strength	Omni%
Golden Keshik	E/F	Arc-Royal	70%	100% (K)
(CO: Khan Patrik Fetladral)				
1st Wolf Legion Cluster	V/F	Arc-Royal	70%	60% (FL)
(CO: Star Colonel Jacob Carns)				
1st Wolf Strike Grenadiers Cluster	V/F	Arc-Royal	70%	50% (FL)
(CO: Star Colonel Jorunn Radick)				

BETA GALAXY (THE WOLF MARAUDERS)

Commander: saKhan Miriam Shaw
Aide: Star Colonel Oliver Shaw

	Exp/Loy	Homeworld	Strength	Omni%
Wolf Spider Keshik	E/F	Grunwald	20%	100% (K)
(CO: saKhan Miriam Shaw)				
13th Wolf Guards Cluster	R/F	Grunwald	40%	40% (FL)
(CO: Star Colonel Michael Conners)				
2nd Wolf Legion Cluster	E/F	New Exford	45%	55% (FL)
(CO: Star Colonel Abioye Ward)				

OMEGA GALAXY (GUARDIANS OF THE LAIR)

Commander: Galaxy Commander Annie Ward
Aide: Star Colonel Michael Vickers

	Exp/Loy	Homeworld	Strength	Omni%
Bronze Keshik	V/F	Lyndon	50%	100% (SL)
(CO: Galaxy Commander Annie Ward)				
1st Wolf Guards Cluster	E/F	Garrison	70%	30% (FL)
(CO: Star Colonel Hiram Radick)				
3rd Wolf Guards Cluster	V/R	Surcin	85%	45% (FL)
(CO: Star Colonel Bruce Carns)				



MERCENARIES

GENERAL REVIEW

While we in the Republic have long desired to be rid of the perfidious mercenary, they are more of a necessity today than ever before. Since the start of the Blackout, our ability to quickly shift forces has never been so threatened, and many worlds—even within the Republic—have sought additional protection from hired guns. Despite the proliferation of contracts, the mercenary outlook may never have been as bleak as it is today. The Jihad wiped out countless premier outfits and sullied the reputation of many more commands who (un)wittingly did the Blakists' bidding. The relative peace of the late thirty-first century and our disarmament campaign came within centimeters of being a death knell for mercenaries. Military surplus (the backbone of many mercenary supply chains) became an oxymoron.

The chaos following Gray Monday saw established and upstart commands predominately fielding paramilitary forces due to the lack of traditional options. Since then, access to 'Mechs and combat vehicles has improved, largely due to an influx of salvage over the last decade, but mercenaries have spent the past thirteen years fighting for their lives—on and off the battlefield.

NEW IS THE OLD OLD

The 3140s are a throwback to the worst days in the history of soldiers of fortune. Second to Gray Monday, the most injurious event was the bankruptcy of the Mercenary Review and Bonding Commission's Republic Branch (MRBC-RB). Its principal functions were rendered impotent by the lack of timely communications, and the MRBC-RB filed for bankruptcy protection in December of 3132. When the bankruptcy relief bill died in the senate in 3133, preliminary protection was denied. Shrewd backroom deals kept the company afloat, and five months later, it appeared to be business as usual. Mercs quickly discovered the façade. Although the MRBC-RB still operates on Galatea, its days of neutral brokering are gone. Significant employer bias has led to unscrupulous contract terms including: payment in house scrip, poor salvage rights, loss of independent command authority, and extortive transportation fares.

The virtual collapse of the ComStar C-Bill—the staple of the interstellar economy—introduced more difficult challenges. Astute commands had long avoided accepting remuneration in house scrip, as it left them vulnerable to predatory hiring practices and "company store" schemes. House scrip is also difficult to exchange when traveling between realms, and less accepted on the international market than the C-Bill. Without good alternatives, some commands began using ammunition as currency, inadvertently creating a run on the market. Ammunition supplies are now at a record low, and prices are at a record high. The runaway inflation is reminiscent of the Federated Suns at the height of the 3060s civil war. The average mercenary thus now pays exorbitant prices for most military goods and earns far less for each contract. Even the most prestigious commands are struggling, but not for lack of opportunity.

WATER, WATER EVERYWHERE…

The consumption of the Republic created a hero's feast of opportunities for mercenaries, but even successful operations left some unable to replenish their stores. As Republic worlds fell, so too did the stone's value. Some mercs were stranded due to transport disruption, and—in Prefectures VII, IX, and I—destroyed by the Clans. Those who were able to capitalize quickly built reputations and prestige, but neither paid the bills.

Traditionally reliable employers have become risky propositions. The future of the Lyran Commonwealth is hotly debated, with many fearing that if Tharkad falls (again), so too will the Commonwealth. Lyran military credibility is at its lowest point since the early days of the Third Succession War, and while contracts are plentiful, the risks are significant. The Lyrans abandoned prestigious units on Hesperus II, leaving them at the mercy of the Clans. Although they ultimately retook their mantelpiece world, it's whispered in shadows that lesser units signing with the Commonwealth are as good as dead. The Federated Suns seems equally poised for disaster, and the contracts being offered have many sage commanders concerned. Long-time supporters argue that the Suns will prevail, but they've not fared so poorly against the Combine since the War of 3039. The Fox is long dead and his progeny seldom find victory.

In the reborn Free Worlds League, there are jobs aplenty for mercenaries willing to risk working in a realm that has civil war for breakfast. For years, contracts with the League were a Clan-free zone, but now that they are as much a threat to the League as virtually any other state, the cautious have been given even more pause. As with other realms, financial solvency in the face of the worst fighting since the Jihad is a prime concern. The Capellans aren't hiring, and why would they with their recent successes against the FedSuns? The Draconis Combine alone has become the go-to place for mercenaries. Despite concerns about Yori Kurita's leadership, the Combine's record against Warlord Tormark, the FedSuns, and Nova Cats demands respect.

Periphery operations have fared better, but transport costs and other difficulties have made it a mirage rather than an oasis for most mercs. The opportunity to broker deals free from MRBC shenanigans is a live grenade, but for the first time since the Reunification War, the potential payoff is worth the risk—for those that can afford the stakes.

STATE OF MERCENARY READINESS

THE MERCENARY HUBS

Many of the thirty-first century's noteworthy mercenary hubs are all but forgotten. Fletcher was absorbed by the Capellans, who also scrapped Westerhand. Northwind was closed (at our "suggestion"). Antallos was shut down by the Snow Ravens. Astrokaszy and Noisiel never reopened after the Jihad. Thirty years of relative peace prior to Gray Monday closed countless more locations as jobs dried up. Many of those that survived peacetime are hollow caricatures of their former glory.

Arc-Royal

Arc-Royal once bustled with activity. Prospective employers offered numerous opportunities to sortie against the Clans, or garrison the Lyran border. With the Wolf and Falcon pincers devouring much of the Commonwealth, opportunities (and pay rates) for mercenaries skyrocketed as desperate nobles looked for any muscle to hold on to their worlds. Unfortunately, there were few takers; devaluation of the kroner, and fear of Clan brutality undercut any prospects, no matter how much money was offered. The Brewers' largely bloodless coup in '41, the Clan assault on Tharkad in '43, and, most-recently, the temporary loss of Hesperus II, have all kept the kroner's stability in limbo; outside the Commonwealth it's derided by some as valueless (even though it, like all other House currencies, now outperforms the C-bill). After the Kell Hounds' near-annihilation by the Falcons in '42, rumors have abounded that the fall of Arc-Royal is imminent. Grand Duke Martin Kell has been unable to lure in mercenaries to either shore up defenses or shop for employers.

Galatea

Thrust back into the forefront since the nuking of Outreach, Galatea was quickly occupied by the Blakists during the Jihad. When it was liberated in 3076, the MRBC immediately reopened their offices and began recruiting. Five years later, the Republic Mercenary Act made Galatea the only legal destination for mercenaries in the Republic. It competed with Solaris VII until the turn of the century when the Game World—having completed its own cleanup—resumed its focus on gladiatorial combat.

By 3109, Galatea was once again the Mercenary's Star; the undisputed champion of the mercenary employment and training arenas. More mercs and employers shopped there than anywhere else in known space. Gray Monday slowed down business, and nearly ended the MRBC, but the loss of HPG communication brought more mercenary and employer visits, which has been good for Galatea since it collects fees from both camps. By 3133, business was booming; at least from an employer's perspective.

Fortress Republic introduced new challenges for Galatea, as it not only cut off several lines of access, but the abandoned prefectures quickly fell to Wolf, Falcon, and Bear predation. When the Falcons attacked Galatea in December of last year, a number of mercenary units joined forces with Redburn's Republic Remnant and drove off the Falcons.

The Galatean Defense League was announced following that conflict. Led by Hansen's Roughriders, the conglomeration defends Galatea, Syrma, Mizar, and Alcor. Contracts are plentiful, but payment is dependent upon the League's survival, and few commands not already invested there have rallied to the call.

Herotitus

Every significant rimward periphery power recruits on Herotitus where, unlike their Inner Sphere counterparts, Periphery mercenaries frequently deal in hard currency and the barter system. The devaluation of the C-bill has had little effect here. Work is plentiful, with contracts ranging from those of questionable legality to outright illegal activities, though some honest work can be found by those with the right connections.

Outreach

It's said there's a fine line between determination and obsession, and if there's anywhere in the Inner Sphere that blurs that line, it's Outreach. Scorched by nuclear fire and shattered by orbital bombardment during the Jihad, Outreach was all but dead before Gray Monday. In the chaos that followed, lesser mercenary commands in the rimward region of the Inner Sphere inexplicably began gathering on Outreach—even though the MRBC had abandoned the world over sixty years earlier.

Word of soldiers for hire spread by courier JumpShip, and by May of 3133, governors and planetary legates in Prefectures III through VII and X were bolstering their defenses by recruiting from

Outreach. Although opportunities were sparse and Outreach lacked official MRBC membership, business continued to grow. In June of 3133, the Spirit Cats (aided by a small contingent of Wolf's Dragoons) temporarily occupied Outreach. While they had no stomach for the former mercenary hub, they had no cause to hinder its operations. By January of 3134, the Marik-Stewart Commonwealth, Oriente Protectorate, Marlette Prefecture, and Valexa PDZ all had representatives on-world.

When Fortress Republic went live, nearly fifty mercenary commands (some as small as one 'Mech) had active accounts on Outreach, with two dozen outfits operating inside Prefecture X. Once the borders were secure, the RAF made eliminating mercenary operations a priority for reasons of state security. Most of these forces were quickly nationalized by RAF commands, though a few resisted and were dealt with appropriately. Some RAF officers bristled at augmenting their commands with conscripted mercenaries, and few of the surviving ex-mercs have received a warm welcome. Nevertheless, many have since formed solid working relationships in their new roles.

MERCENARIES TODAY

Mercenary intelligence has always been a target of opportunity. The only thing more difficult than providing a detailed summary of all known mercenary units is creating that list in the first place. As such, this section focuses on thirty-six well-known commands operating in the Inner Sphere and Periphery. In the interest of brevity, rather than a comprehensive update, I've included a single bio/update for a select command within each region.

CAPELLAN CONFEDERATION

In November of 3138, Daoshen Liao decreed the Confederation would begin phasing out the use of mercenaries within the Confederation, and indefinitely suspend hiring practices. In typical Liao fashion, no explanation was offered to the loyal commands that were forced to relocate. The lack of merc support hasn't hindered Confederation efforts. Since Gray Monday, House Liao has made significant gains against the Republic and their arch rival, the Federated Suns, largely due to the Hidden Lion units.

DRACONIS COMBINE

Despite a spurious past (e.g. the infamous Death to Mercenaries orders in the days of Takashi Kurita), the Combine has become the preeminent mercenary employer in the thirty-second century. The Combine has been pushing hard towards New Avalon with abandon, and has offered numerous contracts in that theater. Border raids continue against the Rasalhague Dominion and Raven Alliance. Since the Nova Cat rebellion, defensive opportunities in the Irece Prefecture abound. Contract terms are less generous than they were just twenty years ago, but they are better than many other realms can presently offer, and backed by a realm that is currently winning more often than not.

Wolf's Dragoons

Many still consider the Waco Rangers' treacherous sneak attack on Harlech city the "official" start of the Jihad. By the end of 3067, Jaime Wolf was dead, Beta Regiment was lost in an ill-fated assault against the Word of Blake Mars, and less than half the Dragoon forces on Outreach survived the Blakists' nuclear counterstrike. The Dragoons retreated to Arc-Royal, a world they would call home for the next sixty-six years, and saw significant action throughout the Jihad. Crippled and demoralized, the few Dragoons who survived to see the founding of the Republic bore little resemblance to their fallen comrades.

Wolf's Dragoons spent the relative peace of the next twenty-five years recruiting, rebuilding, and redefining its identity as a mercenary command. By 3113, the Wolf honorname was permanently retired, and more adopted war orphans filled the ranks than freeborn descendants from Clan Wolf. Beta Regiment was reconstituted, and the Zeta and Wolf Spider battalions were replaced by the Spider's Web Battalion and, in 3129, the Tarantulas Battalion. A third special force—Wolfsbane Battalions—was introduced in 3140. Although Alpha Regiment largely survived the Jihad, it was no longer populated by the Dragoon's best, but instead served in a training and administrative role.

The Dragoons' first significant action of the thirty-second century began with raids on the Duchy of Tamarind-Abbey. Gamma Regiment worked alongside Camacho's Caballeros on Labouchere and the Spider's Web Battalion fought beside them on Saltillo. Beta Regiment defeated Duchy forces on Preston and Niihau, but did not garrison either world. Seven years later, the Dragoons sparred with the Falcons and savaged them on Deia.

After Gray Monday, Dragoons scouts aided the Spirit Cats in a raid against the mercenaries' former homeworld of Outreach, but anyone who thought that the Dragoons would return to its old roost to stay were disappointed when both forces departed a short time later. Meanwhile, the Dragoons remained on Arc-Royal through most of the 3130s, taking part in either raiding or repelling raids from the Jade Falcon Clan. In 3137, Thomas Brubaker assumed command of the Dragoons. Weary of the decades-long defense routine, he brokered a deal with Vincent Kurita, and the entire force left Arc-Royal, for the first time in generations, to serve the Draconis Combine. For the rest of 3139, the Dragoons competed with the Ryuken forces to see who could conquer more Federated Suns worlds in the Draconis March, backing up the Dragon's push towards New Avalon.

The Dragoons field mostly elite MechWarriors and predominately use Clan and Lyran equipment. Wolfsbane Battalion, its most recent addition, is the sole exception to this rule. Equipped using salvage gathered during the Combine's relentless offensive into Davion territory, most of Wolfsbane's 'Mechs are machines of Federated Suns origin.

FEDERATED SUNS

Caleb Davion became First Prince in 3135. He was killed nine years later, during the open moves of the Draconis Combine's invasion. Thirteen AFFS units followed him into eternal slumber on Palmyra. Although this made Julian Davion the new First Prince, he was supporting the Kell Hounds in the Falcon Occupation Zone at the time (and is still en route to the Suns at the time of this report). With its command network in disarray, the AFFS has been almost powerless to stop the Combine's advance and Kuritan troops have moved within a few jumps of New Avalon. Contracts to bolster the defenses of more than a dozen worlds near New Avalon are available to any merc command daring enough to take the risk, and—unlike many of the offers currently brokered by the MRBC—those from House Davion are willing to grant independent command, full salvage, and even transport stipends.

The Federated Suns has been finding itself on the increasingly losing side against multiple enemies, and this has also been affecting its ability to woo mercenaries—much as it has for the Lyran Commonwealth. Earlier this year, the Capellan March capital of New Syrtis fell to House Liao, and the Capellans have been devouring rimward Davion worlds, adding nearly twenty to their score in the last thirteen months. Additionally, a growing number of contracts regarding that region suggest that retaking New Syrtis is not in the cards. Instead, the offers mere seek warriors who can handle the myriad "defensive opportunities" throughout the Capellan March, with generous terms for anyone who might help stem the Liao tide.

Twelfth Vegan Rangers

The Twelfth Vegan Rangers saw heavy fighting during the Jihad and was reduced to a reinforced regiment. This command participated in the assault on Terra and distinguished itself in the North American campaign. Following the Jihad, the Rangers renewed its contract with the Federated Suns and was assigned to garrison Benet III in 3085. Like many mercenary forces of its size, the Twelfth struggled financially with the relative peace of the next thirty years. By the turn of the century, it was resorting to hiring out company– and battalion–sized detachments to pay the bills.

In 3116, General Miller al-Nahib retired, passing command to his daughter, Della. In search of better opportunities, Della broke with the Suns and the Rangers spent nearly twenty years in service to the Marik-Stewart Commonwealth. The Rangers' years in the sundered League were largely without excitement, but provided an excellent opportunity to upgrade and augment its forces.

The Rangers signed with Jacob Bannson in mid 3133. Three years later, Bannson sent the regiment to Vega to thwart an attack by the Draconis Combine. After driving off the Combine forces, the Rangers remained on Vega (under Bannson's patronage) and joined with Galaxy Commander Isis Bekker-Florala in forming the Vega Protectorate. The Twelfth would help repulse a second Combine attack in early 3137, soundly defeating the Fifth Sword of Light and adding to their stockpile of salvaged Combine 'Mechs. With the Vega Protectorate strong enough to stand on its own, the Rangers departed in 3141, and returned to its roots in the Federated Suns. Once more in the employ of House Davion, the regiment was posted to the Capellan border. In early 3145, the Rangers faced the First Liao Grenadiers on Ulan Batar. The Grenadiers kept the Rangers bottled up for months, further destabilizing the Capellan March.

The Rangers have the very best technology available to the Federated Suns at its disposal. The regiment make use of a wide variety of 'Mechs with well-structured lances and flexible deployment strategies.

FREE WORLDS LEAGUE

From 3138 to 3140, mercenary opportunities within the Free Worlds League were largely geared towards stopping the Wolf Clan advance. Where mercenaries could once count on avoiding Clanners with League contracts, the creation of the Wolf Empire has changed the equation. Today, working for the eagle can make the possibility of an encounter with Kerensky's children almost a certainty.

With the League largely reunified under Jessica Marik's leadership, a sense of "business as usual" has emerged. Most Free Worlds contracts involve garrisoning border planets, executing or repelling raids, and augmenting private troops. Given the League's long history of inner turmoil, mercenaries are sure to find plenty of work in the foreseeable future.

Camacho's Caballeros

Formed by an exiled Free Worlds League MechWarrior on the wrong side of a crown war, the Caballeros have a familiar story. They faced the Smoke Jaguars in the 3050s, and undertook pet projects for Uncle Chandy in the 3060s. In late 3068, they were driven out of Combine space and returned to the Free Worlds League where they battered Swann's Cavaliers and stopped the Bad Rock Massacre. Intending to sign with the Lyran Alliance after Bad Rock, the Caballeros were caught in the Blakist maelstrom and spent the Jihad defending worlds in the Duchy of Tamarind-Abbey.

The Lyran Alliance annexed several former League worlds in 3079, including Galisteo, one of the "Trinity worlds" the Caballeros call home. Already bloodied by the Jihad, and wishing to see their homelands spared further destruction, the Caballeros negotiated surrender to the Lyran force. The terms of surrender placed the mercs in Lyran employ for eight years. They defended multiple worlds against attacks from the former Circinus Federation during a nine month campaign in the early 3080s.

In 3092, the Caballeros led an unsuccessful defense of Merton against a Marian Hegemony assault. [*Note: The Marians lost Merton to rebellion two years later, but the world remained independent until it joined the Tamarind-Abbey District in 3136, after the reformation of the Free Worlds League.*] After that battle, the Caballeros saw little action until joining with elements of Wolf's Dragoons—still under Lyran contract—to launch a series of raids into the Duchy of Tamarind-Abbey in 3113. The Caballeros clashed with the Second Tamarind Regulars on Saltillo and Labouchere, fighting to a draw on the former, and retreating from the latter.

Anjelah "Itehtah'o" Camacho (the daughter of Cassie Suthorn) married Jesus Camacho (the son of Gavilán Camacho), in 3095. When Jesus died in 3106, Anjelah Camacho assumed command over the regiment, and reaffirmed its commitment to protecting the peoples of the "Trinity Worlds". Under her command, the Caballeros continued to accept defensive contracts only from the Bolan Province, and only as long as they did not compromise that vow.

In 3137, the Cabelleros helped take Simpson's Desert for the Lyran Commonwealth. While locked in a fierce campaign against the Third Tamarind Regulars, the victory on Simpson's Desert culminated in the Caballeros' participation in the recapture of Tamarind in early 3139. There, Camacho's Fourth Battalion broke the Tamarind lines at Harvison Flats, opening the door for allied forces to take Zanzibar. After suffering over a battalion's worth of losses on Tamarind and Simpson's Desert, the Caballeros were released to rest and recuperate on their home worlds

During the Tamarind-Abbey District's recent liberation of its lost worlds, Camacho's Caballeros fought the League invaders on both Cerillos and Galisteo. Faced with overwhelming odds in both battles, the mercenaries ultimately surrendered, and negotiated a transfer of their contract to the Duchy of Tamarind-Abbey—with the same conditions as their Lyran employment. Owing to its experiences, the Caballeros remain a well-honed veteran force, fanatically loyal to their homeworlds above all—and, only by extension, their feudal overlords. All of the Caballeros' units feature some form of advanced technology; though not necessarily the latest and greatest

LYRAN COMMONWEALTH

Once the industrial juggernaut of the Inner Sphere, the Commonwealth has suffered greatly since the Clan invasion. A century ago, they slowed the Jade Falcon advance and fought brilliantly, but the days of astute Lyran military leadership faded since the sundering of the Federated Commonwealth and the loss of Victor Steiner-Davion. Besieged on two fronts by the Wolves and Falcons, the Lyrans are struggling to mount an effective resistance in a time of shaken leadership. Arc-Royal, Tharkad, Hesperus II, Coventry, worlds once considered nigh untouchable, now offer fairy-tale contracts in hopes of enticing mercenaries to place themselves between a Falcon and Wolf pincer.

Kell Hounds

Commanded by Colonel Callandre Kell, the Kell Hounds have been a Lyran staple for over a century. Formed in 3010, it boasted two full regiments prior to the Jihad, and was a seemingly permanent fixture on Arc-Royal. In 3072, the Hounds helped liberate Tharkad from the Word of Blake and defended Arc-Royal against a Blakist counterattack, but the mercenaries' luck changed in 3073. Snared by the Fiftieth Shadow Division on New Exford, the First Kell Hounds Regiment was shattered. More losses followed in 3077, on Genoa. Undaunted, the Kell Hounds marshaled its remaining strength for the liberation of Terra, emerging from the Cairo and Moscow campaigns with less than percent of the command left intact. Though teetering on the edge of oblivion, the Hounds spent the years after Terra slowly rebuilding and recruiting, but it was 3095 before the mercenaries could muster a full regiment in strength.

In 3104, Caitlin Kell passed command of the Hounds to Maria Allard (the great-grandaughter of the Hounds' co-founder Morgan Kell). The Hounds continued protecting Arc-Royal during the early decades of the thirty-second century, and clashed repeatedly with the Jade Falcons in that time. In 3122, Maria Allard was killed in action on Dustball, and Evan Kell took over the command.

In 3142, the Jade Falcons' *Aegis*-class *Red Talon*—ignoring the presence of its own allied forces in the vicinity—rained orbital fire on the Hounds during the battle for Timkovichi. The bombardment destroyed most of the regiment, and killed Evan Kell. Command of the survivors fell to Callandre Kell, who in 3143, assembled a battalion-strong task force to avenge that slaughter, leaving defense of the family homeworld to the Exiled Wolves.

Over the first half of last year, Callandre's Hounds have raided throughout the Falcon Occupation Zone, and were last reported fighting Clan Hell's Horses on Porrima in late 3144. This constant fighting has surely taken a significant toll on the Hounds, and many reports suggest that the battalion is suffering from fatigue and damage in equal measure. What is known is that the Kell Hounds are heavily upgraded, featuring some of the best technology available in the Inner Sphere and elite, battle-hardened MechWarriors. Many of their 'Mechs appear to be highly mobile heavies, but they also field a wide range of medium 'Mechs.

UNALIGNED

There remain a number of mercenary forces unaligned with any major power. Last year, a number of those commands joined together and formed the First and Second Galatean Defense Forces under command of the Galatean Defense League. With Galatea now in the defense business, it hopes to continue drawing in unsigned commands to defend against the Wolf and Falcon threats, though with both Clans halted by Fortress Republic, they seem inclined to focus on the Lyran Commonwealth instead.

Galatean Defense Force

On 17 December 3144, the Jade Falcons came to Galatea and encountered stiff resistance from Damien Redburn's Republic Remnant supported by numerous small mercenary commands. After a week of fighting, the Falcons retreated with heavy casualties. The birth of the Galatean Defense League was announced the same day.

The League offered a mutual defense pact to all former Republic worlds still under autonomous rule. Mizar, Syrma, and Alcor joined, while Menkent declined and willingly joined the Falcons. Though the League remains adamant about remaining a separate entity from the Republic Remnant, the Galateans recently signed a joint support and defense proclamation with the Remnant, mutually promising units to safeguard both realms.

Both the First and Second regiments are amalgamations of multiple independent mercenary commands. The smallest comprises just one lance of 'Mechs, while the largest fields a battalion. Although most these outfits had never worked together before the December attack, two months of training and preparation Hansen's Roughriders, melded the independent groups into a cohesive fighting force.

First Regiment is 'Mech-heavy, with a small contingent of vehicles and an aerospace support group. It excels in defensive actions, with more than half its 'Mechs in the heavy or assault classes and geared for long range firepower. Colonel Stafford Leifsson's TR-XB *Trebaruna* was a common sight for the Falcon attackers last year, and the Colonel was credited with one kill and two assists.

Second Regiment boasts two companies of light and medium vehicles and a significant number of medium 'Mechs. In actions against the Falcons, the Second favored hit-and-run tactics and used its mobility to utmost advantage. Lt. Colonel Morgan Flynn commands the Second from her TFT-A9 *Thunder Fox*. The choice appears to suggest some bias on the part of organizers towards quads, though it's uncertain to what purpose.

Overall, the Galatean Defense Force fields a wide variety of 'Mechs with varying degrees of upgrades. First Regiment has slightly higher concentration of upgrades, but both are middle of the road in terms of advanced technology.

THE PERIPHERY

The Periphery continues to be a good opportunity for mercenaries willing to accept the risks of employment on the fringes of known space. Payment is more likely to come in the form of Holly SRMs or Star Slab armor than in local scrip, but a good quartermaster will have little difficulty with that arrangement. Detailed data on the more noteworthy mercenaries operating within the Periphery are found in the deployment tables provided. A great many others exist beyond these, of course, but most are of no significant consequence due to their small size, limited resources, and/or marginal skills.

BattleCorps Legion

Following the Jihad, many BCL MechWarriors took Stone's "new deal" and became Republic citizens, but the Legion survived and spent several years on Sharqah in the former Free Worlds League. By the late 3080s, the Legion numbered just two companies of 'Mechs and an assortment of conventional vehicles. They bounced around the fringes of the Marian Hegemony and the Magistracy of Canopus in the early 3090s where Colonel Joey Nichole met and later married Andrew Raventhir-Cooper. Joey nearly retired when her daughter was born in 3097, but ultimately her dedication to the common citizen kept her in service until 3122 when she passed command to her daughter, Elisa. Elisa was severely injured in a combat drop on Royal Foxx in 3137 and her son Joshua H. Nichole has helmed the Legion since then.

The Legion specializes in altruistic missions of questionable legality. They continually champion the common citizen, victims of oppression and corruption, and the underdog; regardless of their legal standing. It's earned them a reputation for being the ones who solve problems when no one else can help.

BattleCorps Legion fields a wide variety of equipment from antiquated Succession Wars-era 'Mechs to those produced within the last twenty years. In the last decade, the Legion has seen their ranks swell to nearly a full battalion of BattleMechs as a growing number of independents have joined up.

NOTABLE MERCENARY FORCES

(Deployment as of 31 December 3145)

DRACONIS COMBINE

	Exp/Loy	Homeworld	Strength	Rating
Crater Cobras	V/R	Avon/Yamarovka	80 %	B
(CO: Colonel Alma Smith)				
Dragon's Breath	R/Q	Irece	95 %	B
(CO: Colonel Clinton Adams)				
Kouki no Otakebi (1 Btn)	E/F	Outer Volga	75 %	C
(CO: *Tai-sa* Grant Druganov)				
McFadden's Sky Storm (Aero Rgt)	V/R	Palmyra	55 %	C
(CO: Colonel Wade McFadden)				
Wolf's Dragoons				
Alpha Regiment	E/F	Misery	45 %	A
(CO: General Thomas Brubaker)				
Beta Regiment	V/R	Mauckport	65 %	A
(CO: Colonel Sarah Cameron)				
Gamma Regiment	R/R	Parma	55 %	A
(CO: Colonel Nicholas Crews)				
Tarantulas Battalion	V/F	Parma	95 %	A
(CO: Major Evan Rochelle)				
Spider's Web Battalion	E/F	Keytesville	90 %	A
(CO: Major Eleanor Chan)				
Wolfsbane Battalion	V/F	Keytesville	110 %	A
(CO: Major Nathan Castle)				

LYRAN COMMONWEALTH

	Exp/Loy	Homeworld	Strength	Rating
Helmut's Legion	V/R	Ciotat / Furillo / Trent	75 %	A
(CO: Colonel Lauren Helmut)				
The Dioscuri	V/Q	Whittington	60 %	A
(CO: Colonel Owen Watson)				
Gannon's Cannons (1 Btn)	R/R	York	85 %	C
(CO: Major Gannon Derer II)				
Kell Hounds	E/F	Blumenort	65 %	A
(CO: Colonel Callandre Kell)				
Kirkpatrick's Invaders	V/R	Duran / Minderoo	85 %	B
(CO: Colonel Merlin Kirkpatrick)				
Thor's Hammers (1 Btn)	R/R	Medellin	85 %	D
(CO: Major Lars Trygvason)				
Tooth of Ymir (2 Btns)	V/Q	Tetersen	75 %	B
(CO: Colonel Blake Shadwell)				
Wolf Hunters	V/Q	Cameron	85 %	B
(CO: Alpha Dragan Fletcher)				

FEDERATED SUNS

	Exp/Loy	Homeworld	Strength	Rating
Illician Lancers				
59th Striker	V/R	Rosamond	65 %	A
(CO: Colonel Ryan Bradley)				
21st Rangers	V/R	Brundage	85 %	A
(CO: Colonel Kenneth Ramaley)				
Narhal's Raiders	V/R	Tybalt	85 %	B
(CO: Colonel Juan Pablo Diaz)				
12th Vegan Rangers	E/R	Ulan Batar	85 %	A
(CO: Colonel Della al-Nahib)				
Group W (1 Btn)	R/Q	Keytesville	80 %	E
(CO: Colonel Mike Bethke-Simons)				
Langendorf Lancers	V/R	Quitacas	110 %	A
(CO: Colonel Erma Gross)				
Snord's Irregulars (1 Btn)	E/F	Bacum	65 %	A
(CO: Colonel Joshua Snord)				
Harlock's Warriors (2 Btns)	V/R	Vincente	80 %	B
(CO: Colonel Magdalen Vu)				
Ronin (1 btn)	R/Q	Maynard	90 %	C
(CO: Major Tsugahara Kunda)				

FREE WORLDS LEAGUE

	Exp/Loy	Homeworld	Strength	Rating
Griffin's Pride (2 Btn)	V/R	Escobas	60 %	E
(CO: Colonel Adela Griffin)				
Pandora's Box (2 Btn)	R/R	Asuncion	80 %	D
(CO: Colonel Wilhelmina Sturgeon)				
Vandelay's Valkyries (2 Btns)	V/Q	Antipolo/ Kwamashu	90 %	C
(CO: Colonel Dorine Echols)				
Kraken Unleashed	E/R	Umka	100 %	C
(CO: Major Carolyne Seward)				
Camacho's Caballeros	V/F	Sierra/Cerillos/ Galisteo	80 %	B
(CO: Colonel Anjelah Camacho)				
Steel Wolves (1 cluster)	V/R	Holt	75 %	A
(CO: Galaxy Commander Xera)				

PERIPHERY STATES

MAGISTRACY OF CANOPUS

	Exp/Loy	Homeworld	Strength	Rating
Long Striders	V/Q	Palm	70 %	C
(CO: Colonel Darcel Leighton)				
Markson's Marauders	V/R	Palladix	65 %	B
(CO: Colonel Ray Markson)				

TAURIAN CONCORDAT

	Exp/Loy	Homeworld	Strength	Rating
The Clean Kill (1 Btn)	V/R	Camadeierre	60 %	E
(CO: Major Kasha Wilmoth)				

MARIAN HEGEMONY

	Exp/Loy	Homeworld	Strength	Rating
The Dragonslayers	V/R	Huntington	55 %	C
(CO: Colonel Akilah Hellecksen)				
The Head Hunters (1 Btn)	R/Q	Reykavis	80 %	E
(CO: Major Rosina Cowley)				
Winfeld's Regiment	R/Q	Suetonius	60 %	B
(CO: Colonel Hui Winfeld)				

CALDERON PROTECTORATE

	Exp/Loy	Homeworld	Strength	Rating
The Battle Corps (1 Btn)	R/R	Albaracht	85 %	B
(CO: Colonel Joshua H. Nichole)				

UNALIGNED/UNCONTRACTED

	Exp/Loy	Homeworld	Strength	Rating
Hansen's Roughriders	E/R	Galatea	65 %	A
(CO: Colonel Ludwig Hansen V)				
First Galatean Defense Force	V/F	Mizar	80 %	C
(CO: Colonel Zackary O'Gordon)				
Second Galatean Defense Force	R/F	Syrma	55 %	B
(CO: Colonel Brent Green)				

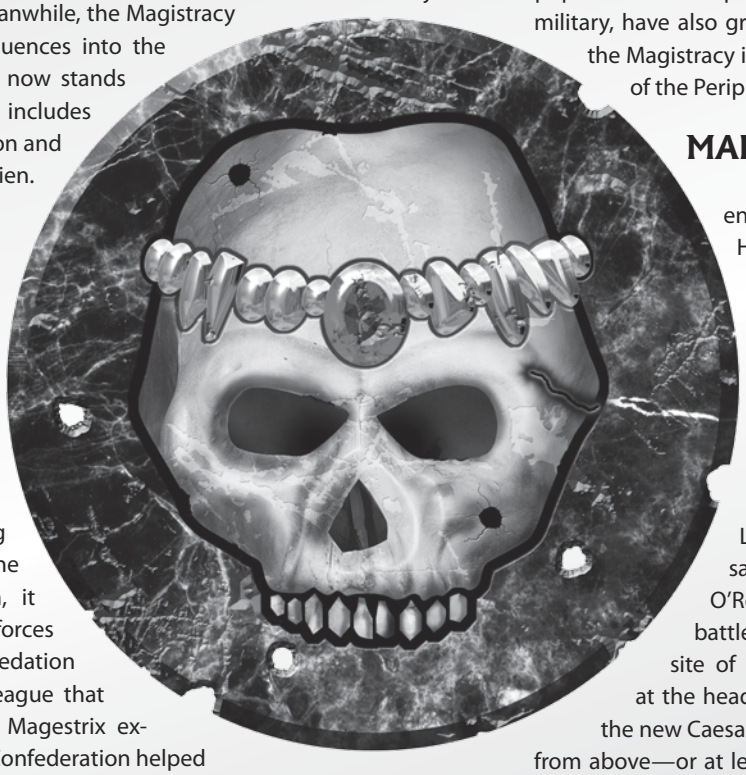


THE PERIPHERY

GENERAL REVIEW

The end of the Jihad, and the rise of the Republic of the Sphere failed to bring more in the way of peace or stability to the realms of the Periphery than had the generations before. Much like the days after the first Star League's fall, the Great Houses of the Inner Sphere periodically attempted to use the Periphery states to their own advantage, but—between their own reduced strength and the internal crises—they often as not found that the Periphery nations could dictate terms as equals.

Each of the major powers on the outskirts of the Inner Sphere saw drastic shifts in their political borders and spheres of influence in the generations following the Jihad. For the Taurian Concordat and Filtvelt Coalition, this took the form of shrinking territories (albeit for different reasons), while the Calderon Protectorate and the Rim Collection experienced significant expansion through the discovery and settlement of new worlds. Meanwhile, the Magistracy of Canopus has extended its influences into the politics of the Great Houses, and now stands as an equal partner in an axis that includes House Liao's Capellan Confederation and House Humphries' Duchy of Andurien.



MAGISTRACY OF CANOPUS

Historically, the Magistracy of Canopus has maintained the strongest ties to the Inner Sphere, but this link was sorely tested during the Jihad with the Word of Blake's brutal occupation of Canopus IV. With a vocal minority of Canopian citizens agitating for a more aggressive stance to the other powers surrounding them, it was the knowledge that Capellan forces helped protect their realm from predation by the splintering Free Worlds League that stilled most of this rhetoric. The Magestrix explained that the alliance with the Confederation helped to ensure that the Magistracy could continue to enjoy its way of life, where it otherwise would have been destroyed by the same chaotic elements that ravaged its neighbors.

The marriage of Magestrix Naomi Centrella to Chancellor Sun-Tzu Liao, of course, lay the core of this alliance, but as relations between the two states matured, Naomi—and, later, her daughter Ilsa Centrella-Liao—would focus the passions of the Magistracy's citizens away from their anti-House sentiments to a more pro-Canopian goal. Since then, Canopus' rise has been strong and steady; in 3137, Ilsa Centrella-Liao married Duke Ari Humphreys of Andurien, ruler of the Duchy of Andurien. This brought the two interstellar powers (historically both allies and enemies) closer than ever before. Starting in early 3145, MAF forces have been assisting Andurien in raids against Oriente and Regulus. Combined with the Canopian blood-ties to Sian, this has convinced many leaders across the Inner Sphere to treat the Magistracy as a power on par with any of the Great Houses.

Since the turn of the century, Canopian media has been more freely available throughout the Inner Sphere, significantly influencing the worlds nearest its borders—so much so, in fact, that two systems from the former Free Worlds League (Claybrooke and Thurrock) felt culturally and politically compatible enough with the Magistracy to join after a popular vote. Canopian industries, both civilian and military, have also greatly expanded, transforming the Magistracy into an economic powerhouse of the Periphery.

MARIAN HEGEMONY

In the six decades since the end of the Jihad, the Marian Hegemony led a tumultuous existence. The Lothian League made its final bid for freedom from Marian rule in 3087, prompting decades of conflict. The question of League independence was ultimately settled after the failed Hegemony invasion of Logan Prime in 3128, which saw the death of Caesar Lucian O'Reilly as he led the I Legio in battle. As Logan Prime was also the site of the Cassius O'Reilly's demise at the head of the same Legion in 3106, the new Caesar must have seen this as a sign from above—or at least a good enough reason to withdraw his exhausted troops. Ignatius, Lucian's son, began negotiations with the League that resulted in the Hegemony effectively recognizing (if not truly accepting) the Lothians' freedom, with a promise to refrain from military action against Logan Prime for as long as Ignatius lives.

Since the end of the fighting, the Hegemony has enjoyed economic and military growth which hasn't been seen since its

founding years. While the loss of the V Legio to the Lothian League has yet to be recovered, the lack of active rebellion has allowed the Hegemony to pursue alternate avenues of military adventurism. Still, Caesar Ignatius has refrained from territorial expansion and has instead concentrated on intense raiding across the long Periphery border with the Free Worlds League and deep into the Magistracy of Canopus—activities that seem aimed more at projecting and honing the MHAF's strength.

Unlike his father or grandfather, Ignatius supports diplomatic and cultural ties with nearby unaffiliated worlds. The Caesar encourages free trade and access to recharge stations in any system for merchants from worlds that have a Marian-style democracy (which includes the Lothian League, as well as unaligned worlds like Paulinus, Lahti, and Zorn's Keep). This has enabled the Hegemony's sphere of influence to extend itself with far less bloodshed throughout the 3140s.

TAURIAN CONCORDAT

Where the end of the Jihad saw relative peace and prosperity across the Inner Sphere, the Taurian Concordat saw constant conflict, both domestically and with its interstellar neighbors. From the 3090s to 3128, the Concordat saw a gradual loss of worlds from its sphere of influence. The Capellan Confederation preyed upon its former ally, capturing the worlds of the "Laconis Front". Meanwhile, still fearing a Davion invasion that would never come, Protector James Urratia used the TDF ineffectively, ordering the regiments of III Corps to make "preemptive strikes" against targets in the Federated Suns and the Capellan-occupied worlds around Laconis.

The redeployment of the First MacLeod's Regiment from Charleston to the Pleiades Cluster in 3119 started a domino effect of planetary secessions; Charleston almost immediately declared its independence from the Concordat, citing the madness of Protector Urratia's foreign policies. In the Concordat's spinward reaches, world after world declared independence, refusing to support the Taurian government with taxes or troops until more reasonable leadership prevailed. When Protector Urratia threatened to use nuclear weapons on the breakaway world of Mithron on 4 September 3127, Marshal Kaff Doru refused these orders and—following a brilliantly-staged coup d'état—claimed the title of Protector for himself, and executed Urratia for "high treason against the Taurian people".

In the years since Protector Doru took power, the Concordat government has made slow progress in regaining the trust of its people, especially on its breakaway worlds. The "Cold War" between the Concordat and the Calderon Protectorate has been a primarily propaganda campaign, with both supplying financial and material aid to the independent worlds between them, but this has helped the Concordat little. The only major improvements the Taurians have seen of late have been in its military, with the damage wrought during Urratia's reign only now starting to fade away.

CALDERON PROTECTORATE

Since its inception, the history and politics of the Calderon Protectorate have been inextricably linked with those of the Taurian Concordat—often at the expense of its parent nation. Beginning in the 3090s, Protector Erik Martens-Calderon began an outreach program that included sending diplomatic teams to the Federated Suns, Raven Alliance, and the Republic of the Sphere, hoping to secure formal recognition for his government from each. Following the success of that mission, the Calderon Protectorate opened embassies in all three states, with the first appearing in the Raven Alliance in 3090, followed by the Republic of the Sphere in 3092, and the Federated Suns in 3096. Perhaps most surprising was Fist Prince Harrison Davion's formal recognition of Protector Martens-Calderon's government as the legitimate authority over the entire Taurian Concordat in 3100, a gesture that symbolically denounced the Concordat government under Protector Urratia.

In the years since, the Calderon Protectorate received military, industrial, and financial aid from both the Federated Suns and the Republic of the Sphere. Construction of small BattleMech production lines on Erod's Escape and Tyrrhenia were supervised by technical advisors from the Republic, to ensure limited and responsible production of war material. Any need the Calderon Protectorate Military found beyond this production capability was met by supplemental trade with Clan Sea Fox and House Davion.

Sam Calderon, Martens-Calderon's son, took the reins as Protector when his father retired in 3120. He began an expensive but lucrative program of exploration, colonization, and diplomacy to expand the Protectorate's influence. Over the past twenty-five years, this investment has paid off with the establishment of several new colonies, the peaceful acquisition of other systems, and the cultivation of friendly relations with many of the independent worlds previously belonging to the Taurian Concordat.

FIEFDOM OF RANDIS

The Fiefdom has benefited greatly from its diplomatic ties with the Calderon Protectorate and the Filtvelt Coalition. The raw materials of the Randis system have been used in minor terraforming projects inside the Protectorate as well as BattleMech production on Filtvelt.

These diplomatic ties would be put to good use as tensions between the Fiefdom and the Tortuga Dominions reached a boiling point in 3128. A battalion-sized force originating from the Dominions attacked and heavily damaged the Hope Industrial Works on Randis IV, severely limiting production of BattleMechs. Grand Knight William Dirac called upon the allies of the Fiefdom for a retaliatory strike against the Dominions, and in early 3129 a multinational force consisting of the Brotherhood's First Battalion, a battalion from the Second Taurian Pride, and a battalion from the Thumper Assault Regiment spent nearly a year raiding and assaulting the pirate havens inside the Tortuga Dominions.

Raids from the Dominions against the Fiefdom have been rare in the years since, and an aging Grand Knight Dirac has presided over a "Golden Decade" of industrial and cultural expansion on Randis. Dirac's most recent proposal involves a major civic project for the Fiefdom: the construction of a mining facility on Randis' moon Eminence.

FILTVELT COALITION

Since the end of the Jihad, the First Princes of the Federated Suns have been true to their word when they promised not to engage in military adventurism to regain the lost worlds of the Coalition. Instead, financial and educational programs, which were supported with the assistance of pro-Federated Suns nobles on the worlds of Sherwood and Ebro, have led many worlds to rejoin the Federated Suns peacefully, reducing the Coalition to only seven systems.

Even with this contraction of territory and power, the Filtvelt Coalition has become more important to the Federated Suns as an independent entity than it ever was as a part of the Davion Outback. Under the leadership of Prime Minister Berko Okeke, the ruined economy of the Coalition worlds was transformed into a bustling financial powerhouse compared to many interstellar states its size. Okeke changed financial laws on Filtvelt itself, making it an ideal tax haven for corporations from across the Inner Sphere. High wages stopped many companies from moving many production lines into the Coalition, but unemployment still shrank to historical lows.

Prime Minister John Joseph Gardiner was elected in 3138 after Okeke's retirement, and has continued many of the same policies of his predecessor. One major change was Gardiner's foreign policy which was called the "Gardiner Mandate". He felt that if the Coalition was needed, both financially and militarily by its allies, then further investment and expansion could occur. As a result of this "Mandate", it is not uncommon to see Coalition troops outside of its borders, operating in the role of peace keepers or assisting the forces of an allied interstellar state.

FRONC REACHES

The Fronc Reaches has seen economic contraction since the end of the Jihad. Its most important economic and industrial asset, Detroit, was captured first by the Magistracy of Canopus and later by the Capellan Confederation. With the election of President Elaine Handley in 3092 came a shift in domestic and foreign policies in the Reaches. President Handley looked beyond the Reaches' nearest neighbors, with whom they had poor relations with since the Jihad, and set up a military and trade treaty with the Filtvelt Coalition, and—by extension—the Federated Suns.

Under her guidance, the Reaches also greatly expanded in domestic military-industrial sectors in an attempt to make up for the loss of Detroit. With the military only growing slightly, much of the increased production was sold to the Filtvelt Coalition and Federated Suns. The boom in the Reaches' economy allowed President Handley to start a colonization (with settlers from Capellan and now independent worlds) and small-scale terraforming program in three systems starting in 3099: Appian, Mandalas, and Tincalunus. By 3120, each of these systems was self-supporting agriculturally, and—by President Handley's retirement in 3135—they were each contributing to the Reaches' GDP through trade, mining, and agricultural surplus.

The current President, Thomas Ganson, has continued many of Handley's policies since his election. One notable exception is the opening of trade negotiations with the Capellan Confederation and Magistracy of Canopus. With the war against the Republic draining strategic reserves in the Confederation, Reaches-produced military equipment is in high demand.

LOTHIAN LEAGUE

After decades of unrest and civil conflict with the Marian Hegemony, the Lothian League tentatively won its independence in 3128, after the death of Caesar Lucian O'Reilly on Logan Prime. Today, after generations of Hegemony rule, the new League barely resembles its former self. "Grand Mistress" is the official title of Clarissa Logan, and she leads from Lothario with the assistance of a Marian-style Senate with three officials elected from each of the six League worlds.

Compared to the open fighting that has been the norm between the two nations, there have been positive relations between the League and the Hegemony since its independence, except in one major incident that occurred in 3134. Grand Mistress Logan began a campaign to abolish slavery inside the League. This caused panic amongst the many Hegemony merchants and industrialists still doing business inside the Lothian League. As the II Legio prepared to invade and remove the "rogue" leader, Clarissa Logan quickly changed the policy to involve only slaves held by League citizens, and that all freed slaves would have to serve in the League military before gaining true freedom. This calmed Hegemony nerves and bolstered the League's military strength.

MICA MAJORITY

The heavily terraformed Mica system and its people have fallen on hard times in the half century since the end of the Jihad. With the population growing increasingly isolationist and libertarian, the Majority government's ability to collect taxes became impossible. In 3096, a bandit attack on the Mica II solar shade resulted in the object beginning to spin, increasing temperatures swiftly on the planet's surface to almost uninhabitable levels. Tens of thousands died as the Majority government scrambled to obtain the funds to hire a private engineering firm from the Federated Suns to adjust the shade back into position. Similar terraforming equipment malfunctions and sabotage occurred on Mica V and VII starting in 3097, and resulted in the collapse of the Majority government in 3111.

A new Mica Majority government took control, but not through the will of the people (who were happy to have no government at all), but by the powerful mining corporations who knew stability could only be gained in the system through some sort of governance. Taxes are now collected via a percentage of raw materials mined from each settlement based on production, and the Majority government barely collects enough funds from the sale of those raw metals to fund the small Mica Military and keep emergency engineering teams on standby for terraforming repair duties.

NEW ST. ANDREWS

The destruction of the Circinus Federation was a disaster for the clans of New St. Andrews. During the 3090s, bandit raids continued to increase to the rate of twice a month. The constant threat of attack from outside forces forced the clans of New St. Andrews to form a unified council to protect their way of life. By 3102, each of the four clans had elected representatives, placed Lester MacGregor as their tiebreaker, and awarded him the title of Lord. MacGregor successfully maintained peace between the clans by ensuring the position of Lord would rotate through each clan on a five-year basis. He also instituted the tradition of having a representative from Meridian Manufacturing sit in council meetings as an observer and advisor. As a unified clansman militia was formed to back up the haggard and overworked Nelson's Longbows, the bandit raids became less successful and thus, less frequent.

In the decades since the council became a permanent fixture in New St. Andrews society, other interstellar powers in the region have come to look on the world as a better partner in trade. For example, in 3143, Interstellar Expeditions opened a sprawling warehouse facility near the capital city of Kilrymont to aid in its anti-spinward expeditions.

NIOPS ASSOCIATION

The wounds of the Jihad still loom large in the minds of the citizens of the Niops Association. With their economy shattered and fears of an attack by the remnants of the Free Worlds League, the Association was unable to reconstruct a functioning government for their system until 3097. It took the intervention of representatives from both the Republic of the Sphere and Interstellar Expeditions (both of whom had interest in the Star League era research databases uncovered during reconstruction of bombed cities) before a new Director was appointed. Now nearly ninety years old, Director Albert Boden-Seif has overseen the Association in the nearly five decades since.

The citizens of the Niops system are still unwelcoming to most outsiders, and the largest foreign presence is Interstellar Expeditions, whose archeological teams include citizens from most interstellar nations save for the former Free Worlds League. Only the Republic of the Sphere has an official embassy on Niops VII, and protests outside of it are a common occurrence even though the embassy has remained unstaffed since the collapse of the Republic.

RIM COLLECTION

Suffering relatively little during the Jihad, the Rim Collection has seen record population and economic growth over the past century. In 3099, the Collection Council claimed the Deep Periphery world of Hunter's Paradise, backed their claim with a company of BattleMechs from Able's Aces, and opened a recharge station at the zenith jump point. A new system was settled on the route to Hunter's Paradise in order to better service merchant JumpShips and provide more security to civilian researchers going to and from the system. Named Able's Glory after the much-loved Colonel Frank Able, the colonization of this system and the claim on Hunter's Paradise plunged the Collection deep into debt. As a result, two systems broke away from the Collection in protest, Slewis and Caldarium.

The long-term benefits of the Collection's bid greatly outweighed the short-term losses of even two full star systems. Able's Glory was found to have staggering amounts of germanium which it traded with the Lyran Commonwealth, and the relative safety provided by the Collection Council in the Hunter's Paradise system has drawn even more interstellar investment in recent years.

STATE OF PERIPHERY READINESS

MAGISTRACY OF CANOPUS

Every area of the Canopian economy has seen record expansion in the past fifty years. With investments pouring in from the Capellan Confederation and the Duchy of Andurien, the Magistracy's military-industrial complex has boomed. Majesty Metals and Manufacturing has nearly doubled the output of its two facilities on Canopus IV and Dunianshire, and even opened a third manufacturing facility on the former regional capital world of Luxen. A fourth facility was also opened on Ballad II in the late 3090s, but after the system formally split from the Magistracy, production of BattleMechs and armored vehicles at that MMM facility has been limited. With this expansion, the gift of Detroit to the Capellan Confederation has been seen as a minor nuisance to the MAF. The Alliance Aerospace Group has also seen record production rates, as assistance from Andurien allowed the company to begin production of *Scout*-class JumpShips in 3118 at a newly built facility in the Bass system. The reopening of the Diamond Garter Shipyards in orbit around Canopus IV was also cause for celebration as the facility was nearly destroyed during the Succession Wars. Managed by AAG, the shipyards hold a dual role of producing zero-gravity products for BattleMech manufacturing as well as DropShips needed by the MAF.

The expansion of military industries has also allowed for the rapid expansion of the MAF itself, and with that came the need for more skilled officers. The rebuilt Canopian Institute of War has been considered the Magistracy's top officers' school since it was

rebuilt after the Jihad. The CIW's budget is expanded slightly each year by the Magestrix, allowing for further growth in the military and giving the MAF a larger number of qualified graduates each year. Less respected is the still-faltering Emma Centrella Martial Academy. With the focus on the CIW, the ECMA receives less funding and is almost always overshadowed by the other academy in all areas. In recent years, there have been ongoing talks on ending the MechWarrior training program at the ECMA entirely, and to focus on better training for vehicle commanders and infantry officers only.

MARIAN HEGEMONY

The recovery of Alphard, and the Hegemony as a whole, since the end of the Jihad has been remarkable. The recovery of Nova Roma after its neutron-bombing was a moral victory for the devastated realm, and the new Senate complex at its center stands as an example of Marian tenacity. Alphard Trading Company, spared during the Word of Blake's attack on Alphard, has dramatically expanded its production through large investments by the Hegemony government, both for civilian reconstruction work and to replace the losses suffered by the Marian military. In 3099, ATC opened new tank and BattleMech production lines on Addhara to help make up for the destruction of its production facilities on Perdition in 3081. With the Free Worlds League's recent reformation in 3139, Caesar Ignatius has ordered an increase in military production from ATC in order to bolster the Hegemony's military strength in case of a large scale FWL attack on his state. In response, ATC has opened a battle armor production facility on Illyria, the first of its kind in the Hegemony.

Both of the two academies located on Alphard have also been considered successes in varying degrees, the *At Bello Imperium* and the *Bellum Caelum Academia*. The *At Bello Imperium* is considered by many in the Hegemony to be the greatest success of the rebuilding of Alphard. The ABI graduates officers from its MechWarrior programs that are on par with many minor academies across the Inner Sphere. Under orders from Caesar Ignatius, the ABI allows entry to applicants who originate from the Lothian League and other allied worlds, as long as they can afford the admission fees. This has had the effect of more closely aligning non-Hegemony militias with the Marian military through shared experiences and training styles. The BCA has had more limited progress with its far smaller graduating classes, and only the more hands-on approach by its instructors has allowed any quality graduates to fill the ranks of the Hegemony's Air Legions.

TAURIAN CONCORDAT

There has been little real recovery of the Taurian Defense Force since the end of the Jihad. With the disastrous leadership of Protector James Urratia, the Taurian Defense Force made costly incursions into the Great Houses and successfully defended the Pleiades, but always at a high cost. The destruction of the First MacLeod's Regiment in 3125 was only recently offset by the acquisition of the elite Gordon's Armored Cavalry. The loss of military production facilities—such as the TMM facility on Laconis, the O-P Computer Electronics on Brisbane, and most critically, Taurus Territorial Industries and Sterope Defense Industries on Sterope—has made the Concordat ever more dependent on imports of military goods. TTI has since opened new production facilities on Ishtar, Samantha, and Jamestown in an attempt to mitigate the losses of its other production lines, with only a small effect. In 3144, Protector Kaff Doru began negotiation with Protector Sam Calderon of the Calderon Protectorate to purchase war material from the new lines opening across the Protectorate. This has sparked protests across the Concordat as it is seen by many as a capitulation to the Protectorate, but recent propaganda coming from Taurus suggests that this could also signal a coming peace with the breakaway nation.

Slowing the recovery even more has been the loss of dozens of worlds from the Concordat. With fewer applicants to the MechWarrior and armored warfare programs at the reconstructed *Ecole Militaire* on Taurus, many graduating classes fall short of replacing retiring officers and combat casualties. The only bright spot in the otherwise bleak field of military education is the opening of the Vandenburg *Academie Vide*, a conventional and aerospace pilot school that was built with private funding from Vandenburg Mechanized Industries. While nowhere near the quality of education found at other aerospace academies across the Inner Sphere, the VAV involves its students in every aspect of the engineering and manufacturing of fighter craft. While the pilots may be less skilled, each graduate of the VAV has a basic understanding of repair and maintenance of their craft.

CALDERON PROTECTORATE

Domestic military production in the Protectorate has been low, and only through the assistance of the Republic of the Sphere and the Federated Suns has there been any real progress. The construction of the Protectorate Military Industries facility on Erod's Escape by Republic and Federated Suns engineers has produced the majority of the armor units currently in service in the Calderon Protectorate Military. BattleMechs from the Erod's Escape facility are limited in production primarily to *Locusts, Commandos,* and *Legionnaire*s with other designs being produced in much smaller numbers—yet these only account for about a quarter of the CPM's needed supply. The Protectorate Arms Conglomerate on Diik also helps produce small numbers of BattleMechs, with the remainder purchased through trade with the Federated Suns and Filtvelt Coalition. In 3142, PMI opened a satellite facility funded entirely with Protectorate investments in the Belle Isle system. PMI is expanding rapidly with its new production lines specializing in the manufacturing of endo-steel, ferro-fibrous armor plating, and most recently in 3144, extra light fusion power plants.

The investment in the construction of a war academy on Erod's Escape soon after the Jihad has paid off well. The Calderon Institute of Combat has doubled in size three times since it opened in 3084, and produces graduates from its MechWarrior, armored combat, and infantry programs that are as qualified as their equivalents from the Taurian Concordat. The current Commandant of the CIC is the cousin of Protector Sam Calderon, Colonel Maxwell Calderon-Anderson. Colonel Calderon-Anderson is loved by his students and by the men and women of the First Taurian Pride regiment, which he commands. Under his supervision, the CIC is run unlike many academies in the Inner Sphere, with special attention paid to officer candidates that have what Colonel Calderon-Anderson calls "a potential for greatness". Even if these special students fail to do well in combat training or written exams, they are taken aside for more personal tutoring and are often assigned to the First Taurian Pride after graduation.

The Protectorate remains unique in the Periphery as the only state with an active WarShip, the *Quixote*-class destroyer CDS *Redemption*. Originally a Jihad-era gift to the Taurian Concordat from the Word of Blake, the *Redemption*—then known as the TDS *Vendetta*—was placed in the Protectorate's custody as part of a peace deal between the Suns and the Concordat after the war, and maintained by a multi-state coalition crew. Over the decades since, however, both the Taurian and Federated Suns crews were gradually recalled, and the vessel is now operated and maintained (albeit only modestly) by the Protectorate government.

FIEFDOM OF RANDIS

The production capabilities of the Hope Industrial Works have been the savior and enemy of the Fiefdom of Randis. The factory's high production rates on Randis have historically attracted high numbers of raids against the world. Only with the Tortuga Campaign of 3129 did raiding slow enough for a true expansion of HIW to occur. By 3139, the HIW lines were capable of producing modern BattleMechs including the *Commando*-4H, *Dervish*-6M, and (in small numbers), the *Warhammer*-6R. In recent years, this has allowed the Brotherhood's battalions to take on the style of a late-Succession Wars force rather than an Age of War formation.

The Brotherhood Monastery still remains the core of the Fiefdom's formal martial education system. With more and more battle armor being seen in the Periphery and being used by bandits, in 3140 the Monastery began training both BattleMech and infantry officers in anti-battlesuit tactics.

FILTVELT COALITION

The territorial contraction of the Filtvelt Coalition hasn't affected its core industrial worlds near the capital itself. The three primary military-industrial corporations inside the Coalition have each seen expansion, with foreign investments from the Federated Suns and Calderon Protectorate. Quikscell on Broken Wheel has expanded its production lines—once devoted primarily to producing the Pegasus Hover Tank—to manufacture LRM Carriers, SRM Carriers, Manticore battle tanks, and even APCs of all types. Cal-Boeing of Dorwinion expanded its production off of Filtvelt to Lackland in order to produce the *Aurora*-class DropShip (under contract), and to introduce its own line of endo-steel, CBD Endo-Lite, whose primary buyer is Coalition Armor Inc.

CAI is the Coalition's great industrial success story. Since the Jihad, it has gone from producing primitive-grade BattleMechs to manufacturing some of the most advanced designs seen in the past decade, albeit at lower volumes than most centuries-old manufacturing lines. This wide base of military-industrialism has ensured that the Coalition Militia remains well equipped in the face of constant bandit attacks and foreign deployments.

Unlike its industrial expansion, the expansion of the Filtvelt Academy has seen difficulties. The growth of the military required far more qualified officers than the FA could produce annually. Combined with the overall low quality of education found on most of the Coalition worlds, the Militia suffered a drastic "brain drain" during the early thirty-second century. Widespread and drastic changes to public education were required before the Academy could keep up with demand. Prime Minister Berko Okeke forced through tax and spending increases that allowed funding of primary school construction and staffing, as well as small planetary universities to be opened on each of the Coalition's worlds. By Okeke's retirement in 3138, the Filtvelt Academy was once again able to keep up with the militia's demand for quality officers of all stripes. Similar educational systems were adopted on nearby non-Coalition worlds such as Sherwood and Gillingham.

FRONC REACHES

The loss of Detroit essentially shut down the Reaches' BattleMech production program soon after the Jihad. Knowing that the Reaches couldn't survive without producing its own war machines, President Handley ordered the two primary arms producers in his realm to expand into that power vacuum. The first to reach the goal of 'Mech production was Colonial Tractors on Fronc. With their skill at using large-caliber autocannons, CT began producing small numbers of *Hunchback*-4Gs. Currently, CT produces about half as many 'Mechs as the world of Detroit used to, with the most popular still being the *Hunchback*, but also including the *Rifleman*-3N, *Clint*-3T, and the *Toro*-1.

Meanwhile, Interstellar Agricultural Concerns of Rockwellawan, in an attempt to maintain its public image as a primarily civilian operation, spun off a new military subsidiary, Interstellar Arms. IA continued to produce the Vedette tank that IAC used to produce, but also expanded to producing 'Mechs by 3105. *Locust*-1V, *Wasp*-1A, and *Stinger*-3R models are produced at a slow rate from the new factories that have sprung up across the continent of Corundum.

While the industrial capabilities of the Reaches needed reconstruction, the military academies of Fronc never stopped growing. The Marshalry Academy on Fronc was finished in 3093, and has attracted applicants from across the rimward regions of the Inner Sphere and Periphery. Unlike many martial academies, the MA ensures that each graduate has a firm grasp on law enforcement policies in the realm they are returning to. Guest lecturers are a common sight at the academy because of this, with lawyers and military police officials travelling from as far away as the Raven Alliance or the Rim Collection. Many of the former Concordat worlds that have declared independence send their highest ranking officers to the MA for refresher courses or cross-training with civilian law enforcement officials, to better allow the military to integrate into the civilian sector. This wide interest in the MA has allowed the Reaches to spend vast sums of money on expanding their facilities and improving the equipment available to Marshal candidates.

LOTHIAN LEAGUE

There has been little in the way of development of new martial training academies in the League since the end of the thirty-first century. Only one major academy has been opened, the Lothian Combat Academy on Logan Prime. The LCA focuses entirely on armored combat, training tank crews in proper tactics and occasionally specialized anti-tank infantry platoons. For the MechWarriors of the League military, the Lothians are still relying on outside training resources, either recruiting freelancers with their own machines, or employing mercenaries to teach their warriors the basics of BattleMech operations and tactics.

The League military industrial complex is also relatively small, and relies on imports for its BattleMechs. The only exception is the small tank production lines on Leximon built by the Alphard Trading Corporation in the last days of the rebellion. Still owned and operated by ATC, the production of Goblin and Shreck tanks have bolstered the might of the League Legions.

MICA MAJORITY

With the continued refusal of the Mica population to pay anything but the bare minimum of taxes to their government, the Majority government can afford to provide little in the way of military-industrial expansion. The heaviest piece of military grade equipment produced in the Mica system are mining vehicles that can withstand weapons fire only because of how rugged they are. Education is also limited as funding for proper teachers and scientists is at an all-time low. In the past fifty years, the literacy rate in the Majority has fallen nearly ten percentage points below its historical average.

With the Majority unable to produce qualified officers, it's fortuitous that their military entirely consists of hired mercenaries. The citizens' militia brigades fell apart after the government collapsed in 3111, and has yet to find funding or volunteers to begin again.

NEW ST. ANDREWS

The health of Meridian Manufacturing has been directly tied to the political health of New St. Andrews. With a representative from the company advising the Clan Council, MM has been able to get an ever increasing amount of tax breaks and concessions from the government over the years. Meridian Manufacturing is now the largest employer on New St. Andrews and produces not only IndustrialMechs, but also small arms and body armor for the Clan Militia forces that assist in garrisoning the planet.

No formal military academy yet exists on New St. Andrews, but the Meridian Manufacturing Infantry Education Program (MMIEP) comes closest. This program is where MM teaches potential clients, i.e. the Clan Militia troops, how to properly care for and repair their infantry weapons in the field, though they still recommend that any major malfunctions should be sent back to MM for full refit (at a nominal fee).

NIOPS ASSOCIATION

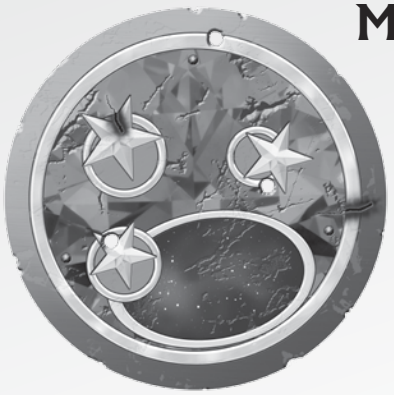
Any plans for reconstruction of the Project Workshop were put on hold after the destruction of the Jihad, and have never been restarted. The Niops Association Militia must rely on imports from the Marian Hegemony, former Free Worlds League states, and the Lyran Commonwealth. The largest industry in the Niops system is the Interstellar Expeditions subsidiary, Niops Mining. With forty-eight percent of the profits going directly to the Niops government, this income is enough to maintain the Niops Militia.

In 3133, the primary military academy on Niops VII, the Central Military School, was finally opened after a long debate about the planet on which it should be constructed. The CMS focuses mainly on armor and infantry officer training with only a small number of officers trained in a generally underfunded MechWarrior program. Even with the CMS active and producing educated officers, the Niops Citizens Militia remains generally unskilled.

RIM COLLECTION

The primary manufacturer of military grade equipment in the Rim Collection is Able's Hunting Arms, Limited, headquartered on Able's Glory. Owned and operated by Able's Aces, the AHA produces arms and ammunition from infantry rifles and machine guns up to 'Mech-grade machine guns and autocannons. Ostensibly, these weapons are sold "for use on Hunter's Paradise in a role of self-defense", but inevitably the majority are purchased by Rim Motors in for their production of BattleMechs. Rim Motors has expanded its production slightly since the end of the Jihad, with their lines on Otisberg producing a wider selection of 'Mechs. *Locust, Stinger,* and *Wasp* models are a common sight rolling off the Otisberg assembly lines.

The Rim Collection still lacks a true martial academy, but the primary garrison of Able's Aces on Gillfillan's Gold has a small, but dedicated, simulation center where new recruits and veterans alike in Able's Aces can train against some of the finest computer simulations available outside of the Inner Sphere's major martial academies.



MAGISTRACY OF CANOPUS

When compared to the losses suffered by other militaries in the Inner Sphere, the Magistracy Armed Forces sustained relatively few casualties during the Jihad. This gave the MAF a perfect base from which to expand. Since the turn of the century, the MAF has grown as quickly as the Canopian industry. Many formations are at, or above, full operational status, leading the MAF to feel that further additions to the active rosters may be necessary.

The forces of the MAF have proven skilled enough to see action alongside the Magistracy's allies in the Capellan Confederation and the Duchy of Andurien. Indeed, nearly twenty-five percent of the current MAF is deployed outside of the Magistracy itself in aid of its allies, with high profile regiments deployed on worlds formerly held by the Republic of the Sphere.

INDEPENDENT MAF COMMANDS

Magistracy Cavaliers

The expansion of Alliance Aerospace Group into the Bass system has made the once unremarkable world a favored target for bandits and raids from the Free Worlds League region and the Marian Hegemony. Always a combined arms regiment, the Magistracy Cavaliers has become known for its innovative use of aerospace assets. With the MAF becoming more reliant on aerospace forces than it has been historically, the Cavaliers find themselves often at the cutting edge of their use across the MAF. This prestige has allowed the Cavaliers to remain at the top of the MAF's quartermasters' list when it comes to replacement units.

First Canopian Brigade

Deployed to the far anti-spinward reaches of the Magistracy since the turn of the century, the First Canopian Brigade has seen more combat than most forces in the MAF. The deployment was originally seen as a punishment for the brigade's lax command structure and unwillingness to heed directions from the high command, but now the distance from Canopus IV is seen as a gift. With little overwatch on the fringes, the First Brigade enjoys the freedom to move from system to system at a moment's notice, and to shift tactics when presented with new challenges without awaiting approvals from Canopus IV.

Second Canopian Brigade

Formed in 3125, the Second Canopian Brigade is one of the newest additions to the MAF. Much like the First Brigade, the Second was formed from citizens' militias on some of the Magistracy's more backwater worlds, in this case Hardcore and Novo Tressida. Second Brigade rotates its units between those two postings so that every officer and enlisted can receive both entertainment from Hardcore's arenas, as well as much-needed combat training, since many of the command's MechWarriors and vehicle crews tend to enter the local dueling circuit for fame and fortune.

MAGISTRACY ROYAL GUARDS BRIGADE

Raventhir's Iron Hand

Reformed after the Jihad, the Iron Hand has proven its skill time and again. The Iron Guard began to shift away from taking the best graduates from the ECMA in the 3120s, and now relies almost entirely on the graduates from the CIW. As the regiment is permanently stationed on Canopus IV, it receives the best equipment from the factories of Majesty Metals and Manufacturing. Since the marriage of Magestrix Ilsa Centrella to the Duke of Andurien, one company of the Iron Hand has been rotated into the Duchy of Andurien every three months to help the regiment keep its edge.

First Canopian Cuirassiers

The world of Thurrock was a part of the Magistracy before the Reunification War, but it took the dissolution of the Free Worlds League and the Jihad to bring it back into the Canopian fold. The improvements in infrastructure that the League provided in its three-hundred year reign are important enough that Magestrix Centrella has assigned the First Cuirassiers to garrison the system. While it is highly unlikely that forces loyal to Duke Humphreys would raid the system now, there have been sizeable attacks in recent years from other sections of the League that have kept the First on alert.

Second Canopian Cuirassiers

Stationed on the strategically important world of Fanardir, the Second Cuirassiers are in an important position for the defense of Canopus IV. Not only is this system strategically vital as one of only three inhabited systems within a jump of the Canopian capital, but the burgeoning civilian electronics industry and rare earths mining industries it hosts have grown over the past decade. In 3143, the Second Cuirassiers took to the field against a combined arms battalion of unknown origin, which attacked the primary praseodymium mining facility on the planet. While successful in defeating the raiders, the firefight lasted for three days and raged through the Pierce Point Mountain Range. Trideo of the battle scored top ratings on the game worlds across the Magistracy.

Third Canopian Cuirassiers

Formed in 3137 after Duke Humphreys of Andurien presented Magestrix Centrella with over a battalion of Andurien-produced BattleMechs as part of his wedding gift, the Third Cuirassiers have quickly gained a reputation for professionalism on the battlefield. The Third has gained this reputation through the routine combat it sees during its garrison of Bethonolog. With its large agricultural storehouses, Bethonolog is a favored target for small mercenary outfits hired by the independent worlds formerly of the Free Worlds League. The Third has not allowed a single successful raid to occur since its deployment there in 3140.

CANOPIAN LANCERS

First Canopian Lancers

Based on the Tau Ceti Lancers, the First Canopian Lancers was one of the first new regimental formations created by the MAF in 3114. The First Lancers are comprised of three mixed battalions of fast medium- and heavy-class BattleMechs, hover tanks and VTOLs, as well as fast-moving battle armor. The regiment itself is currently deployed inside the former territory of the Republic of the Sphere, assisting in Capellan operations on the world of Acamar. There, they focus on protecting the mammoth titanium, gold, and platinum mining operations that are essential to the Capellan and Canopian military-industrial complex.

Second Canopian Lancers

Organized and equipped in much the same way as the First Canopian Lancers, the Second Lancers was mustered together in 3125. Until the Capellan Confederation invaded the Republic of the Sphere, the Second Lancers were stationed in the Betelgeuse system, where they saw little combat against the generally friendly Duchy of Andurien. After the invasion, the Confederation made a request to redeploy the Second Lancers to the quiet, but strategically important world of Styk and the still functioning Tao 'Mechworks facilities. While the Second suffered moderate losses from Republic counterattacks, production from the Tao facility has helped keep them in far better condition than they otherwise would be.

CHASSEURS Á CHEVAL

First Canopian Light Horse

The First Light Horse is considered to be by many in the MAF to be the premiere front-line formation in the MAF. Much like the Iron Hand, the First receives top priority for upgrades to its combat equipment. Given the Magistracy's close ties to the Capellan Confederation and, now, the Duchy of Andurien, the First Light Horse also has access to material from those two realms. Deployed on the border world of Claybrooke, the First Light Horse serves an important ceremonial role, garrisoning the former Andurien world against the Magistracy's two allied neighbors.

Second Canopian Light Horse

Since the end of the Jihad, the Second Light Horse has been stationed in the Gallis system and uses it as a springboard for raids into Free Worlds League space. The alliance with the Duchy of Andurien has redirected these raids towards the independent worlds near the Andurien border. While the goal of these raids has been primarily intelligence gathering, Magestrix Ilsa Centrella has privately stated that a secondary goal of these actions is to force the planets of Eleusis, Obrenovac, and Scheuerheck into aligning themselves with the Duchy of Andurien.

Third Canopian Light Horse

Considered to be the most mobile of the Canopian Light Horses, the Third has been on extended deployment along the Confederation-Duchy of Andurien border region since the turn of the century. Before the alliance between the Duchy and the Magistracy, the Third Light Horse was there to prevent Andurien forces from raiding Confederation supply bases, quickly redeploying wherever needed. Since then, the Third has been moved further coreward, to the Capellan world of Boardwalk, where it defends against raids originating in the Oriente Protectorate and often strikes back into the heart of Oriente in retribution.

CANOPIAN FUSILIERS

First Canopian Fusiliers

The First Fusiliers' long garrison of the far rimward reaches of the Magistracy, for decades after the Jihad, left the regiment struggling to maintain any highly experienced officers. By the early 3130s, the First Fusiliers regressed to a point where the average officer had next to no combat experience whatsoever. Though there had been some talk of disbanding the command entirely, the recent marriage between the Magestrix and the Duke of Andurien has given the First Fusiliers a new lease on life. The First was redeployed to Deschenes, a world recently absorbed by Andurien, in order to help protect the Magistracy's new ally against predation from the Oriente Protectorate and the Regulan Fiefs.



Second Canopian Fusiliers

Much like its sister regiment, the Second Fusiliers spent the decades after the Jihad on worlds that saw little raiding or opportunities for live-fire exercises. As its veterans from the Jihad retired, few combat-skilled officers replaced them, and the Second's operational readiness gradually declined as a result. In 3218, Magestrix Ilsa Centrella decided to move the regiment into the Capellan Confederation, where it could assist in that allied state's border defense and hone its combat edge. Now posted on Iknogoro, the Second Fusiliers has worked with the Third Canopian Light Horse in undertaking raids along the Oriente Protectorate border.

Third Canopian Fusiliers

The Third Fusiliers has suffered from declining battlefield experience in much the same way as the rest of the Fusiliers brigade—only much worse. Unlike the First and Second regiment, which were redeployed to allied realms in order to gain combat experience, the Third Fusiliers were assigned to garrison posts along a string of worlds rimward of Canopus IV. Once considered the cream of the Canopian crop, the Third Fusiliers now has few officers who have seen combat outside of academy simulations. The MAF plans to remedy this by rotating the Third's battalions into the Duchy of Andurien, but this is not planned to begin until 3149.

MAGISTRACY HIGHLANDERS

First Magistracy Highlanders

When the Canopian Highlanders were nearly destroyed by a nuclear strike on Cate's Hold in 3101 (the act of a well-equipped bandit group), its survivors were folded into the First Magistracy Highlanders. Assigned to garrison the Gambilon and Palladix systems, the First Highlanders' primary duty is protecting those systems against predation by the Marian Hegemony and hostile states of the Free Worlds League. In early 3144, the First Highlanders were ordered to conduct punitive strikes deep into Hegemony territory, in retaliation for Marian-associated slaver attacks that captured over one thousand citizens from the world of Ballad II. Operating independently for over ten months, the First Highlanders freed the captured citizens after destroying the entire merchant slave operation in the Marian system of Baccalieu.

Second Magistracy Highlanders

Arguably the most highly skilled formation in the MAF, the Second Magistracy Highlanders may not have the top graduates of the CIW, but they have honed their skills on the battlefield. From 3122 to 3137, the Second Highlanders were deployed on the Capellan worlds of Brisbane, Bromhead, and Laconis. As each of these worlds was formerly a part of the Taurian Concordat, they were continually raided by forces from the TDF. With Taurian attacks becoming less frequent, and the CCAF's deployment of the Seventh and Eighth Capellan Reserve Cavalries to the region, Magestrix Ilsa Centrella ordered the MAF to bring the Second Highlanders home for refitting.

RAVENTHIR CUIRASSIERS

First Raventhir Cuirassiers

Stationed on the rimward border world of Addasar, the First Raventhir has been at the front of the MAF's fight against piracy and banditry in the region near the Fronc Reaches since the 3090s. With Addasar as the primary port of call for merchants from the Fronc Reaches, the number of pirates operating in the area has provided the First Raventhir almost continual combat since the turn of the century. Although Addasar is considered a backwater world in the Magistracy, a posting to the First Raventhir is highly sought after by professional officers considering lifelong service in the MAF, in order to gain significant combat experience.

Second Raventhir Cuirassiers

The Second Raventhir Cuirassiers, much like its sister formation, has been assigned for years to a rimwards border region that suffers near-continuous piracy and bandit raids. Unlike its sister formation, the Second Raventhir is tasked with garrisoning three worlds; Dainmar Majoris, Luxen, and its headquarters on Dunianshire. Dunianshire is an important industrial world to the Magistracy, especially since the expansion of Majesty Metals and Manufacturing to the system in the early thirty-second century. With production ramping up at the BattleMech lines on Dunianshire, the Second Raventhir's duties have become even more important as the output from this facility is currently being used to bring the entire Raventhir Brigade to full operational capacity.

TAURIAN CONCORDAT



The Taurian Defense Force is often compared to a pile of broken glass. The elegance of what it was has been shattered, but each piece still can draw blood. The carelessness with which Protector Urratia used the TDF wore the force down to less than three regiments of active units by the time Marshal Doru removed Urratia from office. The most recent reports from the Concordat show that the TDF is just now recovering its strength to the levels seen just after the end of the Jihad.

Even with this recovery, the TDF is still engaged on multiple fronts. In the coreward portion of the Concordat, the defense of the Pleiades Cluster remains a top priority. Continual raids from the Capellan Confederation, Federated Suns, and pirate forces test the resolve of those Taurian regiments stationed there. On the rimward side of the Concordat, the near-constant raids against New Vandenburg and the Hyades Cluster, by forces linked to the Magistracy of Canopus and Fronc Reaches, have kept the TDF on the defensive for years.

TAURIAN GUARD

Taurian Guard

Stationed on Taurus since the Jihad, the Taurian Guard has seen some of the lowest amount of actual combat in the TDF. Only the high quality of regiment's officers keeps its collective skill above that of totally inexperienced cadet class. During Protector Urratia's reign, purges of the command ranks kept both paranoia and unwavering loyalty to the state high (at least on the surface). Since Protector Doru took charge, a much more authentic loyalty has been awarded to the Protector who served in the TDF for decades. The Taurian Guard is now considered to be the Protector's personal formation, and provides bodyguard duties for him at all times.

Concordat Commandos

Unlike the Taurian Guard, the Concordat Commandos have been used as a rapid deployment force by the TDF for decades. With the contraction of the Concordat's territory, this has often placed the Commandos within a jump of most hotspots. Currently, this regiment stationed in the Brockway system, responding to intelligence of Federated Suns-backed militia groups operating out of Mithron and Atreus Prime. Protector Doru has, thus far, been regularly deploying the Commandos in single companies or battalions to those systems in an attempt to catch the Davions at work, and—if found—to smash any anti-Taurian opposition forces there. [*Note: Given the nature of these missions, we believe it is possible that the Concordat leadership is merely creating a pretext for the eventual reclamation of these two worlds.*]

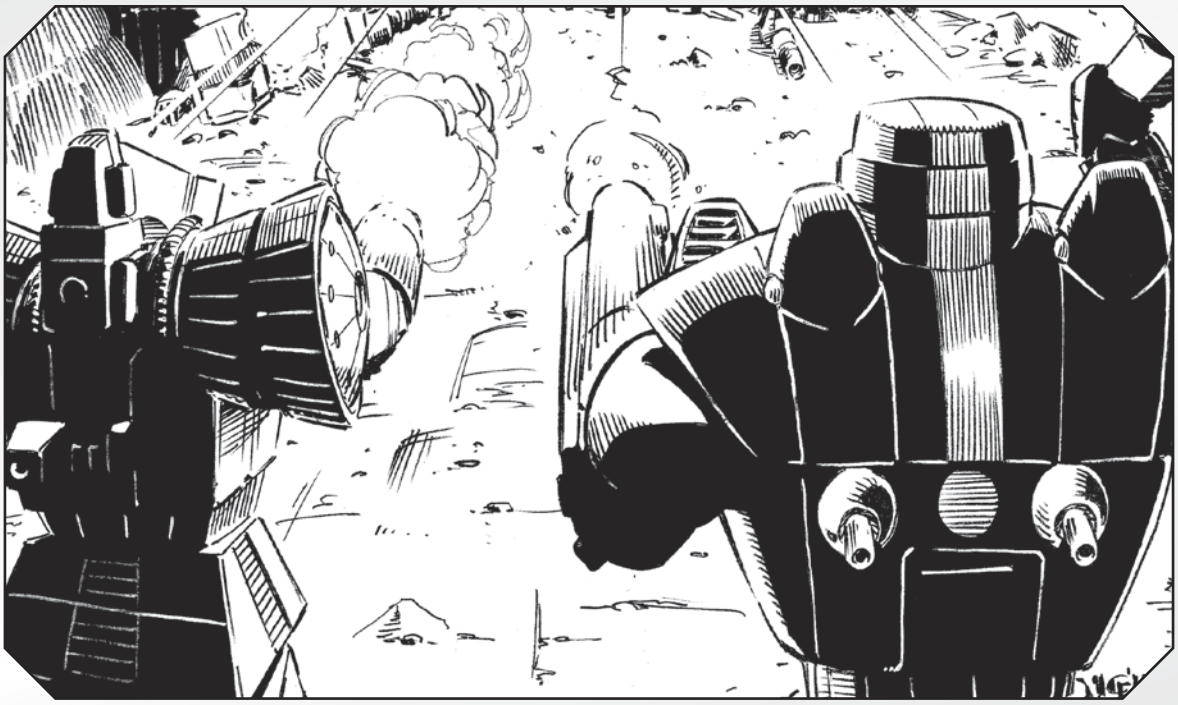
I CORPS

Concordat Jaegers

The Concordat Jaegers are arguably the best-equipped force in the TDF, and they have good reason to be. Stationed on the worlds of Jansen's Hold and Midale, the Jaegers see more combat than any other Concordat command. Not only are they subject to continual raids from the Capellan Confederation and the Federated Suns, but Protector Doru also employs the Jaegers as his primary retaliatory strike force. Most recently, the Jaegers launched a heavy assault against the Capellan-held world of Bromhead, where they were able to successfully capture nearly a company of Confederation-made BattleMechs that more than made up for the cost of the engagement.

Red Chasseurs

Stationed on the heavily industrialized worlds of New Vandenburg and Landmark, the Red Chasseurs want for little as they are quickly resupplied from the local production lines. Nevertheless, they have fallen on hard times. Decades of constant low-level warfare on New Vandenburg—both guerilla and otherwise—have given the Chasseurs little downtime. Morale is at an all-time low across the regiment as more officers are beginning to openly question Taurian foreign policy. In response, Protector Doru has ordered the Chasseurs to periodically rotate its battalions off-world, so as to allow them some respite from the chaos.



Third Taurian Lancers

Along with the Concordat Commandos, the Third Lancers are positioned in the neck of the Pleiades Salient, specifically on the world of Lindsay. Once a Taurian-controlled system, it was taken by the Federated Suns during the Reunification War and remained under Davion rule for nearly five hundred years. The Third Lancers are adept at scouting out small groups of Davion-funded insurgents still present there, and have become adept at fighting infantry formations. In 3141, the Third Lancers took part in one of the deepest-ranging raids into the Federated Suns by a TDF formation, hitting a string of worlds from Brusett to Colorado.

III CORPS

Pleiades Hussars

Since the TDF conquered the Pleiades Cluster and destroyed the Federated Suns forces there, the Pleiades Hussars have been on station, guarding the prized star cluster against any outside threats. Even after more than fifty years of occupation, the Hussars are still seen by the locals as outsiders and a hostile foreign force. Even after the purges of the 3090s and 3100s, the Pleiades continues to suffer from a low level insurgency.

The Hussars have become adept at quickly redeploying from their primary garrison on Maia to the other hundred systems within the Cluster. The use of pirate points has allowed them to surprise insurgent groups and destroy them before they have a chance to fully disappear back into the populace in the wake of a terrorist attack.

First Taurian Lancers

The First Taurian Lancers have been positioned for the past decade on the world of Ridgebrook. Located at the edge of the Victoria Salient, the First Taurian Lancers have been raiding AFFS supply depots and razing civilian industries behind the Davion front lines.

As recently as 27 December 3144, the First Lancers have seen increased activity with the retreat of AFFS forces from Victoria, but the Taurian actions here have become somewhat unpredictable. Though standing orders give the First Lancers free reign in any raids they wish to perform against the Suns' forces in the area, some among the Concordat have taken pity on the Davions and have covertly allowed supply ships to pass through the Pleiades and the Ridgebrook jump points unmolested. It thus remains unclear if this is an olive branch from the Concordat government as a whole, or just a spate of generosity from the local TDF regiments.

Gordon's Armored Cavalry

Once considered a rogue mercenary element working for the TDF, Gordon's Armored Cavalry was bought wholesale by the Taurian government in 3126. Its command staff was shaken up, with about one in four officers removed from active duty and replaced with Taurian nationals. Since then, the GAC has become one of the Concordat's most successful commands, and each year receives more requests for inbound transfers than any other in the TDF. Stationed on Midale, the GAC assists the First Taurian Lancers in harassing—or, strangely enough, supporting—Federated Suns forces and depots inside the quickly contracting Victoria Salient.



MARIAN HEGEMONY

With the rebellion and secession of the Lothian League, the military forces of the Marian Hegemony have seen extensive action over the past four decades. After the normalization of relations between the Hegemony and the League, the HAF's legions have only just begun to recover. This recovery has been slowed by increased combat action across the coreward region of the Hegemony, where the I, II, and III Legios have all been experiencing nearly triple the number of bandit raids since hostilities with the Lothian League were suspended.

This has resulted in a highly skilled military with a majority of its officers possessing significant combat experience. Even the loss of the V Legio to the Lothian League has set back the Hegemony legions only slightly. In many ways, this makes the Marian Hegemony Armed Forces one of the most battle-hardened militaries in the Periphery (though certainly not the largest).

COHORS MORITURI

The Cohort of the Dead saw extensive action during the conflict with the Lothian League. The HAF used the Dead in high-risk, high-intensity combat situations on Leximon, Lothario, and Lordinax to great effect. It was the death of Caesar Lucian O'Reilly that saved the Dead from total destruction. Since the cease-fire, the *Cohors Morituri* has redeployed to the coreward edge of the central Hegemony, protecting the important industrial worlds of Alphard, Addhara, and New Venice. Thanks to the Marians' increasing military output, the Dead have continually expanded, and now consist of nearly six maniples, effectively doubling its post-Jihad size.

I LEGIO (MARTINA VICTRIX)

As the core of the Hegemony Armed Forces, the *Martina Victrix* claimed the lion's share of action during the rebellion of the Lothian League. It has also meant that I Legio saw the deaths of two Caesars: Cassius O'Reilly in 3106, and Lucian O'Reilly in 3128. Since relations with the Lothian League have been normalized—at least for now—I Legio has been deployed to the far coreward reaches of Hegemony space, where it continues to see a large number of bandit raids emanating from the lawless worlds of the former Circinus Federation.

II LEGIO (CATAPHRACTII)

The *Cataphractii* spent much of the Lothario rebellion seeing little action beyond minor bandit raids; their purpose was to show the Marian flag and prevent any large scale rebellion from spreading to the Illyrian worlds. When word spread to Illyria in 3128 of the death of Caesar Lucian, a small uprising took shape as nearly ten ancient BattleMechs were taken out of hiding and used to kill the planetary governor and his family. Elements of II Legio engaged the rebel units, and—despite being outnumbered two to one—only lost a single BattleMech in the engagement.

III LEGIO (LIMITANEI)

Though unable to participate in the invasion of the Free Worlds League during the Jihad, III Legio ultimately received the duty of garrisoning the three former League worlds in 3101. At that time, Caesar Cassius O'Reilly gave the *Limitanei* permission to conduct raids into the crumbled Successor State, as long as the worlds they were assigned to maintained an adequate defense. Since that time, III Legio has provided the Hegemony with a great deal of intelligence on activities and military deployments within the Duchy of Tamarind-Abbey, and consistently returns with DropShip-loads of whatever industrial and commercial goods the legion managed to "liberate" during its excursions.

IV LEGIO (COMITATENSIS)

Of all the legions in the Marian military, the *Comitatensis* sees the least amount of combat action. IV Legio garrisons the heavily populated and industrial worlds of Pompey, Horatius, and Ballalaba, where little occurs beyond the rare bandit raid. The last major combat seen by IV Legio in recent years took place in 3142, when a large raiding force from the Duchy of Tamarind-Abbey hit Pompey in an attempt to secure replacement parts for their BattleMechs. In a running battle that raged for four days, elements of IV Legio chased the Marik-affiliated forces across the planet, slowly wearing the invaders down, and killing two 'Mechs for every one they lost.

VI LEGIO (RIPARIENSIS)

In the early 3120s, the Hegemony's intelligence agency—the *Ordo Vigilis*—discovered that there were over a dozen active spies from the former states of the Free Worlds League working within VI Legio. An immediate purge took place, and an investigation of all other personnel revealed widespread corruption even among the "loyal" Hegemony citizens. Caesar Lucian O'Reilly ordered the *Ripariensis* redeployed away from the border with the former Free Worlds League, placing them on the rimward edge of the Hegemony. Twenty years later, the punishment posting has done wonders for the legion's combat knowledge, as it sees significant raids from the Magistracy of Canopus and unaffiliated pirate bands—but this has done little for its morale.

LESSER PERIPHERY STATES

FILTVELT COALITION

First Filtvelt Citizens Militia

Stationed on Broken Wheel, the First Filtvelt's primary duty is the defense of the Quikscell production facilities located there. Outside of the Thumper Assault Regiment, the First Filtvelt is the most requested assignment for new graduates of the Filtvelt Academy. Colonel Vanessa Kinzer, herself a top graduate from the Filtvelt Academy class of 3125, currently commands the First. Kinzer continually drills her troops in small LCT-style combined arms formations, similar to those used by the AFFS, but reduced to company-size groups. This small-force approach gives the First a distinct advantage when defending on the highly varied terrain found on Broken Wheel.

Second Filtvelt Citizens Militia

Considered by many to be the Filtvelt Academy's unofficial training regiment, the Second Filtvelt is assigned to the Coalition's capital and is thus the most visible of the Coalition's military forces. Because this also means that they are often used to "show the flag" in formal military parades and academy demonstration, the Second Filtvelt specializes in precision maneuvers in tight quarters. This skill has given them the look of a highly professional regiment that belies their overall lack of combat experience. Colonel Hank Giles has been petitioning Prime Minister Gardiner to allow him to send a battalion of his troops on a raid into the Tortuga Dominions, both to reduce bandit attacks across the Coalition, and to give his troops some real battle experience.

Third Filtvelt Citizens Militia

The Third Filtvelt Militia uses the military base abandoned ages ago on Lackland by the SLDF's Fifty-third Jump Infantry Division during the fall of the Star League. Much like the previous occupants of the Castle Rock complex, the Third has become adept at working in the planet's severe weather, if not adept at fighting in those same conditions. Bandits tend to shy away from Lackland due to its harsh climate, giving the Third little combat experience.

Fourth Filtvelt Citizens Militia

As the newest addition to the Citizens Militia, the Fourth has the unenviable assignment of protecting the dry world of Mararn. The planet itself is relatively resource poor, but has become a target of bandit raids due to its tactical position as the rimward entry point into the Coalition from the Calderon Protectorate. Colonel Darrius Donaldson has positioned two of his battalions around the valuable water wells and the planetary capital. Donaldson has further assigned all of his infantry into the third battalion and uses them as zero-gravity marines, posted near the system's nadir recharge station to attack incoming bandit DropShips and JumpShips.

Thumper Assault Regiment

The most well-known regiment of the Citizens Militia outside of the Coalition, the Thumper Assault Regiment has been the focus of numerous holovid shows documenting pirate hunting in the Periphery. Drawing on the TAR's mercenary experience, the Coalition has expanded the Thumpers' size by loaning their services to other local agencies for a "nominal fee", applying at least half the proceeds to re-equipping this force. Though traditionally assigned to garrison Filtvelt when not on a mission, the Thumpers are currently assisting the Federated Suns in its fight against the Draconis Combine. They are currently stationed on Anjin Muerto.

CALDERON PROTECTORATE

First Taurian Pride

Commanded by Colonel Maxwell Calderon-Anderson, the First Taurian Pride is stationed on the Protectorate capital world of Erod's Escape. Much like his personal attention to each student at the CIC, Colonel Calderon-Anderson ensures that each person in the First Pride is given what they need to excel at their job, regardless of what that job may be. While the First Pride sees less combat than many regiments in the CPM, the fanatical devotion to their commanding officer—and the Calderon family overall—pushes the First to be the best in any combat exercise or engagement.

Second Taurian Pride

When tensions between the Concordat and the Protectorate surged in the early 3110s, Protector Calderon redeployed the Second Pride to Mirfak, in the Protectorate's far anti-spinward edge. There, the Second Pride became the Protectorate's forward guard, often the first to engage any large enemy force originating from Concordat space. They also became the Protectorate's "standard bearers", moving between the systems that seceded from the Concordat since the end of the Jihad to offer each one an olive branch on behalf of the Calderon state. Currently, the Second Pride is under the command of Colonel Tessa Hanks, who is not only a graduate of the CIC, but who also holds a degree in foreign policy from the University of Filtvelt.

Third Taurian Pride

The Third Pride guards the strategically important system of Carvajal. With trade and military aid flowing into the Protectorate from the Filtvelt Coalition and the Federated Suns through that world, the Third Pride sees more than its fair share of pirate raids. The largest of these to date occurred in 3140, when a battalion of mixed troops snuck through the customs checks at the system's jump points and made an orbital drop onto the capital city of Lancaster. The Third Pride quickly responded, but not before the planetary administration complex was put to the torch. Colonel Yulia Carlos personally led the chase after the bandits, pursuing them across Carvajal and even into space. The bandit force was finally destroyed en route to a nearby pirate point, where the Third Pride captured the *Merchant*-class JumpShip that was waiting for them.

Fourth Taurian Pride

The Fourth Taurian Pride has taken its nickname from one of the planets it is assigned to garrison, "Damned If I Know." Stationed on the worlds of Diik and Gaul, the Fourth is often the last in line for replacement equipment from the Protectorate quartermasters, and often has to rely on equipment from the PAC production lines on Diik. To avoid losing his command's skills to monotony, Colonel Phillip LeCheve takes elements of the Fourth Pride on deep raids into the Pirates Haven Cluster, located coreward of the Protectorate.

First Calderon Guard

The First Guard is arguably the CPM's most experienced combat command, and thanks to that reputation, smaller pirate bands tend to shy away from any systems where the First is deployed. Currently posted to the recently settled Belle Isle system, a world whose colonization represents hundreds of billions of C-bills in Protectorate government investments, the First also guards the nearby asteroid mining facilities and ore processing stations have enabled the construction of the massive solar shade at the planet's L1 point. The First Guard has thus become adept at zero-gravity operations due to its need to constantly patrol the Belle Isle system.

Second Calderon Guard

Less skilled, but considered far more tenacious by the CPM's standards, the Second Guard is deployed across three worlds, two of which—Franmalin and Fylovar—have only been settled since the end of the Jihad. Colonel Temperance McGill rotates her battalions across each of her three assigned systems in order for her troops to gain experience in each of these planets' vastly different environments.

Third Calderon Guard

Much like the Fourth Taurian Pride, the Third Calderon Guard feels as though it is often forgotten on the quiet Protectorate worlds of Lastpost and Oscar. Unlike the Fourth, the Third Guard has the blessing of Protector Calderon to undertake operations ranging spinward and rimward of their assigned systems, including a periodic sweep of the local uninhabited systems in search of bandit encampments. At any given time, a single battalion of the Third Guard is always deployed into deep space in this manner, meaning that the planetary defenses they see to are chronically understaffed.

LOTHIAN LEAGUE

Punic Legion

The Lothian League's Punic Legion formed from the core of the former V Legio of the Marian Hegemony Armed Forces. Currently deployed on the worlds of Lothario and Lordinax, the Punic Legion is still organized in the same fashion as a Marian Legion, but with far fewer BattleMechs and more vehicles and unarmored infantry. The Punic Legion also contains the only five-man squad of battle armor currently active in the Lothian military.

Lothian Guards

The Lothian Guards only came into existence in 3134, via the freeing of slaves after military service. The huge numbers of former slaves wishing to serve necessitated the creation of a second Marian-style legion. The Lothian Guards are primarily an unarmored infantry force, but they are backed up by significant numbers of infantry support vehicles and anti-'Mech tanks. For BattleMech forces, the Guards claim only a single maniple of 'Mechs, which are actually rotated in from the Punic Legion on a bi-yearly basis.

FIEFDOM OF RANDIS

Brotherhood of Randis, First and Second Battalions

Plans for the addition of a third battalion to the Randis Brotherhood's forces never came to fruition. Instead, the quality of both active battalions was improved through upgraded production work at Hope Industrial Works and more stringent training programs. This has seen mixed results in the battalions, however.

The First Battalion, technically commanded by Grand Knight William Dirac (even though he has not been healthy enough for 'Mech combat since 3142), sees little action in it capacity as defenders of the Brotherhood Monastery and the capital of Hope City. Second Battalion sees far more combat by comparison, as it is tasked with guarding the Hope Industrial Works, a primary target for most of the bandit raids against Randis IV these days. The Second Battalion is commanded by Brother Seth Heinrich, promoted to his position due to his expertise in defensive warfare.

FRANKLIN FIEFS

Fiefdom Military Forces

Consisting of eight mixed companies of BattleMechs, armor, and unarmored infantry, the Fiefdom Military Forces have never achieved enough unity to pose a threat to anyone beyond the world of Novo Franklin. Chaos in the ranks broke out near the turn of the century, when O'Connor's Bulldogs was destroyed during a Federated Suns raid in retaliation for an ill-advised raid in the previous year. The power vacuum sent the remaining forces into a feeding frenzy, with each commander of the disparate forces vying to claim the core of the FMF.

After nearly forty years since, this conflict has yet to burn itself out, though periodic truces have occurred (often in the face of outside threats, both real and imagined). It is now fueled by trade with Clan Sea Fox, without whom the FMF's meager BattleMech forces would have been destroyed long ago.

FRONC REACHES

Colonial Marshals

As the core of the Fronc Colonial Military, the Colonial Marshals remain the highest-profile force around. The Marshals still serve the Reaches as a law enforcement force, but do so less today than they did at the end of the thirty-first century. With stronger local authority growing more commonplace, the only need for the Marshals to play peacekeeper is when major crises erupt on a Reaches world, or when a truly large bandit force strikes that the Sentinels Brigades are unable to handle alone. In the meantime, the Marshals most often act as the defensive forces surrounding the sprawling Colonial Tractors complex in Paradiso, on Fronc.

First Fronc Cuirassiers

Taking the small-unit tactics that they devised and mastered after the Jihad, and adapting them to the modern battlefield, the First Cuirassiers have removed the disparate commands of the First Air Wing, First Armor, and First Infantry. Instead, Colonel Camille Specoria has mixed these forces into small, lance-sized groups consisting of a single BattleMech, two tanks, a platoon of infantry, and an aerospace fighter. These mini formations are able to operate independently, as they must often do on their assigned worlds of McEvan's Sacrifice and Portland.

Second Fronc Cuirassiers

Like the First, the Second Cuirassiers has divided its forces into simple and small independent groups that can operate on their own for a significant amount of time. Unlike the First, the Second has kept its BattleMech assets intact, rather than attaching them to conventional units. This allows the Second Cuirassiers to be used as a "blockbuster" force against hostile 'Mech-centric formations.

Third Fronc Cuirassiers

The Third Cuirassiers was formed in 3128, as the Fronc Reaches continued to expand and colonize new systems. The Third is commanded by Colonel Moe Routhier, who—unlike his counterparts in the First or Second Cuirassiers—has kept the distinct branches of his command separate, mixing them only on the company level across the two worlds assigned to him, Spencer and Appian. The Third sees a significant amount of bandit raiding on Appian, and Colonel Routhier frequently rotates his forces through that system to maintain their combat edge and minimize attrition.

MICA MAJORITY

Larson's Loners

The Loners stuck with the Mica Majority through the government's collapse in 3111, and even continued to serve without pay for nearly five years as the mining corporations took control. Larson's Loners are thus loved and hated by the citizens of the Majority, with many praising their skill at defending their cities and mining outposts, while others criticize them as an example of "wasteful government spending". Larson's Loners maintains an over-strength battalion on each of the inhabited Mica worlds, with their units primarily concentrated around the critical life support facilities, sprawling mines, and foundries.

NEW ST. ANDREWS

Nelson's Longbows

As the only large professional military formation on New St. Andrews, Nelson's Longbows have been busy since the turn of the century. Not only are the Longbows concerned with the protection of the Meridian Manufacturing facilities, but they also serve as the core of the Clan Militia on New St. Andrews.

As New St. Andrews' many clan infantry formations can generally protect their respective home settlements, the Longbows are free to focus on larger threats and more dangerous missions, including preemptive strikes against the bandit havens purported to lurk in several nearby uninhabited systems. When used in this fashion, the Longbows tend to leave only a single battalion outside of the New St. Andrews system at any given time, so as not to overly dilute their ability to defend the factory site.

NIOPS ASSOCIATION

Niops Association Militia

The NAM has seen little growth or change in its BattleMech forces since the end of the Jihad. With the failure of the Niops central government, and the predations of the Marian Hegemony, any combat experience gained by the Association's Militia was lost through sheer attrition. The one bright spot in an otherwise bleak recent history has been the formal addition of infantry forces to the NAM in both unarmored and battle armor alike. The NAM currently has four squads of the ancient Nighthawk Mk XXI power armor—representing all of the suits left in active service today. These assets are used exclusively to protect the government facilities on Niops VII.

RIM COLLECTION

Able's Aces

No longer considered a mercenary force by any means, Able's Aces is the core of the Rim Collection Militia, and its current commander, Colonel Mitchell Able, holds not only a council seat due to his military position, but has a second vote as the representative of Able's Glory. This kind of power has turned the Aces into celebrities in the Rim Collection. Recruitment for the battalions of the Collection Militia break records every year when the Aces make planetfall, but the Aces aren't just talking heads on the trid; they are skilled fighters, whose warriors have engaged and repelled hostile forces on a nearly monthly basis.

PERIPHERY MILITARY FORCES

(Deployment as of 31 December 3145)

MAGISTRACY ARMED FORCES

Commander: Magestrix Ilsa Centrella-Liao
Aide: Senior General Zandra Thao
BattleMech Strength: Approximately 19 Regiments

UNAFFILIATED MAF COMMANDS

	Exp/Loy	Homeworld	Strength	Rating
Magistracy Cavaliers	V/R	Bass	85%	A
(CO: Colonel Mallory Colwell)				
Cavalier Armor Guard	V/R	Bass	90%	
(CO: Major Kyle Dahl)				
Cavalier "Mountain Men" Guard	R/R	Bass	80%	
(CO: Major Jonella Riddick)				
First Canopian Brigade	V/F	Booker	90%	A
(CO: Colonel Ashley Gorman)				
Second Canopian Brigade	R/R	Novo Tressida/ Hardcore	75%	B
(CO: Colonel Florence Marino)				

MAGISTRACY ROYAL GUARDS

Commander: General Lori Reed
Aide: Colonel Stephen Price

	Exp/Loy	Homeworld	Strength	Rating
Raventhir's Iron Hand	E/F	Canopus IV	35%	A
(CO: Colonel Kaci Dotson)				
Raventhir's Air Guard	E/F	Canopus IV	45%	
(CO: Elva Berryman)				
Raventhir's Armor Guard	V/F	Canopus IV	30%	
(CO: Colonel Keith Rivers)				
Raventhir's Infantry Guard	E/F	Canopus IV	55%	
(CO: Colonel Walker Chappell)				
1st Canopian Cuirassiers	V/R	Thurrock	60%	A
(CO: Colonel Chet Davids)				
1st Cuirassiers Air Guard	V/R	Thurrock	70%	
(CO: Major Jolie Bassett)				
1st Cuirassiers Armor Guard	R/R	Thurrock	65%	
(CO: Colonel Kimberly Kunkel)				
1st Cuirassiers Infantry Guard	V/R	Thurrock	55%	
(CO: Colonel Vinnie Parham)				
2nd Canopian Cuirassiers	R/R	Fanardir	95%	A
(CO: Colonel Brandon Velasco)				
2nd Cuirassiers Air Guard	V/R	Fanardir	100%	
(CO: Major Mozella Qualls)				
2nd Cuirassiers Armor Guard	R/F	Fanardir	90%	
(CO: Colonel Samual Acker)				
2nd Cuirassiers Infantry Guard	R/R	Fanardir	90%	
(CO: Colonel Louetta Vidal)				
3rd Canopian Cuirassiers	R/R	Bethonolog	80%	A
(CO: Colonel Aron Langford)				
3rd Cuirassiers Air Guard	R/R	Bethonolog	75%	
(CO: Major Odessa Isabell)				
3rd Cuirassiers Armor Guard	V/Q	Bethonolog	90%	
(CO: Colonel Taren Stinson)				
3rd Cuirassiers Infantry Guard	R/R	Bethonolog	85%	
(CO: Colonel Ronalde Thayer)				

CANOPIAN LANCERS

Commander: General Sheldon Scott
Aide: Colonel Arthur Lopez

	Exp/Loy	Homeworld	Strength	Rating
1st Canopian Lancers	V/R	Acamar	95%	C
(CO: Colonel Valeria Centrella-Tompkins)				
2nd Canopian Lancers	G/Q	Styk	80%	C
(CO: Colonel Carol Jacoby)				

CHASSEURS Á CHEVAL

Commander: General Walter Cooper
Aide: Colonel Rose Morrison

	Exp/Loy	Homeworld	Strength	Rating
1st Canopian Light Horse	E/R	Claybrooke	95%	B
(CO: Colonel Jamey Vitale)				
1st Light Horse Air Guard	E/F	Claybrooke	90%	
(CO: Major Karrie Norfleet)				
1st Light Horse Armor Guard	V/R	Claybrooke	85%	
(CO: Colonel Jasper Gaddy)				
1st Light Horse Infantry Guard	E/R	Claybrooke	100%	
(CO: Colonel Austin Moffett)				
2nd Canopian Light Horse	R/R	Gallis	75%	C
(CO: Colonel Effie McReynolds)				
2nd Light Horse Air Guard	R/Q	Gallis	80%	
(CO: Major Zane Motti)				
2nd Light Horse Armor Guard	V/R	Gallis	90%	
(CO: Colonel Chelsey Archer)				
2nd Light Horse Infantry Guard	R/R	Gallis	80%	
(CO: Colonel Cristolbal Rosen)				
3rd Canopian Light Horse	V/F	Boardwalk	70%	C
(CO: Colonel Yukiko Mello)				
3rd Light Horse Air Guard	R/F	Boardwalk	60%	
(CO: Major Thomaso Zalman)				
3rd Light Horse Armor Guard	V/R	Boardwalk	80%	
(CO: Colonel Guiseppe Morey)				
3rd Light Horse Infantry Guard	V/F	Boardwalk	65%	
(CO: Colonel Kiyoko Ragan)				

CANOPIAN FUSILIERS

Commander: General Ronald Thompson
Aide: Colonel Paul Sanchez

	Exp/Loy	Homeworld	Strength	Rating
1st Canopian Fusiliers	R/Q	Deschenes	90%	C
(CO: Colonel Viviana Aranda)				
1st Fusiliers Armor Guard	R/Q	Deschenes	90%	
(CO: Colonel Garnet Utley)				
1st Fusiliers Infantry Guard	R/R	Deschenes	95%	
(CO: Colonel Nichol Yoder)				
2nd Canopian Fusiliers	R/R	Iknogoro	85%	A
(CO: Colonel Sammie Bisson)				
2nd Fusiliers Armor Guard	G/R	Iknogoro	85%	
(CO: Colonel Milagro Grooms)				
2nd Fusiliers Infantry Guard	R/R	Iknogoro	75%	
(CO: Colonel Pauletta Earl)				
3rd Canopian Fusiliers	G/R	Techne's Revenge/ Krimari	80%	B
(CO: Colonel Elida Salgado)				
3rd Fusiliers Armor Guard	G/R	Techne's Revenge/ Krimari	75%	
(CO: Colonel Duane Freeman)				
3rd Fusiliers Infantry Guard	V/R	Techne's Revenge/ Krimari	90%	
(CO: Colonel Alison Hubbard)				

MAGISTRACY HIGHLANDERS

Commander: General Chris Miller
Aide: Colonel Mark Bryant

	Exp/Loy	Homeworld	Strength	Rating
1st Magistracy Highlanders	V/R	Gambilon/Palladix	80%	B
(CO: Colonel Jacob Kennedy)				
1st Highlanders Infantry Guard	V/F	Gambilon/Palladix	80%	
(CO: Colonel Ernesto McKenzie)				
2nd Magistracy Highlanders	E/F	New Abilene/ Borgan's Rift	85%	A
(CO: Colonel Mable Payne)				
2nd Highlanders Infantry Guard	E/F	New Abilene/ Borgan's Rift	90%	
(CO: Colonel Lorena Silva)				

RAVENTHIR CUIRASSIERS

Commander: General Helen Thomas
Aide: Colonel Eugene Morgan

	Exp/Loy	Homeworld	Strength	Rating
1st Raventhir Cuirassiers	V/R	Addasar	90%	D
(CO: Colonel Ethel Ferguson)				
1st Raventhir Armor Guard (1 Btn)	E/R	Addasar	95%	
(CO: Major Lucy Barton)				
1st Raventhir Infantry Guard	V/R	Addasar	100%	
(CO: Colonel Marianne Gordon)				
2nd Raventhir Cuirassiers	V/R	Dunianshire/ Luxen/Dainmar Majoris	85%	C
(CO: Colonel Bennie Walsh)				
1st Raventhir Armor Guard (1 Btn)	E/R	Dunianshire	90%	
(CO: Major Don Brooks)				
1st Raventhir Infantry Guard	V/R	Luxen	80%	
(CO: Colonel Betty Knight)				

TAURIAN DEFENSE FORCE

Commander: Protector Kaff Doru
Aide: Senior Marshal Willard Pratt
BattleMech Strength: 8 Regiments

TAURIAN GUARD

Commander: Marshal Laura Collins
Aide: Colonel Brent McBrown

	Exp/Loy	Homeworld	Strength	Rating
Taurian Guard	V/F	Taurus	95%	A
(CO: Colonel Mildred Webber)				
8th Taurian Air Division (Regiment)	E/F	Taurus	110%	
(CO: Senior Air Master Lois Cooper)				
2nd Taurian Armor Guard	V/F	Taurus	100%	
(CO: Colonel Andrew Williams)				
121st Cluster Infantry Brigade	E/F	Taurus	105%	
(CO: Colonel Ronald Richardson)				
Concordat Commandos	V/R	Brockway	85%	A
(CO: Colonel Chris Parker)				
21st Armor Cavalry	E/R	Brockway	95%	
(CO: Colonel Jesse Lopez)				
3rd Battlesuit Recon	V/F	Brockway	90%	
(CO: Colonel Joan Taylor)				

I CORPS

Commander: Marshal Derek Watkins
Aide: Colonel Minnie Fowler

	Exp/Loy	Homeworld	Strength	Rating
Concordat Jaegers	R/R	Midale/Jansen's Hold	105%	C
(CO: Colonel Fred Cook)				
2nd Velites Air Division (Regiment)	R/R	Midale/Jansen's Hold	100%	
(CO: Senior Air Master Dorothy Evans)				
Red Chasseurs	V/Q	New Vandenburg/ Landmark	100%	A
(CO: Colonel Rose Cox)				
22nd Corps Air Division	V/R	New Vandenburg/Landmark		105%
(CO: Senior Air Master Joe Scott)		Landmark		
12th Armor Cavalry	R/Q	New Vandenburg/ Landmark	90%	
(CO: Colonel Paul Rodriguez)				
Red Gate Infantry	R/R	New Vandenburg/ Landmark	95%	
(CO: Colonel Kelly Young)				
3rd Taurian Lancers	V/F	Lindsay	85%	B
(CO: Colonel Linda Griffin)				
3rd Taurian Armored Lancers	E/F	Lindsay	100%	
(CO: Colonel Benjamin White)				
3rd Taurian Foot Lancers	V/F	Lindsay	90%	
(CO: Colonel Teresa Moore)				

III CORPS

Commander: Senior Marshal Cecil Jackson
Aide: Colonel Stella Stone

	Exp/Loy	Homeworld	Strength	Rating
Pleiades Hussars	V/R	Maia	90%	B
(CO: Colonel Heather Gullarson)				
9th Pleiades Air Division	E/R	Maia	105%	
(CO: Senior Air Master Aaron Martins)				
12th Pleiades Assault Armor	V/R	Maia	95%	
(CO: Colonel Lawrence Flores)				
22nd Pleiades Infantry	V/F	Maia	100%	
(CO: Colonel Marilyn Hernandez)				
1st Taurian Lancers	R/R	Ridgebrook	95%	C
(CO: Colonel Theresa Nelson)				
1st Taurian Armored Lancers	V/R	Ridgebrook	100%	
(CO: Colonel Kimberly Rogers)				
1st Taurian Foot Lancers	R/R	Ridgebrook	95%	
(CO: Colonel Charles Foster)				
Gordon's Armored Cavalry	E/F	Midale	20%	D
(CO: Colonel Helge Gordon)				

MARIAN HEGEMONY ARMED FORCES

Commander: Caesar Ignatius O'Reilly
Aide: Imperator Kesi Aldrich
BattleMech Strength: 5 Legions, 1 Cohor (approximately 7 regiments)

	Exp/Loy	Homeworld	Strength	Rating
I Legio	V/F	Blantleff/Maximillian/Valerius	75%	C
(CO: Imperator Clarence Miller)				
Prima Cohors	E/F	Blanteff	90%	
(CO: Prefect Tamela Arnett)				
Secunda Cohors	V/F	Maximillian	60%	
(CO: Prefect Booker Steward)				
Tertia Cohors	V/R	Valerius	70%	
(CO: Prefect Rueben Martel)				
Quarta Cohors	V/F	Blanteff	80%	
(CO: Prefect Damien Windham)				
Quinta Chohors	R/R	Maximillian	70%	
(CO: Prefect Sang Spicer)				
I Prima Auxilia Legio	G/R	Blanteff	70%	
(CO: Prefect Antony Hornsby)				
I Secunda Auxilia Legio	R/F	Valerius	80%	
(CO: Prefect Rhett Biddle)				
Ala Alba Wing	E/F	Blanteff	90%	
(CO: Legatus Maria Clay)				
III Legio	R/R	Landfall/	90%	B
(CO: Prefect Mohamed Kilgore)		Huntington/Hazeldean		
Prima Cohors	R/R	Landfall	95%	
(CO: Prefect Joaquin Myrick)				
Secunda Cohors	V/R	Landfall	80%	
(CO: Prefect Douglas Hooks)				
Tertia Cohors	R/Q	Huntington	90%	
(CO: Legatus Jamaal Steen)				
Quarta Cohors	R/R	Huntington	95%	
(CO: Legatus Lavern Workman)				
Quinta Chohors	V/R	Hazeldean	100%	
(CO: Prefect Keith Carabello)				
III Prima Auxilia Legio	R/R	Hazeldean	70%	
(CO: Prefect Emil Carnes)				
III Secunda Auxilia Legio	G/R	Hazeldean	65%	
(CO: Prefect Young Armijo)				
III Caelum Wing	V/R	Landfall	90%	
(CO: Legatus Hiram Mayer)				
Cohors Morituri	V/R	Alphard/Addhara/	90%	A
(CO: Legatus Robert Willard)		New Venice		
Morituri Auxilia Cohors	V/R	Alphard/Addhara/	95%	
(CO: Legatus Colton Avila)		New Venice		
II Legio	V/F	Illyria/Trasjkis/	60%	B
(CO: Prefect Colby Pritchard)		Trondheimal		
Prima Cohors	E/F	Illyria	70%	
(CO: Prefect Toney Booth)				
Secunda Cohors	V/R	Illyria	75%	
(CO: Prefect Long Blanchette)				
Tertia Cohors	V/F	Illyria	55%	
(CO: Prefect Dick Ahrens)				
Quarta Cohors	R/F	Trasjkis	50%	
(CO: Legatus Jackson Kent)				
Quinta Chohors	V/F	Trondheimal	60%	
(CO: Prefect Vaughn Maetas)				
II Prima Auxilia Legio	R/R	Trasjkis	55%	
(CO: Legatus Eldon Woodworth)				
II Secunda Auxilia Legio	R/F	Trondheimal	50%	
(CO: Prefect Rocky Whitley)				
II Caelum Wing	E/F	Illyria	80%	
(CO: Prefect Morgan Casas)				
IV Legio	R/R	Ballalaba/	90%	A
(CO: Prefect Ferdinand Hurley)		Horatius/Pompey		
Prima Cohors	R/R	Pompey	95%	
(CO: Prefect Emerson Souza)				
Secunda Cohors	V/R	Pompey	105%	
(CO: Legatus Humberto Neumann)				
Tertia Cohors	R/Q	Horatius	80%	
(CO: Prefect Coy Patten)				
Quarta Cohors	R/R	Horatius	85%	
(CO: Prefect Erich Lear)				
Quinta Chohors	V/F	Ballalaba	105%	
(CO: Prefect Renaldo Dempsey)				
IV Prima Auxilia Legio	R/R	Ballalaba	90%	
(CO:Legatus Porter Starks)				
IV Secunda Auxilia Legio	G/R	Ballalaba	100%	
(CO: Prefect Antone Tilley)				
IV Caelum Wing	V/R	Horatius	95%	
(CO: Prefect Sal Neel)				
VI Legio	V/Q	Algenib/	75%	B
(CO: Prefect Lazaro McNeill)		Islington/Marius's Tears		
Prima Cohors	V/R	Algenib	100%	
(CO: Prefect Dominic Brinkman)				
Secunda Cohors	V/Q	Algenib	70%	
(CO: Prefect Fredric Gilmore)				
Tertia Cohors	R/R	Islington	80%	
(CO: Prefect Oswaldo Jude)				
Quarta Cohors	V/Q	Islington	60%	
(CO: Legatus Tuan Hilliard)				
Quinta Chohors	R/R	Marius's Tears	60%	
(CO: Legatus Jonas Haskins)				
VI Prima Auxilia Legio	V/Q	Marius's Tears	70%	
(CO: Prefect Kenneth Hannah)				
VI Secunda Auxilia Legio	R/Q	Algenib	55%	
(CO: Legatus Claud Engel)				
VI Caelum Wing	V/R	Islington	80%	
(CO: Legatus Gus Dowell)				

CALDERON PROTECTORATE

Commander: Protector Sam Calderon
Aide: Comptroller Niesha Whyte
BattleMech Strength: 6 Regiments

TAURIAN PRIDE

	Exp/Loy	Homeworld	Strength	Rating
1st Taurian Pride	V/F	Erod's Escape	90%	C
(CO: Colonel Maxwell Calderon-Anderson)				
1st Pride Defense Division (Wing)	E/F	Erod's Escape	105%	
(CO: Senior Air Master Clemente Coffman)				
New Colony Guard	V/F	Erod's Escape	90%	
(CO: Colonel Rosendo McInnis)				
2nd Taurian Pride	R/R	Mirfak	90%	B
(CO: Colonel Tessa Hanks)				
2nd Pride Defense Division (Wing)	R/R	Mirfak	105%	
(CO: Senior Air Master Miles Velasquez)				
9th Mirfak Armor	V/R	Mirfak	95%	
(CO: Colonel Kip Hinston)				
12th Mirfak Infantry	G/R	Mirfak	100%	
(CO: Colonel Jerrod Ligon)				
3rd Taurian Pride	V/R	Carvajal	95%	C
(CO: Colonel Yulia Carlos)				
3rd Pride Defense Division (Wing)	V/R	Carvajal	105%	
(CO: Senior Air Master Pierre Weinstein)				
2nd Gaul Armored Regiment	R/Q	Carvajal	90%	
(CO: Colonel Hollis Le)				
4th Taurian Pride	R/Q	Gaul/Diik	100%	C
(CO: Colonel Phillip LeCheve)				
4th Pride Defense Division (Wing)	R/R	Gaul	105%	
(CO: Senior Air Master Teddy Oglesby)				
Calderon's Commandos	V/R	Diik	90%	
(CO: Colonel Dylan Birch)				

CALDERON GUARD

	Exp/Loy	Homeworld	Strength	Rating
1st Calderon Guard	E/R	Belle Isle	105%	C
(CO: Colonel Jarvis Humphrey)				
2nd Calderon Guard	V/F	Tyrrhenia/ Fylovar/Franmalin	85%	C
(CO: Colonel Temperance McGill)				
3rd Calderon Guard	V/Q	Last Post/Oscar	95%	D
(CO: Colonel Aaron Hendrix)				

FILTVELT COALITION

Commander: Prime Minister John Joseph Gardiner
Aide: Field Marshal Huey Alford

	Exp/Loy	Homeworld	Strength	Rating
1st Filtvelt Citizen's Militia	R/R	Broken Wheel	80%	D
(CO: Colonel Vanessa Kinzer)				
2nd Filtvelt Citizen's Militia	G/R	Filtvelt	85%	F
(CO: Colonel Hank Giles)				
3rd Filtvelt Citizen's Militia	G/R	Lackland	75%	C
(CO: Colonel Torgeir Hollako)				
4th Filtvelt Citizen's Militia	R/Q	Mararn	90%	D
(CO: Colonel Darrius Donaldson)				
Thumper Assault Regiment	V/R	Anjin Muerto	90%	D
(CO: Colonel Ranjit Matta)				

FRONC REACHES

Commander: President Thomas Ganson
Aide: Force Marshal Billie Hendricks
BattleMech Strength: 4 Regiments

COLONIAL MARSHALS

	Exp/Loy	Homeworld	Strength	Rating
Colonial Marshals	E/F	Fronc	80%	B
(CO: Force Marshal Jan Goodman)				

FRONC REACHES SENTINELS

	Exp/Loy	Homeworld	Strength	Rating
1st Fronc Cuirassiers	R/R	McEvan's Sacrifice/ Portland	75%	C
(CO: Colonel Camille Specoria)				
1st Fronc Air Wing	R/Q	McEvan's Sacrifice	80%	
(CO: Air Master Chester Blair)				
1st Front Armor	V/R	Portland	75%	
(CO: Colonel Barry Marshall)				
1st Fronc Infantry	R/R	McEvan's Sacrifice	90%	
(CO: Colonel Christie Flowers)				
2nd Fronc Cuirassiers	V/R	Herotitus/ Rockwellawan	90%	D
(CO: Colonel Diana Barnes)				
2nd Fronc Air Wing	R/R	Herotitus	85%	
(CO: Air Master Eric Holland)				
2nd Front Armor	E/R	Herotitus	90%	
(CO: Colonel Nettie Wells)				
2nd Fronc Infantry	V/R	Rockwellawan	105%	
(CO: Colonel Meghan Jacobs)				
3rd Fronc Cuirassiers	R/R	Spencer/Appian	80%	C
(CO: Colonel Moe Routhier)				
3rd Fronc Air Wing	R/R	Spencer/Appian	90%	
(CO: Air Master Arnold Pena)				
3rd Front Armor	V/R	Spencer	85%	
(CO: Colonel Carlos Stewart)				
3rd Fronc Infantry	R/R	Appian	90%	
(CO: Colonel Julio Moody)				

LESSER PERIPHERY STATES

FIEFDOM OF RANDIS

Commander: Grand Knight William Dirac
Aide: Brother Nigel
BattleMech Strength: 2 reinforced Battalions

	Exp/Loy	Homeworld	Strength	Rating
Brotherhood of Randis (2 Btns)	V/F	Randis	85%	A
(CO: Grand Knight William Dirac)				

FRANKLIN FIEFS

BattleMech Strength: under 1 Regiment

	Exp/Loy	Homeworld	Strength	Rating
Fiefdom Military Forces	R/R	Novo Franklin	85%	F

LOTHIAN LEAGUE

Commander: Grand Mistress Clarissa Logan
Aide: Imperator Quincy Clifton
BattleMech Strength: Approximately 3 Cohorts (1 Regiment)

	Exp/Loy	Homeworld	Strength	Rating
Punic Legion	V/F	Logan Prime/ Leximon	90%	D
(CO: Prefect William Jackson)				
Lothian Guards	R/F	Lordinax/ Leximon	95%	C
(CO: Prefect Thomas King)				

MICA MAJORITY

Commander: Colonel Ole Larsen
Aide: Major Jonas Larsen
BatleMech Strength: 1 Battalion

	Exp/Loy	Homeworld	Strength	Rating
Larsen's Loners	V/R	Mica II, V & VII	120%	C
(CO: Colonel Ole Larsen)				

NEW ST. ANDREWS

Commander: Major Heidar Nelson
Aide: Captain Phil Burke
BattleMech Strength: 1 Battalion

	Exp/Loy	Homeworld	Strength	Rating
Nelson's Longbows	R/F	New St. Andrews	80%	C
(CO: Major Heidar Nelson)				

NIOPS ASSOCIATION

Commander: Brigadier Zeb Kindarps
Aide: Colonel Jens Vang
BattleMech Strength: 1 Regiment

	Exp/Loy	Homeworld	Strength	Rating
Niops Association Militia	G/R	Niops V, VI & VII	85%	D
(CO: Brigadier Zeb Kindarps)				

RIM COLLECTION

Commander: Colonel Mitchell Able
Aide: Major Hilde Landroe
BattleMech Strength: 1 Battalion

	Exp/Loy	Homeworld	Strength	Rating
Able's Aces	V/R	Gillfillan's Gold	115%	F
(CO: Colonel Mitchell Able)				



RULES ANNEX

The following special rules allow players to add the unique flavor of the Dark Age period to their *BattleTech* wargames. All of these rules are considered Advanced and optional, so players and game masters should agree to their use before introducing them to their campaigns. The rules presented in this section are most appropriate for the tabletop war game defined by *Total Warfare* (*TW*), *Tactical Operations* (*TO*), and *Strategic Operations* (*SO*), but some elements of gameplay may also be used in conjunction with the role-playing rules presented in *A Time of War* (*AToW*).

BATTLETECH RULES

The following rules for the late-Dark Age period cover wargame campaigns and games using the core rules primarily found in *Total Warfare* and *Tactical Operations*.

GENERAL BATTLETECH RULES

The shock and horror that followed the Jihad and spurred generations of relative peace was beginning to ebb by the dawn of the thirty-second century. When the near-total collapse of the interstellar communications network occurred, widespread paranoia combined with decades of gradually rising tensions between the various Great Houses and Clans of the Inner Sphere. Open warfare swiftly followed. Though many of the early clashes of this period were sporadic, hasty, and lacked the cohesiveness and firepower of major militaries, it was only a matter of time before armies clashed across the light-years.

Decades of limited BattleMech production (at least officially), produced an era where combined-arms forces have become far more common than not. To reflect this, any scenario that takes place from the period from 3130 to 3145 must incorporate at least one lance of non-'Mech elements for every two lances of BattleMechs or OmniMechs fielded (per side). These non-'Mech forces should be appropriate to the environment, such as aerospace fighters where the action takes place in space or on worlds lacking atmospheres, and hovercraft, WiGE vehicles, and watercraft for battles in water-logged swamplands.

Among Clan forces, the rules of honor have continued to erode thanks to decades of continued interaction with the Inner Sphere, as well as the flood of chaos unleashed since the Blackout. To reflect this, Clan forces need not adhere to the Clan rules of engagement when fighting any Inner Sphere forces, but may—when facing any other Clan-based force except for those of the Exiled Wolves, Nova Cats, and Clan-based independent groups—adhere to the post-Reaving interpretation of Clan honor appropriate to the Clan (see pp. 238-239, *WoR*).

As no new construction for WarShips followed the aftermath of the Jihad, WarShips remain on the brink of near-extinction in this era, and should not appear in any military campaign in the 3130-3145 period unless they are deployed as defending assets for a major capital or industrial world, or as the flagship of a planetary assault. Any WarShips engaged in battle should withdraw as soon as it suffers more than 50 percent armor loss to any hull facing.

SPECIAL COMMAND ABILITIES

The following rules may be used by players when playing part of the listed forces during the period from 3130 to 3145. These rules are designed for compatibility with the special commander abilities found in *Tactical Operations*. References to special abilities such as Banking Initiative, Forcing the Initiative, Off-Map Movement, and Overrun Combat, are found in the same section (see pp. 191-193, *TO*).

Capellan Confederation

The following rules reflect special command abilities of some of the CCAF's most noteworthy regiments.

Marshals of Tikonov: As a Capellan Hussars force, the Marshals of Tikonov ignore any opponent's special ability that would impose a negative Initiative modifier against them. In addition, the Marshals may use Off-Map Movement, and their infantry units always execute their Anti-'Mech attacks as though they are at full strength, ignoring any modifiers imposed by trooper casualties.

Fourth Capellan Chargers: The Fourth prefers to disable enemy units rather than destroying them outright, both to capture additional equipment, and to leave the vanquished crews alive to spread word of their prowess. Instead of attacking normally in the Weapon Attack Phase, any Fourth Chargers unit may elect to fire only a single weapon. If the weapon hits, the controlling player may opt to reroll any torso result against a 'Mech or any result against a vehicle that does not generate a roll on the Motive System Damage Table. If the new die result indicates an location blocked by partial cover, the hit is lost.

Third Liao Guards: The Blades of Justice always suffer from a –1 Initiative modifier, but may use Off-Map Movement. The regiment is both blessed—and cursed—with a penchant for frontal assault. If a Third Guards BattleMech armed with a melee weapon executes a successful charge attack, it may add the damage of the melee weapon, before distributing the total damage in accordance with the charging rules. Do not modify the weapon's damage for Triple-Strength Myomers or apply any of the special abilities of the weapon's normal attack (such as the BattleMech Lance's critical chance) when using this ability. When using a weapon in this way, the BattleMech must make a Piloting Skill check with a +2 target modifier to avoid falling down, even if the charge attack misses.

Third Sian Dragoons: Known for their rapid, devastating charges, all Guan Yu's Jade Cavalry units gain a +1 MP bonus if they only pass through clear or paved terrain hexes for the entirety of their move, identically to how ground vehicles gain bonus MP for moving along paved surfaces (see p. 61, *TW*). They also may use the Overrun Combat special rules.

Fourth Tikonov Guards: The Sarna Rifles have trained hard to develop synergy between their BattleMechs and infantry. Whenever a Fourth Guards infantry unit occupies an enemy unit's hex, or any hex to the enemy unit, the Fourth's BattleMechs may make direct-fire attacks against that enemy unit through any number of interceding wooded terrain hexes (but not through solid obstructions like buildings and hills). Each woods hex still applies its normal to-hit roll modifier in these conditions, but the line-of-sight is never considered completely blocked by woods alone.

Conversely, Fourth Guards infantry units receive a –2 to-hit modifier for all Anti-'Mech attacks made against an enemy unit that is adjacent to a Fourth Guards BattleMech in that turn.

Draconis Combine

The following rules reflect special command abilities of some of the DCMS's most noteworthy regiments.

Third Pesht Regulars: When randomly determining skills for the Third Pesht, apply a +1 modifier to the roll result used when determining the warrior's Piloting Skill. The Third also receives a +2 Initiative roll modifier when fighting forces from the Rasalhague Dominion.

First Genyosha: If any First Genyosha unit is challenged to a one-on-one duel, the unit's controlling player must roll 2D6, and can only refuse the duel challenge on a result of 2 or 12. Otherwise, the Genyosha unit must focus its attacks only on its challenger until the challenger is defeated. (If multiple challenges are made to the same Genyosha unit at the same time, that unit can select which challenger to fight.) Once a Genyosha unit has been committed to a duel, it may ignore further challenges until after defeating its current challenger. Friendly units attacking a Genyosha unit's challenger will not invalidate the duel.

When the First's 'Mechs are outnumbered by the opposing force's 'Mechs, the First receives a –1 to-hit modifier for all Weapon Attacks until the 'Mech numbers are equal, or the First outnumbers its opponent.

Fourth Sword of Light: Prior to the start of play, the Fourth Sword's controlling player must assign one unit as the force's commander for the scenario. This command unit receives a skill target number of 2 for both Gunnery and Piloting skills, as well as a +1 modifier to the unit's Walk/Cruise MP (recalculating the Running/Flank MP appropriately). As a young command, the Fourth Sword of Light suffers a –1 Initiative modifier for the first 5 turns of combat, but its highly devoted warriors will never retreat due to Forced Withdrawal.

Fifth Sun Zhang Cadre: The Fifth ignores all enemy special abilities that impose Initiative modifiers against them as long as the scenario takes place on a world controlled by the Draconis Combine. Any time the Fifth fields a force composition made up of equal numbers of 'Mechs, fighters, vehicles and battle armored infantry, all of the Fifth's units receive a –1 to-hit modifier.

Ryuken-ni: Every turn that an opposing unit lies within range of all members of a single Ryuken-ni BattleMech lance, the entire lance may fire on that enemy, receiving a –1 to-hit modifier for their coordinated strike. This ability cannot be used by elements from different lances, even if the additional lances are also elements of the Ryuken-ni.

Federated Suns

The following rules reflect special command abilities for some of the AFFS' most noteworthy regiments.

Kestrel Grenadiers: When randomly assigning 'Mech forces to the Grenadiers force, one out of every four BattleMechs may be rolled using the Capellan Confederation or Republic of the Sphere Random Assignment Table (see pp. 214-217).

Prone to following in old tactical styles, the Grenadiers are slow to respond to a rapidly changing battle. To reflect this, prior to the start of play, the Grenadiers' controlling player must roll 1D6. On a roll of 6, the force suffers a –1 Initiative roll modifier for the first 10 rounds of combat.

Fourth FedSuns Lancers: When randomly determining the weight classes of the Fourth Lancers' 'Mech forces on the Random Company Type Table (see p. 265, *TW*), apply a –1 modifier to the roll result.

The Fourth Lancers' hit-and-run cavalry tactics have made them excellent marksmen when on the move, reduce all of their Attacker Movement Modifiers by –1 (to a minimum modifier of 0).

Eighth Avalon Hussars: The Eighth are expects in the use of artillery. When artillery rules are in play, the controlling player for this force may predestinate twice the normal number of hexes for their artillery strikes as normal for any given map size (see p. 179, *TO*). When spotting for artillery, the Eighth's units may ignore the +1 modifier to the artillery attack if they also execute weapon attacks in the same turn.

Davion Assault Guards: The Crushers can use the Banking Initiative and Overrun Combat special command abilities. Additionally, when rolling on the Random Company Type Table (see p. 265, *TW*), the Assault Guard force adds +2 to the roll result. For any Light or Medium Lances identified in the Guards' force, a +2 modifier will apply to the 1D6 rolls made when rolling on the Lance Weight Composition Table (see p. 265, *TW*).

Second Periphery Guard: The Second Periphery may use Off-Map Movement.

Free Worlds League (and Associated States)

The following rules reflect special command abilities of some of the most noteworthy regiments of the FWLM.

Fifth Free Worlds Guards: When determining Gunnery and Piloting/Driving skills for the Fifth Guards, choose one unit per deployed lance and add +1 to the roll result for each skill. The Fifth may also use Banking Initiative special ability.

Eighth Oriente Hussars: When using Running/Flanking movement, an Eighth Hussars unit must expend all of its available MP unless a terrain feature or other obstacle prevents it from doing so. Any turn in which an Eighth Hussars unit legally expends all of its Running/Flanking MP, all opposing units attacking that unit suffer an additional +1 modifier to the unit's normal target movement modifier.

First Tamarind Regulars: When the First Tamarind Regulars acts as the Defender in a scenario, the regiment receives a +1 Initiative modifier, and the First may begin play with up to four units deployed as *Hidden Units* (see p. 259, *TW*)—even if the scenario rules do not allow such placement.

First Rim Commonality Guards: When randomly determining force composition, the First Rim Commonality Guards may choose to roll any number of its units from the Lyran Commonwealth and/or Capellan Confederation Random Assignment Tables instead of those of the Free Worlds League.

Second Covenant Guards: In any scenario where the Second Covenant Guards acts as the Defender, the Second may use the rules for Dropping Troops (see p. 22, *SO*) to deploy up to half of its total force.

Second Protectorate Guardians: The Second Guards uses the Clan-style organization scheme, with 5-unit Stars replacing 4-unit lances and so forth. For each Star deployed in the scenario, one must be designated by its controlling player as the Star's commander. If this Star-commanding unit is destroyed, all surviving units in that Star suffer a +1 to-hit modifier for the remainder of the scenario. The Second Guardians also receives a +2 Initiative roll modifier when facing Clan opponents.

Regulan Strategic Military Command

The following rules reflect special command abilities of some of the RSMC's most noteworthy regiments.

Tenth Regulan Hussars: The Tenth Hussars' ground units may add +2 MP to their units' Running/Flank ratings (but not their Walk/Cruise or Jump MP). Each time this extra MP is used, however, the unit's controlling player must roll 2D6. On a result of 8+, BattleMech units will suffer a single critical hit to a random leg, while combat vehicles must roll on the Motive System Damage table as if they have suffered an attack from the side.

Twenty-first Regulan Hussars: The Twenty-first may only deploy heavy- and assault-class 'Mechs but may deploy combat vehicles and/or infantry of any weight class. When the Twenty-first is the Attacker in a scenario, it receives a +2 Initiative modifier.

Twenty-eighth Regulan Hussars: The Twenty-eighth may use the Off-Map Movement and Overrun Combat special abilities. When changing elevations, units from the Twenty-eighth reduce the total MP cost by 1 (to a minimum of 1 MP to enter the hex).

Andurien Defense Force

The following rules reflect special command abilities of some of the ADF's most noteworthy regiments.

Third Andurien Guard: When the Third acts as Defender, its controlling player may choose and arrange the mapsheets used for the scenario, and the Third's units may use the Zone of Control special ability.

Fourth Andurien Cavalry: The Fourth Cavalry may choose to deploy only three-fourths of its total force at the start of a scenario and keep the remaining fourth in reserve for executing the regiment's "sweep" maneuver, which must be executed by the beginning of Turn 5. When executing the "sweep", the remainder of the Fourth's force enters from any map edge except the home edge for either side. If the "sweep" maneuver is not executed by Turn 5, the reserve forces will be unavailable for the remainder of the scenario. However they are used, these additional reserve forces cannot be counted toward any scenario objectives that require a friendly unit to exit the map area.

Independent Commands

The following rules reflect special command abilities of a noteworthy independent Free Worlds-regional regiment.

Fourth Marik Protectors: No more than one-fourth of the Fourth Protectors' deployed force can consist of combat vehicles or infantry. Up to half of the deployed force may consist of aerospace fighters.

Lyran Commonwealth

The following rules reflect special command abilities of some of the LCAF's most noteworthy regiments.

Fourth Royal Guards RCT: The Fourth Royal Guards RCT has become known for its defensive operations. In any scenario where its forces are acting as the Defender, the Fourth receives a +2 Initiative modifier for the first 4 turns. After turn 4, this Initiative modifier drops to +1. Furthermore, when acting as the Defender, units from the Fourth Royal Guards are immune to the Forced Withdrawal rules (see p. 213, *TO*).

Eleventh Lyran Guards: The "Wolf Hammers" regiment is skilled at anti-Clan warfare. When the opposition consists of units from any Clan formation, the Eleventh Lyran Guards receives a +1 Initiative roll modifier for the duration of the scenario. If the Eleventh suffers more than fifty percent losses (rounded down) in a scenario where they face a Clan opponent, the Initiative modifier drops to –1, and the Lyrans receive the Overrun Combat command ability (see pp. 192-193, *TO*) as they become reckless and more aggressive.

Sixteenth Lyran Regulars: Fresh from the absorption of survivors from the Fourth and Seventh Lyran Regulars, the Sixteenth's command structure has been burdened by a combination of competing officers from the disparate regiments. For every company (12 units) his force deploys in a scenario, the player controlling the Sixteenth must apply a –1 Initiative roll modifier (to a maximum modifier of –3). To reflect the unpredictability of the Sixteenth's competing command styles, the player may either grant one out of every four units in his force the Sharp Shooters special ability (see pp. 192-193, *TO*), or assign his force one of the following special abilities: Force the Initiative, Overrun Combat, or Banking Initiative.

Eleventh Donegal Guards: Adept at using feints and fancy maneuvers to distract and confuse its opponents, the Eleventh Donegal Guards regiment is hard to outflank. To reflect this, any time elements of the Eleventh are present in a scenario, all opposing forces lose any Off-Map Movement and Banking the Initiative command abilities (see p. 192, *TO*).

First Steiner Strikers: As media darlings, the First Steiner Strikers have grown so acutely aware of their public image, that the warriors of this force would almost rather die than face the humiliation of defeat. To reflect this, all First Steiner Strikers units will ignore Forced Withdraw rules (see p. 213, *TO*) unless the Strikers have suffered over fifty percent casualties from their starting force. Additionally, all *A Time of War* characters who are assigned to the First Steiner Strikers receive an additional +2 TP to their Reputation Trait (see pp. 124-125, *AToW*).

Clan Sea Fox

The following rules reflect special command abilities of some of Clan Sea Fox's most noteworthy forces.

Spina Khanate: Accustomed to life aboard the Clan's ArcShips, all elements of Spina Khanate ignore weapon attack modifiers imposed by low gravity combat, and apply a –1 modifier to all Piloting Skill target numbers when fighting in low gravity (see p. 55, *TO*). Because of their political connections in the Free Worlds League, members of the Spina Khanate receive a +2 modifier to Negotiation Skill rolls made when dealing with government organizations in the League. Unfortunately, jealousy over these same connections imposes a –2 Negotiation Skill roll modifier when dealing with any *non*-governmental organizations in the League.

Tiburon Khanate: As with their brethren in Sina Khanate, all elements of Tiburon Khanate ignore weapon attack modifiers imposed by low gravity combat, and apply a –1 modifier to all Piloting Skill target numbers when fighting in low gravity conditions (see p. 55, *TO*). Having fought Trials against other Clans, Tiburon Khanate will always use *zellbrigen* as its first option in any scenario.

As the strongest of the Sea Fox Clan's Khanates, Tiburon also receives a +1 roll modifier when randomly generating the weight classes of its units or Star-sized formations. In any scenario where elements of Tiburon take part, one Star out of every three Stars' worth of Tiburon Khanate units may receive the Sharp Shooters special command ability (see p. 193, *TO*).

Clan Hell's Horses

The following rules reflect special command abilities of some of Clan Hell's Horses' most noteworthy forces.

In addition, when rolling for *any* Clan Hell's Horses vehicle crew skills on the Random Skills Table (see p. 271, *TW*) do not subtract 1 from the roll results.

Beta Galaxy: Beta Galaxy is one of the primary proponents of the Mongol doctrine in Clan Hell's Horses. To reflect this, when using the random unit weight class tables or random Star weight tables (see p. 265, *TW*), apply a +1 modifier to the roll results for 'Mech forces, and a –1 modifier to the roll results for vehicle forces. Preferring the Falcon version of the Mongol doctrine, Beta never follows Clan rules of engagement (including bidding and *zellbrigen*). Additionally, Beta will show no restraint against any normally taboo targets (like hospitals and other civil support structures) if it feels that they have offered support in any way to an enemy.

Fire Horse Galaxy: Like Beta Galaxy, the Fire Horse Galaxy is another of Clan Hell's Horses' primary proponents of the Mongol doctrine. To reflect this, when using random unit weight class tables or random Star weight tables (see p. 265, *TW*), apply a +1 modifier to the roll results when creating 'Mech forces, and a –1 modifier to the roll results for vehicle forces. Having fought alongside the Falcons for ten years has given them a strong sense of Falcon tactics. Thus, when facing any Clan Jade Falcon force, the Fire Horse Galaxy player may negate any one of his opponent's special command abilities (chosen by the Horses player).

Iota Galaxy: Iota Galaxy is a typical Rangers Cluster. To reflect this, with the exception of the Sixty-first BattleMech Cluster, all rolls for determining random unit weight class, or random Star weights apply a –2 modifier to the roll results. Iota Galaxy may not deploy assault BattleMechs or conventional vehicles; if rolling on the random weight composition tables results in an assault-class 'Mech of vehicle, the Horses player must replace that unit with a heavy unit instead. Finally, when rolling on the Hell's Horses RATs, reroll the result for any 'Mech or vehicle unit that has a Walk/Cruise rate of 5 MPs or less.

Clan Jade Falcon

The following rules reflect special command abilities of some of Clan Jade Falcon's most noteworthy forces.

Alpha Galaxy: After capturing Skye intact, Alpha Galaxy helped itself to the spoils. The player controlling a force from this Galaxy may thus roll on the Republic of the Sphere RAT for one Point in every Star if they should choose to do so. Having missed Malvina's adoption of the Mongol doctrine, Alpha still adheres to all Clan rules of engagement (including bidding and *zellbrigen*) as long as their opponent does the same.

Vau Galaxy: Having been "shown the way" by Khan Malvina, Vau Galaxy never follows Clan rules of engagement (including bidding and *zellbrigen*). Additionally, Vau will show no restraint against any normally taboo targets (such as hospitals and other civilian support structure) if it feels that they have offered support in any way to an enemy. With their fearsome reputation, any force opposing Vau Galaxy must make a Morale Check with a +2 modifier at the start of the game (see p. 212, *TO*). If the opposing force fails this Morale Check, it suffers a –2 Initiative penalty for the rest of the game.

Iota Galaxy: Iota Galaxy performs well in set-piece battles, but is slow to adapt to guerilla warfare. To reflect this, if the battle style is a straight Standup Fight, Hold the Line, or Breakthrough scenario (see pp. 258-262, *TW*), the Iota force receives a +2 Initiative modifier. If, in any scenario type, the opposing force makes use of Hidden Units, minefields, of fixed defenses, Iota Galaxy's force must apply a –4 Initiative modifier the first turn after one of its units suffers damage from these "surprise attack" sources. This modifier increases by 1 point (to a minimum of 0), for every 2 turns after the initial surprise.

Wolf Empire

The following rules reflect special command abilities of some of the Wolf Empire's most noteworthy forces.

Epsilon Galaxy: Epsilon Galaxy has been extensively refitted with salvaged Lyran 'Mechs. When randomly determining the composition of a force from this Galaxy after 3140, the controlling player may roll of the appropriate Lyran Commonwealth Random Assignment Table for two units per Star. To reflect their relatively slower speed Epsilon Galaxy receives a –1 Initiative modifier.

Zeta Galaxy: Zeta suffers from general inexperience and tires quickly during extended engagements. To reflect this, forces from Zeta suffer a –1 Initiative modifier (to a minimum of –3) for every 5 complete turns of battle. Every time a Zeta warrior scores a kill, the warrior's Gunnery to-hit modifier is reduced by 1 for the following turn only (multiple kills do not stack). Finally, if Alaric Ward is present on the field, Zeta receives a +2 roll modifier to any Morale checks.

Upsilon Galaxy: Presently assigned to protect Corean Enterprises, Upsilon Galaxy can refit with ease from the factory's output. To reflect this, when randomly determining the composition of a force from Upsilon Galaxy after the formation of the Wolf Empire, Upsilon's controlling player may roll on the appropriate Free Worlds League (Marik-Stewart Commonwealth) Random Assignment Table for 2 units per Star, including battle armor. To reflect Upsilon's heavy use of battlesuits, when using the random Star, Binary or Trinary type tables, reroll any result that is not a Nova or Supernova. If the result is still not a Nova or Supernova, use the first result.

Rasalhague Dominion

The following rules reflect special command abilities of some of the Rasalhague Dominion's most noteworthy forces.

In addition, even though the Dominion is a Clan faction, when rolling for Dominion vehicle crews on the Random Skills Table (see p. 271, *TW*) do not subtract 1 from the results.

Theta Galaxy: Theta receives a +1 Initiative modifier in any scenario where it acts as the defending force, but suffers a –1 Initiative modifier instead when acting as the attacker. When rolling to select battle armor, if the battlesuit is not from the heavy or assault weight class, the controlling player can roll again, but must accept the second result.

Theta's Tenth Phalanx consists entirely of conventional vehicles and contains no BattleMechs.

Kappa Galaxy: Kappa Galaxy is well trained in low-gravity operations and may thus ignore any weapon attack modifiers for low gravity combat. A –1 modifier also applies for any Piloting Skill target numbers Kappa's warriors must make when fighting in low gravity (see p. 55, *TO*). Thanks to Kappa's additional scouting elements, the opposing player must reveal 1D6 hidden units (if he has any) at the start of play. Kappa Galaxy also gains a +1 Initiative modifier when fighting in Badlands, Mountain, Wetlands and Wooded Terrain (see p. 263, *TW*), but suffers a –1 modifier to Initiative rolls made when fighting in any manner of Urban Terrain.

Kappa's Twenty-first Phalanx consists entirely of conventional vehicles and contains no BattleMechs.

Taiga Galaxy: Because of their easy access to artillery, Taiga Galaxy can always make use of off-board artillery (see p. 179, *TO*) provided both players agree to allow it. Reflecting their nationalist zeal at the expense of tactical wisdom, Taiga receives a –1 to-hit modifier for all weapon attacks, but suffers a –2 Initiative modifier when fighting on worlds they consider to belong to the Rasalhague Dominion or the historic Rasalhague Republic.

Omega Galaxy: When operating as the defender on any world in the Vega Protectorate, Omega Galaxy receives a +2 Initiative modifier and its opponent may not make use of Hidden Units. If ever required to do battle outside of the Vega Protectorate's borders, these benefits are lost and the Initiative modifier falls to –3.

To reflect Omega Galaxy's origins as a force raised in the Republic-abandoned worlds near the Draconis Combine, two randomly determined units out of every Star of five in Omega's force must be rolled on the Republic of the Sphere RATs, while two more per Star must be rolled on the Draconis Combine RATs. To reflect the poorer quality of available technology, apply an Equipment Rating of F to all four of these foreign RAT rolls. The remaining unit in each Star is rolled using the Rasalhague Dominion RAT without modifier, and reflects the Star Commander's unit. (After 3144, all Omega Galaxy units are rolled up using the Rasalhague Dominion RATs.)

Raven Alliance

The following rules reflect special command abilities of some of the Raven Alliance's most noteworthy forces.

Gamma Galaxy: A cautious command, Gamma Galaxy makes heavy use of orbital scanners to provide on-field intelligence. At the start of a scenario, roll 1D6. On a result of 4, Gamma has access to a Hi-Res Imager, on a 5, it accesses an Infrared Imager, and on a 6, it has access to a Look-Down Radar (see p. 339, *TO*). Gamma's ProtoMechs and battle armor have become adept at urban fighting. Not only do they gain a +1 modifier to Initiative rolls while present in urban terrain, but Gamma's ProtoMechs only require 1 MP to enter a building and do not damage the hex (see p. 168, *TW*).

Delta Galaxy: Not used to fighting outside the Raven Alliance, Delta Galaxy has poor firebase security. When not operating from friendly DropShips on hostile worlds, roll 2D6 for each attacking unit engaged. On a result of 12, roll for a Floating Critical Hit (see p. 77, *TO*), disregarding any critical hit that would destroy the unit (such as cockpit hits or ammunition explosions).

Third Wing/Alliance Borderers: When acting as the scenario defender, the Third Wing and Alliance Borderers receive the Banking Initiative special ability. Third Wing fighter pilots are adept at atmospheric flight and receive a –1 target modifier to Piloting Skill rolls when performing Special Maneuvers in atmosphere (see p 84, *TW*). The Alliance Borderers does not deploy BattleMechs and instead relies exclusively on conventional vehicles. They are also adept at fire- and smoke-based tactics, and thus apply a +2 modifier to Fire Table rolls when intentionally starting a fire.

Magistracy of Canopus

The following rules reflect special command abilities of some of Magistracy of Canopus' most noteworthy forces.

Magistracy Cavaliers: The Magistracy Cavaliers have become adept at the use of aerospace fighters to maintain air superiority over the battlefield. When the Cavaliers force used in a scenario includes aerospace elements, the Cavaliers receive the Banking the Initiative command ability (see p. 192, *TO*). The Magistracy Cavaliers also receives a +1 Initiative roll modifier in all scenarios, even when operating without aerospace elements.

Because of the Cavaliers' position at the top of the quartermaster's list for new equipment, when randomly determining units in the Cavaliers force, the player may adjust all rolls made by 1 point in either direction for half of the total number of Cavaliers units deployed.

Raventhir's Iron Hand: The Iron Hand is highly skilled and equipped with some of the best technology available to the Magistracy. When randomly determining its warriors' skill levels (see p. 273, *TW*), the Iron Hand's controlling player adds +1 to the dice roll result. When randomly determining units for an Iron Hand force, one unit out of every four deployed may be rolled on the Duchy of Andurien/Free Worlds League RAT.

First Canopian Lancers: Highly mobile and easy to redeploy, forces comprised of the First Canopian Lancers possess both the Overrun Combat and Off-Map Movement command abilities (see pp. 192-193, *TO*). When randomly determining a force for the First Lancers, apply a –2 modifier on the Random lance or Company tables (see p. 265, *TW*), to reflect the First's preference for lighter units.

Third Canopian Fusiliers: Generally unskilled in combat, the Third Fusiliers suffers a –1 modifier to all Initiative rolls unless they outnumber their opponent by at least fifty percent. If the Third outnumbers its opponents by two-to-one or more, replace this modifier with a +1.

Marian Hegemony

The following rules reflect special command abilities of some of the Marian Hegemony's most noteworthy forces.

II Legio: The II Legion is well skilled in anti-guerrilla tactics. To reflect this, any opponent facing the II Legio that possesses the ability to deploy hidden units may only deploy half as many of these units (rounded down). In addition, all units from the II Legio receive a –1 to-hit modifier for all weapon attacks against conventional infantry units.

III Legio: Thanks to continual raids against worlds of the former (and re-formed) Free Worlds League, the III Legio has obtained a great deal of knowledge and material from that realm. When randomly determining units for this force, one out of every four III Legio units may be rolled on any Free Worlds League RAT. In addition, when the III Legio faces a Free Worlds League force, they receive a +1 Initiative roll modifier for the first 3 turns of the scenario.

VI Legio: VI Legio possesses the Forcing the Initiative command ability (see p. 192, *TO*). The intense fighting that VI Legio often experiences occasionally leaves them little time for proper repairs. To reflect this, before the scenario begins, the VI Legion player must roll 2D6. If the result of this roll is 9 or higher, VI Legio enters the battle in a poor state of repair, and must apply 2D6 points of damage to all of its deployed units (distributed in 5-point groups using the Front hit locations table). Any damage that would destroy the unit under this rule must be re-rolled.

Taurian Concordat

The following rules reflect special command abilities of some of the Taurian Concordat's most noteworthy forces.

Red Chasseurs: The decades of deployment and fighting on New Vandenburg have given the Red Chasseurs an intimate knowledge of that world. Any scenario involving the Red Chasseurs on New Vandenburg enables the Red Chasseurs to make use of the Off-Map Movement command ability (see p. 192, *TO*) and no force opposing them may employ hidden units.

Pleiades Hussars: The Pleiades Hussars are intimately familiar with the various worlds and transit routes of the Pleiades Cluster. When determining travel times from a hyperspace jump point to any world within the Pleiades Cluster, the Hussars' force halves that time (rounded to the nearest hour) due to their use of non-standard points. In addition, the Hussars receive a +2 Initiative roll modifier while operating inside the Pleiades Cluster, but this drops to a –1 Initiative modifier if they deploy in a scenario set outside of it.

Gordon's Armored Cavalry: The GAC's many raids against the Federated Suns over the years have given it access to many Davion-made designs. When randomly determining units for this force, one out of every four Cavalry units deployed may be rolled on the Federated Suns RAT.

Calderon Protectorate

The following rules reflect special command abilities of some of Clan Sea Fox's most noteworthy forces.

First Taurian Pride: Extremely happy with their deployment, the men and women of the First Taurian Pride are fiercely dedicated to their commanding officer, Colonel Maxwell Calderon-Anderson. All forces of the First Taurian Pride are immune to any Morale Check (see pp. 211-212, *TO*) while inside the Protectorate, and are immune to Forced Withdrawal (see p. 213, *TO*) if Colonel Calderon-Anderson is present on the battlefield.

First Calderon Guard: The First Calderon Guard has become adept at zero-gravity operations. All units of the First Calderon Guard suffer none of the attack or piloting modifiers normally incurred from operating in zero-gravity. In addition, all Guard units operating in a vacuum will only suffer hull breaches on a roll of 11+, instead of the standard 10+.

Filtvelt Coalition

The following rules reflect special command abilities of some of Clan Sea Fox's most noteworthy forces.

First Filtvelt Citizens Militia: When the First Filtvelt Citizens Milita is deployed in formations of company sized or smaller (12 units or less) they receive a +1 Initiative roll modifier. Also, if a First Filtvelt force contains a mix of 'Mechs, vehicles, and infantry (all three must be present) they receive an additional +1 Initiative modifier.

Thumper Assault Regiment: Well-equipped by the allied worlds of the Filtvelt Coalition, the Thumper Assault Regiment has a wide mix of units in its rosters. When randomly determining units for this force, 1 out of every 3 units deployed may be rolled on the Federated Suns or Calderon Protectorate RATs.

Fronc Reaches

The following rules reflect special command abilities of some of the Fronc Reaches' most noteworthy forces.

First Fronc Cuirassiers: Used to operating in small, combined arms formations, the First Fronc Cuirassiers receives a +1 Initiative roll modifier only when operating at force sizes of one company (12 units) or less, and when two of the following unit types a part of their deployment: BattleMechs, aerospace fighters, vehicles, or infantry (armored or unarmored).

Second Fronc Cuirassiers: When the forces of the Second Fronc Cuirassiers consist solely of BattleMechs, the formation gains the Overrun Combat command ability (see p. 192, *TO*). This advantage is lost, and replaced by a +1 Initiative modifier, if any other allied formation or unit type is deployed along with the Cuirassiers 'Mechs.

Mercenaries

The following rules reflect special command abilities of some of the Inner Sphere's most noteworthy mercenary commands.

Wolf's Dragoons: Though the Wolf's Dragoons remains a shadow of its former self, its Gamma Regiment possesses the Overrun Combat special ability. Dedicated and virtually fearless, the Dragoons are not affected by Forced Withdrawal rules.

12th Vegan Rangers: The Vegan Rangers have a long history of coming to the rescue of other forces. If the Rangers represent fifty percent or less of the total force deployed on one side of a scenarios, *and* the Rangers do not enter the battlefield until after turn 3, all Rangers' units receive a –1 to-hit modifier for all attacks, as well as a –1 target modifier to all piloting skill checks, for the duration of the game.

Camacho's Caballeros: The Caballeros' long history of unique missions and varied engagements has made them very adept at defensive engagements. Whenever the Caballeros are the defender in a scenario, they may choose all the mapsheets for the battlefield, and begin play with twenty-five percent of their total force hidden (even if the scenario does not normally permit hidden units).

Kell Hounds: The Kell Hounds have remarkable luck and continually manage to stay alive in the face of overwhelming odds. Whenever a critical hit is rolled that would result in the destruction of a Hounds 'Mech, that hit is immediately re-rolled. If the second roll still results in the destruction of the 'Mech, that result stands.

First/Second Galatean Defense Force: The Galatean Defense Force highly favors quadruped 'Mechs and uses them effectively. If the Defense Force includes one quad per lance of 'Mechs, it receives a +2 Initiative modifier for the first 5 turns of the scenario

The Republic of the Sphere

The following rules reflect special command abilities of some of the Republic of the Sphere's most noteworthy military forces.

Special Rule: Devlin Stone (Personality)

Forces under Devlin Stone's direct command receive a +4 Initiative modifier and a +3 modifier to any rolls made when using the Morale rules (see pp. 295-297, *SO*). Forces under Stone's direct command also gain the Overrun Combat special ability (see p. 193, *TO*) if they do not already possess that ability. In *A Time of War* games, Devlin Stone's influence is equivalent to a 10-TP Connections Trait, but that influence cannot be used between the years 3130 to 3145, when Stone vanished from the public eye (and was actually in cryogenic stasis).

After 3145, Stone can be used as a Connection again, but the mental deterioration he has suffered before and during his suspension has left him with the effects of an Impatient Trait and a –3 TP Handicap Trait (Brain Damage). His brain damage manifests in two ways: first, any time Stone engages in an intense discussion (or argument) with another character, he will suffer 1 Fatigue point per minute until the discussion ends. At 5 Fatigue points, Stone will become so visibly irritable, he will begin appearing pained and barking threats, even if the situation does not warrant it. At 7 Fatigue, Stone will abruptly excuse himself and storm away. The other way the Brain Damage will manifest occurs any time he hears the names of David Lear, Victor Steiner-Davion, Belle Lee, Sun-Tzu Liao, Anastasius Focht, or Damien Redburn mentioned. In these cases, Stone will seem distracted and disoriented, and lose all focus until he makes a 2D6 roll of 8+ to snap out of his reverie. If another character prompts him during these moments, and Stone fails this roll, he will refer to the character by the name he just heard.

Eleventh Hastati Sentinels: When fighting the Draconis Combine, the Eleventh gains a +2 Initiative roll modifier. All weapon and physical attacks by an Eleventh Hastati unit against a DCMS target apply a –1 to-hit modifier as well.

Sixteenth Hastati Sentinels: When fighting any Clan force, the Sixteenth receives a –1 to-hit modifier for all weapon attacks, and a –2 target modifier to all Piloting Skill checks. The Sixteenth will also adhere to *zellbrigen* at Honor Level 3 (see p. 274, *TW*) when fighting any Clan opponent, unless and until *zellbrigen* is broken by the Clan force.

Tenth Principes Guards: Apply a +2 Initiative modifier for all battles where the Tenth fights alongside another RAF force. When fighting in defense of Republic territory, the Tenth's warriors also receive a –1 to-hit modifier for all weapon attacks and a –1 target modifier on all Piloting Skill checks.

Tenth Triarii Protectors: The Tenth Triarii may never deploy more than two companies of 'Mechs in any scenario. Unsettled by the New Earth incident, the Tenth is wary of hidden threats, and suffers a –2 Initiative roll modifier whenever the enemy has Hidden Units (see p. 259, *TW*) present. If playing using Double-Blind Rules (see p. 220, *TO*) this modifier remains in effect for the entire game.

Thirteenth Triarii Protectors: The Thirteenth Triarri does not work well with its fellow RAF commands. Any time this force takes part in a scenario with elements from other RAF regiments, the Thirteenth's disruptions will cause their side to lose Initiative for the first 5 turns of combat. This effect is ignored, however, if the Thirteenth faces forces from the Capellan Confederation. The Thirteenth is not immune to Forced Withdrawal when operating alongside a Stone's Brigade unit.

Stone's Fury: Composed of Knights and elite soldiers, the warriors of the Fury add the ability to use the Called Shots (see p. 78, *TO*), Opportunity Fire and Opportunity Fire: Firing on the Move (see pp. 86-87, *TO*) rules with the to-hit modifier for such attacks reduced to 1. Each of the Fury's lance commanders may also choose any 1 Gunnery special pilot ability, or any 2 Piloting/Miscellaneous special pilot abilities from *A Time of War* and *A Time of War Companion*. Unaccustomed to large force operations, this force suffers a –1 Initiative modifier when more than one company of Fury 'Mechs takes to the field at a time.

RANDOM ASSIGNMENT TABLES

Random Assignment Tables (RATs) are designed to aid players who wish to quickly generate diverse forces for game play, but can also be used as a guide when determining the likely equipment used by a given faction during a campaign set in the post-Jihad period. Players are not required to use these tables, but they can be immensely helpful in a pinch. If used, the following tables and rules replace those presented in the core rulebooks, such as *Total Warfare* and *A Time of War*.

USING THE RANDOM ASSIGNMENT TABLES

The Random Assignment Tables (RATs) presented here are more extensive than those seen in the core rulebooks, and are meant to reflect the various levels of equipment quality and types that forces may draw upon based on their prestige, reliability, and so forth.

To use these advanced RATs, first determine the appropriate Equipment Level for the force being generated from its appropriate listing in the Deployment Tables that follow each faction's chapter in this book. Then, consult the Master Equipment Level Tables here, applying the modifier appropriate to the force's type and Equipment Level to the 2D6 dice roll used when determining the units used.

FACTIONS NOT FEATURED

Because of their limited impact on the Dark Age setting, the following minor factions that can be played in this era are not featured in these RATs: ComStar, Clan Nova Cat, Clan Wolf (in-Exile), and the various Minor Periphery Powers (Chainelane Isles, Fiefdom of Randis, Franklin Fiefs, Lothian League, Mica Majority, Niops Association, Rim Collection, Rim Territories, and the Barrens). Players generating forces for these factions may instead roll on alternate affiliations as follows.

For the ComStar, Nova Cat, and Exiled Wolf affiliations, respectively, players should roll up forces using the Republic of the Sphere, Draconis Combine, and Lyran Commonwealth RATs, applying a +1 modifier to the roll result to reflect the greater technological access these factions possess.

RECORD SHEET SOURCE TABLE

Abbr.	Source	
3039	BC212p	Record Sheets: 3039 Unabridged
3050U-C	BC205	Record Sheets: 3050 Upgrade, Clan & Star League
3050U-I	BC204	Record Sheets: 3050 Upgrade, Inner Sphere
3055U	BC209	Record Sheets: 3055 Upgrade Unabridged
3057	FPR35007p	Technical Readout: 3057 Revised
3058U-C	BC-203Ap	Record Sheets: 3058 Upgrade, Clan and Star League
3058U-I	BC-203Bp	Record Sheets: 3058 Upgrade, Inner Sphere
3060	BC-211p	Record Sheets: 3060 Upgrade Unabridged
3067	CAT35RS216	Record Sheets: 3067 Upgrade Unabridged
3075	CAT35167p	Record Sheets: 3075
3085	CAT35168p	Record Sheets: 3085
3085-ONN	BC-215p	Record Sheets: 3085: Old is the New New
3085-PP	BC-214p	Record Sheets: 3085: Project Phoenix
3145	CAT35133	Record Sheets: 3145
DATP:L	CAT35TP006p	Dark Age Turning Points: Liao
HB:MPS	CAT35203p	Handbook: Major Periphery States
Jihad Secrets	CAT35303Xp	Jihad Secrets: The Blake Documents
Klondike	CAT35230ap	Record Sheets: Operation Klondike
Proto	CAT35132	Technical Readout: Prototypes
Vehicle	CAT35002X	Technical Readout: Vehicle Annex
WOR	CAT35306	The Wars of Reaving
XTRClans	CAT35XT009p	Experimental Technical Readout: The Clans
XTRKurita	CAT35XT001p	Experimental Technical Readout: Kurita
XTRPrim1	CAT35646p	Experimental Technical Readout: Primitives V1
XTRRepublic	CAT35XT021p	Experimental Technical Readout: Republic of the Sphere
XTRRetro	CAT35XT008p	Experimental Technical Readout: RetroTech

Battlecorps.com: The Record Sheet sources listed above may be ordered on-line at the BattleCorps BattleShop (https://www.battlecorps.com/catalog/)

For the Minor Periphery factions, players must use the Periphery RATs, applying a –1 modifier to each roll result. Furthermore such affiliations lack access to battle armor, and thus may not roll on the battle armor RATs at all.

OMNI UNITS

Whenever a RAT result indicates an Omni Unit (including battle armor equipped with modular weapons), the controlling player can select any desired configuration available to the post-Jihad era. Omni units are marked on the RATs with an asterisk (*).

Record Sheets

Record Sheets for these units may be found in their respective Record Sheet books (be they in PDF-exclusive format or print). A list of these sources (as abbreviated in each Random Assignment Table presented here) is given in the Record Sheet Source Table.

To randomly assign pilot quality, the appropriate tables in *Total Warfare* (see p. 273, *TW*) still apply.

INNER SPHERE (NON-PERIPHERY/NON-REPUBLIC/NON-MERCENARY FORCES)

Equipment Level	'Mech	Vehicle	Battle Armor	Aerospace
A	+8	+8	+6	+8
B	+6	+6	+4	+6
C	+4	+4	+2	+4
D	+2	+2	+0	+2
F	+0	+0	N/A	+0

CLAN (INCLUDING RASALHAGUE DOMINION, RAVEN ALLIANCE, AND ABJURED CLANS)

Equipment Level	'Mech/ ProtoMech	Vehicle	Battle Armor	Aerospace
Keshik* (K)	+10	+5**	+5	+10
Frontline (FL)	+8	+4**	+4	+8
Second Line (SL)	+0	+0	+0	+0

*The Keshik Equipment Level for Clan units only applies when the force lists a Khan, saKhan, or Loremaster as its commander. Otherwise, use the Front-Line Equipment Level.
**Only Clan Hell's Horses applies the listed modifiers for vehicle Equipment Levels; all other Clans apply no modifiers.

PERIPHERY

Equipment Level	'Mech	Vehicle	Battle Armor	Aerospace
A	+8	+4	+2	+4
B	+6	+3	+0	+3
C	+4	+2	N/A	+2
D	+2	+1	N/A	+1
F	+0	+0	N/A	+0

* Only Magistracy of Canopus and Taurian Concordat apply the listed modifiers for vehicle Equipment Levels; Marian Hegemony, Calderon Protectorate, Filtvelt Coaltion and Fronc Rreaches only have access up to Euipment Level B; Lesser States Periphery States only have access up to Equipment Level D.

MERCENARY

Equipment Level	'Mech	Vehicle	Battle Armor	Aerospace
A	+32	+8	+6	+8
B	+24	+6	+4	+6
C	+16	+4	+2	+4
D	+8	+2	+0	+2
F	+0	+0	N/A	+0

REPUBLIC OF THE SPHERE

Equipment Level	'Mech	Vehicle	Battle Armor	Aerospace
Stone's Brigade (SB)	+24	+9	+12	+9
Hastati Sentinels (HS)	+16	+6	+8	+6
Principes Guards (PG)	+8	+3	+4	+3
Triarii Protectors (TP)	+0	+0	+0	+0

DROPSHIP

Tech Level/ Bonus	IS/Merc	Republic	Clan	Periphery
Keshik	N/A	N/A	+10	N/A
Fleet	+8	+9	+8	+4
Transport	+0	+0	+0	+0

CAPELLAN CONFEDERATION 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	RVN-4L Raven [35] (3050U-I)	CAL-1MAF Calliope [40] (3145)	MS-1A Mortis [75] (3145)	CP-11-B Cyclops [90] (3085-ONN)
3	STG-5G Stinger [20] (3085-PP)	HUR-WO-R4O Huron Warrior [50] (3055)	OSR-4L Ostroc [60] (3085-PP)	STK-3Fb Stalker [85] (Klondike)
4	LCT-1Vb Locust [20] (Klondike)	RVN-5X Raven II [40] (3145)	CPLT-C5A Catapult [65] (3050U-I)	XNT-5O Xanthos [100] (3075)
5	UM-R80 UrbanMech [30] (3085-ONN)	SKW-2F Shockwave [50] (3085)	WHM-5L Warhammer [70] (3085-PP)	LGB-12C Longbow [85] (3085-PP)
6	ABS-3T Anubis [30] (3067)	SYU-6B Sha Yu [45] (3067)	TSG-9H Ti Ts'ang [60] (3060)	LGB-14C Longbow [85] (3085-PP)
7	D9-G9 Duan Gung [25] (3060)	VND-4L Vindicator [45] (3050U-I)	CTF-3LL Cataphract [70] (3050U-I)	Y-H9GB Yu Huang [90] (3060)
8	RVN-4Lr Raven [35] (3085-ONN)	SHD-8L Shadow Hawk [55] (3085-PP)	THR-2L Thunder [70] (3055U)	EMP-6L Emperor [90] (3058U-C)
9	STG-6L Stinger [20] (3085-PP)	GRF-5L Griffin [55] (3085-PP)	SHY-3B Shen Yi [65] (3085)	GOL-3L Goliath [80] (3085-PP)
10	ABS-5Y Anubis [30] (3145)	OSP-26 Osprey [55] (3085)	CTF-4L Cataphract [70] (3050U-I)	EMP-7L Emperor [90] (3058U-C)
11	DOL-1A1 Dola [30] (Proto)	VND-6L Vindicator [45] (3050U-I)	CRD-8L Crusader [65] (3085-PP)	Y-H10G Yu Huang [90] (3060)
12	MEB-9 Ebony [25] (3085)	EYL-45A Eyleuka [55] (3075)	THR-C4 Thunder [70] (Proto)	BLR-4L BattleMaster [85] (3085-PP)
13	HVC-P6 Havoc [35] (3145)	FS9-O Firestarter* [45] (3085)	WHD-10CT Warhammer [70] (3085-PP)	XNT-4O Xanthos [100] (3075)
14	GUN-2 Gùn* [20] (3145)	RVN-5X Raven II [40] (3145)	LHU-4E Lao Hu [75] (3067)	TR-XL Trebaruna [95] (3085)
15	YHC-3E Yinghuochong [35] (3145)	MS1-O Men Shen* [55] (3060)	AV1-O Avatar* [70] (3058)	LW-4B Lu Wei Bing [85] (3145)
16	DOL-1A2 Dola [30] (Proto)	YOL-4C Yao Lien [55] (3085)	TNZ-N3 Tian-Zong [75] (3145)	PLG-5Z Pillager [100] (3058U-C)
17	MEB-10 Ebony [25] (3085)	AGT-1A Agrotera [50] (3145)	LI-O Vandal* [65] (3145)	Phoenix Hawk IIC 3 [80] (3085-PP)
18	Koshi [25] (3145)	Goshawk II [45] (3085)	Rifleman IIC 8 [65] (3085-PP)	Mad Cat Mk. II [100] (3067)
19	Crimson Hawk 2 [25] (3075)	Black Hawk [50] (3145)	CPLT-L7 Catapult II [70] (3145)	Warhanmmer IIC 4 [80] (3085-PP)
20	Koshi 2 [25] (3145)	AVL-10 Avalanche* [50] (3145)	Vulture Mk IV* [60] (3145)	Hellstar [95] (3085)

DRACONIS COMBINE 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	STG-3P Stinger [20] (3085-PP)	CMA-C Chimera [40] (3067)	BMB-14K Bombardier [65] (3050U-C)	CRK-5003-C Katana (Crockett) [85] (3050U-C)
3	SDR-8K Spider [30] (3085)	HCT-5K Hatchetman [45] (3050U-I)	ARC-9K Archer [70] (3085-PP)	VTR-9K Victor [80] (3050U-I)
4	KBO-7A Kabuto [20] (3060)	DMO-4K Daimyo [40] (3055U)	DRG-7K Grand Dragon [60] (3050U-C)	CGR-3K Charger [80] (3050U-I)
5	NX-90 Nyx [30] (3085)	TFT-C3 Thunder Fox [55] (3085)	OSR-4K Ostroc [60] (3085-PP)	OBK-M12 O-Bakemono [80] (3058U-I)
6	JR7-C3 Jenner [35] (3050U-I)	BSN-4K Bishamon [45] (3060)	NJT-4 Ninja-To [65] (3067)	MAL-3R Mauler [90] (3050U-I)
7	PNT-16K Panther [35] (3050U-I)	EXR-2X Exhumer [55] (3145)	NDA-2KC No-Dachi [70] (3085-ONN)	TSH-8S Tai-sho [85] (3060)
8	HM-2 Hitman [30] (3055U)	SR1-O Strider* [40] (3058U-I)	MAD-9W2 Marauder [75] (3085-PP)	AKU-2XC Akuma [90] (3085-ONN)
9	RK-4T Rokurokubi [35] (3145)	PXH-7K Phoenix Hawk [45] (3085-PP)	MTR-6E Maelstrom [75] (3058U-I)	CP-11-B Cyclops [90] (3085-ONN)
10	V4-LNT-K7 Valiant [30] (3075)	AV-10 Avalanche* [50] (3145)	GHR-7K Grasshopper [70] (3050U-I)	MR-V3 Cerberus [95] (3055U)
11	SDR-9KB Venom [35] (3055U)	WFT-2B Wolf Trap [45] (Proto)	SH-1V Shiro [75] (3145)	HTM-30S Hatamoto-Suna [80] (3145)
12	WGT-1LAW/SC Wight [35] (3075)	HKZ-1F Hitotsume Kozo [55] (3145)	DAI-03 Daikyu [70] (3055U)	OR-2I Orochi [90] (3085)
13	PNT-12A Panther [35] (3050U-I)	WVR-9W2 Wolverine [55] (3085-PP)	DRG-7K Grand Dragon [60] (3050U-C)	AS7-K3 Atlas [100] (3085)
14	PXH-11K Phoenix Hawk L [35] (3145)	Wendigo* [50] (3145)	DRG-11K Dragon II [65] (3145)	BLR-K4 BattleMaster [85] (3085-PP)
15	SDR-8X Spider [30] (3085)	SHD-12C Shadow Hawk [55] (3085-PP)	AV1-O Avatar* [70] (3058U-I)	TN-10-O Tenshi* [95] (3145)
16	OW-1 Owens* [35] (3058U-I)	KIM-2C Komodo [45] (3055U)	Sphinx [75] (3085)	PKP-1B Peacekeeper [95] (3085)
17	Arbalest 2 [25] (3085)	Griffin IIC 6 [40] (3085-PP)	Rifleman IIC 7 [65] (3085-PP)	Mad Cat Mk II [90] (3067)
18	Ocelot 3 [35] (3075)	Shadow Cat* [45] (3058U-C)	Vulture Mk IV* [60] (3145)	Warhammer IIC 8 [80] (3085-PP)
19	Morrigan [35] (3085)	Goshawk II [45] (3085)	Mad Cat Mk IV* [75] (3145)	Phoenix Hawk IIC 2 [80] (3085-PP)
20	Hankyu* [30] (3058U-C)	Nobori-nin* [50] (3058U-C)	Nova Cat [70] (3060)*	Supernova [90] (3058U-C)

FEDERATED SUNS 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	WSP-3S Wasp [20] (3085-PP)	BJ-4 Blackjack [45] (3050U-I)	AXM-3Sr Axman [65] (3085-ONN)	LGB-8V Longbow [85] (3085-PP)
3	GRM-01C Garm [35] (3060)	CDR-1X Cuirass [40] (3085)	OTL-8D Ostsol [60] (3085-PP)	VTR-10D Victor [80] (3050U-I)
4	BLD-XL Blade [35] (3085)	SNT-04 Sentry [40] (3060)	HD-2F Hound [70] (3145)	EMP-6D Emperor [90] (3058U-C)
5	V4-LNT-J3 Valiant [30] (3075)	DV-9D Dervish [55] (3050U-I)	WHM-8D Warhammer [70] (3085-PP)	GOL-5D Goliath [80] (3085-PP)
6	VLK-QD3 Valkyrie [30] (3085-PP)	ENF-6M Enforcer III [50] (3060)	CES-3S Caesar [70] (3050U-I)	BLR-2G Warlord [80] (3075)
7	CH11-NG Gunsmith [25] (3145)	HCT-6D Hatchetman [45] (3050U-I)	TNS-6S Thanatos [75] (3067)	STK-7D Stalker [85] (3050U-I)
8	JVN-11F Javelin [30] (3050U-I)	UCU-F4 Scarecrow [40] (3145)	AGS-5D Argus [60] (3067)	SD1-O Sunder* [90] (3058U-I)
9	ALM-10D Fireball [20] (3055U)	CN9-D5 Centurion [50] (3050U-I)	HMH-6E Hammerhands [75] (3085)	AS7-D3 Atlas III [100] (3145)
10	LCT-5M Locust [20] (3085-PP)	HSN-10SR Hellspawn [45] (3067)	BKX-8D BattleAxe [70] (3075)	LGB-13C Longbow [85] (3085-PP)
11	JVN-11D Javelin [30] (3050U-I)	LK-3D Antlion [45] (3145)	AV1-O Avatar* [70] (3058U-I)	PDG-2R Pendragon [95] (Proto)
12	OSR-4D Osiris [30] (3067)	LGN-2D Legionnaire [50] (3075)	FLC-8R Falconer [75] (3055U)	SGT-10X Sagittaire [95] (3067)
13	VLK-QD4 Valkyrie [30] (3085-PP)	BJ2-O Blackjack* [50] (3058U-I)	BLK-NT-4D Black Knight [75] (3145)	TLR1-O Templar* [85] (3067)
14	PY-SR10 Prey Seeker [15] (3145)	CN11-O Centurion* [50] (3145)	MAD-5R Marauder [75] (3085-PP)	DVS-2 Devastator [100] (3058U-I)
15	BZK-D1 Hollander III [35] (3145)	GRF-6S Griffin [55] (3085-PP)	WHM-9D Warhammer [70] (3085-PP)	OR-2I Orochi [90] (3085)
16	GBT-1G Gambit [25] (3145)	FEC-1CM Fennec [55] (3085)	VLP-1D Vulpes [60] (3145)	NSR-9FC Nightstar [95] (3058U-C)
17	OSR-5D Osiris [35] (3067)	NH-2 Rook [55] (3085)	BLK-NT-5H Black Knight [75] (3145)	TLR-2O Templar III* [85] (3145)
18	Koshi [25] (3145)	Black Hawk [50] (DTP:Liao)	BHKU-O Black Hawk-KU* [60] (3058U-I)	Mad Cat Mk II [90] (3067)
19	Crimson Hawk [25] (3075)	Griffin IIC 4 [40] (3085-PP)	Rifleman IIC 8 [65] (3085-PP)	Phoenix Hawk IIC 4 [80] (3085-PP)
20	Arbalest [25] (3085)	Shadow Hawk IIC 4 [45] (3085-PP)	Vulture Mk IV* [60] (3145)	Warhammer IIC 2 [80] (3085-PP)

FREE WORLDS LEAGUE (GENERAL) 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	WSP-3M Wasp [20] (3085-PP)	ICR-2S Icarus II [40] (3075)	YMN-6Y Yeoman [60] (3060)	SRC-3C Sirocco [95] (3060)
3	STG-5G Stinger [20] (3085-PP)	B3-HND Bloodhound [45] (3067)	WHM-8M Warhammer [70] (3085-PP)	BLR-M3 BattleMaster [85] (3085-PP)
4	FLE-17 Flea [20] (3050U-I)	HER-5Sr Hermes II [40] [4085ONN]	QKD-5Mr Quickdraw [60] (3085-ONN)	BLR-1Gc BattleMaster [85] (3075)
5	LCT-1Vb Locust [20] (Klondike)	VT-U1-M Violator [45] (3145)	GLT-3M Guillotine [70] (3050U-C)	AWS-9Q Awesome [80] (3050U-I)
6	EGL-2M Eagle [25] (3060)	CN9-D3D Centurion [50] (3050U-I)	TMP-3M Tempest [65] (3055U)	EMP-6A Emperor [90] (3058U-C)
7	LCT-6M Locust [20] (3085-PP)	GRF-2N Griffin [55] (Klondike)	ARC-8M Archer [70] (3085-PP)	STK-6M Stalker [85] (3050U-I)
8	WGT-2SC Wight [35] (3075)	HBK-6N Hunchback [50] (3050U-I)	RFL-7M Rifleman [60] (3085-PP)	LGB-12C Longbow [85] (3085-PP)
9	STG-3Gb Stinger [20] (3075)	SHD-7M Shadow Hawk [55] (3085-PP)	TDR-10M Thunderbolt [65] (3085-PP)	BLR-1Gb BattleMaster [85] (3075)
10	FNHK-9K Falcon Hawk [35] (3058U-I)	SKW-4G Shockwave [50] (3085)	MAD-9M2 Marauder [75] (3085-PP)	ALB-3Ur Albatross [95] (3085-ONN)
11	LCT-5W2 Locust [20] (3085-PP)	WVR-9M Wolverine [55] (3085-PP)	ARC-9M Archer [70] (3085-PP)	AWS-10KM Awesome [80] (3050U-I)
12	*See FWL States Sub-table*	*See FWL States Sub-table*	*See FWL States Sub-table*	*See FWL States Sub-table*
13	HER-4K Hermes [30] (3050U-I)	SR1-O Strider*[40] (3058U-I)	HRC-LS-9000 Hercules [70] (3055U)	LGB-13C Longbow [85] (3085-PP)
14	HVC-P6 Havoc [35] (3145)	PXH-1c Phoenix Hawk [45] (3075)	ON3-M Orion [75] (Proto)	MR-5M Cerberus [95] (3055U)
15	*See FWL States Sub-table*	*See FWL States Sub-table*	*See FWL States Sub-table*	*See FWL States Sub-table*
16	WSP-8T Wasp [20] (3085-PP)	GRF-4R Griffin [55] (3085-PP)	SCG-WF1 Scourge [65] (3145)	TR-XB Trebaruna [95] (3085)
17	HMR-3C Hammer [30] (3055U)	BJ2-O Blackjack* [50] (3058U-I)	LFA-1A Pandarus [75] (Proto)	Warhammer IIC 8 [80] (3085-PP)
18	Crimson Hawk [25] (3075)	Black Hawk 2 [50] (3145)	Guillotine IIC 2 [70] (3060)	GOL-6M Goliath [80] (3085-PP)
19	Koshi [25] (3145)	Shadow Hawk IIC 8 [45] (3085-PP)	Rifleman IIC 8 [65] (3085-PP)	Phoenix Hawk IIC 7 [80] (3085-PP)
20	Jackalope [30] (3145)	Stalking Spider II [45] (3145)	Wendigo* [50] (3145)	Mad Cat Mk. II [100] (3067)

FREE WORLDS LEAGUE STATES SUB-TABLE

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
Free Worlds Guards and Atrean Dragoons				
12	NX-80 Nyx [30] (3085)	GST-10 Ghost [50] (3085)	ON2-M Orion [70] (3050U-I)	T-IT-N11M Grand Titan [100] (3055U)
15	GBT-1G Gambit [25] (3145)	SCP-10M Scorpion [55] (3085-PP)	ZU-G60 Anzu [60] (3145)	JLN-5A Juliano [90] (3145)
Silver Hawk Irregulars, Covenant Guards, and Loyalty Defenders				
12	GBT-1G Gambit [25] (3145)	APL-4M Apollo [55] (Proto)	CRD-6M Crusader [65] (3085-PP)	T-IT-N11M Grand Titan [100] (3055U)
15	PXK-11K Phoenix Hawk L [35] (3145)	QSM-3D Quasimodo [55] (3145)	ZU-G60 Anzu [60] (3145)	TRB-XJ Trebaruna [95] (3085)
Clan Protectorate Clusters				
12	Crimson Hawk [25] (3075)	Black Hawk [50] (3145)	BLK-NT-5H Black Knight [75] (3145)	Warhammer IIC 4 [80] (3085-PP)
15	Koshi [25] (3145)	Mad Cat III [55] (Proto)	Vulture Mk IV* [60] (3145)	Mad Cat Mk. II 2 [100] (3067)
Ducal Guard, Oriente Hussars, Orloff Grenadiers, and Steel Guard				
12	GBT-1G Gambit [25] (3145)	GST-10 Ghost [50] (3085)	WHD-10CT Warhammer [70] (3085)	EMP-6M2 Emperor [90] (3058U-C)
15	PXK-11K Phoenix Hawk L [35] (3145)	PXH-7K Phoenix Hawk [45] (3085-PP)	CRN-7M Carronade [70] (3145)	JLN-5A Juliano [90] (3145)
Rim Commonality Guard				
12	SDR-8M Spider [30] (3050U-I)	VT6-M Vulcan [40] (3050U-I)	KSC-5MC Koschei [65] (3075)	GUN-1ERD Gunslinger [85] (3055U)
15	FLE-19 Flea [20] (3050U-I)	SCP-10M Scorpion [55] (3085-PP)	WHD-10CT Warhammer [70] (3085)	EMP-6M2 Emperor [90] (3058U-C)
Tamarind Regulars				
12	SDR-8R Spider (30 (3085)	CNS-5M Cronus [55] (3067)	RFL-7X Rifleman [60] (3085-PP)	AS7-K2 Atlas [100] (3085)
15	EGL-3M Eagle [25] (3060)	CRB-27b Crab [50] (3075)	GLT-6WB3 Guillotine [70] (3050U-C)	GOL-6M Goliath [80] (3085-PP)
Duchy of Andurien				
12	ABS-3L Anubis [30] (3067)	TR1 Wraith [55] (3055U)	KSC-5MC Koschei [65] (3075)	STK-9A Stalker II [85] (3145)
15	MEB-9 Ebony [25] (3085)	ASN-99 Assassin [40] (3050U-I)	PEN-2H Penthesilea [75] [3085CE]	XNT-5O Xanthos [100] (3075)
Regulan Fiefs				
12	SCB-9T Scarabus [30] (3055U)	TBT-3C Trebuchet [50] (3050U-I)	OWR-3M Ostwar [65] (3085)	BRZ-C3 Berserker [100] (3055U)
15	WGT-3SC Wight [35] (3075)	SRTH-1O Sarath* [50] (3145)	PKM-2D Patriot [65] (3075)	NTL-AG Neanderthal [80] (3145)
Independent/Lesser Former League States				
12	NX-80 Nyx [30] (3085)	CMA-1S Chimera [45] (3067)	ON2-M Orion [70] (3050U-I)	GUN-1ERD Gunslinger [85] (3055U)
15	EGL-3M Eagle [25] (3060)	GST-11 Ghost [50] (3085)	BNDR-01Ar Bandersnatch [75] (3055U)	AS7-K2 Atlas [100] (3085)

LYRAN COMMONWEALTH 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	DRT-4S Dart [25] (3055U)	VT-5Sr Vulcan [40] (3085-ONN)	WHM-9S Warhammer [70] (3085-PP)	ANH-4A Annihilator [100] (3050U-I)
3	STM-R3 Storm Raider [35] (3145)	EFT-7X Eisenfaust [45] (3085)	RFL-7M Rifleman [70] (3085-PP)	HGN-738 Highlander [90] (3050U-C)
4	MLR-B2 Mjolnir 25) (3085)	HBK-5S Hunchback [50] (3050U-I)	AXM-3S Axman [65] (3050U-I)	EMP-6S Emperor [90] (3058U-C)
5	STG-7S Stinger [25] (3085-PP)	CLNT-6S Clint [40] (3050U-I)	TDR-17S Thunderbolt [65] (3085-PP)	TDK-7S Thunder Hawk [100] (3058U-C)
6	OTT-9S Ostscout [35] (3085-PP)	HCT-7S Hatchetman [45] (3085)	GLT-7-0 Gallant [70] (3085)	LGB-12R Longbow [85] (3085-PP)
7	COM-7S Commando [25] (3050U-I)	GRF-6S Griffin [55] (3085-PP)	TNS-6S Thanatos [75] (3067)	ZEU-9T Zeus [80] (3050U-I)
8	SCB-9T Scarabus [30] (3055U)	STY-3Dr Starslayer [50] (3085-ONN)	ARC-7S Archer [70] (3085-PP)	BNC-9S Banshee [95] (3050U-I)
9	WLF-5 Wolfhound [35] (3085)	PXH-7S Phoenix Hawk [45] (3085-PP)	DFN-3S Defiance [75] (3075)	BRZ-C3 Berzerker [100] (3055U)
10	STR-6S Stiletto [35] (Proto)	UZL-8S Uziel [50] (3067)	MAD-9W2 Marauder [75] (3085-PP)	BLR-10S BattleMaster [85] (3085-PP)
11	RZK-10S Razorback [35] (3067)	NGS-6T Nightsky [50] (3055U)	BGS-4T Barghest [70] (Proto)	ZEU-X4 Zeus X [80] (3145)
12	FS9-M2 Firestarter [35] (3145)	GTL-1O Gauntlet* [55] (3145)	BHKU-O Black Hawk-KU* [60] (3058U-I)	AS7-S2 Atlas [100] (3050U-I)
13	HVC-P6 Havoc [35] (3145)	BTZ-4F Blitzkrieg [50] [(3060)	URA-2A Ursa [65] (3145)	FNR-5X Fafnir [100] (3085-ONN)
14	TLN-6W Talon [35] (3058U-C)	TFT-L8 Thunder Fox [55] (3085)	GTD-20S Götterdämmerung [75] (3145)	AS7-D-H Atlas II [100] (3075)
15	AF1 Arctic Fox* [30] (3060)	MON-267 Mongoose II [40] (3075)	WHD-10CT Warhammer [70] (3085)	SD1-O Sunder* [90] (3058U-I)
16	WLF-2H Wolfhound [35] (Proto)	Mad Cat III [55] (Proto)	SCG-WF1 Scourge [65] (3145)	KGC-009 King Crab [100] (3145)
17	Pack Hunter II [30] (3085)	MGL-T1 Mongrel [50] (3145)	MNL-3W Mangonel [70] (3085)	Viking IIC [90] (3145)
18	Jaguar [35] (3145)	Black Hawk [50] (3145)	SCG-WD1 Scourge [65] (3145)	Mad Cat Mk. II [100] (3067)
19	Crimson Hawk 3 [25] (3075)	MGL-T2 Mongrel [50] (3145)	Mad Cat Mk IV* [75] (3145)	Hellstar [95] (3085)
20	Koshi [25] (3145)	Arctic Wolf II* [40] (3085)	Jade Hawk [75] (3145)	Cygnus [95] (3075)

REPUBLIC OF THE SPHERE 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	GRM-01A2 Garm [35] (3060)	SCP-10M Scorpion [55] (3085-PP)	QKD-8P Quickdraw [60] (Proto)	EMP-6D Emperor [90] (3058U-C)
3	ALM-10D Fireball [20] (3085)	CNS-5M Cronus [55] (3067)	KSC-5I Koschei [65] (3075)	CGR-KMZ Charger [80] (3050U-I)
4	HER-4S Hermes [30] (3050U-ONN)	KW1-LH3 Lineholder [55] (3058U-I)	OSR-4K Ostroc [60] (3085-PP)	AWS-9Q Awesome [80] (3050U-I)
5	FNHK-9K Falcon Hawk [35] (3058U-I)	Dasher II [40] (3085)	DRG-7K Grand Dragon [60] (3050U-I)	TR-XB Trebaruna [95] (3085)
6	JVN-11A Javelin [30] (3050U-I)	TRG-1N Targe [40] (3085)	GLT-7-0 Gallant [70] (3085)	AS7-K2 Atlas [100] (3085)
7	FLE-17 Flea [20] (3050U-I)	CMA-1S Chimera [40] (3067)	SCG-WF1 Scourge [65] (3145)	LGB-12R Longbow [85] (3085-PP)
8	BD-XL Blade [35] (3085)	EFT-7X Eisenfaust [45] (3085)	CRD-7W Crusader [65] (3085-PP)	GOL-6M Goliath [80] (3085-PP)
9	CLR-03-0 Celerity* [15] (3145)	NH-2 Rook [55] (3085)	RFL-7X Rifleman [60] (3085-PP)	MAD-6D Marauder II [100] (3085-PP)
10	WGT-1LAW/SC Wight [35] (3075)	HBK-7R Hunchback [50] (Proto)	BL-6b-KNT Black Knight [75] (3050U-C)	KGC-008B King Crab [100] (3050U-C)
11	WLF-4W Wolfhound [35] (3050U-I)	TRG-2N Targe [40] (3085)	Ryoken II [75] (3075)	Phoenix Hawk IIC 7 [80] (3085-PP)
12	Locust IIC 8 [25] (3085-PP)	NSR-K3 Night Stalker [40] (3145)	ST-8A Shootist [70] (3058U-C)	BNC-9S Banshee [95] (3050U-I)
13	UBM-2R Revenant [30] (3145)	Stalking Spider II [45] (3145)	OTL-9R Ostsol [60] (3085-PP)	VKG-2G Viking [90] (3060)
14	SDR-8R Spider [30] (3085)	SKW-2F Shockwave [50] (3085)	TMP-3M2 "Storm Tempest" Tempest [65] (3055U)	MAL-XT Malice [100] (3145)
15	LCT-5W2 Locust [20] (3085-PP)	TFT-A9 Thunder Fox [55] (3085)	MAD-9M2 Marauder [75] (3085-PP)	GUN-1ERD Gunslinger [85] (3055U)
16	NX-80 Nyx [30] (3085)	GRF-5M Griffin [55] (3085-PP)	EXC-B2b Excalibur [70] (3075)	MAD-6D Marauder II [100] (3085-PP)
17	Arbalest [25] (3085)	BJ2-0 Blackjack* [50] (3058U-I)	WHD-10CT Warhammer [70] (3085-PP)	TI-2PA Titan II [100] (3075)
18	Jenner IIC 4 [35] (3055U)	Griffin IIC 3 [40] (3085-PP)	TDR-10SE Thunderbolt [65] (3085-PP)	AWS-10KM Awesome [80] (3050U-I)
19	OTT-11J Ostscout [35] (3085-PP)	KW1-LH8 "Linebreaker" Lineholder [55] (3058U-I)	Vulture Mk IV* [60] (3145)	PKP-1B Peacekeeper [95] (3085)
20	Crimson Hawk 3 [25] (3075)	HBK-6N Hunchback [50] (3050U-I)	RFL-8X Rifleman [60] (3085-PP)	DLR-0 Doloire* [80] (3145)
21	LCT-6M Locust [20] (3085-PP)	SHD-11CS2 Shadow Hawk [55] (3085-PP)	ARC-9W Archer [70] (3085-PP)	Highlander IIC 3 [90] (3085-ONN)
22	Koshi [25] (3145)	OSP-26 Osprey [55] (3085)	LMT-2R Lament [65] (3145)	AS7-D-H Atlas II [100] (3075)
23	HVC-6P Havoc [35] (3145)	Mad Cat III [55] (Proto)	PRF-1R Prefect [75] (3085)	Warhammer IIC 4 [80] (3085-PP)
24	JLP-BD Jackalope [30] (3145)	Shadow Hawk IIC 8 [45] (3085-PP)	MAD-9W2 Marauder [75] (3085-PP)	BKW-7R Black Watch [85] (3060)
25	Pack Hunter II [30] (3085)	KHP-7R Kheper [55] (3145)	UAE-7R Uraeus [75] (3145)	Mad Cat Mk II-Enhanced [90] (Proto)
26	PXH-11K Phoenix Hawk L [35] (3145)	Black Hawk (Standard) [50] (3145)	Tundra Wolf 4 [75] (3085)	SD1-0 Sunder* [90] (3058U-I)
27	Puma* [95] (3050U-C)	Dragonfly* [40] (3050U-C)	Thor* [70] (3050U-C)	Gladiator* [95] (3050U-C)
28	Hankyu* [30] (3058U-C)	RPT-5X Raptor II [40] (3085)	Mad Cat Mk IV* [75] (3145)	Supernova [90] (3058U-C)

CLAN HELL'S HORSES 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	Bear Cub 2 [25] (3075)	Wyvern IIC [45] (3060)	Thresher 2 [60] (3058U-C)	Thunder Stallion 2 [85] (3060)
3	Crimson Hawk [25] (3075)	Hellhound [50] (3055U)	Bowman [70] (3067)	Thunder Stallion 3 [85] (3060)
4	Piranha [25] (3058U-C)	Corvis 2 [40] (3060)	Bowman 2 [70] (3067)	Behemoth 3 [100] (3055U)
5	UrbanMech IIC [30] (3060)	Ursus 2 [50] (3060)	Thresher [60] (3058U-C)	Marauder IIC 7 [85] (3085-PP)
6	Bear Cub [25] (3075)	Shadow Hawk IIC 6 [45] (3085-PP)	Bowman 3 [70] (3067)	Bruin [80] (3085)
7	Incubus II [30] (Prototypes)	Arctic Wolf [40] (3060)	Ryoken II [75] (3075)	Night Wolf [90] (3085)
8	Crimson Hawk [25] (3075)	Griffin IIC 3 [40] (3085-PP)	Ha Otoko 3 [60] (3085-ONN)	Phoenix Hawk IIC 7 [80] (3085-PP)
9	Locust IIC 7 [25] (3085-PP)	Great Wyrm 2 [45] (3060)	Ryoken II 3 [75] (3075)	Warhammer IIC 8 [80] (3085-PP)
10	Parash [35] (3085)	Lobo [40] (3067)	Arcas [65] (3067)	Cygnus 2 [95] (3075)
11	Pack Hunter [30] (3060)	Dasher II 2 [40] (3085)	Tundra Wolf [75] (3085)	Hellstar 2 [95] (3085)
12	Vixen 4 [30] (3055U)	Ursus II [50] (3085)	Blood Reaper [70] (3085)	Hellstar 3 [95] (3085)
13	Incubus II [30] (Prototypes)	Sun Cobra [55] (3075)	Rifleman IIC 8 [65] (3085-PP)	Cygnus 3 [95] (3075)
14	Bear Cub [25] (3075)	Lobo [40] (3067)	Thor* [70] (3050U-C)	Mad Cat Mk II-Enhanced [90] (Prototypes)
15	Parash [35] (3085)	Black Hawk [50] (3145)	Loki* [65] (3050U-C)	Hellstar [95] (3085)
16	Locust IIC 7 [25] (3085-PP)	Arctic Wolf (Omni)* [40] (3060)	Vulture* [60] (3050U-C)	Mad Cat Mk II-Enhanced [90] (Prototypes)
17	Uller* [30] (3050U-C)	Black Hawk* [50] (3050U-C)	Mad Cat IV* [75] (3145)	Cygnus [95] (3075)
18	Fire Falcon* [25] (3058U-C)	Ryoken* [55] (3050U-C)	Vulture Mk IV* [60] (3145)	Jupiter [100] (3075)
19	Hellion* [30] (3067)	Fenris* [45] (3050U-C)	Thor* [70] (3050U-C)	Man O'War* [80] (3050U-C)
20	Dasher* [20] (3050U-C)	Grendel* [45] (3058U-C)	Balius* [65] (3075)	Gladiator* [95] (3050U-C)
21	Hankyu* [30] (3058U-C)	Dragonfly* [40] (3050U-C)	Balius* [65] (3075)	Gladiator* [95] (3050U-C)
22	Koshi* [25] (3050U-C)	Grendel* [45] (3058U-C)	Balius* [65] (3075)	Turkina* [95] (3058U-C)

CLAN JADE FALCON 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	Locust IIC 4 [25] (3085-PP)	Pinion 3 [45] (3067)	Mad Cat Mk IV PR [75] (3145)	Night Wolf (90) [3085]
3	Spirit [35] (3067)	GST-10 Ghost [50] (3085)	Ursa [65] (3145)	Kraken 4 [100] (3055U)
4	PXH-11K Phoenix Hawk L [35] (3145)	VT-U1-M Violator [45] (3145)	Shadow Cat II [60] (3085-CE)	Jupiter 2 [100] (3075-CE)
5	Crimson Hawk [25] (3075-CE)	Griffin IIC 8 [40] (3085-ONN)	Rifleman IIC 8 [65] (3085-PP)	Marauder IIC 6 [85] (3085-PP)
6	Locust IIC 9 [25] (3085-PP)	Gyrfalcon [55] (3145)	Loki* [65] (3050U-C)	BattleMaster C [85] (3085-PP)
7	Uller* [30] (3050U-C)	EFT-4J Eisenfaust [45] (3145)	Rifleman IIC 5 [65] (3085-PP)	Shrike [95] (3145)
8	Gambit [25] (3145)	Ursus II [50] (3085)	Thor* [70] (3050U-C)	Shrike 2 [95] (3145)
9	Jaguar [35] (3145)	Lobo [40] (3067)	Rifleman C 2 [60] (3085-PP)	Marauder IIC 5 [85] (3085-PP)
10	Eyrie [35] (3145)	FS9-O Firestarter* [45] (3058U-I)	Jade Hawk [75] (3145)	Jupiter 3 [100] (3075-CE)
11	Cougar* [35] (3060)	Hunchback IIC [50] (3058U-C)	Shadow Cat II [60] (3085-CE)	Onager [90] (3085-CE)
12	Spirit 2 [35] (3067)	Shadow Cat* [45] (3058U-C)	Mad Cat Mk IV PR2 [75] (3145)	Jupiter [100] (3075-CE)
13	Hellion* [30] (3067)	Sun Cobra [55] (3075)	Loki* [65] (3050U-C)	Mad Cat Mk II Enhanced [90] (Proto)
14	Eyrie [35] (3145)	Black Hawk [50] (3145)	Flamberge* [70] (3085-CE)	Shrike [95] (3145)
15	Uller* [30] (3050U-C)	Gyrfalcon [55] (3145)	Vulture Mk IV* [60] (3145)	Shrike 2 [95] (3145)
16	Fire Falcon* [25] (3058U-C)	Black Hawk* [50] (3050U-C)	Loki Mk II* [65] (3145)	Jupiter 4 [100] (3145)
17	Eyrie [35] (3145)	Gyrfalcon [55] (3145)	Flamberge* [70] (3085-CE)	Cygnus [95] (3075)
18	Fire Falcon* [25] (3058U-C)	Black Hawk* [50] (3050U-C)	Thor II* [70] (3145)	Turkina* [95] (3058-C)
19	Cougar* [35] (3060)	Arctic Wolf (Omni)* [40] (3060)	Vulture* [60] (3050U-C)	Gladiator* [95] (3050U-C)
20	Dasher* [20] (3050U-C)	Black Lanner [55] (3058U-C)	Shadow Cat II 2 [60] (3085-CE)	Shrike 2 [95] (3145)
21	Uller* [30] (3050U-C)	Fenris* [45] (3050U-C)	Tundra Wolf [75] (3085)	Hellstar [95] (3085)
22	Uller* [30] (3050U-C)	Ryoken* [55] (3050U-C)	Night Gyr* [75] (3058U-C)	Shrike [95] (3145)

CLAN SEA FOX 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	LCT-1Vb Locust [20] (Klondike)	GLR-5R Gladiator* [55] (3075)	WHM-9S Warhammer [70] (3085-PP)	LGB-12R Longbow [85] (3085-PP)
3	CVR-A1 Cadaver [30] (3145)	WVR-9M Wolverine [55] (3085-PP)	ARC-9M Archer [70] (3085-PP) (3085-PP)	STK-3Fb Stalker [85] (Klondike)
4	HVC-P6 Havoc	TR1 Wraith [55] (3055U)	CPLT-C5A Catapult [65] (3085-ONN)	ANH-4A Annihilator [100] [3050U-IS]
5	Locust IIC 4 [25] (3085-PP)	Shadow Hawk IIC 5 [45] (3085-PP)	URA-2A Ursa [65] (3145)	Phoenix Hawk IIC 3 [80] (3085-PP)
6	Crimson Hawk 2 [25] (3075)	Griffin IIC 5 [40] (3085-PP)	Jade Hawk [75] (3145)	Mad Cat Mk. II [100] (3067)
7	Koshi [25] (3145)	Black Hawk [50] (3145)	Rifleman IIC 4 [65] (3085-PP)	Warhammer IIC 4 [80] (3085-PP)
8	Crimson Hawk [25] (3075)	Mad Cat III [55] (Proto)	Ha Otoko 3 [65] (3085-ONN)	Phoenix Hawk IIC 4 [80] (3085-PP)
9	Koshi 2 [25] (3145)	Shadow Hawk IIC 8 [45] (3085-PP)	Rifleman IIC 6 [65] (3085-PP)	Warhammer IIC 3 [80] (3085-PP)
10	WGT-2SC Wight [35] (3075)	Dasher II 2 [40] (3085)	Jade Hawk 3 [75] (3145)	Mad Cat Mk. II 2 [100] (3067)
11	RZK-10S Razorback [35] (3067)	Goshawk II [45] (3085)	Mad Cat IV PR [75] (3145)	Phoenix Hawk IIC 8 [80] (3085-PP)
12	AF1 Arctic Fox* [30] (3060)	MS1-O Men Shen* [55] (3060)	BHKU-O Black Hawk KU* [60] (3058U-I)	SD1-O Sunder* [90] (3058U-I)
13	Puma* [35] (3050U-C)	AV-10 Avalanche* [50] (3145)	Cauldron Born* [65] (3058U-C)	Man 'O War* [80] (3050U-C)
14	Tiburon [35] (3145)	Sun Cobra [55] (3075)	Sphinx [75] (3085)	Jupiter [100] (3075)
15	Fire Falcon* [25] (3058U-C)	Black Hawk* [50] (3050U-C)	Thor* [70] (3050U-C)	Mad Cat Mk.II Enhanced [100] (Proto)
16	Uller* [30] (3050U-C)	Arctic Wolf II* [40] (3085)	Vulture Mk IV* [60] (3145)	Gladiator* [95] (3050U-C)
17	Tiburon [35] (3145)	Wendigo* [50] (3145)	Vulture* [60] (3050U-C)	Mad Cat Mk. II 3 [100] (3067)
18	Cougar* [35] (3060)	Goshawk II [45] (3085)	Mad Cat IV* [75] (3145)	Hellstar [95] (3145)
19	Dasher* [20] (3050U-C)	Grendel* [45] (3058U-C)	Karhu* [65] (3085)	Deimos* [85] (3085)
20	Hankyu* [30] (3058U-C)	Shadow Cat* [45] (3058U-C)	Cauldron Born* [65] (3058U-C)	Kingfisher* [90] (3058U-C)
21	Solitaire [25] (3067)	Ryoken* [55] (3050U-C)	Nova Cat* [70] (3060)	Daishi* [100] (3050U-C)
22	Hellion* [30] (3067)	Black Lanner* [55] (3050U-C)	Night Gyr* [75] (3058U-C)	Masakari* [85] (3050U-C)

WOLF EMPIRE 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	Icestorm [25] (3060)	Wyvern IIC 2 [45] (3060)	Galahad [60] (3055U)	Highlander IIC 3 [90] (3085-ONN)
3	Locust IIC 4 [25] (3085-PP)	BEO-14 Beowulf [45] (3060)	Guillotine IIC [70] (3060)	Naga* [80] (3055U)
4	Incubus II [30] (Prototypes)	SHD-12C Shadow Hawk [55] (3085-PP)	Galahad 2 [60] (3055U)	Mad Cat Mk II [90] (3067)
5	Jenner IIC [35] (3055U)	Clint IIC [40] (3060)	Rifleman IIC 8 [65] (3085-PP)	Bruin [80] (3085)
6	Locust IIC 5 [25] (3085-PP)	Ursus [50] (3060)	Orion IIC [75] (3060)	Night Wolf [90] (3085)
7	Locust IIC [25] (3085-PP)	Sun Cobra [55] (3075)	Arcas [65] (3067)	Cygnus [95] (3075)
8	Jackalope [30] (3145)	Beowulf IIC [45] (Prototypes)	Tundra Wolf 2 [75] (3085)	Jupiter [100] (3075)
9	Bear Cub [25] (3075)	Hunchback IIC [50] (3058U-C)	Karhu* [65] (3085)	Marauder IIC 7 [85] (3085-PP
10	Eyrie [35] (3145)	Mongrel [50] (3145)	Warwolf [75] (3145)	Hellstar [95] (3085)
11	Locust IIC 6 [25] (3085-PP)	Lobo 2 [40] (3067)	Blood Reaper [70] (3085)	Phoenix Hawk IIC 7 [80] (3085-PP)
12	Parash [35] (3085)	Griffin IIC 8 [40] (3085-PP)	Tundra Wolf [75] (3085)	Warhammer IIC 8 [80] (3085-PP)
13	Locust IIC 5 [25] (3085-PP)	Lobo 2 [40] (3067)	Warwolf [75] (3145)	Night Wolf [90] (3085)
14	Wulfen [30] (3145)	Sun Cobra [55] (3075)	Blood Reaper [70] (3085)	Marauder IIC 6 [85] (3085-PP)
15	Wulfen [30] (3145)	Lobo [40] (3067)	Mad Cat* [75] (3050U-C)	Night Wolf [90] (3085)
16	Locust IIC 6 [25] (3085-PP)	Sun Cobra [55] (3075)	Thor* [70] (3050U-C)	Mad Cat Mk II-Enhanced [90] (Prototypes)
17	Fire Falcon* [25] (3058U-C)	Phantom [40] (3055U)	Tundra Wolf 4 [75] (3085)	Gladiator* [95] (3050U-C)
18	Uller* [30] (3050U-C)	Fenris* [45] (3050U-C)	Blood Reaper 2 [70] (3085)	Man O'War* [80] (3050U-C)
19	Puma* [35] (3050U-C)	Black Hawk* [50] (3050U-C)	Mad Cat* [75] (3050U-C)	Man O'War* [80] (3050U-C)
20	Koshi* [25] (3050U-C)	Fenris* [45] (3050U-C)	Tundra Wolf 3 [75] (3085)	Turkina* [95] (3058U-C)
21	Puma [35] (3050U-C)	Phantom* [40] (3055U)	Blood Reaper [70] (3085)	Daishi* [100] (3050U-C)
22	Uller* [30] (3050U-C)	Pouncer* [40] (3055U)	Orion IIC [75] (3060)	Masakari [85] (3050U-C)

RASALHAGUE DOMINION 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	SDR-8R Spider [30] (3085)	Ursus 3 [50] (Prototypes)	Grizzly 2 [70] (3058U-C)	Bruin [80] (3085)
3	Locust IIC 5 [25] (3085-PP)	VTRU-1 Violator [45] (3145)	Arcas [65] (3067)	Warhammer IIC 6 [80] (3085-PP)
4	Peregrine 3 [35] (3055U)	BEO-14 Beowulf [45] (3060)	Ryoken II [75] (3075)	Viking IIC [90] (3145)
5	Solitaire [25] (3067)	Hunchback IIC [50] (3058U-C)	SCG-WF1 Scourge [65] (3145)	Supernova [90] (3058U-C)
6	Stinger IIC [20] (Prototypes)	HKZ-1F Hitotsume Kozo [55] (3145)	Kuma [60] (3085)	Night Wolf [90] (3085)
7	Locust IIC 6 [25] (3085-PP)	Clint IIC [40] (3060)	Arcas [65]	Marauder IIC 7 [85] (3085-PP)
8	Bear Cub 2 [25] (3075)	SHD-12C Shadow Hawk [55] (3085-PP)	Vulture* [60] (3050U-C) (3067)	Kodiak [100] (3058U-C)
9	Bear Cub [25] (3075)	Ursus II [50] (3085)	Karhu* [65] (3085)	Warhammer IIC 8 [80] (3085-PP)
10	Parash [35] (3085)	Black Hawk [50] (3145)	Rifleman IIC 8 [65] (3085-PP)	Bruin 2 [80] (3085)
11	Locust IIC 7 [25] (3085-PP)	Ursus [50] (3060)	Arcas 2 65] (3067)	Bruin [80] (3085)
12	Bear Cub 3 [25] (3075)	Beowulf IIC [45] (Prototypes)	Vulture* [60] (3050U-C)	Hellstar [95] (3085)
13	Wulfen [30] (3145)	Ursus II [50] (3085)	Arcas [65] (3067)	Kodiak 4 100] (3058U-C)
14	Bear Cub [25] (3075)	Beowulf IIC [45] (Prototypes)	Vulture Mk IV* [60] (3145)	Gladiator* [95] (3050U-C)
15	Locust IIC 8 [25] (3085-PP)	Mongrel [50] (3145)	Vulture Mk III* [60] (3145)	Mad Cat Mk II-Enhanced [90] (Prototypes)
16	Parash [35] (3085)	Ursus [50] (3060)	Karhu* [65] (3085)	Kodiak [100] (3058U-C)
17	Locust IIC 8 [25] (3085-PP)	Ryoken* [55] (3050U-C)	Mad Cat Mk IV [75] (3145)	Gladiator* [95] (3050U-C)
18	Dasher* [20] (3050U-C)	Dasher II 2 [40] (3085)	Karhu* [65] (3085)	Gladiator* [95] (3050U-C)
19	Puma* [35] (3050U-C)	Dragonfly* [40] (3050U-C)	Vulture* [60] (3050U-C)	Kingfisher* [90] (3058U-C)
20	Dasher* [20] (3050U-C)	Black Hawk* [50] (3050U-C)	Mad Cat* [75] (3050U-C)	Kodiak 2 [100] (3058U-C)
21	Dasher* [20] (3050U-C)	Dragonfly* [40] (3050U-C)	Nova Cat* [70] (3060)	Masakari* [85] (3050U-C)
22	Puma* [35] (3050U-C)	Dragonfly* [40] (3050U-C)	Mad Cat* [75] (3050U-C)	Deimos* [85] (3085)

RAVEN ALLIANCE 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	Piranha [25] (3058U-C)	Hunchback IIC 3 [50] (3058U-C)	MLN-1C Merlin [60] (3058U-I)	Naga* [80] (3055U)
3	RK-4K Rokurokubi [35] (3145)	Shadow Hawk C [55] (3085-PP)	BMB-05A Bombardier [65] (3050U-C)	Omen [85] (3085)
4	Morrigan [35] (3085)	Dasher II [40] (3085)	HRC-LS-9000 Hercules [70] (3055U)	Kraken [100] (3055U)
5	Baboon 3 [20] (3055U)	Clint IIC [40] (3060)	Rifleman IIC [65] (3085-PP)	VKG-2F Viking [90] (3060)
6	Havoc [35] (3145)	Clint IIC 2 [40] (3060)	SH-1R Shiro [75] (3145)	Omen [85] (3085)
7	WSP-3A Wasp [20] (3085-PP)	Dark Crow 3 [55] (3085)	Galahad [60] (3055U)	Marauder IIC 7 [85] (3085-PP)
8	Bear Cub [25] (3075)	Goshawk II [45] (3085)	BMB-12D Bombardier[65] (3050U-C)	Omen [85] (3085)
9	Stinger IIC [20] (Prototypes)	Ursus II [50] (3085)	Ryoken II [75] (3075)	Bruin 2 [80] (3085)
10	WSP-3A Wasp [20] (3085-PP)	Beowulf IIC [45] (Prototypes)	Thresher [60] (3058U-C)	Warhammer IIC 8 [80] (3085-PP)
11	Stinger IIC [20] (Prototypes)	Goshawk II [45] (3085)	Arcas [65] (3067)	Phoenix Hawk IIC 7 [80] (3085-PP)
12	Parash [35] (3085)	Shadow Hawk IIC 7 [45] (3085-PP)	Rifleman IIC 8 [65] (3085-PP)	Mad Cat Mk II-Enhanced [90] (Prototypes)
13	Jaguar [35] (3145)	Dark Crow [55] (3085)	Crossbow* [65] (3058U-C)	Warhammer IIC 7 [80] (3085-PP)
14	Bear Cub [25] (3075)	Goshawk II [45] (3085)	Ryoken II 3 [75] (3075)	Mad Cat Mk II-Enhanced [90] (Prototypes)
15	Stinger IIC [20] (Prototypes)	Dark Crow 3 [55] (3085)	Vulture* [60] (3050U-C)	Deimos* [85] (3085)
16	Locust IIC 8 [25] (3085-PP)	Dark Crow 2 [55] (3085)	Karhu* [65] (3085)	Omen [85] (3085)
17	Parash [35] (3085)	Black Hawk* [50] (3050U-C)	Mad Cat IV* [75] (3145)	Gladiator* [95] (3050U-C)
18	Uller* [30] (3050U-C)	Ryoken* [55] (3050U-C)	Vulture Mk IV* [60] (3145)	Deimos* [85] (3085)
19	Uller* [30] (3050U-C)	Dasher II 2 [40] (3085)	Linebacker* [65] (3055U)	Kingfisher* [90] (3058U-C)
20	Dasher* [20] (3050U-C)	Phantom* [40] (3055U)	Cauldron-Born* [65] (3058U-C)	Kodiak 3 [100] (3058U-C)
21	Puma* [35] (3050U-C)	Shadow Cat* [45] (3058U-C)	Mad Cat* [75] (3050U-C)	Deimos 2 [85] (3085)
22	Koshi* [25] (3050U-C)	Shadow Cat* [45] (3058U-C)	Nova Cat* [70] (3060)	Daishi* [100] (3050U-C)

MERCENARY 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	OSR-3D Osiris [30] (3067)	SHD-5M Shadow Hawk [55] (3085-PP)	TMP-3M Tempest [65] (3055U)	CP-11-B Cyclops [90] (3085-ONN)
3	COM-2Dr Commando [25] (3085-ONN)	GRF-1N Griffin [55] (3039)	ON1-M Orion [75] (3050U-I)	BNC-5S Banshee [95] (3050U-I)
4	FS9-M2 Firestarter [35] (3145)	KW1-LH2 Lineholder [55] (3058U-I)	GLT-3N Guillotine [70] (3050U-C)	VTR-9K Victor [80] (3050U-I)
5	LCT-5V Locust [20] (3085-PP)	DV-6Mr Dervish [55] (3085-ONN)	YMN-6Y Yeoman [60] (3060)	AS7-K Atlas [100] (3050U-I)
6	RZK-10S Razorback [30] (3067)	CMA-1S Chimera [40] (3067)	HRC-LS-9000 Hercules [70] (3055U)	THG-11E Thug [80] (3050U-C)
7	WSP-8T Wasp [20] (3085-PP)	CN9-Ar Centurion [50] (3085-ONN)	TDR-7M Thunderbolt [65] (3085-PP)	STK-5M Stalker [85] (3050U-I)
8	STM-R1 Storm Raider [35] (3145)	CLN-7V Chameleon [50] (3058U-I)	MLN-1C Merlin [60] (3058U-I)	AS7-Dr Atlas [100] (3085)
9	STG-3P Stinger [20] (3085-PP)	SCP-12S Scorpion [55] (3085-PP)	ARC-8M Archer [70] (3085-PP)	GOL-4S Goliath [80] (3085-PP)
10	FS9-M3 Firestarter [35] (3145)	TR1 Wraith [55] (3055U)	TNS-6S Thanatos [75] (3067)	VKG-2F Viking [90] (3060)
11	CVR-A1 Cadaver [30] (3145)	CNS-5M Cronus [55] (3067)	HD-2F Hound [70] (3145)	MR-C2 Cerberus [95] (3055U)
12	WGT-1LAW/SC Wight [35] (3075)	UZL-2S Uziel [50] (3067)	AGS-4D Argus [60] (3067)	AWS-9Q Awesome [80] (3050U-I)
13	FLE-19 Flea [20] (3050U-I)	ICR-2S Icarus II [40] (3075)	RFL-7M Rifleman [60] (3085-PP)	ZEU-9T Zeus [80] (3050U-I)
14	MLR-B2 Mjolnir [25] (3085)	WVR-9M Wolverine [55] (3085-PP)	VR6-T Verfolger [65] (3067)	BLR-4S BattleMaster [85] (3085-PP)
15	ALM-10D Fireball [20] (3055U)	CLNT-5U Clint [40] (3050U-I)	GLH-2D Galahad [60] (3075)	AWS-10KM Awesome [80] (3050U-I)
16	FS9-M4 Firestarter [35] (3145)	GRF-4R Griffin [55] (3085-PP)	HMH-6E Hammerhands [75] (3085-ONN)	EMP-6A Emperor [90] (3058U-I)
17	EGL-2M Eagle [25] (3060)	HCT-7S Hatchetman [45] (3050U-I)	BNDR-01Ar Bandersnatch [75] (3085-ONN)	GUN-1ERD Gunslinger [85] (3055U)
18	V4-LNT-K7 Valiant [30] (3075)	EFT-7X Eisenfaust [45] (3085)	CPLT-C5A Catapult [65] (3085-ONN)	BRZ-C3 Berserker [100] (3055U)
19	BLR-XS Blade [35] (3085)	NH-2 Rook [55] (3085)	OWR-3M Ostwar [65] (3085)	ALB-3Ur Albatross [95] (3085-ONN)
20	LCT-5W2 Locust [20] (3085-PP)	MGL-T1 Mongrel [50] (3145)	MNL-3L Mangonel [70] (3085)	TDK-7X Thunder Hawk [100] (3085-ONN)
21	STM-R4 Storm Raider [35] (3145)	CAL-1MAF Calliope [40] (3145)	ON2-M Orion [75] (3050U-I)	STK-6M Stalker [85] (3050U-I)
22	BLR-XL Blade [35] (3085)	GST-10 Ghost [50] (3085)	ARC-9M Archer [70] (3085-PP)	BLR-10S BattleMaster [85] (3085-PP)
23	TLN-5W Talon [35] (3058U-C)	HCT-7S Hatchetman [45] (3085)	GLT-7-0 Gallant [70] (3085)	AS7-K2 Atlas [100] (3085)
24	PNT-13K Panther [35] (3085)	LGN-2D Legionnaire [50] (3075)	TDR-10M Thunderbolt [65] (3085-PP)	TR-XB Trebaruna [95] (3085)
25	ABS-3T Anubis [30] (3067)	MON-267 Mongoose II [40] (3075)	GHR-7P Grasshopper [70] (Proto)	KGC-007 King Crab [100] (3050U-C)
26	BZK-D3 Hollander III [35] (3145)	VT-U1-M Violator [45] (3145)	WHM-8D Warhammer [70] (3085-PP)	LGB-12R Longbow [85] (3085-PP)
27	SDR-8R Spider [30] (3085)	SKW-2F Shockwave [55] (3085)	MAD-9W2 Marauder [75] (3085-PP)	TR-XJ Trebaruna [95] (3085)
28	HVC-P6 Havoc [35] (3145)	NSR-K1 Night Stalker [40] (3145)	BKX-8D BattleAxe [70] (3075)	AS8-D Atlas [100] (3085)
29	WLF-5 Wolfhound [35] (3085)	GDR-1C Gravedigger [50] (3145)	CRN-7M Carronade [70] (3145)	NTL-UG Neanderthal [80] (3145)
30	STO-6S Stiletto [35] (Proto)	Dasher II [40] (3085)	URA-2A Ursa [65] (3145)	AS7-D2 Atlas [100] (3145)
31	NX-80 Nyx [30] (3085)	TFT-L8 Thunder Fox [55] (3085)	SCG-WD1 Scourge [65] (3145)	STK-9A Stalker II [85] (3145)
32	PXH-11K Phoenix Hawk L [35] (3145)	CN11-O Centurion* [50] (3145)	MS-1A Mortis [75] (3145)	NTL-AG Neanderthal [80] (3145)
33	SPR-5S Spector [35] (3058U-C)	HBK-7R Hunchback [50] (Proto)	BGS-4T Barghest [75] (Proto)	DVS-2 Devastator [100] (3058-I)
34	GBT-1G Gambit [25] (3145)	EXR-2X Exhumer [55] (3145)	GTD-20S Götterdämmerung [75] (3145)	MAL-XT Malice [100] (3145)
35	WLF-2H Wolfhound [35] (Proto)	MGL-T2 Mongrel [50] (3145)	JHK-03 Jade Hawk [75] (3145)	Warhammer IIC 8 [80] (3085-PP)
36	Arbalest [25] (3085)	Black Hawk [50] (3145)	Ha Otoko 3 [65] (3060)	Mad Cat Mk. II [90] (3067)
37	Koshi 2 [25] (3145)	Dasher II 2 [40] (3085)	BLK-NT-4D Black Knight [75] (3145)	FNR-5X Fafnir [100] (3067)
38	Pack Hunter II [30] (3085)	Mad Cat III [50] (Proto)	JHK-04 Jade Hawk {75] (3145)	Phoenix Hawk IIC 4 [80] (3085-PP)
39	Koshi [25] (3145)	GDR-1D Gravedigger [50] (3145)	URA-2C Ursa [65] (3145)	AS7-D3 Atlas [100] (3145)
40	Crimson Hawk [25] (3075)	Black Hawk 3 [50] (3145)	Vulture Mk IV* [60] (3145)	Warhammer IIC 4 [80] (3085-PP)
41	JLP-BD Jackalope [30] (3145)	Stalker Spider II [45] (3145)	Loki Mk II* [65] (3145)	Mad Cat Mk. II [90] (3067)
42	Stinger IIC [20] (Proto)	Black Hawk 2 [50] (3145)	BLK-NT-5H Black Knight [75] (3145)	Hellstar [95] (3085)
43	JLP-KA Jackalope [30] (3145)	EXR-3P Exhumer [55] (3145)	Mad Cat Mk IV* [75] (3145)	Mad Cat Mk. II 2 [90] (3067)
44	Uller* [30] (3050U-C)	Black Hawk* [50] (3050U-C)	Thor II* [70] (3145)	Gladiator* [95] (3050U-C)

MAGISTRACY OF CANOPUS 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	STG-3G Stinger [20] (3039)	GRF-1N Griffin [55] (3039)	ARC-2R Archer [70] (3039)	LGB-7Q Longbow [85] (3058U-I)
3	STG-3R Stinger [20] (3039)	SHD-2H Shadow Hawk [55] (3039)	MAD-3R Marauder [75] (3039)	STK-3F Stalker [85] (3039)
4	WSP-3L Wasp [20] (3085)	HUR-W0-R4O Huron Warrior [50] (3055U)	WHM-4L Warhammer [70] (3085-PP)	BNC-3Mr Banshee [95] (3085-ONN)
5	LCT-5V Locust [20] (3085-PP)	SNK-2Br Snake [45] (3085-ONN)	TSG-9H Ti Ts'ang [60] (3060)	GOL-3L Goliath [80] (3085)
6	D9-G9 Duan Gung [25] (3060)	SYU-2B Sha Yu [40] (3067)	PEN-2MAF Penthesilea [75] (3085)	VTR-10L Victor [80] (3050U-I)
7	WSP-7MAF Wasp [20] (3085-PP)	PXH-4W Phoenix Hawk [45] (3085-PP)	KSC-5MC Koschei [65] (3075)	LGB-12C Longbow [85] (3085-PP)
8	ABS-3T Anubis [30] (3067)	SHD-7M Shadow Hawk [55] (3085-PP)	MAD-5L Marauder [75] (3085-PP)	Y-H9GB Yu Huang [90] (3060)
9	RVN-4L Raven [35] (3050U-I)	VND-3Lr Vindicator [45] (3085-ONN)	CPLT-C5A Catapult [65] (3085-ONN)	BLR-4L BattleMaster [85] (3085-PP)
10	ABS-4C Anubis [30] (3067)	MHL-6MC Marshal [55] (3060)	CRD-8L Crusader [65] (3085-PP)	XNT-4O Xanthos [100] (3075)
11	STG-6L Stinger [20] (3085-PP)	SHD-2Hb Shadow Hawk [55] (Klondike)	CTF-3LL Cataphract [70] (3050U-I)	LGB-14C Longbow [85] (3085-PP)
12	MEB-9 Ebony [35] (3085)	EYK-45A Eyleuka [55] (3075)	PEN-2H Penthesilea [75] (3085)	TR-XL Trebaruna [95] (3085)
13	DOL-1A1 Dola [30] (Proto)	CAL-1MAF Calliope [40] (3145)	LHU-3L Lao Hu [75] (3067)	EMP-6A Emperor [90] (3058U-C)
14	D9-G10 Duan Gung [25] (3060)	AGT-1A Agrotera [50] (3145)	TSG-9J Ti Ts'ang [60] (3060)	STK-3Fb Stalker [85] (Klondike)
15	ABS-5Y Anubis [30] (3145)	EYK-45B Eyleuka [55] (3075)	THR-C4 Thunder [70] (Proto)	XNT-5O Xanthos [100] (3075)
16	MEB-10 Ebony [35] (3085)	OSP-26 Osprey [55] (3085)	CTF-4L Cataphract [70] (3050U-I)	Y-H11G Yu Huang [90] (3060)
17	RVN-4Lr Raven [35] (3085-ONN)	MS1-O Men Shen* [55] (3060)	ARC-9M Archer [70] (3085-PP)	EMP-6L Emperor [90] (3058U-C)
18	GUN-2 Gùn* [20] (3145)	GRF-5L Griffin [55] (3085-PP)	LHU-4E Lao Hu [75] (3067)	PLG-5Z Pillager [100] (3058U-C)
19	DOL-1A2 Dola [30] (Proto)	SYU-6B Sha Yu [40] (3067)	WHM-5L Warhammer [70] (3085-PP)	STK-9A Stalker II [85] (3145)
20	Koshi [25] (3145)	Black Hawk [50] (3145)	TNZ-N1 Tian Zong [75] (3145)	Warhanmmer IIC 8 [80] (3085-PP)

TAURIAN CONCORDAT 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	LCT-1V Locust [20] (3039)	GRF-1N Griffin [55] (3039)	WHM-6R Warhammer [70] (3039)	LGB-0W Longbow [85] (3039)
3	WSP-1A Wasp [20] (3039)	GRF-1N Griffin [55] (3039)	MAD-3R Marauder [75] (3039)	VTR-9B Victor [80] (3039)
4	TR-A-1 Toro [35] (3075)	CLNT-2-3U Clint [40] (3050U-I)	BRM-5A Brahma [60] (3085)	BNC-3Mr Banshee [95] (3085-ONN)
5	LCT-5T Locust [20] (3085-PP)	B3-HND Bloodhound [45] (3067)	TDR-9T Thunderbolt [65] (3085-PP)	ZEU-9T Zeus [80] (3050U-I)
6	STG-5G Stinger [20] (3085-PP)	CLNT-3-3T Clint [40] (3050U-I)	OSR-5C Ostroc [60] (3085-PP)	LGB-8V Longbow [85] (3085-PP)
7	COM-2Dr Commando [25] (3085-ONN)	PXH-4W Phoenix Hawk [45] (3085-PP)	ARC-6W Archer [70] (3085-PP)	STK-5M Stalker [85] (3050U-I)
8	CVR-A1 Cadaver [30] (3145)	SHD-7M Shadow Hawk [55] (3085-PP)	WHD-11T Warhammer [70] (3085-PP)	BLR-10S2 BattleMaster [85] (3085-PP)
9	LCT-5V Locust [20] (3085-PP)	GRF-4N Griffin [55] (3085-PP)	BRM-5B Brahma [60] (3085)	EMP-6A Emperor [90] (3058U-C)
10	STG-5T Stinger [20] (3085-PP)	STY-3Dr Starslayer [50] (3085-ONN)	TDR-5Sb Thunderbolt [65] (3075)	ALB-3Ur Albatross [95] (3085-ONN)
11	CVR-A1 Cadaver [30] (3145)	ASN-23 Assassin [40] (3050U-I)	MAD-2R Marauder [75] (3075)	EMP-6A Emperor [90] (3058)
12	COM-4H Commando [25] (3050U-I)	ENF-4R Enforcer [50] (3039)	BRM-5B Brahma [60] (3085)	Y-H9G Yu Huang [90] (3060)
13	CVR-A1 Cadaver [30] (3145)	MHL-2L Marshal [55] (3060)	WHM-10T Warhammer [70] (3085-PP)	DVS-1D Devastator [100] (3058U-I)
14	COM-2Dr Commando [25] (3085-ONN)	PXH-4W Phoenix Hawk [45] (3085-PP)	WHD-6Rb Warhammer [70] (3075)	BNC-3Mr Banshee [95] (3085-ONN)
15	TR-A-6 Toro [35] (3075)	Black Hawk [50] (3145)	BRM-5A Brahma [60] (3085)	AS7-K2 Atlas [100] (3085)
16	Koshi [25] (3145)	CN9-Ar Centurion [50] (3085-ONN)	MAD-2R Marauder [75] (3075)	LGB-13C Longbow [85] (3085-PP)
17	WSP-7MAF Wasp [20] (3085-PP)	STY-3Dr Starslayer [50] (3085-ONN)	BRM-5B Brahma [60] (3085)	T-IT-N11M Grand Titan [100] (3055U)
18	WLF-1 Wolfhound [35] (3039)	Black Hawk 3 [50] (3145)	Vulture Mk IV* [60] (3145)	MR-V2 Cerberus [95] (3055U)
19	ABL-3L Anubis [30] (3067)	GRF-6S Griffin [55] (3085-PP)	HD-2F Hound [70] (3145)	HWK-4F HawkWolf [80] (3145)
20	Koshi [25] (3145)	Stalking Spider II [45] (3145)	Vulture Mk IV* [60] (3145)	AS7-K2 Atlas [100] (3085)

PERIPHERY (GENERAL) 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	ED-X2M Crosscut MOD [30] (Vehicle)	BC XV-M Buster MOD [50] (Vehicle)	RFL-3N Rifleman [60] (3039)	CGR-1A1 Charger [80] (3039)
3	LCT-1V Locust [20] (3039)	QUA-51T Quasit MilitiaMech [45] (3075)	TDR-5S Thunderbolt [65] (3039)	VTR-9B Victor [80] (3039)
4	STG-3R Stinger [20] (3039)	DV-1S Dervish [55] (JSBD)	WHM-6R Warhammer [70] (3039)	ZEU-6S Zeus [80] (3039)
5	WSP-1A Wasp [20] (3039)	GLD-1R Gladiator [55] (3075)	MAD-3R Marauder [75] (3039)	AWS-8Q Awesome [80] (3039)
6	TR-A-1 Toro [35] (3075)	CLNT-3-3T Clint [40] (3050U-I)	OSR-5C Ostroc [60] (3085-PP)	LGB-0W Longbow [85] (3039)
7	LCT-1V2 Locust [20] (3085-PP)	GRF-1N Griffin [55] (3039)	HRC-LS-9000 Hercules [70] (3055U)	STK-3F Stalker [85] (3039)
8	COM-4H Commando [25] (3050U-I)	CN9-Ar Centurion [50] (3085)	ARC-6W Archer [70] (3085-PP)	AWS-9M Awesome [80] (3050U-I)
9	LDT-1 Brigand [25] (3067)	PXH-4W Phoenix Hawk [45] (3085-PP)	TDR-9T Thunderbolt [65] (3085-PP)	STK-5M Stalker [85] (3050U-I)
10	STG-5R Stinger [20] (3085-PP)	KW1-LH2 Lineholder [55] (3058U-I)	KSC-5MC Koschei [65] (3075)	AWS-9Q Awesome [80] (3050U-I)
11	COM-2Dr Commando [25] (3085-ONN)	VT-5M Vulcan [40[(3050U-I)	WHD-6Rb Warhammer [70] (3075)	VTR-9K Victor [80] (3050U-I)
12	WSP-8T Wasp [20] (3085-PP)	SHD-7M Shadow Hawk [55] (3085-PP)	MAD-2R Marauder [75] (3075)	LGB-13C Longbow [85] (3085-PP)
13	CVR-A1 Cadaver [30] (3145)	DV-6Mr Dervish [55] (3085-ONN)	CPLT-C5A Catapult [65] (3085-ONN)	AS7-K Atlas [100] (3050U-I)
14	FS9-H Firestarter [35] (3050U-I)	GRF-4N Griffin [55] (3085-PP)	PEN-2H Penthesilea [75] (3085)	HGN-732 Highlander [90] (3050U-C)
15	LCT-5T Locust [20] (3085-PP)	ICR-2S Icarus II [40] (3075)	MLN-1C Merlin [60] (3058U-I)	HWK-4F Hawk Wolf [80] (3145)
16	STM-R1 Storm Raider [35] (3145)	CNS-5M Cronus [55] (3067)	TDR-5Sb Thunderbolt [65] (Klondike)	AS7-Dr Atlas [100] (3085)
17	PNT-10K2 Panther [35] (3085)	GST-11 Ghost [50] (3085)	WHM-8D Warhammer [70] (3085-ONN)	EMP-6A Emperor [90] (3058U-I)
18	BZK-D1 Hollander III [35] (3145)	SCP-10M Scorpion [55] (3085-PP)	ON1-MA Orion [75] (3050U-I)	XNT-4O Xanthos [100] (3075)

CAPELLAN CONFEDERATION VEHICLES

Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Cavalry [25] (3058U-I)	Regulator (RAC) [45] (3058U-I)	Brutus (HPPC) [75] (3085-ONN)	Ontos (3053) [95] (3058U-I)
3	Minion (TAG) [20] (3067)	Hetzer Assault Gun [40] (3039)	Bulldog [60] (3039)	Demolisher [80] (3039)
4	Scorpion (Minesweeper) [25] (Proto)	Sheriff Infantry Support [50] (3145)	Po [60] (3058U-I)	Partisan Air Defense (Cell) [80] (3085-ONN)
5	Scorpion [25] (3039)	Maxim [50] (3039)	Zhukov [75] (3058U-I)	Ontos (MML) [95] (3085-ONN)
6	Crow (Export) [15] (3075)	Regulator [45] (3058U-I)	Manticore [60] (3039)	Schrek PPC Carrier (Armor) [80] (3085-ONN)
7	Pegasus (3058) [35] (3058U-I)	Hetzer Assault Gun (LB-X) [40] (3058U-I)	Po (LB-X) [60] (3058U-I)	Demolisher [80] (3039)
8	Sprint (10) (3058U-I)	Danai Support Vehicle [45] (3075)	Zhukov (Liao) [75] (3085-ONN)	Heavy LRM Carrier [80] (3060)
9	Tamerlane Strike Sled [20] (3075)	Vedette (Cell) [50] (3085-ONN)	Po HV [60] (Proto)	Behemoth II [100] (3145)
10	Cavalry [25] (3058U-I)	Shun Transport VTOL [40] (3145)	Zhan Heavy Transport [65] (3145)	Heavy MML Carrier [80] (3060)
11	Tufana (iNarc) [35] (3085)	Predator Tank Destroyer [45] (3145)	LRM Carrier	Demolisher (Gauss) [80] (3058U-I)
12	Warrior S-9 [21] (Proto)	Regulator (Arrow IV) [45] (3058U-I)	Po II [60] (3085)	Behemoth II (Fire Support) [100] (3145)
13	Luduan Scout Vehicle [25] (3145)	Regulator II [50] (3085)	Pixiu Heavy Tank [70] (3145)	Demolisher (Gauss) [80] (3058U-I)
14	Yasha [30] (3085)	Myrmidon Type 2 [40] (3060)	Pike Support Vehicle (RAC) [60] (3058U-I)	Demolisher (Arrow IV) [80] (3058U-I)
15	Nisos Attack WiGE [35] (3145)	Regulator II (Stealth) [50] (3085)	Manticore (HPPC) [60] (3085-ONN)	Arrow IV Assault Vehicle [80] (3145)
16	Yasha (Spectre) [30] (3085)	R10 Mechanized ICV* [45] (3145)	Po II (Arrow IV) [60] (3085)	DI Morgan [100] (3075)
17	Asshur Artillery Spotter [20] (3060)	Regulator II [50] (3085)	Moltke M1 [75] (3085)	Kelswa Assault [95] (3145)
18	Kite Recon Vehicle [30] (3145)	Joust BE701[40] (3085)	Pike Support Vehicle (Clan) [60] (3058U-I)	Morrigu [80] (3067)
19	Anat APC [25] (3145)	Bellona [45] (3085)	Axel IIC [65] (3058U-I)	Paladin Defense System [80] (3145)
20	Skadi [30] (3145)	Ku [50] (3060)	Athena [75] (3060)	Mars Assault Vehicle [100] (3060)

DRACONIS COMBINE VEHICLES

Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	APC (Hover) [10] (3039)	Turhan (C3) [50] (3075)	MRM Carrier [60] (3058U-I)	Ontos [95] (3039)
3	J. Edgar [25] (3039)	Shillelagh [40] (3145)	Bulldog (AC2) [60] (3039)	Demolisher [80] (3039)
4	Pegasus (MRM) [35] (3058U-I)	Giggins (Fire Support) [40] (3085)	Bulldog [60] (3039)	NK-1C Narukami [90] (3145)
5	Scorpion [25] (3039)	Vedette (Cell) [50] (3085-ONN)	SRM Carrier [60] (3039)	Behemoth [100] (3039)
6	Crow (C3) [15] (3075)	Turhan [50] (3075)	Manticore [60] (3039)	Demolisher (MRM) [80] (3058U-I)
7	Scimitar Mk II [35] (3145)	Maxim (BA Factory) [35] (3058U-I)	Brutus (HPPC) [75] (3085-ONN)	Schrek (Armor) [80] (3085-ONN)
8	Pegasus (3058) [35] (3058U-I)	Condor [50] (3039)	Po (LB-X) [60] (3058U-I)	Behemoth (Kurita) [100] (3058U-I)
9	Crow (Export) [15] (3075)	Vedette (NETC) [50] (3058U-I)	Manticore (C3S) [60] (3058U-I)	Partisan (Cell) [80] (3085-ONN)
10	Saracen Mk II [35] (3145)	Kamakiri [55] (3145)	Tokugawa [60] (3058U-I)	Schiltron* [80] (3060)
11	Tamerlane [20] (3075)	Maxim (I) [50] (3058U-I)	LRM Carrier [60] (3039)	Demolisher (Gauss) [80] (3058U-I)
12	Saladin (LB-X) [35] (3058U-I)	Hiryo (MRM) [40] (3075)	Mamono [70] (3145)	JES II [95] (3085)
13	Cavalry [25] (3058U-I)	SM1A Tank Destroyer [50] (3075)	Kinnol [70] (3085)	NK-1C Narukami [90] (3145)
14	Saladin Mk II [35] (3145)	Maxim Mk II [50] (3085)	SM2 Heavy Artillery Vehicle [75] (3145)	Behemoth II [100] (3145)
15	Pegasus (X-Pulse) [35] (Proto)	Joust BE701 [40] (3085)	Manticore (HPPC) [60] (3085-ONN)	DI Schmitt [80] (3145)
16	Yasha [30] (3085)	SM1 Tank Destroyer [50] (3075)	Tokugawa (Streak) [60] (3058U-I)	Schiltron* [80] (3060)
17	Svantovit [35] (3060)	Cizin [45] (3145)	Ishtar [65] (3060)	Heimdall* [95] (3067)
18	Balac (LRM) [25] (3085)	Joust BE700 [40] (3085)	Sekhmet [65] (3145)	Morrigu [80] (3067)
19	Asshur [20] (3060)	Shi Kamakiri [55] (3145)	JES III [60] (3145)	Demolisher (Clan) [80] (3058U-I)
20	Kite [30] (3145)	Hachiman [50] (3060)	Shoden (Streak) [70] (3067)	Menhit Support Tank [80] (3145)

FEDERATED SUNS VEHICLES

Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Darter (ECM) [13] (3075)	Ranger VV1 [45] (3085)	LRM Carrier [60] (3039)	Behemoth [100] (3039)
3	Marten [15] (3145)	JES I [50] (3075)	AC/2 Carrier (LB-X) [60] (3058U-I)	Partisan (LRM) [80] (3085-ONN)
4	Ripper (Light PPC) [10] (3050U-C)	Condor [50] (3039)	Brutus (HPPC) [75] (3085-ONN)	Heavy NLRM Carrier [80] (Proto)
5	JI2A1 [25] (3145)	Hetzer [40] (3039)	Morningstar [60] (3067)	Fury [80] (3050U-C)
6	Striker (3053) [35] (3058U-C)	Vedette (Cell) [50] (3085-ONN)	Manticore (RAC) [60] (3058U-I)	Challenger XV [90] (Proto)
7	Minion (Gauss) [20] (3067)	Musketeer [50] (3067)	Patton (Ultra) [65] (3058U-I)	Partisan (Quad RAC) [80] (3058U-I)
8	Scorpion (LAC) [25] (3085-ONN)	Myrmidon (Anti-Infantry) [40] (Proto)	Pilum (Arrow IV) [70] (3058U-I)	Ajax* [90] (3067)
9	Pandion [20] (3085)	Goblin II [45] (3058U-I)	Typhoon (RAC) [70] (3058U-I)	Glory [85] (3067)
10	Ferret (Armor) [5] (3039)	Condor (Laser) [50] (3058U-I)	Rommel (Gauss) [65] (3058U-I)	DI Schmitt [80] (3145)
11	Yellow Jacket (RAC) [30] (3058U-I)	Hasek [40] (3145)	Manteuffel* [70] (3067)	Glory (Light Gauss) [85] (3067)
12	Fox (VSP) [20] (3085)	JES I (3082) [50] (3085)	Hanse [75] (3145)	Sniper [80] (3145)
13	Pegasus (3058) [35] (3058U-I)	Musketeer (3080) [50] (3067)	Kinnol [70] (3085)	JES II (Ammo) [95] (3085)
14	Cavalry [25] (3058U-I)	Sortek [45] (3145)	Manticore (HPPC) [60] (3085-ONN)	DI Morgan [100] (3075)
15	Striker (3061) [35] (3058U-I)	Zibler [55] (3145)	Pilum [70] (3058U-I)	Ajax* [90] (3067)
16	Hawk Moth II [25] (3145)	Ranger VV22 [45] (3085)	Typhoon (LB-X) [70] (3058U-I)	Schiltron* [80] (3060)
17	Skulker Mk 2 [20] (Proto)	Goblin (Sealed) [45] (3085-ONN)	JES III [60] (3145)	Challenger XI [90] (3058U-I)
18	Balac (LRM) [25] (3085)	Joust BE700 [40] (3085)	Axel IIC [65] (3058U-C)	Morrigu (Laser) [80] (3067)
19	Gossamer [25] (3145)	Fulcrum (Hybrid) [50] (Proto)	Ishtar [65] (3060)	Demolisher (Clan) [80] (3058U-I)
20	Skanda [35] (3145)	SM1 [50] (3075)	Sekhmet [65] (3145)	Mars [100] (3060)

FREE WORLDS LEAGUE VEHICLES

Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	J. Edgar (TAG) [25] (3058U-I)	Phalanx [40] (Proto)	Zhukov [75] (3058U-I)	Behemoth [100] (3039)
3	Harasser Missile Platform [25] (3039)	Vedette (LB-X) [50] (3058U-I)	Manticore [60] (3039)	Rhino Tank [80] (3050U-C)
4	Galleon GAL-100 [30] (3058U-I)	Hetzer Assault Gun [40] (3039)	SRM Carrier [60] (3039)	Ontos [95] (3039)
5	Cavalry [25] (3058U-I)	Vedette (Ultra) (50) (3058U-I)	Bulldog [60] (3039)	Partisan [80] (3039)
6	Main Gauche [30] (3067)	JES I Tactical Missile Carrier [50] (3075)	Po [60] (3058U-I)	Schrek PPC Carrier (Armor) [80] (3085-ONN)
7	Galleon GAL-102 [30] (3058U-I)	Myrmidon [40] (3060)	Brutus [75] (3058U-I)	Ontos (3053) [95] (3058U-I)
8	Pegasus (3058) [35] (3058U-I)	Maxim (Fire Support) [50] (3058U-I)	Po (Lt. Gauss) [60] (3058U-I)	Heavy LRM Carrier [80] (3060)
9	Main Gauche (XL) [30] (3067)	Vedette (Cell) [50] (3085-ONN)	Kinnol [70] (3085)	Ontos (MML) [95] (3085-ONN)
10	Hawk Moth [25] (3060)	Partisan AA Vehicle [50] (3145)	LRM Carrier [60] (3039)	Partisan Air Defense (Cell) [80] (3085-ONN)
11	Tufana [35] (3085)	Vedette (Lt. Gauss) [50] (3058U-I)	Zhukov (Liao) [75] (3085-ONN)	Ontos (MML) [95] (3085-ONN)
12	*See FWL States Sub-table*	*See FWL States Sub-table*	*See FWL States Sub-table*	*See FWL States Sub-table*
13	Main Gauche (C3) [30] (3067)	Stygian [40] (3067)	Moltke M1 [75] (3085)	J.E.S. II Strategic Missile Carrier [95] (3085)
14	Yasha [30] (3085)	Condor (Upgrade) [50] (3075)	Thumper Artillery Vehicle (TAV-1) [60] (3075)	Bulwark Assault Vehicle [85] (3145)
15	*See FWL States Sub-table*	*See FWL States Sub-table*	*See FWL States Sub-table*	*See FWL States Sub-table*
16	Scimitar Mk. II [35] (3145)	Maxim Mk. II [50] (3085)	Brutus (HPPC) [75] (3085-ONN)	Behemoth II (Fire Support) [100] (3145)
17	MHI Hawk Moth II [25] (3145)	J.E.S. I Missile Carrier (3082) [50] (3085)	Manticore (HPPC) [60] (3085-ONN)	DI Morgan [100] (3075)
18	Balac (LRM) [25] (3085)	Condor (Upgrade Laser) [50] (3075)	Thumper Artillery Vehicle (Angel) [60] (Proto)	Carnivore (Second Line) [80] (3085)
19	Asshur Artillery Spotter [20] (3060)	Joust BE701[40] (3085)	J.E.S. III Missile Carrier [60] (3145)	Morrigu [80] (3067)
20	Balac [25] (3085)	Bellona [45] (3085)	Axel IIC [65] (3058U-I)	Mars Assault Vehicle [100] (3060)

FREE WORLDS LEAGUE STATES SUB-TABLE

Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
Free Worlds Guards and Atrean Dragoons				
12	Cavalry (TAG) [25] (3058U-I)	Phalanx [40] (Proto)	LRM Carrier (3055) [60] (3058U-I)	Demolisher (Gauss) [80] (3058U-I)
15	Hawk Moth (Thunderbolt) [25] (3060)	R10 Mechanized ICV* [45] (3145)	Bardiche Strike Tank [70] (3145)	Sniper Artillery Vehicle [80] (3145)
Silver Hawk Irregulars, Covenant Guards, and Loyalty Defenders				
12	Cavalry (TAG) [25] (3058U-I)	Musketeer [50] (3067)	LRM Carrier (3055) [60] (3058U-I)	Behemoth (Kurita) [100] (3058U-I)
15	Hawk Moth (Thunderbolt) [25] (3060)	R10 Mechanized ICV*[45] (3145)	Patton (Ultra) [65] (3058U-I)	Sniper Artillery Vehicle [80] (3145)
Clan Protectorate Clusters				
12	Red Kite Attack [25] (3145)	R10 Mechanized ICV* [45] (3145)	Pike Support Vehicle (Clan) [60] (3058U-I)	Carnivore ([80] (3085)
15	Kite Recon Vehicle) [30] (3145)	Cizin (45) (3145)	Athena [75] (3060)	Morrigu [80] (3067)
Ducal Guard, Oriente Hussars, Orloff Grenadiers, and Steel Guard				
12	Yasha (Spectre) [30] (3085)	Phalanx [40] (Proto)	LRM Carrier (3055) [60] (3058U-I)	Ontos (Lt. Gauss) [95] (3058U-I)
15	Red Kite Attack [25] (3145)	R10 Mechanized ICV* [45] (3145)	Bardiche Strike Tank [70] (3145)	DI Morgan (LRM) [100] (3075)
Rim Commonality Guard				
12	Tamerlane Strike Sled 2 [20] (3075)	Drillson (Streak) [50] (3058U-I)	Bardiche Strike Tank [70] (3145)	Partisan Air Defense (LRM) [80] (3085-ONN)
15	Aeron (BAP) [25] (3085)	R10 Mechanized ICV* [45] (3145)	Moltke M2 [75] (3085)	DI Schmitt [80] (3145)
Tamarind Regulars				
12	Mantis (15) (3060)	Glaive [45] (3067)	Winston Tank [70] (3085)	Schiltron Mobile Fire-Support Platform* [80] (3060)
15	Minion (TAG) [20] (3067)	R10 Mechanized ICV* [45] (3145)	Bardiche Strike Tank [70] (3145)	Paladin Defense System [80] (3145)
Duchy of Andurien				
12	Aeron [25] (3085)	Regulator [45] [3058U-IS}	Moltke M3 [75] (3085)	Heavy MML Carrier [80] (3060)
15	Tamerlane Strike Sled [20] (3075)	Danai Support Vehicle [45] (3075)	Po II [60] (3085)	Demolisher (Arrow IV) [80] (3058U-I)
Regulan Fiefs				
12	Thang-ta APC [10] (3145)	Hetzer Assault Gun (LB-X) [40] (3058U-I)	Merkava Mk.IX [75] (3075)	Demolisher II [100] (3060)
15	Tufana (iNarc) [35] (3085)	Drillson (Streak) [50] (3058U-I)	Moltke M3 [75] (3085)	Kelswa [95] (3145)
Independent/Lesser Former League States				
12	Aeron (BAP) [25] (3085)	Glaive [45] (3067)	LRM Carrier (3055) [60] (3058U-I)	Partisan Air Defense (LRM)
15	Saxon APC [35] (3085)	Fulcrum II [50] (3058U-I)	Moltke M2 [75] (3085)	DI Schmitt [80] (3145)

LYRAN COMMONWEALTH VEHICLES

Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Centipede Scout Car (TAG) [20] (3058U-I)	Hetzer Assault Gun (LB-X) [40] (3058U-I)	Typhoon [70] (3058U-I)	Fortune (Thunderbolt) [80] (3085-ONN)
3	Warrior H-7 [21] (3039)	Glaive [45] (3067)	SRM Carrier (C3) [60] (3058U-I)	Demolisher [80] (3039)
4	Packrat LPRV PKR-T5 [20] (3039)	Schildkröte Line Tank [50] (3145)	Patton [65] (3039)	Ontos [95] (3039)
5	Hunter [35] (3039)	Vedette (NETC) [50] (3058U-I)	Rommel [65] (3039)	Sturmfeur [85] (3039)
6	Scorpion (LAC) [25] (3085-ONN)	Drillson [50] (3039)	Merkava Mk.IX [75] (3075)	Demolisher II (MML) [100] (3085-ONN)
7	Hunter (3054) [35] (3058U-I)	Fulcrum [50] (3058U-I)	Marsden II-A (LB-X) [60] (3075)	Fortune [80] (3067)
8	Savannah Master (5) (3039)	J.E.S. I Tactical Missile Carrier [50] (3075)	LRM Carrier (3055) [60] (3058U-I)	Partisan Air Defense (Cell) [80] (3085-ONN)
9	Saxon Hover APC [35] (3085)	Vedette (Cell) [50] (3085-ONN)	Manticore (3055) [60] (3058U-I)	Demolisher II [100] (3060)
10	Hunter (ERLL) [35] (3058U-I)	J.E.S. I Missile Carrier (3082) [50] (3085)	J.E.S. III Missile Carrier [60] (3145)	Sturmfeur (Hvy. Gauss) [35] (3058U-I)
11	Warrior H-10 [21] (3058U-I)	Drillson (Streak) [50] (3058U-I)	Patton (Ultra) [65] (3058U-I)	DI Morgan [100] (3075)
12	DI Multipurpose Light VTOL [25] (3145)	Maxim Mk. II (Shiloh) [50] (3085)	Kinnol [70] (3085)	Demolisher II (Thunderbolt) [100] (3060)
13	Warrior H-9 [21] (3058U-I)	Condor (Upgrade) [50] (3075)	Rommel (Gauss) [65] (3058U-I)	DI Morgan (Gauss) [100] (3075)
14	Hunter (Assault) [35] (3058U-I)	Bishop Transport VTOL [50] (3145)	Manticore II [70] (3145)	Fensalir [80] (3085)
15	Yellow Jacket [30] (3058U-I)	Vedette V7 [50] (Proto)	Manteuffel* [70] (3067)	Gürteltier [100] (3085)
16	Tufana [35] (3085)	Condor (Upgrade Laser) [50] (3075)	Marksman Artillery Tank (LPPC) [65] (3050U-C)	DI Schmitt [80] (3145)
17	Winterhawk APC [20] (3145)	Fulcrum III [50] (3085-ONN)	Rommel (Howitzer) [65] (Proto)	Kelswa [95] (3145)
18	Balac (LRM) [25] (3085)	Maxim (Clan) [50] (3058U-I)	Athena [75] (3060)	Fensalir (HAG) [80] (3085)
19	Kite Recon Vehicle [30] (3145)	Bandit Mk. II [50] (Proto)	Axel IIC [65] (3058U-I)	Heimdall* [95] (3067)
20	Shamash Recon Vehicle (11) (3060)	Garuda [40] (Proto)	Athena [75] (3060)	Carnivore [80] (3085)

REPUBLIC OF THE SPHERE VEHICLES

Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Fox (VSP) [20] (3085)	Prowler (RAF) [55] (3085)	AC/2 Carrier (LB-X) [60] (3058U-I)	Behemoth II [100] (3145)
3	Minion (TAG) [20] (3067)	Giggins (Fire Support) [40] (3085)	Tokugawa [60] (3058U-I)	Marksman M1 [95] (3085)
4	Saxon [35] (3075)	Ranger VV1 [45] (3085)	MHI Defense AA [60] (3145)	Trajan [85] (3085)
5	Shandra [25] (3145)	Cardinal [50] (3145)	Thumper TAV-1 [60] (3075)	Rhino [80] (3050U-C)
6	Mantis (ECCM) [15] (3060)	Giggins [40] (3085)	Brutus (HPPC) [75] (3085-ONN)	Schrek (Armor) [80] (3085-ONN)
7	Gossamer [25] (3145)	Demon [45] (3085)	Burke (Royal) [75] (Klondike)	Demolisher (Gauss) [80] (3058U-I)
8	Chevalier (MML) [35] (3060)	Padilla [75] (3058U-C)	Zhukov (Liao) [75] (3085-ONN)	Partisan (Quad RAC) [80] (3058U-I)
9	Hawk Moth II [25] (3145)	JES I (3082) [50] (3085)	Kinnol [70] (3085)	JES II [95] (3085)
10	Main Gauche (XL) [30] (3067)	Drillson (Streak) [50] (3058U-I)	Morningstar [60] (3067)	Schiltron* [80] (3060)
11	Cobra [30] (3075)	Regulator II [50] (3085)	Manticore (HPPC) [60] (3085-ONN)	DI Schmitt [80] (3145)
12	Yasha [30] (3085)	SM1 [50] (3075)	JES III [60] (3145)	Hexareme [90] (XTRRepublic)
13	Strix [35] (XTRRepublic)	Maxim Mk II [50] (3085)	Winston [70] (3085)	DI Morgan [100] (3075)
14	Yellow Jacket (Ammo) [30] (3058U-I)	Stygian (Armor) [40] (3067)	Tonbo [56] (3085)	Marksman M1A [95] (3085)
15	Lightning (ERML) [35] (3050U-C)	Scapha* [40] (3145)	Padilla [75] (3058U-C)	Gürteltier [100] (3085)
16	Cavalry (Infantry) [25] (3058U-I)	Joust BE700 [40] (3085)	Sekhmet [65] (3145)	Morrigu [80] (3067)
17	Balac [25] (3085)	Fulcrum II [50] (3058U-I)	Bolla* [60] (3085)	Demolisher (Clan) [80] (3058U-I)
18	Asshur [20] (3060)	Eldingar [50] (3085)	Ishtar (Gauss) [65] (3060)	Mars (XL) [100] (3060)

CLAN HELL'S HORSES VEHICLES

Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Zephyros (Turret) [25] (3085)	Hachiman [50] (3060)	Ishtar [65] (3060)	Mars [100] (3060)
3	Odin [20] (3060)	Thor (Clan) [55] (3050U-C)	Ishtar (Gauss) [65] (3060)	Huitzolopochtli [85] (3060)
4	Balac [25] (3085)	Aesir [55] (3145)	Oro [60] (3060)	Morrígú [80] (3067)
5	Svantovit [35] (3060)	Ares [40] (3060)	Ishtar [65] (3060)	Mars (ATM) [100] (3060)
6	Donar [21] (3060)	Epona* [50] (3060)	Sekhmet [65] (3145)	Carnivore (Second Line) [80] (3085)
7	Zephyros [25] (3085)	Enyo (ER Pulse) [55] (Prototypes)	Athena [75] (3060)	Mars [100] (3060)
8	Anat [25] (3145)	Bellona (Laser) [45] (3075)	Axel IIC [65] (3058U-I)	Demolisher (Clan) [80] (3058U-I)
9	Hephaestus Jump [35] (Prototypes)	Bellona [45] (3075)	Athena (HAG) [75] (3060)	Huitzolopochtli (AAA) [85] (3060)
10	Anhur (BA) [30] (3060)	Enyo (ER Pulse) [55] (Prototypes)	Ishtar (Gauss) [65] (3060)	Aithon [100] (Prototypes)
11	Hephae. Jump (AI) [35] (Prototypes)	Garuda [40] (Prototypes)	Ishtar [65] (3060)	Mars (ATM) [100] (3060)
12	Hephaestus* [30] (3067)	Ku (IFV) "Turhan II" [50] (3060)	Athena [75] (3060)	Aithon [100] (Prototypes)
13	Svantovit (ATM) [35] (3060)	Epona* [50] (3060)	Athena (HAG) [75] (3060)	Carnivore [80] (3085)
14	Donar (Support) [21] (3060)	Enyo [55] (3067)	Ishtar (Gauss) [65] (3060)	Mars (XL) [100] (3060)
15	Donar [21] (3060)	Hachiman [50] (3060)	Athena (HAG) [75] (3060)	Mars (XL) [100] (3060)
16	Anhur (BA) [30] (3060)	Ku (IFV) "Turhan II" [50] (3060)	Ishtar (Gauss) [65] (3060)	Heimdall* [95] (3067)
17	Hephaestus* [30] (3067)	Epona* [50] (3060)	Oro [60] (3060)	Mars (HAG) [100] (3060)

CLAN JADE FALCON VEHICLES

Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Balac (Spotter) [25] (3085)	Chalchiuhtotolin (Chemical) [50] (3085)	Oro [60] (3060)	Sniper Artillery [80] (3145)
3	Hadur Fast Support Vehicle [30] (3145)	Hasek [40] (3145)	Ishtar [65] (3060)	Demolisher (Clan) [80] (3058U-I)
4	Donar [21] (3060)	Sokar [50] (Proto)	Hanse MBT [75] (3145)	Huitzolopochtli [85] (3060)
5	Kite Reconnaisance Vehicle [30] (3145)	Cizin [45] (3145)	Oro [60] (3060)	Kelswa [95] (3145)
6	Skadi Swift Attack VTOL [30] (3145)	Chalchiuhtotolin [50] (3085)	Ishtar [65] (3060)	Demolisher (Clan) [80] (3058U-I)Kelswa Assault
7	Indra (BA) [35] (3060)	Cardinal Transport [50] (3145)	Athena [75] (3060)	Gurzil [80] (3145)
8	Skanda Light Tank [35] (3145)	Sokar [50] (Proto)	Ishtar (Gauss) [65] (3060)	Carnivore (HAG) [80] (3085)
9	Nacon Armored Scout [20] (3145)	Ares [40] (3060)	Oro [60] (3060)	Carnivore [80] (3085)
10	Asshur [20] (3060)	Hachiman [50] (3060)	Pike (Clan) [60] (3058U-I)	Demolisher (Clan) [80] (3058U-I)
11	MHI Hawk Moth 2 Gunship [25] (3145)	Ku (IFV) "Turhan II" [50] (3060)	SM2 Heavy Artillery Vehicle [75] (3145)	Mars [100] (3060)
12	MHI Amphibious APC [35] (3145)	Enyo [55] (3067)	Oro [60] (3060)	Sniper Artillery [80] (3145)

CLAN SEA FOX VEHICLES

Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Warrior H-9 [21] (3058U-I)	Bandit Mk. II [50] (Proto)	Manteuffel* [70] (3067)	Behemoth II [100] (3145)
3	Scimitar Mk. II [35] (3145)	Zephyr (Royal) [40] (3075)	Manticore (HPPC) [60] (3085-ONN)	Demolisher II [100] (3060)
4	Yasha [30] (3085)	Maxim (Clan) [50] (3058U-I)	Burke (Royal) [75] (Klondike)	Gürteltier [100] (3085)
5	Asshur Artillery Spotter [20] (3060)	Bandit (Clan)* [50] (3058U-I)	Shoden Assault Vehicle [70] (3067)	Demolisher (Clan) [80] (3058U-I)
6	Svantovit IFV (ATM) [35] (3060)	SM1 Tank Destroyer [50] (3075)	Axel IIC [65] (3058U-I)	Heimdall* [95] (3067)
7	Balac [25] (3085)	Joust BE700 [40] (3085)	Pike Support Vehicle (Clan) [60] (3058U-I)	Morrigu [80] (3067)
8	Shamash Recon Vehicle (11) (3060)	Hachiman [50] (3060)	Ishtar Tank [65] (3060)	Morrigu (Laser) [80] (3067)
9	Kite Recon Vehicle [30] (3145)	Tyr Infantry Support Vehicle [45] (3067)	Athena [75] (3060)	Mars Assault Vehicle (HAG) [80] (3067)
10	Odin Scout Vehicle [20] (3060)	Cardinal Transport VTOL [50] (3145)	Sekhmet Assault Vehicle (65) (3145)	Huitzolopachtli [85] (3060)
11	Skadi [30] (3145)	Cizin (45) (3145)	Oro (HAG) [60] (3060)	Mars Assault Vehicle (XL) [100] (3060)
12	Gossamer [25] (3145)	Garuda [40] (Proto)	SM2 Heavy Artillery Vehicle (75) (3145)	Heimdall* [95] (3067)

WOLF EMPIRE VEHICLES

Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Shamash [11] (3060)	Hachiman [50] (3060)	Oro [60] (3060)	Demolisher (Clan) [80] (3058U-I)
3	Donar (Recon) [21] (3060)	Maxim (Clan) [50] (3058U-I)	Pike (Clan) [60] (3058U-I)	Huitzolopochtli (AAA) [85] (3060)
4	Odin [20] (3060)	Chalchiuhtotolin [50] (3085)	SM2 Heavy Artillery [75] (3145)	Gurzil [80] (3145)
5	Svantovit [35] (3060)	Enyo (ER Pulse) [55] (Proto)	Oro (HAG) [60] (3060)	Carnivore (Second Line) [80] (3085)
6	Zorya (Ammo) [35] (3060)	Bandit (Clan)* [50] (3058U-I)	Axel IIC [65] (3058U-I)	Mars (HAG) [100] (3060)
7	Badger (Clan)* [30] (3058U-I)	Aesir AA Vehicle [55] (3145)	Pike (Clan) [60] (3058U-I)	Carnivore [80] (3085)
8	Zorya (ATM) [35] (3060)	Bandit (Clan)* [50] (3058U-I)	Ishtar [65] (3060)	Carnivore (HAG) [80] (3085)
9	Balac (LRM) [25] (3085)	Ares (Plasma) [40] (3060)	Athena [75] (3060)	Huitzolopochtli [85] (3060)
10	Skadi [30] (3145)	Ares [40] (3060)	Sekhmet [65] (3145)	Carnivore (HAG) [80] (3085)
11	Zorya [35] (3060)	Maxim (Clan) [50] (3058U-I)	Athena (HAG) [75] (3060)	Carnivore [80] (3085)
12	Donar [21] (3060)	Epona* [50] (3060)	Pike (Clan) [60] (3058U-I)	Demolisher (Clan) [80] (3058U-I)

RASALHAGUE DOMINION VEHICLES

Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Odin [20] (3060)	Bellona (Laser) [45] (3075)	Ishtar [65] (3060)	Morrígú [80] (3067)
3	Balac (LRM) [25] (3085)	Hachiman [50] (3060)	Shoden [70] (3067)	Morrígú (Laser) [80] (3067)
4	Donar (Recon) [21] (3060)	Ares (Plasma) [40] (3060)	Ishtar (Gauss) [65] (3060)	Mars (HAG) [100] (3060)
5	Odin (Spotter) [20] (3060)	Ares [40] (3060)	Oro [60] (3060)	Huitzolopochtli (AAA) [85] (3060)
6	Skadi [30] (3145)	Eldingar [50] (3085)	Vidar [75] (Proto)	Demolisher (Clan) [80] (3058U-I)
7	Kite Recon Vehicle [30] (3145)	Tyr [45] (3067)	Axel IIC [65] (3058U-I)	Mars (HAG) [100] (3060)
8	Skanda [35] (3145)	Hachiman (AAA) [50] (3060)	Axel IIC (XL) [65] (3058U-I)	Huitzolopochtli (AAA) [85] (3060)
9	Shamash (I) [11] (3085-ONN)	SM1 Tank Destroyer [50] (3075)	Oro (HAG) [60] (3060)	Huitzolopochtli [85] (3060)
10	Zorya (Ammo) [35] (3060)	Eldingar (Streak) [50] (3085)	Axel IIC [65] (3058U-I)	Mars [100] (3060)
11	Anhur [30] (3060)	Tyr [45] (3067)	Athena (HAG) [75] (3060)	Huitzolopochtli (AAA) [85] (3060)
12	Hephaestus* [30] (3067)	Bellona [45] (3075)	Athena [75] (3060)	Morrígú [80] (3067)

RAVEN ALLIANCE VEHICLES

Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Hunter [35] (3039)	Ku [50] (3060)	Po Heavy Tank [60] (3058U-I)	Schrek (Armor) [80] (3085-ONN)
3	Indra [35] (3060)	Vedette [50] (3039)	Axel IIC (XL) [65] (3058U-I)	Mars (ATM) [100] (3060)
4	Balac (LRM) [25] (3085)	Cizin [45] (3145)	Ishtar [65] (3060)	Mars [100] (3060)
5	Svantovit [35] (3060)	Tyr [45] (3067)	Nuberu 2 "Numantia" [60] (Proto)	Huitzolopochtli (AAA) [85] (3060)
6	Skanda [35] (3145)	Hachiman [50] (3060)	Axel IIC [65] (3058U-I)	Morrígú [80] (3067)
7	Gossamer [25] (3145)	Ares [40] (3060)	Oro (HAG) [60] (3060)	Mars (HAG) [100] (3060)
8	Donar [21] (3060)	Hachiman (AAA) [50] (3060)	Nuberu [60] (Proto)	Huitzolopochtli [85] (3060)
9	Zorya [35] (3060)	Hachiman (AAA) [50] (3060)	Oro (HAG) [60] (3060)	Morrígú (Laser) [80] (3067)
10	Donar (Recon) [21] (3060)	Ares [40] (3060)	Oro [60] (3060)	Huitzolopochtli (AAA) [85] (3060)
11	Odin [20] (3060)	Hachiman [50] (3060)	Athena [75] (3060)	Morrígú [80] (3067)
12	Asshur [20] (3060)	Enyo [55] (3067)	Rommel [65] (3039)	Heimdall* [95] (3067)

MERCENARY VEHICLES

Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Crow (Export) [15] (3075)	Light SRM Carrier [40] (3060)	Laser Carrier (Standard) [60] (3039)	Ontos (Standard) [95] (3039)
3	Warrior H-7 [21] (3039)	Myrmidon (Standard) [40] (3060)	Pike (Standard) [60] (3039)	SturmFeur (Standard) [85] (3039)
4	Scorpion (ML) [25] (3039)	Vedette (Standard) [50] (3039)	Manticore (Standard) [60] (3039)	Heavy LRM Carrier [80] (3060)
5	Tamerlane (RL) [20] (3075)	Condor [50] (3039)	LRM Carrier (3055 Upgrade) [60] (3058U-I)	Demolisher [80] (3039)
6	Scorpion (LRM) [25] (3039)	Maxim (Standard) [50] (3039)	Bulldog (Standard) [60] (3039)	Fortune (Standard) [80] (3067)
7	Hunter (3054 Upgrade) [35] (3058U-I)	Hetzer (LB-X) [40] (3058U-I)	Brutus [75] (3058U-I)	Ontos (Fusion) [95] (3039)
8	Scorpion (Standard) [25] (3039)	Musketeer (Standard) [50] (3067)	Manticore (3055 Upgrade) [60] (3058U-I)	Glory (Standard) [85] (3067)
9	Cavalry [25] (3058U-I)	JES I (3082 Upgrade) [45] (3085-ONN)	Patton (Ultra) [65] (3058U-I)	Partisan (Cell) [80] (3085-ONN)
10	Tamerlane 2 [20] (3075)	Stygian (Armor) [40] (3067)	Pilum (Standard) [70] (3058U-I)	Challenger Mk. XV [90] (Proto)
11	Warrior H-8 [21] (3058U-I)	Maxim Mk. II (Standard) [50] (3085)	Rommel (Gauss) [65] (3058U-I)	Demolisher II (Thunderbolt) [100] (3060)
12	Hunter (ERLL) [35] (3058U-I)	Zephyr (Standard) [40] (3050U-C)	Tokugawa (Standard) [60] (3058U-I)	JES II (Standard) [95] (3085)
13	Winterhawk APC [20] (3145)	Predator [45] (3145)	Brutus (PPC 2) [75] (3058U-I)	DI Morgan [100] (3075)
14	Striker (3061 Upgrade) [35] (3058U-I)	Vedette (Cell) [50] (3085-ONN)	Kinnol (Standard) [70] (3085)	Behemoth II [100] (3145)
15	Main Gauche (XL) [30] (3067)	Hasek MCV [40] (3145)	Marksman (Light PPC) [65] (3050U-C)	DI Schmitt [80] (3145)
16	Pegasus (3058 Upgrade) [35] (3058U-I)	Condor (Upgrade Laser) [50] (3058U-I)	Manticore (HPPC) [60] (3085-ONN)	Puma PAT-005b [95] (3075)
17	Nisos [35] (3145)	Cardinal [50] (3145)	Hanse [75] (3145)	DI Morgan (Gauss) [100] (3075)
18	Yellow Jacket (PPC) [30] (3058U-I)	Fulcrum III [50] (3085-ONN)	Burke (Royal) [75] (Klondike)	Behemoth II (Support) [100] (3145)
19	JI2A1 Attack APC [25] (3145)	R10 ICV* [45] (3145)	Zahn [65] (3145)	Bulwark [85] (3145)
20	Scimitar Mk,. II [35] (3145)	Zibler* [50] (3145)	JES III Missile Carrier [60] (3145)	Gürteltier (Standard) [100] (3085)

PERIPHERY (GENERAL) VEHICLES

Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Centipede (SRM) [20] (3058U-I)	Hetzer (AC/10) [40] (3039)	AC/2 Carrier (Standard) [60] (3039)	Partisan (Standard) [80] (3039)
3	Maultier (Standard) [15] (3058U-I)	Maxim (Standard) [50] (3039)	Bulldog (Standard) [60] (3039)	Ontos (Standard) [95] (3039)
4	Harasser Missile Platform [25] (3039)	Hetzer (Standard) [40] (3039)	Po (Standard) [60] (3058U-I)	SturmFeur (Standard) [85] (3039)
5	Galleon GAL-100 [30] (3058U-I)	Prowler (Succession Wars) [55] (3085)	SRM Carrier (Standard) [60] (3039)	Demolisher (MRM) [80] (3058U-I)
6	J. Edgar (Standard) [25] (3039)	Gladius (Standard) [40] (3060)	Laser Carrier (Standard) [60] (3039)	Heavy LRM Carrier [80] (3060)
7	Scorpion (Standard) [25] (3039)	Vedette (Standard) [50] (3039)	Pike (Standard) [60] (3039)	Demolisher (Standard) [80] (3039)
8	Hunter (Standard) [35] (3039)	Light SRM Carrier [40] (3060)	Manticore (Standard) [60] (3039)	Behemoth (Standard) [100] (3039)
9	Tamerlane (Standard) [20] (3075)	JES I (Standard) [50] (3075)	LRM Carrier (Standard) [60] (3039)	Demolisher (Gauss) [80] (3058U-I)
10	Plainsman (Standard) [35] (3058U-I)	Gladius (Mk. II) [40] (3060)	AC/2 Carrier (LB-X) [60] (3058U-I)	Schrek PPC Carrier (Armor) [80] (3085-ONN)
11	Pegasus (3058 Upgrade) [35] (3058U-I)	Goblin (Standard) [45] (3058U-I)	Manticore (3055 Upgrade) [60] (3058U-I)	Heavy NLRM Carrier [80] (Proto)
12	Main Gauche (Standard) [30] (3067)	Hetzer (LB-X) [40] (3058U-I)	Zhukov [75] (3058U-I)	JES II (Standard) [95] (3085)
13	Cyrano (ML) [30] (3050U-C)	JES I (3082 Upgrade) [50] (3085-ONN)	LRM Carrier (3055 Upgrade) [60] (3039)	Partisan (Cell) [80] (3085-ONN)
14	Plainsman (Streak) [35] (3058U-I)	Fulcrum [50] (3058U-I)	Zhukov (Liao) [75] (3085-ONN)	Ontos (3053 Upgrade) [95] (3058U-I)
15	Yellow Jacket [35] (3058U-I)	Vedette (Cell) [50] (3085-ONN)	Po (LB-X) [60] (3058U-I)	Demolisher II [100] (3060)

MAGISTRACY OF CANOPUS VEHICLES

Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Sprint (Standard) [10] (3058U-I)	Vedette [50] (3039)	SRM Carrier (Standard) [60] (3039)	Partisan (Standard) [80] (3039)
3	Centipede (SRM) [20] (3058U-I)	Regulator (RAC) [45] (3058U-I)	Manticore (Standard) [60] (3039)	Demolisher (Defensive) [80] (3039)
4	Sprint (Laser) [10] (3058U-I)	Hetzer (LB-X) [40] (3058U-I)	LRM Carrier (3055 Upgrade) [60] (3058U-I)	Ontos (Standard) [95] (3039)
5	Scorpion (ML) [25] (3039)	Regulator [45] (3058U-I)	Pike (Standard) [60] (3039)	Partisan (LRM) [80] (3085-ONN)
6	Tamerlane (Standard) [20] (3075)	Light SRM Carrier [40] (3060)	Po (Standard) [60] (3058U-I)	Schrek PPC Carrier (Armor) [80] (3085-ONN)
7	Scorpion (Standard) [25] (3039)	Vedette (Ultra) [50] (3058U-I)	Manticore (Standard) [60] (3039)	Heavy LRM Carrier [80] (3060)
8	Tamerlane (Flamer) [20] (3075)	Light SRM Carrier [40] (3060)	Po (LB-X) [60] (3058U-I)	Behemoth (Standard) [100] (3039)
9	Hunter (Standard) [35] (3039)	Vedette (Cell) [50] (3085-ONN)	Zhukov (Liao) [75] (3085-ONN)	Ontos (Light Gauss) [95] (3058U-I)
10	Pegasus (3058 Upgrade) [35] (3058U-I)	Maxim [50] (3039)	Po (Light Gauss) [60] (3058U-I)	Demolisher (Gauss) [80] (3058U-I)
11	Galleon GAL-102 [30] (3058U-I)	Regulator II [50] (3085)	Pike (RAC) [60] (3058U-I)	JES II (Standard) [95] (3085)
12	Aeron (BAP) [25] (3085)	Danai [45] (3075)	Po II [60] (3085)	Heavy MML Carrier [80] (3060)
13	Main Gauche [30] (3067)	Sherif [50] (3145)	Po II (Arrow IV) [60] (3085)	Arrow IV Assault vehicle [80] (3145)
14	Luduan [25] (3145)	Predator [45] (3145)	Pixiu [70] (3145)	Behemoth II [100] (3145)
15	Nisos [35] (3145)	Regulator II (Stealth) [50] (3085)	Mantiore (HPPC) [60] (3085-ONN)	Demolisher (Arrow IV) [80] (3058U-I)
16	Warrior S-9 [21] (Proto)	Shun [40] (3145)	Pike (Clan) [60] (3058U-I)	Behemoth II (Support) [100] 3145)

TAURIAN CONCORDAT VEHICLES

Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Gabriel (TDF) [5] (3050U-C)	Hetzer (LB-X) [40] (3058U-I)	Laser Carrier (Standard) [60] (3039)	Partisan (Standard) [80] (3039)
3	Centipede (SRM) [20] (3058U-I)	Prowler (Succession Wars) [55] (3085)	Manticore (Standard) [60] (3039)	Ontos (Standard) [95] (3039)
4	Maultier (Fusion) [15] (3058U-I)	Maxim (Standard) [50] (3039)	AC/2 Carrier (LB-X) [60] (3058U-I)	Demolisher (Standard) [80] (3039)
5	Cyrano (Standard) [30] (3050U-C)	JES I (3082 Upgrade) [45] (3085-ONN)	Po (Standard) [60] (3058U-I)	SturmFeur (Standard) [85] (3039)
6	Scorpion (Standard) [25] (3039)	Light SRM Carrier [40] (3060)	Patton (Ultra) [65] (3058U-I)	Heavy NLRM Carrier [80] (Proto)
7	Plainsman (Standard) [35] (3058U-I)	Vedette (Standard) [50] (3039)	LRM Carrier (3055 Upgrade) [60] (3058U-I)	Heavy LRM Carrier [80] (3060)
8	Hunter (Standard) [35] (3039)	Light SRM Carrier [40] (3060)	Manticore (LB-X) [60] (3058U-I)	Ontos (Light Gauss) [95] (3058U-I)
9	Pegasus (3058 Upgrade) [35] (3058U-I)	Prowler (Standard) [55] (3085)	Marksman (Light PPC) [65] (3050U-C)	Fortune (Standard) [80] (3067)
10	Cyrano (Plasma) [30] (3050U-C)	Regulator (Standard) [45] (3058U-I)	Rommel (Gauss) [65] (3058U-I)	Demolisher (Gauss) [80] (3058U-I)
11	Hunter (3054 Upgrade) [35] (3058U-I)	Lamprey Transport Helicopter [50] (3145)	Po (LB-X) [60] (3058U-I)	Behemoth (Standard) [100] (3039)
12	Plainsman (Scout) [35] (3058U-I)	Prowler (ECM) [55] (3085)	Rommel (Sealed) [65] (3085-ONN)	DI Morgan [100] (3075)
13	Garrot [30] (3145)	Light Thunderbolt Carrier [40] (3060)	Zhukov (Liao) [75] (3085-ONN)	JES II (Standard) [95] (3085)
14	J. Edgar (Kurita) [25] (3058U-I)	Vedette (Cell) [50] (3085-ONN)	Kinnol [70] (3085)	Behemoth II (Support) [100] (3145)
15	Plainsman (Streak) [35] (3058U-I)	Fulcrum [50] (3058U-I)	Manticore (HPPC) [60] (3085-ONN)	DI Morgan (Gauss) [100] [3075)
16	Yellow Jacket [35] (3058U-I)	Hetzer (LB-X) [40] (3058U-I)	Pike (RAC) [60] (3058U-I)	Behemoth II [100] (3145)

INNER SPHERE AND PERIPHERY BATTLE ARMOR

Roll	Capellan Confederation	Draconis Combine	Federated Suns	Free Worlds League
2	Salrilla* (Vehicle)	Void (DCA) (3145)	Tunnel Rat IV* (Vehicle)	Salrilla* (Vehicle)
3	IS Standard* (3058U-IS)	Kage (Vibro-Claw) (3058U-IS)	Sloth (Interdictor) (3085-ONN)	Gorilla "Falcata" (Vehicle)
4	Theseus (Support)* (3085-ONN)	Raiden* (3058U-IS)	Infiltrator Mk. II (Magnetic) (3085-ONN)	Achileus* (3058U-IS)
5	Longinus* (3058U-IS)	Raiden (Anti-Infantry) (3085-ONN)	PAB-28 (3145)	Longinus (Magnetic) (3085-ONN)
6	Theseus* (3075)	Void (Minelayer) (Proto)	Sea Fox (3145)	Leonidas* (3145)
7	IS Standard* (3058U-IS)	Kage* (3058U-IS)	Cavalier* (3058U-IS)	IS Standard* (3058U-IS)
8	Theseus (RL)* (3075)	Void (3075)	Cavalier* (3058U-IS)	Longinus* (3058U-IS)
9	Amazon* (3145)	Raiden* (3058U-IS)	Infiltrator Mk. II (3058U-IS)	Achileus* (3058U-IS)
10	Fa Shih* (3058U-IS)	Void (3075)	Fusilier (3145)	Ogre (3145)
11	Fa Shih (Support)* (3085-ONN)	Oni* (3145)	Hauberk (3075)	Phalanx-A (3075)
12	Ying Long* (3075)	Kanazuchi (Upgrade)* (3058U-IS)	Hauberk II (3075)	Kopis (Anti-Infantry) (3085-CE)
13	Shen Long* (3145)	Kanazuchi* (3058U-IS)	Grenadier* (3075)	Kopis (3085-CE)
14	Fa Shih (Support)* (3085-ONN)	Zou (3145)	Hauberk Commando (Proto)	Xiphos* (3145)
15	Shen Long* (3145)	Kishi (3145)	Grenadier (Hunter-Killer)* (3075)	Ogre (Interdictor) (3145)
16	Achileus* (3058U-IS)	Oni* (3145)	Fusilier (Upgrade) (3145)	Phalanx-A (3075)
17	Fa Shih (Support)* (3085-ONN)	Clan Medium "Rabid" (3075)	Clan Medium "Rabid" (3075)	Longinus* (3058U-IS)
18	Ying Long BC3 (XTRLiao)	Zou (C3) (3145)	Infiltrator Mk. II Coral Intent (XTRDavion)	Achileus* (3058U-IS)
Roll	**Lyran Commonwealth**	**Republic of the Sphere**	**Periphery (General)†**	**Mercenary**
2	Night Hawk Mk. XXI (3075)	Night Hawk Mk. XXI (3075)	Ailette (Vehicle)	Gladiator* (Vehicle)
3	Smoothdavid II (Vehicle)	Longinus* (3058U-IS)	Gorilla "Falcata" (Vehicle)	Smoothdavid II (Vehicle)
4	Smoothdavid III (Vehicle)	Achileus* (3058U-IS)	Tunnel Rat IV* (Vehicle)	Smoothdavid III (Vehicle)
5	Gray Death Scout (3058U-IS)	Angerona (Recon) (3085-CE)	Tunnel Rat IV* (Vehicle)	Tunnel Rat IV* (Vehicle)
6	Infiltrator Mk. I (3058U-IS)	Centaur (3145)	Infiltrator Mk. I (3058U-IS)	Infiltrator Mk. I (3058U-IS)
7	Gray Death Infiltrator* (3145)	Simian* (3145)	Asterion* (3075)	Gladiator-S (Proto)
8	Rottweiler (Close Combat) (3075)	Cavalier* (3058U-IS)	Asterion* (3075)	Sloth (Interdictor) (3085-ONN)
9	IS Standard* (3058U-IS)	Angerona (3085-CE)	Ravager (3085-CE)	Gray Death Scout (3058U-IS)
10	Fenrir* (3058U-IS)	Quirinus* (3145)	IS Standard* (3058U-IS)	IS Standard* (3058U-IS)
11	Gray Death Standard* (3058U-IS)	Purifier Adaptive* (3085-ONN)	Marauder (3145)	Gray Death Standard (3058U-IS)
12	Rottweiler (3075)	Grenadier* (3075)	Ravager (3085-CE)	Spectre (3145)
13	Fenrir II* (3145)	Taranis (3145)	Spectre (3145)	Longinus (Magnetic) (3085-ONN)
14	Gray Death Heavy (3085-ONN)	Hauberk (3075)	Asterion (Upgrade)* (3085-ONN)	Gray Death Infiltrator* (3145)
15	Gray Death Strike (Proto)	Infiltrator Mk. II (3058U-IS)	IS Standard* (3058U-IS)	Infiltrator Mk. II (Magnetic) (3085-ONN)
16	Sloth (Interdictor) (3085-ONN)	Kopis (3085-CE)	Theseus (RL)* (3075)	Marauder (3145)
17	Rottweiler (Firedrake) (3085-ONN)	Phalanx-A (3075)	Asterion (Upgrade)* (3085-ONN)	Cuchulainn (3145)
18	Rottweiler (Upgrade) (3075)	Clan Medium "Rabid" (3075)	Spectre (3145)	Black Wolf* (3145)

†Magistracy of Canopus rolls on Capellan Confederation table. All other Periphery realms roll on the Periphery (General) table.

CLAN BATTLE ARMOR

Roll	Clan Hell's Horses	Clan Jade Falcon	Clan Sea Fox
2	Gnome (LRM) (3085-ONN)	Constable* (3145)	Spectre (3145)
3	Golem (3075)	Resgate (Support) (Vehicle)	Resgate (Support) (Vehicle)
4	Resgate (Support) (Vehicle)	Elemental II (Proto)	Void (Nova Cat) (3075)
5	Constable* (3145)	Afreet (Interdictor) (3085-ONN)	Sylph (Enhanced) (Proto)
6	Golem (Fast Assault) (3075)	Elemental* (3058U-IS)	Clan Medium "Volk" (3075)
7	Elemental II (Proto)	Afreet (Jade Falcon) (3075)	Clan Medium (3075)
8	Elemental* (3058U-IS)	Salamander (3058U-IS)	Constable* (3145)
9	Buraq (Support) (3145)	Elemental* (3058U-IS)	Elemental II (Proto)
10	Gnome (3058U-IS)	Salamander (Anti-Infantry) (3058U-IS)	Thunderbird* (3085-CE)
11	Gnome (Upgrade) (3058U-IS)	Elemental (Fire)* (3085-ONN)	Elemental* (3058U-IS)
12	Buraq (3145)	Ironhold (3085-CE)	Elemental (Fire)* (3085-ONN)
13	Rock Golem (3075)	Ironhold (Fire) (3085-CE)	Elemental* (3058U-IS)
14	Gnome (LRM) (3085-ONN)	Elemental (Fire)* (3085-ONN)	Gnome (3058U-IS)
15	Buraq (Hunter-Killer) (3145)	Ironhold (Fire) (3085-CE)	Golem (3075-CE)
16	Ironhold (3085-CE)	Ironhold (3085-CE)	Warg (3085-CE)
17	Warg (3085-CE)	Rock Golem (3075)	Ironhold (3085-CE)
18	Ironhold (3085)	Rock Golem (3075)	Ironhold (3085-CE)
Roll	**Wolf Empire**	**Rasalhague Dominion**	**Raven Alliance**
2	Undine (3058U-IS)	Resgate (Support) (Vehicle)	Void (Nova Cat) (3058U-IS)
3	Undine (Upgrade) (3058U-IS)	Thunderbird* (3085-CE)	Aerie (3075)
4	Resgate (Support) (Vehicle)	Rogue Bear (Hybrid) (Proto)	Constable* (3145)
5	Salamander (Laser) (3058U-IS)	Clan Medium "Bär" (3075)	Spectre (3145)
6	Undine (Upgrade) (3058U-IS)	Kobold* (3075)	Spectre (3145)
7	Elemental (Headhunter) (3058U-IS)	Constable* (3145)	Sylph (Enhanced) (Proto)
8	Elemental* (3058U-IS)	Rogue Bear (3075)	Elemental (Space)* (3085-ONN)
9	Clan Medium "Rache" (3085-ONN)	Wraith (Anti-Infantry) (3145)	Sylph (3058U-IS)
10	Elemental II (Proto)	Golem (3075)	Sylph (Upgrade) (3058U-IS)
11	Black Wolf* (3145)	Elemental* (3058U-IS)	Afreet (3075)
12	Warg (3085-CE)	Golem (Support) (3085-ONN)	Elemental* (3058U-IS)
13	Elemental* (3058U-IS)	Wraith (3145)	Clan Medium "Rabid" (3075)
14	Elemental* (3058U-IS)	Elemental* (3058U-IS)	Elemental* (3058U-IS)
15	Warg (3085-CE)	Gnome (3058U-IS)	Thunderbird* (3085-CE)
16	Wraith (Anti-Infantry) (3145)	Golem (Support) (3085-ONN)	Golem (3075)
17	Ironhold (3085-CE)	Elemental (Headhunter) (3058U-IS)	Golem (Support) (3085-ONN)
18	Warg (3085-CE)	Gnome (3058U-IS)	Thunderbird* (3085-CE)

CLAN PROTOMECHS

Roll	Clan Hell's Horses
2	Centaur [5] (3060)
3	Harpy [2] (3060)
4	Hippogriff [8] (3145)
5	Orc 4 [4] (3075)
6	Harpy 4 [2] (3060)
7	Orc [4] (3075)
8	Orc 3 [4] (3075)
9	Minotaur 2 [9] (3060)
10	Hydra [6] (3060)
11	Procyon (Quad) [6] (Prototypes)
12	Orc 2 [4] (3075)
13	Orc [4] (3075)
14	Minotaur P2 [9] (Prototypes)
15	Minotaur [9] (Prototypes)
16	Hydra [6] (3060)
17	Minotaur [9] (Prototypes)
18	Hydra 2 [6] (3060)
19	Svartalfa [14] (Prototypes)
20	Svartalfa 2 [14] (Prototypes)
21	Procyon (Quad) [6] (Prototypes)
22	Procyon (Quad) [6] (Prototypes)
Roll	**Raven Alliance**
2	Satyr [4] (3060)
3	Satyr 4 [4] (3060)
4	Chrysaor [6] (3075)
5	Roc 4 [7] (3060)
6	Cecerops [3] (3075)
7	Chrysaor 2 [6] (3075)
8	Cecerops 2 [3] (3075)
9	Gorgon 3 [8] (3060)
10	Chrysaor [6] (3075)
11	Hippogriff [8] (3145)
12	Roc 2 [7] (3060)
13	Gorgon [8] (3060)
14	Chrysaor 2 [6] (3075)
15	Roc [7] (3060)
16	Hippogriff [8] (3145)
17	Gorgon 3 [8] (3060)
18	Roc [7] (3060)
19	Gorgon [8] (3060)
20	Minotaur [9] (3060)
21	Hippogriff [8] (3145)
22	Hippogriff [8] (3145)

CAPELLAN CONFEDERATION AEROSPACE

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	SPR-6D Sparrowhawk [30] (3039)	LTN-G16L Lightning [50] (3075)	VLC-8N Vulcan [80] (3075)	Leopard (PPC) (TR3057)
3	F-11 Cheetah [25] (3039)	F-92 Stingray [60] (3039)	F-77A Deathstalker [80] (3075)	Seeker (3054) (TR3057)
4	SYD-Z4 Seydlitz [20] (3039)	LTN-G15b Lightning [50] (Klondike)	TR-13A Transgressor [75] (3039)	Overlord (3056) (TR3057)
5	SB-27b Sabre [25] (Klondike)	TR-13G Transit [50] (Proto)	TR-16 Transgressor [75] (3039)	Kuan Ti (TR3057)
6	F-11 Cheetah [25] (3039)	CMT-3T Troika [65] (3067U)	MNG-8L Měngqín [95] (3085)	Lung Wang (TR3057)
7	SB-27b Sabre [25] (Klondike)	LTN-G16L Lightning [50] (3075)	TR-15 Transgressor [75] (3039)	Kuan Ti (TR3057)
8	TR-8 Thrush [25] (3039)	TR-12 Transit [50] (3039)	MNG-8L Měngqín [95] (3085)	Union (3055) (TR3057)
9	F-11 Cheetah [25] (3039)	LTN-G15b Lightning [50] (Klondike)	F-700b Riever [100] (3039)	Achilles (3055) (TR3057)
10	SYD-Z4 Seydlitz [20] (3039)	TR-13G Transit [50] (Proto)	TR-15 Transgressor [75] (3039)	Leopard CV (3054) (TR3057)
11	SB-27b Sabre [25] (Klondike)	CMT-3T Troika [65] (3067U)	MNG-8L Měngqín [95] (3085)	Overlord (3056) (TR3057)
12	TR-8 Thrush [25] (3039)	DFC-0 Defiance* [55] (3067U)	TRB-D46 Thunderbird [100] (3075)	Achilles (3055) (TR3057)
13	F-13 Cheetah [25] (3039)	CMT-4U Troika [65] (3067U)	TR-15 Transgressor [75] (3039)	Lung Wang (TR3057)
14	Y-2 Yùn [40] (3145)	LTN-G16L Lightning [50] (3075)	TRB-D46 Thunderbird [100] (3075)	Kuan Ti (TR3057)
15	PGD-Y3 Poignard [35] (3085)	DFC-0 Defiance* [55] (3067U)	MNG-8L Měngqín [95] (3085)	Lung Wang P2 (Proto)
16	Y-2 Yùn [40] (3145)	F-95 Stingray [60] (3039)	F-77A Deathstalker [80] (3075)	Union (3055) (TR3057)
17	Y-2 Yùn [40] (3145)	CMT-3T Troika [65] (3067U)	TR-15 Transgressor [75] (3039)	Overlord-A3 (3067U)
18	Avar* [35] (3055U)	DFC-0 Defiance* [55] (3067U)	MNG-8L Měngqín [95] (3085)	Vengeance-DC (Proto)
19	RF-1 Umbra [30] (3085)	Ammon [65] (3067U)	Hydaspes [95] (3067U)	Seeker (3054) (TR3057)
20	Sulla* [45] (3055U)	Jagatai* [70] (3055U)	Hydaspes 3 [95] (Proto)	Vengeance-DC (Proto)

DRACONIS COMBINE AEROSPACE

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	F-11 Cheetah [25] (3039)	F-92 Stingray [60] (3039)	VLC-8N Vulcan [80] (3075)	Excalibur (3056) (TR3057)
3	SB-29 Sabre [25] (3075)	SL-17R Shilone [65] (3039)	TRB-D36b Thunderbird [100] (Klondike)	Triumph (3057) (TR3057)
4	SL-22 Sholagar [35] (3039)	LCF-R16KR Lucifer II [65] (3039)	F-700b Riever [100] (3039)	Intruder (3056) (TR3057)
5	F-11 Cheetah [25] (3039)	SL-18 Shilone [65] (3039)	SL-15R Slayer [80] (3039)	Union (3055) (TR3057)
6	S-4 Sai [40] (3039)	MIK-0 Tatsu* [70] (3067U)	F-700b Riever [100] (3039)	Achilles (3055) (TR3057)
7	SL-22 Sholagar [35] (3039)	ON-2 Oni [55] (3067U)	KOS-1A Koroshiya [95] (3145)	Overlord (3056) (TR3057)
8	S-8 Sai [40] (3039)	SL-18 Shilone [65] (3039)	SL-15K Slayer [80] (3039)	Leopard (3056) (TR3057)
9	S-4 Sai [40] (3039)	MIK-0 Tatsu* [70] (3067U)	SL-15K Slayer [80] (3039)	Okinawa (TR3057)
10	SL-22 Sholagar [35] (3039)	SL-18 Shilone [65] (3039)	SU-14 Suzaku [75] (Proto)	Excalibur (3056) (TR3057)
11	S-8 Sai [40] (3039)	ON-2 Oni [55] (3067U)	SL-15K Slayer [80] (3039)	Union (3055) (TR3057)
12	F-13 Cheetah [25] (3039)	SL-18 Shilone [65] (3039)	SU-14 Suzaku [75] (Proto)	Nekohono'o (3067U)
13	SB-31D Sabre [25] (Proto)	ON-2 Oni [55] (3067U)	KOS-1A Koroshiya [95] (3145)	Union-C (TR3057)
14	S-8 Sai [40] (3039)	MIK-0 Tatsu* [70] (3067U)	HSCL-1-0 Huscarl* [75] (3067U)	Nagumo (TR3057)
15	SL-22 Sholagar [35] (3039)	SL-18 Shilone [65] (3039)	SU-14 Suzaku [75] (Proto)	Overlord (3056) (TR3057)
16	S-4C Sai [40] (3039)	LCR-3 Lucifer III [65] (Proto)	Xerxes [85] (3067U)	Overlord-C (TR3057)
17	Sulla* [45] (3055U)	Tyre 3 [55] (Proto)	HSCL-1-0 Huscarl* [75] (3067U)	Nekohono'o (SCL) (3085-ONN)
18	Bashkir* [20] (3055U)	Ammon [65] (3067U)	Hydaspes 3 [95] (Proto)	Taihou (3085)
19	S-8 Sai [40] (3039)	Jagatai* [70] (3055U)	Ostrogoth* [75] (3085)	Nekohono'o (HQ) (XTRKurita)
20	Corax C [35] (Proto)	Ammon-XR [65] (XTRClans)	Sabutai* [75] (3055U)	Taihou (3085)

FEDERATED SUNS AEROSPACE

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	SPR-6D Sparrowhawk [30] (3039)	LTN-G16L Lightning [50] (3075)	TRB-D36b Thunderbird [100] (Klondike)	Colossus (3075)
3	SB-27b Sabre [25] (Klondike)	F-92 Stingray [60] (3039)	STU-K5b Stuka [100] (Klondike)	Avenger (3048) (TR3057)
4	SYD-Z4 Seydlitz [20] (3039)	CSR-V14 Corsair [50] (3039)	CHP-W7 Chippewa [90] (3039)	Aurora (3075)
5	SPR-7D Sparrowhawk [30] (3039)	LTN-G16S Lightning [50] (3075)	STU-K5b Stuka [100] (Klondike)	Seeker (3054) (TR3057)
6	SB-28 Sabre [25] (3075)	LTN-G16D Lightning [50] (3075)	VLC-8N Vulcan [80] (3075)	Gazelle (3055) (TR3057)
7	SPR-6D Sparrowhawk [30] (3039)	CSR-V12b Corsair [50] (Klondike)	STU-D7 Stuka [100] (3039)	Union (3055) (TR3057)
8	SB-27b Sabre [25] (Klondike)	CSR-V18 Corsair [50] (3039)	STU-D6 Stuka [100] (3039)	Aurora (3075)
9	SB-29 Sabre [25] (3075)	LTN-G16D Lightning [50] (3075)	STU-D6 Stuka [100] (3039)	Avenger (3048) (TR3057)
10	SPR-7D Sparrowhawk [30] (3039)	F-95 Stingray [60] (3039)	TRB-D36b Thunderbird [100] (Klondike)	Aurora (3075)
11	DARO-1 Dagger* [45] (3067U)	CSR-V18 Corsair [50] (3039)	STU-D7 Stuka [100] (3039)	Overlord (3056) (TR3057)
12	F-13 Cheetah [25] (3039)	F-95 Stingray [60] (3039)	VLC-8N Vulcan [80] (3075)	Vengeance (3056) (TR3057)
13	CRX-O Corax* [30] (3067U)	LTN-G16D Lightning [50] (3075)	STU-D7 Stuka [100] (3039)	Arondight (3085)
14	DARO-1 Dagger* [45] (3067U)	CSR-12D Corsair [50] (Proto)	CUT-01D Cutlass [70] (3145)	Union (3055) (TR3057)
15	SPR-7D Sparrowhawk [30] (3039)	CSR-V18 Corsair [50] (3039)	TRB-D46 Thunderbird [100] (3075)	Arondight (SCC) (3085)
16	SGT-2R Sagittarii [45] (3085)	Ammon [65] (3067U)	CUT-01D Cutlass [70] (3145)	Conquistador (3067U)
17	RF-1 Umbra [30] (3085)	Jagatai* [70] (3055U)	Hydaspes 3 [95] (Proto)	Excalibur PWS (3075)
18	Bashkir* [20] (3055U)	RDL-01C Rondel [55] (3145)	HSCL-1-O Huscarl* [75] (3067U)	Arondight (SCC) (3085)
19	Avar* [35] (3055U)	RDL-01C Rondel [55] (3145)	Sabutai* [75] (3055U)	Overlord-A3 (3067U)
20	Corax C [35] (Proto)	Wusun* [55] (3085)	Scytha-XR [90] (XTRClans)	Conquistador "Blockade Runner" (XTRDavion)

FREE WORLDS LEAGUE AEROSPACE

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	F-11 Cheetah [25] (3039)	BAM-1A1 Malaika [65] (XTRRetro)	F-700a Riever [100] (3039)	Intruder (3056) (TR3057)
3	F-14-S Cheetah [25] (3039)	F-94 Stingray [60] (3039)	F-77A Deathstalker [80] (3075)	Condor (3054) (TR3057)
4	F-11-RR Cheetah [25] (3039)	LX-2 Lancer [50] (3067U)	TRB-D46 Thunderbird [100] (3075)	Gazelle (2531) (TR3057)
5	PGD-R3 Poignard [35] (3085)	F-92 Stingray [60] (3039)	F-700b Riever [100] (3039)	Kuan Ti (TR3057)
6	PGD-Y3 Poignard [35] (3085)	F-92 Stingray [60] (3039)	F-77A Deathstalker [80] (3075)	Merlin (3067U)
7	F-13 Cheetah [25] (3039)	LX-3 Lancer [50] (3067U)	F-700b Riever [100] (3039)	Hamilcar (TR3057)
8	PGD-L3 Poignard [35] (3085)	F-92 Stingray [60] (3039)	EGL-R6b Eagle [75] (Klondike)	Leopard CV (3056) (TR3057)
9	F-13 Cheetah [25] (3039)	F-95 Stingray [60] (3039)	F-700b Riever [100] (3039)	Union (3055) (TR3057)
10	PGD-Y3 Poignard [35] (3085)	F-92 Stingray [60] (3039)	F-77A Deathstalker [80] (3075)	Seleucus (3145)
11	PGD-L3 Poignard [35] (3085)	LX-3 Lancer [50] (3067U)	F-700a Riever [100] (3039)	Hannibal (TR3057)
12	OF-17A-R Cheetah [25] (Proto)	F-92 Stingray [60] (3039)	EGL-R6b Eagle [75] (Klondike)	Vengeance (3056) (TR3057)
13	F-13 Cheetah [25] (3039)	AQA-1M Aquila [55] (3145)	SHK-4M Shikra [90] (3145)	Model 97 "Octopus" (TR3057)
14	OF-17A-R Cheetah [25] (Proto)	AQA-1M Aquila [55] (3145)	SHV-O Shiva* [85] (3067U)	Gorgon Carrier (3145)
15	PGD-Y3 Poignard [35] (3085)	LX-3 Lancer [50] (3067U)	EGL-R6b Eagle [75] (Klondike)	Seleucus (3145)
16	CSR-100F Picaroon [35] (3145)	LCR-3 Lucifer III [65] (Proto)	F-77A Deathstalker [80] (3075)	Leopard PWS (3075)
17	CSR-100F Picaroon [35] (3145)	AQA-1M Aquila [55] (3145)	SHK-4M Shikra [90] (3145)	Union PWS (3075)
18	OF-17A-R Cheetah [25] (Proto)	Xerxes [85] (3067U)	TR-16 Transgressor [75] (3039)	Gorgon Carrier (3145)
19	Avar* [35] (3055U)	Tyre 3 [55] (Proto)	Ammon [65] (3067U)	Merlin R1 (Proto)
20	Issus [40] (3067U)	Jagatai* [70] (3055U)	Xerxes [85] (3067U)	Mule PWS (3075)

LYRAN COMMONWEALTH AEROSPACE

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	SYD-Z2B Seydlitz [20] (3039)	LCF-R16 Lucifer [65] (3039)	RPR-300 Rapier [85] (3050U-C)	Avenger (3048) (TR3057)
3	CNT-3S Centurion [30] (3075)	LCF-R16 Lucifer [65] (3039)	EGL-R11 Eagle [75] (3075)	Union (3055) (TR3057)
4	SYD-Z3A Seydlitz [20] (3039)	F-92 Stingray [60] (3039)	CHP-W8 Chippewa [90] (3039)	Vengeance (3056) (TR3057)
5	SPR-6D Sparrowhawk [30] (3039)	LCF-R16 Lucifer [65] (3039)	TRB-D56 Thunderbird [100] (3075)	Intruder (3056) (TR3057)
6	SYD-Z4 Seydlitz [20] (3039)	LTN-G16S Lightning [50] (3075)	EST-O Eisensturm* [95] (3067U)	Aurora (3075)
7	WKT-1S Wildkatze [45] (Proto)	LCF-R16 Lucifer [65] (3039)	TRB-D56 Thunderbird [100] (3075)	Avenger (3048) (TR3057)
8	SB-29 Sabre [25] (3075)	MR-1S Morgenstern* [70] (3085)	RPR-300 Rapier [85] (3050U-C)	Aurora (3075)
9	WKT-2S Wildkatze [45] (Proto)	LTN-G16S Lightning [50] (3075)	EST-O Eisensturm* [95] (3067U)	Union (3055)
10	WKT-1S Wildkatze [45] (Proto)	LX-3 Lancer [50] (3067U)	TRB-D56 Thunderbird [100] (3075)	Overlord (3056) (TR3057)
11	SYD-Z4 Seydlitz [20] (3039)	MR-1S Morgenstern* [70] (3085)	RPR-300S Rapier [85] (Proto)	Broadsword (TR3057)
12	WKT-1S Wildkatze [45] (Proto)	LCR-3 Lucifer III [65] (Proto)	EST-O Eisensturm* [95] (3067U)	Trutzburg (3145)
13	STM-O Sternensturm [40] (3145)	LX-3 Lancer [50] (3067U)	TRB-D56 Thunderbird [100] (3075)	Aurora (3075)
14	STM-O Sternensturm [40] (3145)	LCR-3 Lucifer III [65] (Proto)	RPR-300S Rapier [85] (Proto)	Overlord-A3 (3067U)
15	WKT-2S Wildkatze [45] (Proto)	MR-1S Morgenstern* [70] (3085)	EST-O Eisensturm* [95] (3067U)	Claymore (TR3057)
16	Avar* [35] (3055U)	F-95 Stingray [60] (3039)	Hydaspes [95] (3067U)	Isegrim (3085)
17	Bashkir* [20] (3055U)	Jagatai* [70] (3055U)	RPR-300S Rapier [85] (Proto)	Trutzburg (3145)
18	WKT-1S Wildkatze [45] (Proto)	LCR-3 Lucifer III [65] (Proto)	Xerxes [85] (3067U)	Union PWS (3075)
19	Avar* [35] (3055U)	Tyre 3 [55] (Proto)	Hydaspes [95] (3067U)	Excalibur PWS (3075)
20	Avar* [35] (3055U)	Jagatai* [70] (3055U)	Scytha* [90] (3055U)	Broadsword (TR3057)

REPUBLIC OF THE SPHERE AEROSPACE

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	SB-29 Sabre [25] (3075)	F-92 Stingray [60] (3039)	CHP-W8 Chippewa [90] (3039)	Achilles (3055) (TR3057)
3	SYD-Z2B Seydlitz [20] (3039)	LTN-G16D Lightning [50] (3075)	EGL-R11 Eagle [75] (3075)	Nagasawa Assault DropShip (3145)
4	SYD-Z3A Seydlitz [20] (3039)	SL-18 Shilone [65] (3039)	F-700b Riever [100] (3039)	Aurora (3075)
5	SYD-Z4 Seydlitz [20] (3039)	LTN-G16S Lightning [50] (3075)	RPR-300S Rapier [85] (Proto)	Colossus (3075)
6	SPR-7D Sparrowhawk [30] (3039)	SL-27 Samurai [50] (3039)	SL-15K Slayer [80] (3039)	Aurora (3075)
7	SB-29 Sabre [25] (3075)	LCR-3 Lucifer III [65] (Proto)	STU-D7 Stuka [100] (3039)	Overlord (3056) (TR3057)
8	PGD-Y3 Poignard [35] (3085)	SL-27 Samurai [50] (3039)	EST-O Eisensturm* [95] (3067U)	Union (3055) (TR3057)
9	PGD-L3 Poignard [35] (3085)	LCR-3 Lucifer III [65] (Proto)	HSCL-1-O Huscarl* [75] (3067U)	Aurora (3075)
10	THK-63CS Tomahawk [45] (3050U-C)	LX-3 Lancer [50] (3067U)	STU-D7 Stuka [100] (3039)	Duat Military Transport
11	SGT-2R Sagittarii [45] (3085)	CSR-12D Corsair [50] (Proto)	SMG-O Simurgh* [85] (3145)	Aurora (3075)
12	DARO-1 Dagger* [45] (3067U)	F-95 Stingray [60] (3039)	HSCL-1-O Huscarl* [75] (3067U)	Duat Military Transport
13	RF-1 Umbra [30] (3085)	LCR-3 Lucifer III [65] (Proto)	RPR-300S Rapier [85] (Proto)	Overlord-A3 (3067U)
14	SGT-3R Sagittarii [45] (3085)	LCR-3 Lucifer III [65] (Proto)	EST-O Eisensturm* [95] (3067U)	Duat Military Transport
15	PGD-R3 Poignard [35] (3085)	MR-1S Morgenstern* [70] (3085)	SMG-O Simurgh* [85] (3145)	Dragau II Assault Interceptor (3085)
16	SB-31D Sabre [25] (Proto)	Tyre 3 [55] (Proto)	Hydaspes [95] (3067U)	Interdictor (3085)
17	RF-1 Umbra [30] (3085)	Ammon-XR [65] (XTRClans)	Jengiz* [80] (3055U)	Interdictor (Anti-Ship) (3085)
18	SGT-2R Sagittarii [45] (3085	SCK-O Schrack* [60] (3145)	Xerxes [85] (3067U)	Arcadia (3067U)
19	PGD-Y3 Poignard [35] (3085)	Jagatai* [70] (3055U)	Hydaspes [95] (3067U)	Isegrim (3085)
20	Avar* [35] (3055U)	SCK-O Schrack* [60] (3145)	Hydaspes 3 [95] (Proto)	Interdictor (SCC) (3085)
21	Sulla* [45] (3055U)	Jagatai* [70] (3055U)	Scytha* [90] (3055U)	Tiamat (3085)

CLAN HELL'S HORSES AEROSPACE

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	SB-27b Sabre [25] (Klondike)	GTHA-500b Gotha [60] (3075)	TRB-D36b Thunderbird [100] (Klondike)	Nagasawa Assault DropShip (3145)
3	Issus [40] (3067U)	CSR-V12b Corsair [50] (Klondike)	HSCL-1-O Huscarl* [75] (3067U)	Sassanid (TR3057)
4	SPD-503 Spad [30] (3050U-C)	Ammon [65] (3067U)	Hydaspes [95] (3067U)	Outpost (3067U)
5	Chaeronea [25] (3067U)	F-95 Stingray [60] (3039)	RPR-100b Rapier [85] (3075)	Union-C (TR3057)
6	SB-31D Sabre [25] (Proto)	Tyre [55] (3067U)	Xerxes 2 [85] (3067U)	Sassanid (TR3057)
7	CRX-O Corax* [30] (3067U)	Ammon [65] (3067U)	Xerxes [85] (3067U)	Nagasawa Assault DropShip (3145)
8	Issus [40] (3067U)	HCT-213C Hellcat II [50] (3075)	Hydaspes [95] (3067U)	Outpost (3067U)
9	RF-1 Umbra [30] (Proto)	Tyre [55] (3067U)	Xerxes [85] (3067U)	Carrier (TR3057)
10	Issus [40] (3067U)	Persepolis [70] (Proto)	Hydaspes 3 [95] (Proto)	Overlord-C (TR3057)
11	Vandal* [30] (3055U)	Tyre 3 [55] (Proto)	Xerxes 3 [85] (3067U)	Titan (Clan) (TR3057)
12	CRX-O Corax* [30] (3067U)	Ammon [65] (3067U)	Xerxes [85] (3067U)	Broadsword (TR3057)
13	Corax C [35] (Proto)	Tyre 3 [55] (Proto)	Hydaspes 3 [95] (Proto)	Nagasawa Assault DropShip (3145)
14	Vandal* [30] (3055U)	Jagatai* [70] (3055U)	Xerxes 3 [85] (3067U)	Vanir (3085)
15	Avar* [35] (3055U)	Jagatai* [70] (3055U)	Jengiz* [80] (3055U)	Union-C (TR3057)
16	Vandal* [30] (3055U)	Ammon 2 [65] (3067U)	Kirghiz* [100] (3055U)	Outpost Defender (Proto)
17	Issus 3 [40] (3067U)	Turk* [50] (3055U)	Scytha* [90] (3055U)	Vanir (3085)
18	Vandal* [30] (3055U)	Ammon-XR [65] (XTRClans)	Sabutai* [75] (3055U)	Nagasawa Assault DropShip (3145)
19	Bashkir* [20] (3055U)	Wusun* [55] (3085)	Ostrogoth* [75] (3085)	Noruff (TR3057)
20	Sulla* [45] (3055U)	Jagatai* [70] (3055U)	Xerxes 3 [85] (3067U)	Overlord-C (TR3057)
21	Avar* [35] (3055U)	Wusun* [55] (3085)	Scytha* [90] (3055U)	Aesir (3085)
22	Batu* [40] (3055U)	Visigoth* [60] (3055U)	Kirghiz* [100] (3055U)	Isegrim (3085)

CLAN JADE FALCON AEROSPACE

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	SYD-Z4 Seydlitz [20] (3039)	F-92 Stingray [60] (3039)	RPR-100b Rapier [85] (3075)	Confederate (Clan) (TR3057)
3	TRN-3Tb Trident [20] (3075)	SL-27 Samurai [50] (3039)	Xerxes [85] (3067U)	Lion (Clan) (TR3057)
4	SB-31D Sabre [25] (Proto)	GTHA-500b Gotha [60] (3075)	CHP-W7 Chippewa [90] (3039)	Claymore (TR3057)
5	SPD-503 Spad [30] (3050U-C)	Tyre 2 [55] (3067U)	HSCL-1-O Huscarl* [75] (3067U)	Union-C (TR3057)
6	Tomahawk C [45] (3050U-C)	LCF-R16 Lucifer [65] (3039)	EST-O Eisensturm* [95] (3067U)	Overlord-C (TR3057)
7	STM-O Sternensturm [40] (3145)	Persepolis [70] (Proto)	Xerxes [85] (3067U)	Union-C (TR3057)
8	RF-1 Umbra [30] (Proto)	Tyre [55] (3067U)	Hydaspes 3 [95] (Proto)	Miraborg (TR3057)
9	Chaeronea [25] (3067U)	Ammon [65] (3067U)	HSCL-1-O Huscarl* [75] (3067U)	Carrier (TR3057)
10	Issus [40] (3067U)	Persepolis [70] (Proto)	Xerxes 3 [85] (3067U)	Overlord-C (TR3057)
11	Vandal* [30] (3055U)	Ammon [65] (3067U)	Scytha* [90] (3055U)	Broadsword (TR3057)
12	Avar* [35] (3055U)	Persepolis [70] (Proto)	Hydaspes 3 [95] (Proto)	Carrier (TR3057)
13	Vandal* [30] (3055U)	Jagatai* [70] (3055U)	Scytha* [90] (3055U)	Miraborg (TR3057)
14	Sulla* [45] (3055U)	Persepolis [70] (Proto)	Hydaspes [95] (3067U)	Union-C (TR3057)
15	Vandal* [30] (3055U)	Ammon-XR [65] (XTRClans)	Xerxes 3 [85] (3067U)	Sassanid (TR3057)
16	Batu* [40] (3055U)	Tyre 2 [55] (3067U)	Hydaspes 3 [95] (Proto)	Carrier (TR3057)
17	Avar* [35] (3055U)	Jagatai* [70] (3055U)	Scytha* [90] (3055U)	Overlord-C (TR3057)
18	Bashkir* [20] (3055U)	Tyre [55] (3067U)	Kirghiz* [100] (3055U)	Noruff (TR3057)
19	Avar* [35] (3055U)	Wusun* [55] (3085)	Scytha* [90] (3055U)	Isegrim (3085)
20	Sulla* [45] (3055U)	Ammon-XR [65] (XTRClans)	Sabutai* [75] (3055U)	Nagasawa Assault DropShip (3145)
21	Corax C [35] (Proto)	Visigoth* [60] (3055U)	Jengiz* [80] (3055U)	Outpost (3067U)
22	Batu* [40] (3055U)	Visigoth* [60] (3055U)	Scytha* [90] (3055U)	Aesir (3085)

CLAN SEA FOX AEROSPACE

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	THK-63CS Tomahawk [45] (3050U-C)	HCT-213C Hellcat II [50] (3075)	RPR-100b Rapier [85] (3075)	Aqueduct (HB:MPS)
3	SYD-Z4 Seydlitz [20] (3039)	GTHA-500b Gotha [60] (3075)	Xerxes [85] (3067U)	Mule (TR3057)
4	PGD-Y3 Poignard [35] (3085)	LTN-G16S Lightning [50] (3075)	TRB-D56 Thunderbird [100] (3075)	Danais (Jihad Secrets)
5	Swift C [25] (3050U-C)	CMT-3T Troika [65] (3067U)	F-700b Riever [100] (3039)	Union-C (TR3057)
6	DARO-1 Dagger* [45] (3067U)	Tyre [55] (3067U)	Xerxes [85] (3067U)	Broadsword (TR3057)
7	SGT-2R Sagittarii [45] (3085)	Ammon [65] (3067U)	Hydaspes [95] (3067U)	Union-C (TR3057)
8	PGD-Y3 Poignard [35] (3085)	Ammon-XR [65] (XTRClans)	EST-0 Eisensturm* [95] (3067U)	Model 96 "Elephant" (3075)
9	Chaeronea [25] (3067U)	Tyre [55] (3067U)	Hydaspes 3 [95] (Proto)	Overlord-C (TR3057)
10	DARO-1 Dagger* [45] (3067U)	Ammon [65] (3067U)	HSCL-1-0 Huscarl* [75] (3067U)	Broadsword (TR3057)
11	CRX-0 Corax* [30] (3067U)	MIK-0 Tatsu* [70] (3067U)	Hydaspes [95] (3067U)	Titan (Clan) (TR3057)
12	S-4C Sai [40] (3039)	Ammon-XR [65] (XTRClans)	Hydaspes 3 [95] (Proto)	Nagasawa Assault DropShip (3145)
13	Corax C [35] (Proto)	Ammon [65] (3067U)	Jengiz* [80] (3055U)	Union-C (TR3057)
14	Chaeronea [25] (3067U)	Jagatai* [70] (3055U)	Hydaspes 3 [95] (Proto)	Broadsword (TR3057)
15	Avar* [35] (3055U)	Ammon [65] (3067U)	Scytha* [90] (3055U)	Isegrim (3085)
16	Vandal* [30] (3055U)	Ammon-XR [65] (XTRClans)	Kirghiz* [100] (3055U)	Nagasawa Assault DropShip (3145)
17	Batu* [40] (3055U)	Jagatai* [70] (3055U)	Scytha* [90] (3055U)	Noruff (TR3057)
18	Bashkir* [20] (3055U)	Wusun* [55] (3085)	Jengiz* [80] (3055U)	Claymore V3 (Proto)
19	Sulla* [45] (3055U)	Turk* [50] (3055U)	Sabutai* [75] (3055U)	Vanir (3085)
20	Vandal* [30] (3055U)	Visigoth* [60] (3055U)	Scytha* [90] (3055U)	Aesir (3085)
21	Vandal* [30] (3055U)	Ammon-XR [65] (XTRClans)	Ostrogoth* [75] (3085)	Pentagon (3075)
22	Avar* [35] (3055U)	Wusun* [55] (3085)	Kirghiz* [100] (3055U)	Nagasawa Assault DropShip (3145)

WOLF EMPIRE AEROSPACE

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	TRN-3Tb Trident [20] (3075)	LCF-R16 Lucifer [65] (3039)	HSCL-1-0 Huscarl* [75] (3067U)	Outpost (3067U)
3	SYD-Z4 Seydlitz [20] (3039)	LTN-G16S Lightning [50] (3075)	EST-0 Eisensturm* [95] (3067U)	Lion (Clan) (TR3057)
4	S-4C Sai [40] (3039)	LX-3 Lancer [50] (3067U)	Xerxes [85] (3067U)	Overlord-C (TR3057)
5	SYD-Z4 Seydlitz [20] (3039)	Ammon [65] (3067U)	RPR-200 Rapier [85] (3050U-C)	Broadsword (TR3057)
6	ZRO-116b Zero [35] (Klondike)	MR-1S Morgenstern* [70] (3085)	HSCL-1-0 Huscarl* [75] (3067U)	Lion (Clan) (TR3057)
7	PGD-Y3 Poignard [35] (3085)	Tyre [55] (3067U)	Xerxes [85] (3067U)	Union-C (TR3057)
8	SGT-2R Sagittarii [45] (3085)	GTHA-500b Gotha [60] (3075)	EST-0 Eisensturm* [95] (3067U)	Nagasawa Assault DropShip (3145)
9	WKT-1S Wildkatze [45] (Proto)	Ammon [65] (3067U)	Hydaspes [95] (3067U)	Overlord-C (TR3057)
10	S-4C Sai [40] (3039)	Ammon [65] (3067U)	Jengiz* [80] (3055U)	Lion (Clan) (TR3057)
11	Bashkir* [20] (3055U)	Tyre [55] (3067U)	Sabutai* [75] (3055U)	Overlord-C (TR3057)
12	Avar* [35] (3055U)	Ammon-XR [65] (XTRClans)	Hydaspes 3 [95] (Proto)	Broadsword (TR3057)
13	Chaeronea [25] (3067U)	Jagatai* [70] (3055U)	Xerxes [85] (3067U)	Titan (Clan) (TR3057)
14	Batu* [40] (3055U)	Turk* [50] (3055U)	Hydaspes 3 [95] (Proto)	Isegrim (3085)
15	Sulla* [45] (3055U)	Ammon [65] (3067U)	Kirghiz* [100] (3055U)	Broadsword (TR3057)
16	Vandal* [30] (3055U)	Jagatai* [70] (3055U)	Scytha* [90] (3055U)	Isegrim (3085)
17	Avar* [35] (3055U)	Visigoth* [60] (3055U)	Jengiz* [80] (3055U)	Union-C (TR3057)
18	Sulla* [45] (3055U)	Ammon-XR [65] (XTRClans)	Ostrogoth* [75] (3085)	Titan (Clan) (TR3057)
19	Vandal* [30] (3055U)	Jagatai* [70] (3055U)	Sabutai* [75] (3055U)	Carrier (TR3057)
20	Batu* [40] (3055U)	Wusun* [55] (3085)	Sabutai* [75] (3055U)	Nagasawa Assault DropShip (3145)
21	Avar* [35] (3055U)	Jagatai* [70] (3055U)	Scytha* [90] (3055U)	Isegrim (3085)
22	Batu* [40] (3055U)	Visigoth* [60] (3055U)	Kirghiz* [100] (3055U)	Mercer (3067U)

RASALHAGUE DOMINION AEROSPACE

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	SB-27b Sabre [25] (Klondike)	SL-17R Shilone [65] (3039)	TRB-D56 Thunderbird [100] (3075)	Aqueduct (HB:MPS)
3	SGT-2R Sagittarii [45] (3085)	LCR-3 Lucifer III [65] (Proto)	SL-15K Slayer [80] (3039)	Lion (Clan) (TR3057)
4	CRX-O Corax* [30] (3067U)	SL-17R Shilone [65] (3039)	HSCL-1-O Huscarl* [75] (3067U)	Nagasawa Assault DropShip (3145)
5	SGT-2R Sagittarii [45] (3085)	Tyre [55] (3067U)	SL-15K Slayer [80] (3039)	Union-C (TR3057)
6	PGD-Y3 Poignard [35] (3085)	Tyre 3 [55] (Proto)	Xerxes [85] (3067U)	Confederate (Clan) (TR3057)
7	Corax C [35] (Proto)	Ammon 2 [65] (3067U)	HSCL-1-O Huscarl* [75] (3067U)	Union-C (TR3057)
8	Issus [40] (3067U)	Tyre 3 [55] (Proto)	Hydaspes [95] (3067U)	Sassanid (TR3057)
9	CRX-O Corax* [30] (3067U)	Ammon [65] (3067U)	Hydaspes 3 [95] (Proto)	Broadsword (TR3057)
10	PGD-Y3 Poignard [35] (3085)	Ammon 2 [65] (3067U)	Xerxes 3 [85] (3067U)	Miraborg (TR3057)
11	Issus [40] (3067U)	Tyre 3 [55] (Proto)	HSCL-1-O Huscarl* [75] (3067U)	Overlord-C (TR3057)
12	Chaeronea [25] (3067U)	Ammon 2 [65] (3067U)	Hydaspes 3 [95] (Proto)	Vanir (3085)
13	Issus [40] (3067U)	Turk* [50] (3055U)	Ostrogoth* [75] (3085)	Union-C (TR3057)
14	Vandal* [30] (3055U)	Tyre 3 [55] (Proto)	Kirghiz* [100] (3055U)	Nagasawa Assault DropShip (3145)
15	Batu* [40] (3055U)	Ammon-XR [65] (XTRClans)	Jengiz* [80] (3055U)	Vanir (3085)
16	Avar* [35] (3055U)	Wusun* [55] (3085)	Kirghiz* [100] (3055U)	Noruff (TR3057)
17	Sulla* [45] (3055U)	Jagatai* [70] (3055U)	Jengiz* [80] (3055U)	Aesir (3085)
18	Bashkir* [20] (3055U)	Jagatai* [70] (3055U)	Ostrogoth* [75] (3085)	Miraborg (TR3057)
19	Avar* [35] (3055U)	Visigoth* [60] (3055U)	Scytha* [90] (3055U)	Sassanid (TR3057)
20	Batu* [40] (3055U)	Turk* [50] (3055U)	Sabutai* [75] (3055U)	Nagasawa Assault DropShip (3145)
21	Vandal* [30] (3055U)	Ammon-XR [65] (XTRClans)	Jengiz* [80] (3055U)	Titan (Clan) (TR3057)
22	Sulla* [45] (3055U)	Jagatai* [70] (3055U)	Ostrogoth* [75] (3085)	Aesir (3085)

RAVEN ALLIANCE AEROSPACE

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	Tomahawk C [45] (3050U-C)	LTN-G160 Lightning [50] (3075)	STU-D7 Stuka [100] (3039)	Triumph (3057) (TR3057)
3	SYD-Z4 Seydlitz [20] (3039)	SL-17R Shilone [65] (3039)	SL-15R Slayer [80] (3039)	Gazelle (3055) (TR3057)
4	SPR-7D Sparrowhawk [30] (3039)	HCT-313 Hellcat [60] (3075)	RPR-200 Rapier [85] (3050U-C)	Leopard (3056) (TR3057)
5	CRX-O Corax* [30] (3067U)	Ammon [65] (3067U)	Hydaspes 3 [95] (Proto)	Sassanid (TR3057)
6	Chaeronea 2 [25] (3067U)	HCT-313 Hellcat [60] (3075)	Xerxes [85] (3067U)	Miraborg (TR3057)
7	CRX-O Corax* [30] (3067U)	Tyre [55] (3067U)	Hydaspes 2 [95] (3067U)	Union-C (TR3057)
8	Issus [40] (3067U)	Tyre 2 [55] (3067U)	Hydaspes 3 [95] (Proto)	Overlord-C (TR3057)
9	Corax C [35] (Proto)	Ammon [65] (3067U)	Hydaspes [95] (3067U)	Carrier (TR3057)
10	Chaeronea 3 [25] (3067U)	Tyre [55] (3067U)	Scytha-XR [90] (XTRClans)	Model 96 "Elephant" (3075)
11	Corax C [35] (Proto)	Ammon [65] (3067U)	Sabutai* [75] (3055U)	Arcadia (3067U)
12	Issus 2 [40] (3067U)	Tyre 3 [55] (Proto)	HSCL-1-O Huscarl* [75] (3067U)	Union-C (TR3057)
13	Chaeronea [25] (3067U)	Wusun* [55] (3085)	Hydaspes 3 [95] (Proto)	Titan Monitor (Proto)
14	Bashkir* [20] (3055U)	Ammon-XR [65] (XTRClans)	Kirghiz* [100] (3055U)	Nagasawa Assault DropShip (3145)
15	Issus [40] (3067U)	Jagatai* [70] (3055U)	Jengiz* [80] (3055U)	Broadsword (TR3057)
16	Sulla* [45] (3055U)	Visigoth* [60] (3055U)	Scytha-XR [90] (XTRClans)	Miraborg (TR3057)
17	Bashkir* [20] (3055U)	Wusun* [55] (3085)	Sabutai* [75] (3055U)	Achilles (3055) (TR3057)
18	Avar* [35] (3055U)	Ammon-XR [65] (XTRClans)	Scytha-XR [90] (XTRClans)	Titan Monitor (Proto)
19	Vandal* [30] (3055U)	Turk* [50] (3055U)	Jengiz* [80] (3055U)	Nagasawa Assault DropShip (3145)
20	Batu* [40] (3055U)	Visigoth* [60] (3055U)	Kirghiz* [100] (3055U)	Titan (Clan) (TR3057)
21	Sulla* [45] (3055U)	Jagatai* [70] (3055U)	Sabutai* [75] (3055U)	Vanir (3085)
22	Batu* [40] (3055U)	Wusun* [55] (3085)	Ostrogoth* [75] (3085)	Pentagon (3075)

MERCENARY AEROSPACE

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	F-11 Cheetah [25] (3039)	LTN-G15 Lightning [50] (3075)	TR-13A Transgressor [75] (3039)	Excalibur (3056) (TR3057)
3	SPR-6D Sparrowhawk [30] (3039)	BAM-1A1 Malaika [65] (XTRRetro)	TRB-D36b Thunderbird [100] (Klondike)	Overlord (3056) (TR3057)
4	SB-27b Sabre [25] (Klondike)	LCF-R16 Lucifer [65] (3039)	STU-K5b Stuka [100] (Klondike)	Condor (3054) (TR3057)
5	TR-8 Thrush [25] (3039)	LTN-G15b Lightning [50] (Klondike)	VLC-8N Vulcan [80] (3075)	Union (3055) (TR3057)
6	SYD-Z3A Seydlitz [20] (3039)	F-92 Stingray [60] (3039)	RPR-300 Rapier [85] (3050U-C)	Avenger (3048) (TR3057)
7	F-11 Cheetah [25] (3039)	CSR-V14 Corsair [50] (3039)	F-700b Riever [100] (3039)	Triumph (3057) (TR3057)
8	THK-63CS Tomahawk [45] (3050U-C)	LCF-R16 Lucifer [65] (3039)	STU-D6 Stuka [100] (3039)	Aurora (3075)
9	SB-27b Sabre [25] (Klondike)	SL-17R Shilone [65] (3039)	EST-O Eisensturm* [95] (3067U)	Intruder (3056) (TR3057)
10	SYD-Z4 Seydlitz [20] (3039)	LTN-G16S Lightning [50] (3075)	TR-15 Transgressor [75] (3039)	Aurora (3075)
11	SB-29 Sabre [25] (3075)	SL-18 Shilone [65] (3039)	CHP-W7T Chippewa [90] (3039)	Aurora (3075)
12	SL-22 Sholagar [35] (3039)	CMT-3T Troika [65] (3067U)	SL-15K Slayer [80] (3039)	Achilles (3055) (TR3057)
13	PGD-Y3 Poignard [35] (3085)	LTN-G16D Lightning [50] (3075)	STU-D7 Stuka [100] (3039)	Okinawa (TR3057)
14	F-13 Cheetah [25] (3039)	F-95 Stingray [60] (3039)	TRB-D56 Thunderbird [100] (3075)	Aurora (3075)
15	PGD-R3 Poignard [35] (3085)	LX-3 Lancer [50] (3067U)	HSCL-1-O Huscarl* [75] (3067U)	Vengeance (3056) (TR3057)
16	WKT-1S Wildkatze [45] (Proto)	SL-27 Samurai [50] (3039)	EST-O Eisensturm* [95] (3067U)	Union (3055) (TR3057)
17	SB-31D Sabre [25] (Proto)	MR-1S Morgenstern* [70] (3085)	F-77A Deathstalker [80] (3075)	Overlord-A3 (3067U)
18	SGT-2R Sagittarii [45] (3085)	MIK-O Tatsu* [70] (3067U)	EGL-R11 Eagle [75] (3075)	Overlord-C (TR3057)
19	Avar* [35] (3055U)	Ammon [65] (3067U)	Hydaspes [95] (3067U)	Excalibur PWS (3075)
20	Sulla* [45] (3055U)	Tyre 3 [55] (Proto)	Xerxes 3 [85] (3067U)	Union PWS (3075)

PERIPHERY (GENERAL) AEROSPACE

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	F-10 Cheetah [25] (3039)	BAM-1A1 Malaika [65] (XTRRetro)	STU-K5 Stuka [100] (3039)	Union (3055) (TR3057)
3	S-2 Star Dagger [30] (XTRRetro)	HCT-213 Hellcat [60] (3075)	F-100 Riever [100] (3039)	Aurora (3075)
4	S-2 Star Dagger [30] (XTRRetro)	F-90 Stingray [60] (3039)	CHP-W5 Chippewa [90] (3039)	Overlord (3056) (TR3057)
5	SYD-Z2 Seydlitz [20] (3039)	LCF-R15 Lucifer [65] (3039)	TRB-D36 Thunderbird [100] (3075)	Leopard (2537) (TR3057)
6	SYD-Z1 Seydlitz [20] (3039)	LTN-G15 Lightning [50] (3075)	EGL-R6 Eagle [75] (3075)	Union (2708) (TR3057)
7	SB-27 Sabre [25] (3075)	SL-17 Shilone [65] (3039)	SL-15 Slayer [80] (3039)	Triumph (2593) (TR3057)
8	TR-7 Thrush [25] (3039)	F-90 Stingray [60] (3039)	TR-13 Transgressor [75] (3039)	Leopard CV (2581) (TR3057)
9	SYD-Z1 Seydlitz [20] (3039)	LTN-G15 Lightning [50] (3075)	EGL-R6 Eagle [75] (3075)	Danais (Jihad Secrets)
10	SB-27b Sabre [25] (Klondike)	LCF-R16 Lucifer [65] (3039)	SL-15R Slayer [80] (3039)	Condor (3054) (TR3057)
11	SYD-Z4 Seydlitz [20] (3039)	F-92 Stingray [60] (3039)	F-700a Riever [100] (3039)	Avenger (3048) (TR3057)
12	F-11 Cheetah [25] (3039)	LTN-G16T Lightning [50] (3075)	SL-15R Slayer [80] (3039)	Vengeance (3056) (TR3057)
13	SYD-Z4 Seydlitz [20] (3039)	HCT-313 Hellcat [60] (3075)	CHP-W7 Chippewa [90] (3039)	Achilles (3055) (TR3057)
14	F-13 Cheetah [25] (3039)	CMT-3T Troika [65] (3067U)	F-700b Riever [100] (3039)	Union-X (3067U)
15	TR-8 Thrush [25] (3039)	LX-2 Lancer [50] (3067U)	CHP-W7T Chippewa [90] (3039)	Mule PWS (3075)
16	SYD-Z4 Seydlitz [20] (3039)	DFC-O Defiance* [55] (3067U)	TRB-D46 Thunderbird [100] (3075)	Overlord-A3 (3067U)

MAGISTRACY OF CANOPUS AEROSPACE

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	TR-7 Thrush [25] (3039)	HCT-213 Hellcat [60] (3075)	F-100 Riever [100] (3039)	Dictator (3075)
3	SYD-Z1 Seydlitz [20] (3039)	SL-17 Shilone [65] (3039)	TR-14 Transgressor [75] (3039)	Union (2708) (TR3057)
4	F-10 Cheetah [25] (3039)	LTN-G15 Lightning [50] (3075)	TR-16 Transgressor [75] (3039)	Avenger (2816) (TR3057)
5	TR-7 Thrush [25] (3039)	TR-12 Transit [50] (3039)	F-700b Riever [100] (3039)	Overlord (3056) (TR3057)
6	SB-27b Sabre [25] (Klondike)	F-92 Stingray [60] (3039)	TRB-D46 Thunderbird [100] (3075)	Leopard (PPC) (TR3057)
7	SYD-Z4 Seydlitz [20] (3039)	LTN-G16L Lightning [50] (3075)	TR-15 Transgressor [75] (3039)	Condor (3054) (TR3057)
8	SB-27b Sabre [25] (Klondike)	CMT-3T Troika [65] (3067U)	F-700b Riever [100] (3039)	Seeker (3054) (TR3057)
9	SYD-Z4 Seydlitz [20] (3039)	F-92 Stingray [60] (3039)	TRB-D46 Thunderbird [100] (3075)	Lung Wang (TR3057)
10	F-11 Cheetah [25] (3039)	CMT-4U Troika [65] (3067U)	TR-15 Transgressor [75] (3039)	Triumph (2593) (TR3057)
11	TR-8 Thrush [25] (3039)	TR-13G Transit [50] (Proto)	TRB-D46 Thunderbird [100] (3075)	Union (3055) (TR3057)
12	SYD-Z4 Seydlitz [20] (3039)	CMT-3T Troika [65] (3067U)	F-700b Riever [100] (3039)	Achilles (3055) (TR3057)
13	TR-8 Thrush [25] (3039)	SL-18 Shilone [65] (3039)	MNG-8L Měngqín [95] (3085)	Kuan Ti (TR3057)
14	SB-27b Sabre [25] (Klondike)	DFC-O Defiance* [55] (3067U)	CHP-W7T Chippewa [90] (3039)	Overlord-A3 (3067U)
15	F-13 Cheetah [25] (3039)	TR-13G Transit [50] (Proto)	F-77A Deathstalker [80] (3075)	Vengeance-DC (Proto)
16	Avar* [35] (3055U)	Tyre [55] (3067U)	MNG-8L Měngqín [95] (3085)	Lung Wang P2 (Proto)

TAURIAN CONCORDAT AEROSPACE

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	CNT-1D Centurion [30] (3075)	HCT-213 Hellcat [60] (3075)	EGL-R6 Eagle [75] (3075)	Seeker (2815) (TR3057)
3	S-2 Star Dagger [30] (XTRRetro)	LCF-R15 Lucifer [65] (3039)	TRB-D36 Thunderbird [100] (3075)	Overlord (2762) (TR3057)
4	SYD-Z1 Seydlitz [20] (3039)	F-90 Stingray [60] (3039)	CHP-W5 Chippewa [90] (3039)	Gazelle (2531) (TR3057)
5	SB-27 Sabre [25] (3075)	TR-10 Transit [50] (3039)	TR-13A Transgressor [75] (3039)	Leopard (2537) (TR3057)
6	SYD-Z2B Seydlitz [20] (3039)	SL-17 Shilone [65] (3039)	SL-15 Slayer [80] (3039)	Triumph (2593) (TR3057)
7	SB-27 Sabre [25] (3075)	LTN-G15 Lightning [50] (3075)	F-700b Riever [100] (3039)	Union (2708) (TR3057)
8	TR-7 Thrush [25] (3039)	F-90 Stingray [60] (3039)	CHP-W7T Chippewa [90] (3039)	Trojan (Jihad Secrets)
9	SYD-Z4 Seydlitz [20] (3039)	LTN-G16T Lightning [50] (3075)	SL-15R Slayer [80] (3039)	Overlord (3056) (TR3057)
10	F-11 Cheetah [25] (3039)	F-92 Stingray [60] (3039)	CHP-W7T Chippewa [90] (3039)	Union (2708) (TR3057)
11	SYD-Z4 Seydlitz [20] (3039)	LTN-G16T Lightning [50] (3075)	TRB-D46 Thunderbird [100] (3075)	Avenger (3048) (TR3057)
12	SB-27b Sabre [25] (Klondike)	CMT-3T Troika [65] (3067U)	F-700b Riever [100] (3039)	Achilles (3055) (TR3057)
13	F-13 Cheetah [25] (3039)	SL-17R Shilone [65] (3039)	HMR-HF Hammerhead [75] (3050U-C)	Trojan (Jihad Secrets)
14	SPR-6D Sparrowhawk [30] (3039)	CMT-4U Troika [65] (3067U)	TR-16 Transgressor [75] (3039)	Union PWS (3075)
15	TR-8 Thrush [25] (3039)	LTN-G16T Lightning [50] (3075)	TRB-D56 Thunderbird [100] (3075)	Kuan Ti (TR3057)
16	SPR-7D Sparrowhawk [30] (3039)	DFC-O Defiance* [55] (3067U)	CHP-W7T Chippewa [90] (3039)	Mule PWS (3075)

NEW TECHNOLOGIES

Since the closing years of the thirty-first century, and despite the general decline in military build-up that followed the Jihad, a number of new technologies were introduced for use on the battlefield. By the middle of the thirty-second century, most of these new technologies had matured, becoming broadly available to many of the Inner Sphere's armies. Rumors of even more advanced technologies continue to persist, but the following represents the highlights of the new weapons and equipment unique to the Dark Age.

Note on Availabilities

The Tech Ratings indicated for the new items presented here now feature a four-letter Availability code, rather than the standard three-letter codes presented in *TechManual* and *Tactical Operations*. This is to integrate the Dark Age as a new era of play, in addition to three broad eras of play previously discussed. Reading these letter codes in order, they now reflect the following broad periods: the Age of War/Star League Era, the Succession Wars Era, the Clan Invasion/Jihad Era, and the Dark Age Era.

Unfortunately, accounting for the increased (or decreased) availability of all previous items is beyond the scope of this book. Until such a list becomes available, all pre-existing items still available to the construction rules of the Clan Invasion/Jihad Era (items that have a three-letter code ending in anything other than "X") may be considered to have an availability code in the Dark Age one level lower than it did during the Clan Invasion/Jihad period (to a minimum availability level of "A"). Thus, the Hyper-Velocity Autocannon (Availability "X-X-F"), would have an availability rating of "E" in the Dark Age, indicating an item that has become more commonplace. Any pre-existing item with an availability code of "X" in the Clan Invasion/Jihad Era remains "X" in the Dark Age, reflecting an item that either has gone completely extinct, or which is available in such limited supply that it may as well be.

ANTI-PENETRATIVE ABLATION (ABA) ARMOR

Introduced: 3114 (Draconis Combine)

Often shortened to "ablative" armor (despite not at all resembling the anti-laser style of personal armor that uses the same term), anti-penetrative ablation armor is specifically designed to thwart the effects of armor-penetrating autocannon munitions and tandem-charge missiles. This is accomplished by enhancing otherwise-standard armor plates with additional layer of "ribbed" steel that helps warp incoming penetrator rounds and explosives before they reach the internal structure. Unfortunately, this additional layer of protection is far less effective against lasers, particle weapons or raw kinetic rounds, and thus—thanks also to the added weight and cost that results from its design process—"ablative" armor has seen limited deployment.

ANTI-PENETRATIVE ABLATION (ABA) ARMOR RULES

Rules Level: Advanced
Available to: BM, IM, CV, SM, AF, CF
Tech Base (Ratings): Inner Sphere (E/X-X-X-E)
Game Rules: As long as the location struck still has at least 1 point of armor remaining, ABA Armor applies an additional –2 roll modifier to the Critical Hit Check for all attacks made by weapons with armor-piercing abilities, including armor-piercing autocannon ammo, armor-piercing mortars, tandem-charge missiles, and Tasers of all kinds. This modifier also applies to the special armor-defeating critical checks made for a Hit Location roll of 2 (whether or not the Floating Critical rule is in play). In all other respects, ABA armor functions as normal. Critical Hits to ABA Armor slots have no effect.

Construction Rules: ABA Armor provides 12 points of protection per ton of armor. It occupies 6 critical slots on 'Mech units, 1 on vehicles, and 1 on fighters (assigned to the fighter's aft location). ABA Armor may be mounted on Omni-units, but may not be pod-mounted.

HEAT-DISSIPATING ARMOR

Introduced: 3123 (Capellan Confederation)

Derived from the Clans' fire-resistant armor tech, heat-dissipating armor manages to stave off the system-taxing effects of incendiary weapons and fire against BattleMechs, but can only do so as long as the armor remains relatively intact. While otherwise effective against standard weapons as well, an unfortunate trade-off of this armor—which incorporates additional layers of insulation and modified sealants to achieve its thermal effectiveness—is that it provides less general protection per ton than most other modern armor types.

HEAT-DISSIPATING ARMOR RULES

Rules Level: Advanced
Available to: BM, IM
Tech Base (Ratings): Inner Sphere/Clan (E/X-X-X-E)
Game Rules: As long as the location struck still has at least 1 point of armor remaining, Heat-Dissipating Armor reduces the heat effects from flamers, plasma weapons, infernos, and other external sources (including fire) by half (rounding down).

Construction Rules: Heat-Dissipating Armor provides 10 points of protection per ton of armor. It occupies 6 critical slots on 'Mech units. Heat-Dissipating Armor may be mounted on Omni-units, but may not be pod-mounted.

IMPACT-RESISTANT ARMOR

Introduced: 3103 (Lyran Commonwealth)

As new armor types go, impact-resistant armor is arguably among the strangest. Developed originally for use in the arenas of Solaris VII and other gladiatorial venues, the goal of this armor type is to reduce the effectiveness of physical attack damage caused primarily by 'Mech-grade melee weapons, such as hatchets and swords. To accomplish this, the armor's underlayment uses a far more flexible sealant formula and interlocking rings that are designed to yield under pressure and help the armor "give" beneath broad-impact strikes. In addition, a thick, flexible outer shell—similar to combat vehicle tire and track treads—is layered over the armor along the broader surfaces. While effective in this regard, impact-resistant armor is more susceptible to breaches in hostile environments, or when struck by special armor-defeating munitions.

IMPACT-RESISTANT ARMOR RULES

Rules Level: Advanced
Available to: BM, IM
Tech Base (Ratings): Inner Sphere (E/X-X-X-E)
Game Rules: As long as the location struck still has at least 1 point of armor remaining, Impact-Resistant Armor reduces the damage effects from collisions, falls, and physical attacks of all types (including punches, kicks, charges, Death from Above, and the like) by 1 point for every 3 points delivered (or fraction thereof), to a minimum of 1 damage point. The armor has no effect against damage from other sources, and—due to its deliberately flexible under-layers—applies a +1 modifier to any rolls made when checking for hull breach in hostile environments, including underwater and vacuum.

In addition, if a location protected by armor is struck by weapons with armor-piercing capabilities—including armor-piercing autocannon ammo, armor-piercing mortars, tandem-charge missiles, and Tasers of all kinds—all rolls for Critical Hits required for such munitions will receive an additional +1 modifier. This reflects the armor's added susceptibility to such attacks.

Construction Rules: Impact-Resistant Armor provides 14 points of protection per ton of armor. It occupies 10 critical slots on 'Mech units. Impact-Resistant Armor may be mounted on OmniMechs, but may not be pod-mounted.

BALLISTIC-REINFORCED ARMOR

Introduced: 3131 (Draconis Combine)

Commonly referred to simply as "reinforced" armor (though many techs seem partial to the term "hardened light"), ballistic-reinforced armor was born as an attempt to combine and refine the features of Jihad-era hardened and reactive armor. The result was a less bulky, lighter-weight version of hardened armor, with an added layer of non-myomer cable mesh that helps trap and warp the effects of direct-fire ballistic shells and explosives.

BALLISTIC-REINFORCED ARMOR RULES

Rules Level: Advanced
Available to: BM, IM, CV, SV, AF, CF
Tech Base (Ratings): Inner Sphere (E/X-X-X-E)
Game Rules: Against ballistic and missile weapons, Ballistic-Reinforced Armor reduces the damage effects by half (rounded down, to a minimum of 1). Damage from other sources (including collisions, falls, physical attacks, and energy weapons) is unaffected.

Construction Rules: Ballistic-Reinforced Armor provides 12 points of protection per ton of armor. It occupies 10 critical slots on 'Mech units, 1 on vehicles, and 2 for fighters (assigned 1 each to the fighter's wing locations). Ballistic-Reinforced Armor may be mounted on Omni-units, but may not be pod-mounted.

ADVANCED ARMOR TABLE

Advanced Armor Type	Points per Ton	Space BM	IM*	CV	SV*	CF	AF	Construction Notes
Anti-Penetrative Ablation	12	6	6	1	1	1	1	Fighter Slots: 1 (aft)
Heat-Dissipating	10	6	6	NA	NA	NA	NA	None
Impact-Resistant	14	10	10	NA	NA	NA	NA	None
Ballistic-Reinforced	12	10	10	1	1	2	2	Fighter Slots: 1 (per wing)

*Support Vehicles must have the Armored Chassis Mod and a Minimum Chassis Tech rating of D to install Advanced Armor; IndustrialMechs may only mount these armor types under Experimental Mixed-Tech rules.

PATCHWORK ARMOR ADDENDUM

Armor Type	Slots per Location*	Tons per Point
Anti-Penetrative Ablation	1 / 1	0.0833
Heat-Dissipating	1 / NA	0.1000
Impact Resistant	2 / NA	0.0714
Ballistic-Reinforced	2 / 1	0.0833

*Number left of slash applies to 'Mechs and support vehicles; number right of slash applies to fighters and combat vehicles

RE-ENGINEERED LASERS

Introduced: 3130 (Federated Suns)

The "re-engineered" laser weapon was developed in an attempt to mate the high-power effects of Clan heavy lasers with the enhanced accuracy and high-firing rate of a pulse laser. Numerous revisions to balance the heat, damage, and range factors that made such a design impractical, finally resulting in a weapon scarcely more effective than standard-model lasers, but for one curious feature: the ability to completely defeat the beneficial effects of anti-laser specialty armors. This effect is largely due to a high-frequency/short-pulse compromise system that emerged in the laser's redesign, which delivers a powerful twin burst to roughly the same impact point that, while not potent enough to produce a great deal more damage than standard hits, has the benefit of boring away through several of the newer armor types introduced since the Jihad—including laser-reflective, ferro-lamellor, and even hardened armor—while still delivering enough explosive force to make up for the damage lost in the effort.

RE-ENGINEERED LASER RULES

Rules Level: Advanced
Available to: BM, IM, PM, CV, SV, AF, CF, SC, DS, JS, SS, WS, MS
Tech Base (Ratings): Inner Sphere (E/X-X-X-E)
Game Rules: Re-engineered Lasers act like standard laser weapons in game play. Though they technically are pulse weapons, the pulses are too brief and close together to gain the targeting modifier of such weapons or deliver hits to more than one location per strike. Instead, the only added effect re-engineered lasers have is their ability to ignore the damage-reducing effects of laser-reflective armor, ferro lamellor armor, and even hardened armor. (In all of these cases—even hardened armor—this means that the number of armor points lost is equal to the re-engineered laser's damage value, as if these armor types were standard armor when struck by a re-rengineered laser.)

Construction Rules: Re-engineered lasers may be mounted in accordance with the appropriate unit's standard construction rules for mounting weapons.

TSEMP EFFECTS TABLE

Target Unit	No Effect (2D6 roll)*	Interference (2D6 roll)*	Shutdown (2D6 roll)*
BattleMech	2-6	7-8	9+
IndustrialMech	2-5	6-7	8+
ProtoMech	2-5	6-8	9+
Battle Armor**	2-5	6-7	8+
Combat Vehicles	2-5	6-7	8+
Support Vehicles	2-4	5-6	7+
Aerospace Fighter/Small Craft	2-6	7-8	9+
Conventional Fighter	2-5	6-7	8+
Target Mass: 100+ tons	–2 to roll	–2 to roll	–2 to roll
Target Mass: 200+ tons	NA	NA	NA
Mobile Structure	NA	NA	NA
Conventional Infantry	NA	NA	NA

*Apply a –2 to the roll result if the target is powered by a Steam engine (–1 for ICE engines)
**For simplicity, a TSEMP attack against battle armor affects the entire squad equally

TIGHT-STREAM ELECTRO-MAGNETIC PULSE (TSEMP) WEAPONS

Introduced: 3095 (Republic of the Sphere [TSEMP OS]), 3109 (Republic of the Sphere [TSEMP Cannon])

Tight-Stream Electromagnetic Pulse weapons (TSEMPs for short), were derived from abandoned Word of Blake research that was itself based on the original Star League's Centurion Weapon System project. First introduced by the Republic of the Sphere as a single-shot version, a newer repeating-fire version eventually followed.

As the name implies, TSEMPs are basically targeted-EMP weapons, intended to disrupt or even shut down opposing machinery—including BattleMechs—without relying on the harpoon line/fusion surge Jihad-era Tasers did. Although their use tends to interfere with the firing unit's other advanced electronics, stealth equipment, and targeting systems, the TSEMPs' effectiveness and reusability eventually rendered Taser weapons obsolete.

TSEMP WEAPON RULES

Rules Level: Advanced
Available to: BM, IM, PM, CV, SV, AF, CF, SC, MS
Tech Base (Ratings): Inner Sphere (E/X-X-X-E)
Game Rules: TSEMP weapons are only effective against targets weighing more than 200 tons and cannot be effectively used against conventional infantry at all. Both the TSEMP Cannon and the one-shot TSEMP (TSEMP OS) deliver attacks in the same manner as standard direct-fire energy weapons, but ignore any effects from specialty defenses (such as heat-resistant and laser-reflective armors or the Blue Shield PDS).

TSEMPs inflict no physical damage to a target unit. Instead, upon any successful hit against an appropriate target, the attacker must make a second 2D6 roll to determine the effects, applying a –2 to the result for steam-powered units, or –1 if the unit is powered by an internal combustion engine. An additional –2 modifier is added if the target weighs 100 tons or more. Any modified result of less than 2 is treated as a 2.

The TSEMP Effects Table shows the range of results the roll result required to cause any effects by target unit type. A result of that falls under the "No Effect" range for a unit indicates that the target suffers to significant effect from the attack. A result that falls under "Interference" indicates that the target's sensors and electronics experience a surge that will apply a +2 to-hit modifier for all weapon attacks and sensor operation checks, while also treating the target unit as though it is operating within a hostile ECM field. A result that falls under the "Shutdown" column indicates that the unit experiences a shutdown effect.

Any effects from a successful TSEMP attack will last until the End Phase of the turn after the target unit was hit, after which the target will resume operating normally. An effect of "NA" means the specified target cannot be affected by a TSEMP attack.

In addition to affecting its target, the unit firing a TSEMP will automatically suffer the effects of a TSEMP-delivered Interference effect on itself (as described above). Furthermore, because the TSEMP Cannon requires time to recharge, the weapon cannot be fired in consecutive turns.

Multiple TSEMP weapon attacks against the same target in the same turn add a +1 modifier to the Effects roll against that target (to a maximum stacking modifier of +4). Each Effects roll resolves separately, so the first TSEMP hit resolves with no stacking modifier, while the second receives a +1 stacking modifier, the third receives a +2, and so forth.

Critical hits to a TSEMP Cannon (or a TSEMP OS that has not yet been fired) will result in a 10-point internal explosion due to the intense power surge that is released. This is treated in the same way as a Gauss weapon explosion. Like Gauss weapons, TSEMP explosions cannot be triggered by excess heat.

Construction Rules: TSEMP weapons may be mounted in accordance with the appropriate unit's standard construction rules for mounting weapons. TSEMP Cannons can only be mounted and used by units powered by fusion or fission engine types. The TSEMP One-Shot may be mounted on units powered by non-fusion engines, but will require heat sinks and power amplifiers as per the normal rules for mounting an energy weapon on such units.

HARJEL REPAIR SYSTEMS

Introduced: 3136 (Clan Sea Fox [HarJel II]), 3139 (Clan Sea Fox [HarJel III])

A recent development by the Clans was the introduction of the HarJel II and HarJel III systems, both produced by the Sea Foxes. Based on the original HarJel hull-sealing technology developed in the Homeworlds, and utilizing a similar compound discovered in the Twycross system eighty years ago, the Foxes improved upon this technology by combining it with a revolutionary form of hyper-fast hardening compound that could be pumped through tubes laced just beneath the armor plates of any 'Mech-sized unit.

Expensive in the extreme, and requiring extensive modifications that include effectively "re-skinning" the 'Mech designed to use it, HarJel II (and III) provides greater protection than the early BattleMech HarJel systems developed in the 3060s by not only sealing against hull breaches, but even providing a degree of temporarily "regrown" armor strong enough to actually resist light weapons fire.

HARJEL REPAIR SYSTEM RULES

Rules Level: Advanced
Available to: BM
Tech Base (Ratings): Clan (F/X-X-X-F)
Game Rules: The HarJel Repair System is available in two forms, known as HarJel II and HarJel III. Both systems remain operational as long as the location they are mounted in retains at least 1 point of armor protection and the HarJel Repair System in that location has not suffered a critical hit. In addition to providing a +2 modifier to all rolls made when checking the unit's hull integrity in hostile environments or underwater (see p. 121, *TW*), each turn a location protected by a HarJel Repair System suffers armor damage, the unit will recover 2 points of armor protection in that location (4 for HarJel III) during the following End Phase. The number of armor points restored, however, may never exceed the location's starting armor value. HarJel Repair Systems cannot restore internal structure armor, nor can they restore damage to internal components.

A critical hit to either HarJel Repair System destroys the component completely and forces the controlling player to make an additional check for Critical Hits as if the location suffered an ammunition explosion to see if additional components are damaged (though no checks are required for pilot damage). Destroyed HarJel slots cannot be repaired; they must be replaced. A unit equipped with HarJel Repair System automatically receives the Difficult to Maintain Design Quirk (see p. 198, *SO*).

Construction Rules: HarJel is only compatible with units that employ standard, heavy industrial, light ferro-fibrous, standard ferro-fibrous, and heavy ferro-fibrous armor. HarJel Repair Systems can only be mounted on BattleMechs, may not be pod-mounted onto Omnis, and must be mounted in any location the designer wishes to protect. Each HarJel Repair System is mounted separately, and each location may mount only one HarJel Repair System. Units may not combine different HarJel Repair Systems; if a unit mounts HarJel II in one location, all other HarJel Repair Systems mounted on the same unit must be HarJel II.

RADICAL HEAT SINKS

Introduced: 3122 (Federated Suns)

More properly known as the Reclaimed Coolant Flush Injector, the so-called "radical heat sink" system is, in effect, a logical upgrade to the same coolant pod technology prototyped by the Federated Commonwealth in 3049. Where the original coolant pods proved to be one-shot devices, this system enables the 'Mech or fighter to make more frequent flushes in combat. The repeatability is not without some risk, however. Though the flush lines have been reinforced and better insulated to enable its functions, there exists a significant chance of rupture over time, especially if the warrior relies too heavily on the flush to keep his heat levels under control in an intense firefight. For this reason, many pilots and MechWarriors are cautioned to treat the "radical heat sink" system as if it has a more limited recharge supply, stressing that it be used only in cases of extreme emergency.

RADICAL HEAT SINK RULES

Rules Level: Advanced
Available to: BM, IM, AF
Tech Base (Ratings): Inner Sphere (E/X-X-X-E)
Game Rules: The Radical Heat Sink system works like the Coolant Pod, except that it can be activated more than once during a scenario. Unfortunately, repeated use of this system—especially in rapid succession—raises the chances for a catastrophic failure.

Like the Coolant Pod (see p. 304, *TO*), the Radical Heat Sink system may be triggered only once per turn—at the start of the unit's Heat Phase—and increases the cooling capacity of the unit's functioning heat sinks by 1 point each in that turn (regardless of heat sink type). Each time the Radical Heat Sink system is used, however, the controlling player must roll 2D6 and comparing it to the Radical Heat Sink Failure Table based on the number of consecutive turns the device is used. If the rolls equals or exceeds the number indicated in the Avoid Failure On column, the device continues to work normally. For each turn the unit does not use its Radical Heat Sinks, the failure chance reduced by one level, to a minimum failure roll of 2 or less. (**Note:** Astute players will notice that this failure change is the same as that of the MASC system.)

Unlike the Coolant Pod, the Radical Heat Sink system will not explode if it suffers a critical hit in combat. Instead, a damaged device will leak coolant from the unit's entire heat exchange system for the remainder of the scenario. To reflect this effect, increase the heat costs for all movement actions by +1 every time a unit with a damaged Radical Heat Sink system moves, and add +1 heat to the total heat generated by a unit that fires weapons with a damaged Radical Heat Sink system.

Construction Rules: Only BattleMechs, IndustrialMechs, and aerospace fighters may mount a Radical Heat Sink device, which must be placed in a torso location. A unit may only mount one Radical Heat Sink system at a time, and may not mount Coolant Pods on the same unit. The Radical Heat Sink system may be pod-mounted.

RADICAL HEAT SINK FAILURE TABLE

Number of Turns Used*	Avoid Failure On
1	3
2	5
3	7
4	10
5	11
6+	Auto-Fail

*Consecutive turns only

NEW UNIT TYPES

In addition to new weapons and equipment, two new classes of battlefield unit have also been introduced in the latter years of the Dark Age: QuadVees and Tripod Superheavy (Colossal-class) 'Mechs. The rules for using and constructing these units (including a recap of the general Superheavy 'Mech rules from *Jihad: Final Reckoning*) are as follows:

QUADVEES

Rules Level: Advanced
Available to: BM
Tech Base (Ratings): Clan (F/X-X-X-F)

The QuadVee was developed in recent years by Clan Hell's Horses' QuadVee as a kind of ground-based equivalent of the defunct Land-Air 'Mech. This BattleMech-vehicle hybrid, tailor-made for the combined arms aspects of warfare in the Dark Age, incorporates a two-man crew, and offers greater flexibility in combat, including the 360-degree field of fire common to turreted vehicles, and the ability to circumvent immobilizing damage by converting between operational modes.

The following rules apply to QuadVees.

Piloting/Gunnery Skills

To overcome the intensive cross-training of two skill sets required by a LAM pilot, a QuadVee has two crewmen: one serves as the unit's dedicated driver, with the other as the dedicated gunner. A QuadVee may operate with just one crewman, but depending on which is not present, extra penalties will apply as noted below.

Dedicated Pilot: Whenever in BattleMech Mode, the dedicated pilot uses his Piloting Skill to resolve all piloting actions as a MechWarrior. In Vehicle Mode, this same warrior uses his Piloting Skill in place of Driving Skill when any Driving Skill Rolls are made. Physical Attacks of any kind are also resolved using the pilot's Piloting Skill Rating.

Dedicated Gunner: As long as the QuadVee has a dedicated gunner, it may select up to three primary targets per turn before incurring the secondary target modifier (see *Multiple Targets Modifier*, p. 109, *TW*).

Disabled or Missing Crew: If the dedicated pilot is disabled (i.e. unconscious or killed) or not present, the QuadVee's gunner can take over pilot duties, but must apply a +2 target number modifier to all Piloting/Driving Skill checks (including those made for Physical Attacks). Likewise, if the dedicated gunner is disabled or not present, the pilot can still fire the QuadVee's weapons, but does so at an additional +2 to-hit modifier, and loses the ability to designate more than one primary target.

Conversion

Conversion is the process of switching between the QuadVee's two modes of operation: BattleMech and Vehicle. The conversion process must be announced at the start of the unit's movement and is considered complete by the end of its move in that turn's Movement Phase.

QuadVees cannot switch between modes while submerged. Regardless of the mode the QuadVee is converting from, conversion costs 2 MP, plus 1 additional MP for every critical hit suffered to the unit's leg actuators, conversion equipment, or tracks. (If the total cost of MPs needed for conversion exceeds the QuadVee's maximum available MPs for the turn, it cannot convert between modes.) The facing of a QuadVee does not change during the conversion process, but if the unit has any remaining MPs after conversion, it may use them to move and change facing.

If the terrain occupied by a QuadVee at the end of its conversion is illegal for its movement type, the QuadVee is reduced to 0 MP upon completing its conversion, but is not considered immobile.

A QuadVee that attempts to use its weapon in the same turn it opts to switch between modes will suffer a +3 to-hit modifier for any such actions, using the skills appropriate to the mode the unit converted *from*. The conversion process imposes no additional modifiers for attacks made against a QuadVee.

A QuadVee can still perform conversions even with a destroyed gyro, but will be unable to use its MPs in BattleMech Mode with such damage. For conversion purposes only, gyro damage does not count against the unit's MPs.

Movement Phase (BattleMech Mode)

A QuadVee in BattleMech Mode uses standard four-legged 'Mech ground movement rules.

Movement Phase (Vehicle Mode)

A QuadVee in Vehicle mode uses all standard and advanced movement rules applicable to a Tracked vehicle, translating the unit's Walking MP and Running MP directly to Cruise and Flank MP (respectively), but ignoring any MP modifiers caused by leg actuator critical hits. QuadVees with jump jets may use Jumping MP, even in Vehicle Mode.

Unlike tracked vehicles, QuadVees *may* enter and traverse water even in Vehicle Mode, but must apply the standard MP reductions for BattleMech movement when doing so.

QuadVees in Vehicle Mode ignore any Piloting Skill Rolls to avoid falls, but remain susceptible to skidding, collisions, and other piloting effects.

Combat Phase (BattleMech Mode)

QuadVees in BattleMech mode use the following combat rules in game play:

A QuadVee in BattleMech Mode uses standard four-legged 'Mech combat rules, with the following additions:

Rotating the Fire Arc: As long as the QuadVee's gyro is undamaged, its torso is able to rotate through 360 degrees, just like a tank turret (see *Rotating The Firing Arcs*, *Vehicles*, p. 106, *TW*). A damaged gyro reduces the QuadVee to the torso twist range of up to 2 hexsides—like a standard bipedal BattleMech that has the Extended Torso Twist Design Quirk (see p. 194, *SO*). A destroyed gyro reduces torso rotation further, to that of a standard biped BattleMech's torso twisting limit (1 hexside).

Combat Phase (Vehicle Mode)

A QuadVee in Vehicle Mode uses standard four-legged 'Mech combat rules, with the following additions:

Rotating the Fire Arc: In Vehicle Mode, a QuadVee retains the same torso-rotation range as it has in BattleMech Mode.

Line of Sight: For line of sight (LOS) purposes, a QuadVee in Vehicle Mode is 1 level high.

Physical Attacks: A QuadVee in Vehicle Mode can only execute Charging (Ramming) attacks. If subject to physical attacks from other 'Mechs, the QuadVee is treated as a 'Mech that stands 1 level lower than its present level (thus a QuadVee being attacked by a BattleMech on the same level is treated as if it is actually standing one level below its attacker).

Heat: QuadVees in Vehicle Mode still track their heat exactly as if they were in BattleMech Mode.

Pilot Damage (Both Modes)

Only the pilot receives damage due to an ammunition explosion, though heat effects, as well as any damage to the head, apply to both warriors. If the pilot cockpit slot is destroyed (see *Cockpit*, below), the gunner automatically takes over, provided he is present (see *Piloting/Gunnery Skills*, p. 248, for the modifiers that would apply to such a situation). If both cockpit slots are destroyed, or there is no surviving warrior to take over the primary pilot position, the QuadVee is considered destroyed per the standard game play rules for cockpit destruction.

QUADVEE CONSTRUCTION RULES

QuadVee follow all the same construction rules as four-legged 'Mechs, with the following additions and modifications:

Weight Limits: QuadVees may only be constructed within the weight limits of standard BattleMechs. QuadVess cannot be constructed as Superheavy 'Mechs.

Cockpit: A QuadVee mounts a special 4-ton cockpit that takes up 2 critical slots; assign a "cockpit" to Slot 4 in the head location. Slot 3 is the "Pilot" slot; Slot 4 is the "Gunner" slot. No other cockpit type, including Cockpit Command Console, may be installed on a QuadVee.

Conversion Equipment: QuadVees must devote 10 percent of the unit's total mass (rounded up to the nearest whole ton) to conversion equipment, and must assign 1 "Conversion Equipment" critical slot to all four legs (for a total of 4 critical slots).

Equipment: A QuadVee must mount Tracks in all four legs (see p. 249, *TM*).

Battle Value: Compute the Battle Value of a QuadVee as though it were a standard four-legged BattleMech.

TRIPOD 'MECHS

Rules Level: Advanced
Available to: BM
Tech Base (Ratings): Inner Sphere (E/F-X-X-F)

Following the end of the Jihad, the founders of The Republic of the Sphere captured plans for a host of experimental technologies from the Word of Blake, plans that included superheavy BattleMechs like the *Omega*-class. Inspired by this, and by Succession Wars-era industrial machines like the *Three-Man Digging Machine*, the Republic quietly began development on their own three-legged superheavy war machine, eventually debuting the *Ares*-class OmniMech in the late 3130s.

The following rules apply to Tripod 'Mechs. While Tripod 'Mechs can be made in standard weight classes, these rules will mainly presume that the tripod in question is a superheavy design.

Piloting/Gunnery Skills

Superheavy Tripod 'Mechs require special cockpits that seat either two crewmen (for standard-weight Tripods), or three crewmen (for superheavies): one crewman serves as the unit's dedicated pilot, while another serves as the equipment/gunnery officer. For superheavy Tripods, the third crewman serves as a technical/tactical officer. Superheavy Tripod 'Mechs may operate with as few as one pilot, but will incur penalties for operating in such a fashion, and will not receive the benefits of the dedicated crewmen noted below. The following rules cover their use in game play.

Non-Superheavy Tripod 'Mechs: The non-superheavy Tripod 'Mech cockpit seats only a dedicated pilot and equipment/gunnery officer.

Dedicated Pilot: A dedicated pilot applies a –1 target modifier to all Piloting Skill checks (including those made for Physical Attacks) when operating a superheavy Tripod 'Mech. This modifier is cumulative with the normal modifiers for Superheavy 'Mechs, as well as the normal –1 Tripod 'Mech Piloting Skill modifier. If the dedicated pilot is disabled (i.e. unconscious or killed), the equipment/gunner officer or technical officer can pilot the 'Mech, but trades the dedicated pilot's bonus for a +2 target number modifier to all Piloting Skill checks (including those made for physical attacks).

Dedicated Equipment/Gunnery Officer: As long as the superheavy Tripod has a dedicated gunner, it may select up to 3 primary targets per turn before incurring the secondary target modifier (see *Multiple Targets Modifier*, p. 109, *TW*). If the dedicated equipment/gunnery officer is disabled (i.e. unconscious or killed), the pilot or technical officer can pilot the 'Mech, but loses the dedicated gunner's ability to select more than 1 primary target, and suffers an additional +2 to-hit number modifier to all weapon attacks.

Dedicated Technical Officer: Having a dedicated technical officer grants the superheavy Tripod 'Mech a +2 modifier to all rolls made to avoid shutdown and ammunition explosions from excess heat. The technical officer also doubles as tactical support for his team, and awards a +1 Initiative modifier to the superheavy Tripod's side in the scenario (+2 if the Tripod is the force's designated command unit). This Initiative modifier is not cumulative if more than one superheavy Tripod 'Mech is present. If the technical officer is disabled (i.e. unconscious, killed or absent), all these benefits are lost entirely; the pilot or equipment/gunner officer cannot take over the technical officer's abilities.

Movement Phase

As long as a Tripod 'Mechs possesses three undestroyed legs, it receives all of the benefits described below. Should one or more of a Tripod 'Mech's legs be destroyed, it will immediately fall in accordance with standard rules for leg destruction, lose all of these movement benefits, and its remaining movement and piloting modifiers will be the same as those of a biped 'Mech that has suffered a destroyed leg (see p. 122, *TW*).

All other movement rules governing 'Mechs (and, if appropriate, superheavy 'Mechs) apply to Tripod 'Mechs as well.

Tripod Facing Change: A Tripod 'Mech spends 1 MP to change its facing any number of hexsides, in any direction. This is because the Tripod 'Mech's legs are designed to switch direction with a minimum of actural turning (instead, the torso rotates to the new facing, and the legs reorient to follow).

Tripod Piloting Skill Rolls: Apply a –1 target modifier to all Piloting Skill rolls made to avoid falls, or to stand up after falling or dropping prone.

Lateral Shift and Hull Down: A Tripod 'Mech may execute a lateral shift exactly as a four-legged 'Mechs, with the same MP cost (see p. 50, *TW*). Tripod 'Mechs may also perform the Hull Down maneuver available to four-legged 'Mechs (see p. 21, *TO*).

Combat Phase

In combat, Tripod 'Mechs are treated as BattleMechs (or superheavy 'Mechs, as applicable), with the following additional special combat rules.

Tripod Firing Arcs: A Tripod 'Mech can torso twist through 360 degrees. Any weapons not mounted in the legs are thus considered to be mounted in a turret for the purposes of rotating the firing arc (see *Rotating The Firing Arcs*, *Vehicles*, p. 106, *TW*). Because the Tripod 'Mech's unique design, its legs tend to realign while on the move, establishing leg-based firing arcs own relative to the Tripod 'Mech's torso facing. To reflect this, the Tripod 'Mech always considers its

central leg's facing to begin at the front hexside of the unit, with the left leg facing considered to begin two hexsides left of the front, and the right leg facing considered to begin two hexsides to the right of the front. These firing arcs radiate outward in the same manner as non-turreted vehicle-based firings arcs.

Firing While Prone: Provided that it possesses all three of its legs and has suffered no critical hits to its hips, a prone Tripod 'Mech only applies a +1 to-hit modifier (in place of the standard +2 modifier) for its attacks, and may use all weapons located in its torsos, head, and both arms. If the Tripod has suffered a hip actuator hit or the loss of at least one leg, it follows the standard rules for a BattleMech attacking while prone.

Leg Hit Location: When resolving hits against a Tripod 'Mech, use the appropriate BattleMech Hit Locations Table for bipedal 'Mechs. Every time a hit strikes a leg location, roll 1D6, applying a +1 modifier if the attack direction is from the left side, or a –1 modifier if the attack direction is from the right side. On a modified result of 0-2, the attack strikes the right leg; on 3-4, the attack strikes the "middle" leg; and on 5-7, the attack strikes the left leg. Excess damage to the front leg transfers directly to the center torso. Excess damage from the side legs transfer to the appropriate side torsos.

Pilot Damage: Only the Tripod 'Mech's dedicated pilot will suffer damage as a result of ammunition explosions, but other heat effects will apply to all of the crewmen in the Tripod's cockpit. Whenever the head suffers damage, all crewmen will sustain 1 pilot hit each. If the dedicated pilot is killed or rendered unconscious, another crewman can automatically takes over, provided at least one is present (see *Piloting/Gunnery Skills*, p. 251, for the modifiers that would apply to such a situation). If all crewmen in a Tripod's cockpit are killed, or the Cockpit critical slot is destroyed, the Tripod 'Mech is considered destroyed per the standard game play rules for cockpit destruction.

TRIPOD 'MECH CONSTRUCTION RULES

Tripod 'Mechs follow all the same construction rules as superheavy 'Mechs (see p. 252), with the following additions:

Record Sheet: The Tripod 'Mech uses a unique record sheet that incorporates its third leg. Superheavy Tripods use a superheavy version of that same Record Sheet which features three pilot condition monitors as opposed to the standard one.

Internal Structure: The Tripod 'Mech's third leg receives the same number of structure points as the 'Mech's other two legs. To reflect the additional limb, the total weight of a Tripod's internal structure—regardless of type—must be increased by 10 percent (rounding up to the nearest half ton).

Cockpit: Tripod 'Mechs up to 100 tons in total weight must mount a special 4-ton cockpit that seats 2 crewmen. Superheavy Tripod 'Mechs—which weigh from 105-200 tons—must mount a special, 5-ton advanced cockpit that seats 3 crewmen. No other cockpit types are presently available to Tripod 'Mechs. Despite the weight increase, both Tripod cockpits occupy the same number of critical slots on the respective critical hit tables.

Weapons and Equipment: Tripod 'Mechs may mount weapons and equipment in accordance with the standard rules for a 'Mech of equal weight and size.

SUPERHEAVY 'MECHS

Rules Level: Advanced

Available to: BM

Tech Base (Ratings): Inner Sphere (E/F-X-X-F)

Although numerous attempts were made to break the upper limits of BattleMech design in the past, practical limitations in chassis, myomer, and actuator demands—coupled with the skyrocketing weight-to-power ratios of combat-grade fusion engines—made the development of such 'Mechs unfeasible for practical deployment. A few specialized designs did emerge in industrial applications, such as Brooks Incorporated's *Three-Man Digging Machine* in the early 2900s (typically relegated for use in low-gravity environments where their oversized mass was less crippling), the failure of superheavy 'Mech concepts throughout the ages are legion. By far the most infamous was the original *Matar* (or "Behemoth") design, developed under the brief reign of Stefan Amaris in the final years of the original Star League. But where the superheavy 'Mech also known as "Amaris' Folly" failed, the Word of Blake finally succeeded in 3078 when it unveiled the deadly *Omega*-class BattleMechs during the fateful 3078 defense of Terra.

The following rules apply to both superheavy BattleMechs and superheavy IndustrialMechs.

Movement Phase

Superheavy 'Mechs modify the standard movement rules for BattleMechs as indicated below:

Unit Height: Superheavy 'Mechs are considered to stand 3 levels (18 meters) tall for line of sight purposes. When prone (or hull down), a Superheavy 'Mech is treated as standing 2 levels high for line of sight purposes. Superheavy 'Mechs do not receive any cover modifiers for terrain that stands 2 levels or more below their current height (so a Superheavy 'Mech standing upright in Depth 1 Water, or behind a Level 1 building would receive no Partial Cover effect).

Stacking Limits: Superheavy 'Mechs are so massive that no other vehicles or 'Mechs may share the same hex as they occupy. Even friendly vehicles and 'Mechs must maneuver around a Superheavy 'Mech's hex during the Movement Phase. (Infantry—including battle armor—remain unimpaired.)

Movement: Superheavy 'Mechs reduce by 1 the MP cost for the following terrain types: Woods, Jungle, Rough, Rubble, and Buildings. All other terrain types and conditions (including elevation changes and lateral movement for quads) cost the same number of MPs as they do for standard-size 'Mechs.

Combat Phase

Superheavy 'Mechs modify the standard combat rules for BattleMechs as indicated below:

Attack Modifiers: All weapon and physical attacks against a Superheavy 'Mech receive a –1 to-hit modifier, to reflect these units' larger silhouette. All physical attacks performed by a Superheavy 'Mech suffer a +1 to-hit modifier, to reflect their reduced agility. If a physical attack between two units includes a Superheavy 'Mech on a different level, consult the Different Levels Table (Superheavy 'Mechs). This Table adds to the one found in *Total Warfare* (see p. 150, *TW*).

Infantry: Anti-'Mech infantry attacks against Superheavy 'Mechs receive a –2 to-hit modifier, to reflect the greater ease of such attacks due to the unit's sheer size and lower range of motion. (Although Superheavy 'Mechs are larger, they may not carry more than 1 battle armor squad per 'Mech under the Mechanized Battle Armor rules, nor may they be subjected to more than one anti-'Mech Swarm Attack at one time.)

Critical Hits: Although items in the arms, legs, and torsos of a Superheavy 'Mech occupy only half the normal critical slots as normal (rounded up), a critical hit to any item is considered a "single" critical hit. If the critical hit strikes an ammunition slot, however, *all* ammunition in that slot is affected, even if the slot reflects two standard slots' worth of munitions. Likewise, a critical hit to any slots that contain multiple heat sinks (as may occur in the case of standard or compact heat sinks) will destroy *all* of the sinks in that Superheavy critical slot. As with normal rules, critical hits to a critical slot that has been previously struck will have no further effect and must be re-rolled.

Gyro Hits: Even though they make use of a specially-designed "enlarged" gyro, these systems are seriously taxed by the oversized nature of the superheavy design and as prone to damage as a standard gyro type. As a result, it only takes 2 critical hits to destroy a Superheavy 'Mech's gyro.

Compact Engines: If the Superheavy 'Mech mounts a Compact Fusion Engine, the engine is considered destroyed at 2 Critical Hits, rather than 3.

Additional Superheavy 'Mech Rules

Superheavy 'Mechs apply the following additional rules in game play:

Buildings: Superheavy 'Mechs cannot climb buildings. When entering or exiting a Building, a Superheavy 'Mech applies a +4 target number modifier for all rolls made to determine if the structure sustains damage.

Advanced Movement and Piloting: If using the advanced Taking Damage rules (see p. 23, *TO*), Superheavy 'Mechs receive a –4 Piloting Skill target modifier. If using any Bog Down special rules (see p. 62-63, *TO*), Superheavy 'Mechs apply an additional +1 Piloting Skill target modifier.

Transporting Superheavy 'Mechs: Superheavy 'Mechs may be transported by DropShips, but because dedicated Superheavy 'Mech cubicles do not currently exist, they must be transported as bulk cargo and cannot be dropped from airborne transports.

DIFFERENT LEVELS TABLES (SUPERHEAVY 'MECHS)

Target is:	Allowed Physical Attack (Hit Location Table Used)
Standing Superheavy 'Mech 1 level higher	Charge, Punch, Club, Physical Weapon (All on Kick Table)
Standing Superheavy 'Mech 1 level lower	Charge, Punch, Kick, Club, Physical Weapon (Use Default Tables)
Standing Superheavy 'Mech 2 levels lower	Charge, Kick, Club, Physical Weapon (All on Punch Table)
Prone Superheavy 'Mech 1 level higher	Punch, Club, Physical Weapon (Use Default Tables)
Prone Superheavy 'Mech 1 level lower	Charge, Punch, Kick, Club, Physical Weapon (Use Default Tables)
Prone Superheavy 'Mech 2 levels lower	None

SUPERHEAVY 'MECH CONSTRUCTION RULES

Superheavy BattleMechs and superheavy IndustrialMechs are available in two-legged (biped), three-legged (tripod), and four-legged (quad) body types, just like standard 'Mechs. In game play, superheavy 'Mechs function in accordance with the standard rules for a 'Mech of their type, with the following modifications:

Record Sheet

Superheavy 'Mechs use the superheavy 'Mech Record Sheets appropriate to their body configuration. Note that while the slots and locations on these record sheets are identical to those found on standard 'Mech record sheets, the much larger interior capacities are taken into consideration in the rules for Superheavy Critical Space (see p. 255).

Technology Base

Superheavy BattleMechs and superheavy IndustrialMechs are available only to the Inner Sphere Tech Base under these rules. The Clans do not produce superheavy 'Mechs, having abandoned the concept during their formation.

Configurations

Superheavy 'Mechs may be constructed as two-legged, three-legged, or four-legged designs. Superheavy BattleMechs may be constructed as OmniMechs, but superheavy IndustrialMechs may not.

Maximum Weight and Increments

Superheavy 'Mechs weigh from 105 tons to 200 tons in total mass, increasing in 5-ton increments.

Internal Structure

To support their massive weight, superheavy 'Mechs use an enhanced form of internal structure known as Superheavy Structure. Superheavy Internal Structure is available in Industrial (for Superheavy IndustrialMechs only), as well as Standard, Endo-Steel, and Endo-Composite (for Superheavy BattleMechs only).

Industrial Superheavy Structure: Industrial Superheavy Structure takes up 40 percent of the superheavy IndustrialMech's total weight (rounded up to the nearest half ton), and occupies no slots on the Superheavy IndustrialMech's Critical Hits Table.

Standard Superheavy Structure: Standard Superheavy Internal Structure takes up 20 percent of a superheavy BattleMech's total weight (rounded up to the nearest half ton), and takes up no critical space on the Superheavy BattleMech's Critical Hits Table.

Superheavy Endo-Steel Structure: Superheavy Endo-Steel Structure takes up 10 percent of a superheavy BattleMech's total weight (rounded up to the nearest half ton), and occupies 7 slots on the Superheavy 'Mech's Critical Hit Table (the equivalent of 14 critical slots on a standard BattleMech).

Superheavy Endo-Composite Structure: Superheavy Endo-Composite Structure, a hybrid of standard and endo-steel design, takes up 15 percent of a superheavy BattleMech's total weight (rounded up to the nearest half ton), and occupies 4 slots on the Superheavy 'Mech's Critical Hit Table (the equivalent of 7 critical slots on a standard BattleMech).

SUPERHEAVY 'MECH STRUCTURE TABLE

	Superheavy Structure Weight				Internal Structure Points by Location				
Total 'Mech Mass	Standard	Endo Composite	Endo Steel	Industrial	Head	Center Torso	R/L Torso	Each Arm	Each Leg
105	21	16	10.5	42	4	32	22	17	22
110	22	16.5	11	44	4	33	23	18	23
115	23	17.5	11.5	46	4	35	24	19	24
120	24	18	12	48	4	36	25	20	25
125	25	19	12.5	50	4	38	26	21	26
130	26	19.5	13	52	4	39	27	21	27
135	27	20.5	13.5	54	4	41	28	22	28
140	28	21	14	56	4	42	29	23	29
145	29	22	14.5	58	4	44	31	24	31
150	30	22.5	15	60	4	45	32	25	32
155	31	23.5	15.5	62	4	47	33	26	33
160	32	24	16	64	4	48	34	26	34
165	33	25	16.5	66	4	50	35	27	35
170	34	25.5	17	68	4	51	36	28	36
175	35	26.5	17.5	70	4	53	37	29	37
180	36	27	18	72	4	54	38	30	38
185	37	28	18.5	74	4	56	39	31	39
190	38	28.5	19	76	4	57	40	31	40
195	39	29.5	19.5	78	4	59	41	32	41
200	40	30	20	80	4	60	42	33	42

SUPERHEAVY 'MECH CONSTRUCTION RULES (CONTINUED)

Other Structure Types: Under these rules, no other internal structure types are available to Superheavy 'Mechs. Tripod Superheavy 'Mechs add 10 percent to the Internal Structure weight of a superheavy 'Mech.

Structure Points: To find the number of points of structure per location that a superheavy 'Mech's structure provides, consult the Superheavy 'Mech Structure Table.

Head/Cockpit

The cockpit assembly for a Superheavy 'Mech is reinforced, and provides 4 points of internal structure in the head location. The maximum head armor that can be supported in this location is also increased, to a maximum of 12 points. The weight of this reinforced cockpit is 4 tons. Under these rules, Superheavy 'Mechs cannot use standard-size 'Mech cockpits, Small Cockpits, Torso-Mounted Cockpits, Interface Cockpits, or Drone Cockpit types, but they can install Command Consoles.

Superheavy Tripod Cockpit: As a special exception, superheavy Tripods must use the 5-ton Superheavy Tripod Cockpit. As this system duplicates features of the Command Console, superheavy Tripod 'Mechs cannot make use of a separate Command Console.

Engine

The Engine Rating for a Superheavy 'Mech is computed as normal. Superheavy IndustrialMechs may only use standard and Large fusion engine types, while superheavy BattleMechs can use any fusion engine type (including Compact, Standard, Light, XL, XXL, and Large). The weights for fusion engines may be found in their appropriate engine tables in *TechManual* (see p. 49, *TM*) or *Tactical Operations* (see p. 308, *TO*). Non-fusion engine types lack the power to keep a superheavy 'Mech mobile, and so such engines may not be selected.

SUPERHEAVY 'MECH CONSTRUCTION RULES (CONTINUED)

Space: The critical slot space requirements of a superheavy 'Mech's engine are half of those normally required in a similar standard BattleMech (rounded up). See *Superheavy Critical Space*, below, for more information.

Supercharger: Superheavy 'Mechs cannot make use of Superchargers.

Gyro

Regardless of their type, all superheavy 'Mechs *must* employ a superheavy gyro. All other gyro types lack the durability and stress tolerances necessary to keep these oversized machines balanced.

Space: On a superheavy 'Mech, the superheavy gyro occupies only two critical slots in the center torso.

Jump Jets/Underwater Maneuvering Units

The challenges of supporting and balancing a superheavy 'Mech as it stands, walks, or runs have proven so significant that there are presently no jump jet systems capable of safely providing Jump MP for these machines. Superheavy 'Mechs thus may not mount Jump Jets, Improved Jump Jets, Jump Boosters, or Partial Wings of any type.

Likewise, no UMU equipment has been developed that can safely propel and maneuver a superheavy 'Mech underwater. Underwater Maneuvering Units may not be installed in a superheavy 'Mech.

Musculature

In order to meet the incredible demands of their design, superheavy 'Mechs use larger actuators and thicker, hardier myomer bundles to provide the strength, flexibility, and resilience they need. This musculature is incompatible with all forms of MASC, Triple-Strength Myomers, and the Actuator Enhancement System.

Armor

Aside from the exceptions noted here, superheavy BattleMechs can use any and all types of armor available to BattleMechs, while superheavy IndustrialMechs can use any and all types of armor available to IndustrialMechs. As with standard-sized 'Mechs, the maximum armor points per location is equal to twice the location's internal structure value, and all torso locations must divide this armor between front and rear facings. A superheavy 'Mech's head location may carry up to 12 points of armor.

Modular Armor: Under these rules, superheavy 'Mechs may not install modular armor.

Armored Components: Under these rules, superheavy 'Mechs may not use armored components.

Stealth Systems: The sheer size of a superheavy 'Mech's profile renders it unable to use stealth armor and other stealth systems effectively. Thus, BattleMech stealth armor, the Chameleon Light Polarization Shield, the Null-Signature and Void-Signature Systems all have no effect when mounted on a superheavy 'Mech. (ECM Suites still function normally, however.)

Superheavy Critical Space

The immense size of the superheavy chassis provides ample internal space in the torsos, arms, and legs, but simultaneously requires heavier and bulkier actuators to function. As a result, all equipment mounted in the torsos, arms, and legs of a superheavy 'Mech—other than arm and legs actuators—effectively occupies half of its ordinary critical slot space (rounded up). This rule includes all non-actuator and non-internal structure critical slots, including those for armor, weapons, ammunition, heat sinks, and engines.

Artillery Weapons: In addition to the above, a superheavy 'Mech may mount any type of artillery weapon desired, so long it has the tonnage and space to do so.

Additional Weapon Rules: Superheavy 'Mechs may ignore the torso-only mounting restrictions applied to Heavy Gauss Rifles (standard and improved), and may place these items in the arms if desired. Superheavy 'Mechs may also mount up to two items of industrial equipment per body location (see pp. 241-249, *TM*), even if the item normally has a one-per-location limit.

Ammunition: In the case of ammunition bins, every critical slot of ammo placed in the torsos, arms, or legs of a superheavy 'Mech may carry up to two slots of ammunition. This rule does not change the number of shots provided per ton of ammunition; it merely reflects the number of ammo slots that may be "doubled up" in one critical space. Only ammunition of the same weapon type may be combined in this fashion, but if the weapon in question uses multiple ammo types, the different types (by ton) can be combined in the same Superheavy critical slot. (In such a case, the controlling player must always keep track of the different ammo types that are sharing the slot.)

Heat Sinks: Superheavy 'Mechs may carry as many heat sinks per critical slot as will fit into two critical hit slots on a standard 'Mech. This means that a superheavy 'Mech can fit up to 2 standard (single) heat sinks per critical slot, or 1 Clan double heat sink (if using Mixed-Tech rules), or 4 compact heat sinks. Inner Sphere double heat sinks require two critical hits on a Superheavy 'Mech, but cannot share critical slots. When noting the location of slots where more than one heat sink is present, the number of heat sinks occupying the slot must be identified in the critical hit table.

DARK AGE WEAPONS AND EQUIPMENT COMBAT DATA

Weapon/Item	Type	Heat (Aero)	Damage (Aero)	Range (Aero)	Ammo (per ton)	To-Hit Modifier	Target Comp?	Rules Level	Ref	BV2
Armor										
Anti-Penetrative Ablation (ABA)	Armor	NA (NA)	NA (NA)	NA (NA)	NA	NA	NA	Adv	241	AVx1.2†
Heat-Dissipating	Armor	NA (NA)	NA (NA)	NA (NA)	NA	NA	NA	Adv	242	AVx1.1†
Impact-Resistant	Armor	NA (NA)	NA (NA)	NA (NA)	NA	NA	NA	Adv	242	AVx1.0†
Ballistic-Reinforced	Armor	NA (NA)	NA (NA)	NA (NA)	NA	NA	NA	Adv	243	AVx1.5†
Lasers										
Small Re-engineered Laser	DE	5 (5)	4 (4)	0/1/2/3 (Short)	NA	0	Y	Adv	244	12
Medium Re-engineered Laser	DE	7 (7)	6 (6)	0/3/6/9 (Short)	NA	0	Y	Adv	244	56
Large Re-engineered Laser	DE	10 (10)	9 (9)	0/5/10/15 (Medium)	NA	0	Y	Adv	244	139
TSEMP Cannon	DE, X	10 (10)	*	0/5/10/15 (Medium)	NA	0	Y	Adv	245	488**
TSEMP One-Shot	DE, X, OS	10 (10)	*	0/5/10/15 (Medium)	NA	0	Y	Adv	245	98**
HarJel Repair Systems										
HarJel II Self-Repair System	PE	NA (NA)	NA (NA)	NA (NA)	NA	NA	NA	Exp	246	AVx1.1†
HarJel III Self-Repair System	PE	NA (NA)	NA (NA)	NA (NA)	NA	NA	NA	Exp	246	AVx1.2†
Radical Heat Sink System	PE	* (*)	NA (NA)	NA (NA)	NA	NA	NA	Adv	247	HSx1.4†
Cockpits										
QuadVee	PE	NA (NA)	NA (NA)	NA (NA)	NA	NA	NA	Adv	249	*
Tripod	PE	NA (NA)	NA (NA)	NA (NA)	NA	NA	NA	Adv	251	*
Superheavy BattleMech	PE	NA (NA)	NA (NA)	NA (NA)	NA	NA	NA	Adv	254	*
Superheavy IndustrialMech	PE	NA (NA)	NA (NA)	NA (NA)	NA	NA	NA	Adv	254	*
Superheavy Tripod 'Mech	PE	NA (NA)	NA (NA)	NA (NA)	NA	NA	NA	Adv	254	*
QuadVee Conversion Equipment	PE	NA (NA)	NA (NA)	NA (NA)	NA	NA	NA	Adv	249	*
Structure										
Tripod Structure	PE	NA (NA)	NA (NA)	NA (NA)	NA	NA	NA	Adv	251	*
Superheavy Standard	PE	NA (NA)	NA (NA)	NA (NA)	NA	NA	NA	Adv	253	*
Superheavy Endo-Composite	PE	NA (NA)	NA (NA)	NA (NA)	NA	NA	NA	Adv	253	*
Superheavy Endo-Steel	PE	NA (NA)	NA (NA)	NA (NA)	NA	NA	NA	Adv	253	*
Superheavy Industrial	PE	NA (NA)	NA (NA)	NA (NA)	NA	NA	NA	Adv	253	*
Superheavy Actuators	PE	NA (NA)	NA (NA)	NA (NA)	NA	NA	NA	Adv	255	*
Superheavy Musculature	PE	NA (NA)	NA (NA)	NA (NA)	NA	NA	NA	Adv	255	*

*See Item Rules; See Special Cost and Battle Value Notes to compute the BVs for QuadVee, Tripod, and Superheavy 'Mech units.

**Count TSEMP as Gauss Weapon for Defensive BV Rating

†When computing BV for these items, multiply the indicated values for the unit's Armor Value (AV) or Heat Sinks (HS) as indicated, rounding all values up; HarJel Repair Systems also apply –1 Defensive BV per slot.

DARK AGE WEAPONS AND EQUIPMENT COMBAT DATA

Weapon/Item	Tech Base	Tech Rating	Latest Intro Date (IS/Clan)	Item/Ammo Cost (C-bills)	Weight (Tons)	Space M	P	CV	SV	F	SC	DS	JS	WS	SS	MS
Armor																
Anti-Penetrative Ablation (ABA)	IS	E/X-X-X-E	3114 / NA	15,000xAT	*	6	NA	1	1*	1*	NA	NA	NA	NA	NA	NA
Heat-Dissipating	IS/Clan	E/X-X-X-E	3123 / 3126	25,000xAT	*	6	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
Impact-Resistant	IS	E/X-X-X-E	3103 / NA	20,000xAT	*	10	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
Ballistic-Reinforced	IS	E/X-X-X-E	3131 / NA	25,000xAT	*	10	NA	1	1*	2*	NA	NA	NA	NA	NA	NA
Lasers																
Small Re-engineered Laser	IS	E/X-X-X-E	3130 / NA	25,000 / NA	1.5	1	1	1	1	1	1	1	1	1	1	1
Medium Re-engineered Laser	IS	E/X-X-X-E	3130 / NA	100,000 / NA	2.5	2	1	1	2	1	1	1	1	1	1	1
Large Re-engineered Laser	IS	E/X-X-X-E	3130 / NA	250,000 / NA	8	5	1	1	5	1	1	1	1	1	1	1
TSEMP Cannon	IS	E/X-X-X-E	3109 / NA	800,000 / NA	6	5	1	1	5	1	1	NA	NA	NA	NA	1
TSEMP One-Shot	IS	E/X-X-X-E	3095 / NA	500,000 / NA	4	3	1	1	3	1	1	NA	NA	NA	NA	1
HarJel Repair Systems																
HarJel II Self-Repair System	Clan	F/X-X-X-F	NA / 3136	240,000	2*	1	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
HarJel III Self-Repair System	Clan	F/X-X-X-F	NA / 3139	360,000	3*	2	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
Radical Heat Sink System	IS	E/X-X-X-E	3122 / NA	250,000 / NA	4*	3	NA	NA	NA	1	NA	NA	NA	NA	NA	NA
Cockpits																
QuadVee	Clan	F/X-X-X-F	NA / 3135	375,000	4*	6*	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
Tripod	IS	F/X-F-X-F	2602 / NA	400,000	4*	5	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
Superheavy BattleMech	IS	E/X-X-F-F	3076 / NA	300,000	4*	5	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
Superheavy IndustrialMech	IS	D/X-F-X-F	NA / NA	200,000	4*	5	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
Superheavy Tripod 'Mech	IS	E/X-F-X-E	2940 / NA	500,000	5*	5	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
QuadVee Conversion Equipment	Clan	F/X-X-X-F	NA / 3135	WSC x 0.5	TTx0.1*	4*	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
Structure																
Tripod Structure	IS	E/E-F-X-E	2602 / NA	SCx1.2	STx1.1*	*	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
Superheavy Standard	IS	E/X-X-F-F	3076 / NA	TTx4,000	*	0	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
Superheavy Endo-Composite	IS	E/X-X-X-F	3135 / NA	TTx32,000	*	7	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
Superheavy Endo-Steel	IS	E/X-X-X-F	3076 / NA	TTx16,000	*	14	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
Superheavy Industrial	IS	D/X-F-X-F	2940 / NA	TTx12,000	*	0	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
Superheavy Actuators	IS	D/X-X-F-E	2940 / NA	ACx2	*	*	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
Superheavy Musculature	IS	E/X-X-F-F	2940 / NA	TTx12,000	*	0	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA

*See Item Rules; See Special Cost and Battle Value Notes to compute the BVs for QuadVee, Tripod, and Superheavy 'Mech units.

**Count TSEMP as Gauss Weapon for Defensive BV Rating

†When computing BV for these items, multiply the indicated values for the unit's Armor Value (AV) or Heat Sinks (HS) as indicated, rounding all values up; HarJel Repair Systems also apply –1 Defensive BV per slot.

SPECIAL COST AND BATTLE VALUE NOTES

In most cases, the rules for computing the C-bill cost and Battle Values for the technologies featured in this book are provided on the Dark Age Weapons and Equipment Tables (see pp. 256-257). The following provides a guide for special items and conditions that apply to particular technologies not found on those tables.

Calculating Costs for QuadVees, Tripods, and Superheavy 'Mechs

Calculate the C-bill costs for all QuadVees, superheavy 'Mechs, and Tripod 'Mechs as normal for a BattleMech of equivalent weight with the following modifications:

QuadVee Conversion Equipment: The cost of a QuadVee's Conversion Equipment is equal to the sum of the QuadVee's Weapons, Equipment, and Internal Structure, multiplied by 0.5. This cost must be added to the cost of the entire design prior to the final unit cost formula.

Superheavy Actuators: All actuators used in the construction of a superheavy 'Mech cost double the amount of a standard actuator for a unit of equal weight.

Tripod Internal Structure: The internal structure cost of Tripod 'Mech—regardless of its weight class or structure type—is equal to the cost of the internal structure of a BattleMech of equal weight and structure type, multiplied by 1.2.

QuadVee, Tripod, and Superheavy Cockpits, Structure, and Musculature: Consult the Dark Age Weapons and Equipment Tables to find the appropriate cost for the specialty cockpits, internal structure, and musculature used by QuadVees, Tripod, and Superheavy 'Mechs.

Calculating Battle Value for QuadVees, Tripods, and Superheavy 'Mechs

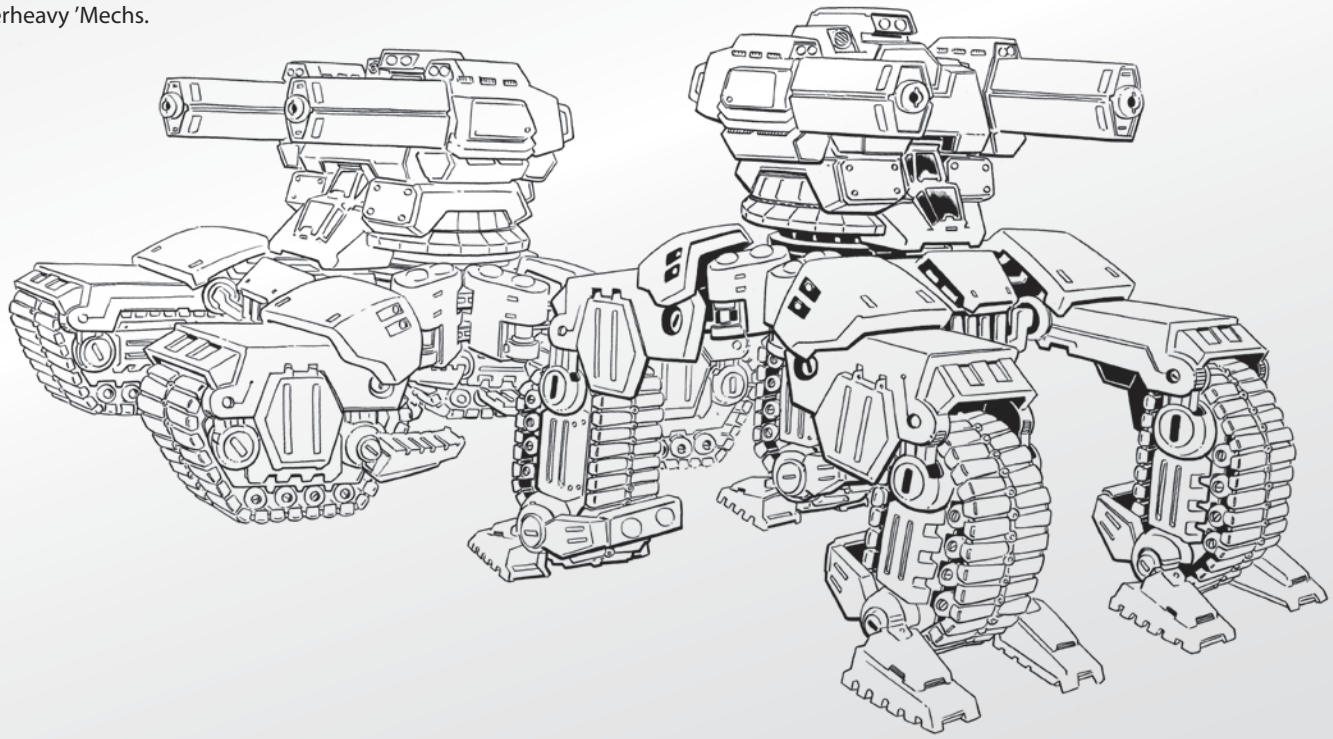
Calculate the Battle Values for all QuadVees, superheavy 'Mechs, and Tripod 'Mechs as normal for a BattleMech of equivalent weight and equipment, but with the following modifications:

Superheavy Engine Type BV: For Superheavy 'Mechs, use the Superheavy Engine Type BV Modifier Table in place of the standard Battle Value modifiers.

Tripod BV: For Tripods, multiply the unit's final BV by 1.1, to account for the multi-pilot cockpit systems.

SUPERHEAVY ENGINE TYPE BV MODIFIER TABLE

Engine Type	Modifier
Standard	1.0
Light	0.825
Compact	1.0
XL (Inner Sphere)	0.75
XL (Clan)	0.825
Large	1.0
XXL (Inner Sphere)	0.5
XXL (Clan)	0.75
Large XXL (Inner Sphere)	0.5
Large XXL (Clan)	0.75



BATTLETECH

QUADVEE RECORD SHEET

'MECH DATA

Type: _____

Tonnage: _____ Clan ☐ Inner Sphere ☐

Movement Points:

BattleMech Mode: Walking: _____ Running: _____ Jumping: _____

Vehicle Mode: Cruising: _____ Flank: _____

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng

Cost: _____ BV: _____

WARRIOR DATA

Pilot: _____

Gunnery Skill: ____ Piloting Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

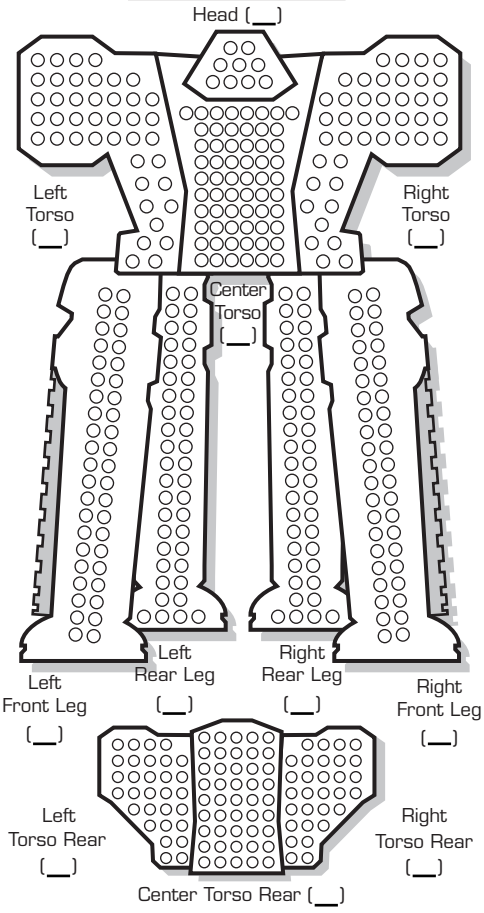
Gunner: _____

Gunnery Skill: ____ Piloting Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head
1. Life Support
2. Sensors
3. Cockpit (Pilot)
4. Cockpit (Gunner)
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Conversion Gear
6. Tracks

Right Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Conversion Gear
6. Tracks

Center Torso
1-3
1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Engine
3. Engine
4. Engine
5. _____
6. _____

Left Torso
1-3
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

4-6
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

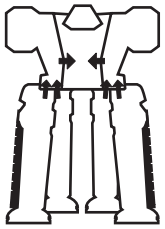
Right Torso
1-3
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

4-6
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

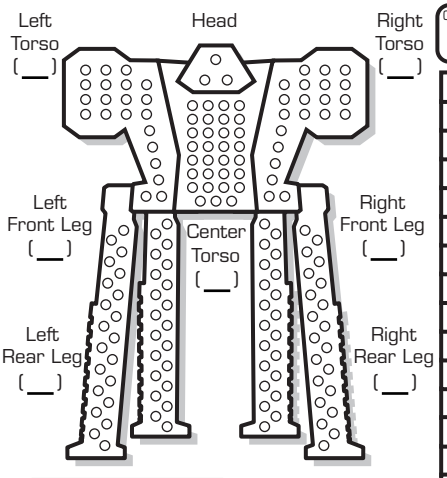
Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Conversion Gear
6. Tracks

Right Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Conversion Gear
6. Tracks



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: ____ (___)
30	Shutdown	
28	Ammo Exp. avoid on 8+	○○○
26	Shutdown, avoid on 10+	○○○
25	–5 Movement Points	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
20	–4 Movement Points	○○○
19	Ammo Exp. avoid on 4+	○○○
18	Shutdown, avoid on 6+	○○○
17	+3 Modifier to Fire	○○○
15	–3 Movement Points	○○○
14	Shutdown, avoid on 4+	○○○
13	+2 Modifier to Fire	
10	–2 Movement Points	Single ☐
8	+1 Modifier to Fire	
5	–1 Movement Points	Double ☐

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BATTLETECH™

THREE-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: _____

Movement Points: Tonnage: _____

Walking: _____ Tech Base:

Running: _____ Clan ☐

Jumping: _____ Inner Sphere ☐

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng

Cost: _____ BV: _____

WARRIOR DATA

Pilot: _____

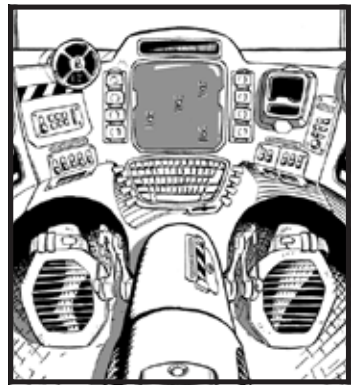
Gunnery Skill: ____ Piloting Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

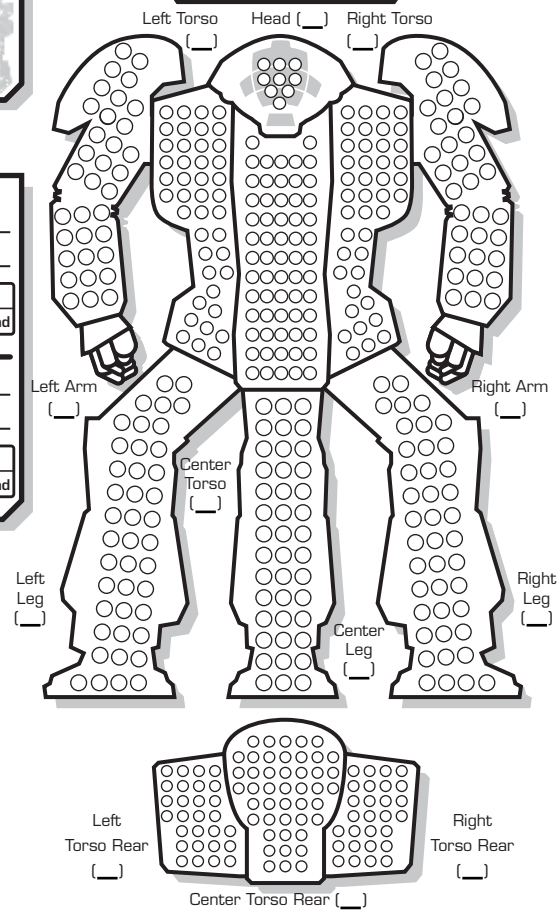
Gunner: _____

Gunnery Skill: ____ Piloting Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. _____
6. _____

4-6
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

Head

1. Life Support
2. Sensors
3. Tripod Cockpit
4. _____
5. Sensors
6. Life Support

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. _____
6. _____

4-6
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

Center Torso

1-3
1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Engine
3. Engine
4. Engine
5. _____
6. _____

Left Torso

1-3
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

4-6
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

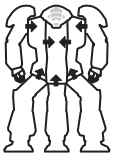
Right Torso

1-3
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

4-6
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

CATALYST game labs™ Damage Transfer Diagram



Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. _____
6. _____

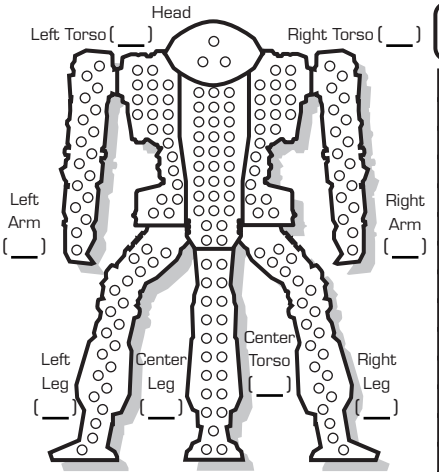
Center Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. _____
6. _____

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. _____
6. _____

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Sinks: ____ (___)

Heat Level*	Effects	
30	Shutdown	
28	Ammo Exp. avoid on 8+	○○○
26	Shutdown, avoid on 10+	○○○
25	–5 Movement Points	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
20	–4 Movement Points	○○○
19	Ammo Exp. avoid on 4+	○○○
18	Shutdown, avoid on 6+	○○○
17	+3 Modifier to Fire	○○○
15	–3 Movement Points	○○○
14	Shutdown, avoid on 4+	○○○
13	+2 Modifier to Fire	
10	–2 Movement Points	Single ☐
8	+1 Modifier to Fire	Double ☐
5	–1 Movement Points	

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BATTLETECH™

SUPERHEAVY 'MECH RECORD SHEET

'MECH DATA

Type: _____

Movement Points:
Walking: _____
Running: _____
Jumping: _____

Tonnage: _____

Tech Base:
Clan ☐
Inner Sphere ☐

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng

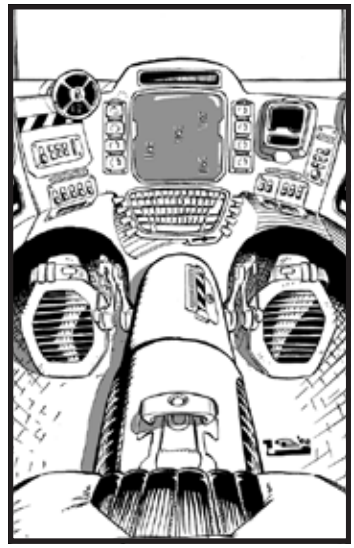
Cost: _____ BV: _____

WARRIOR DATA

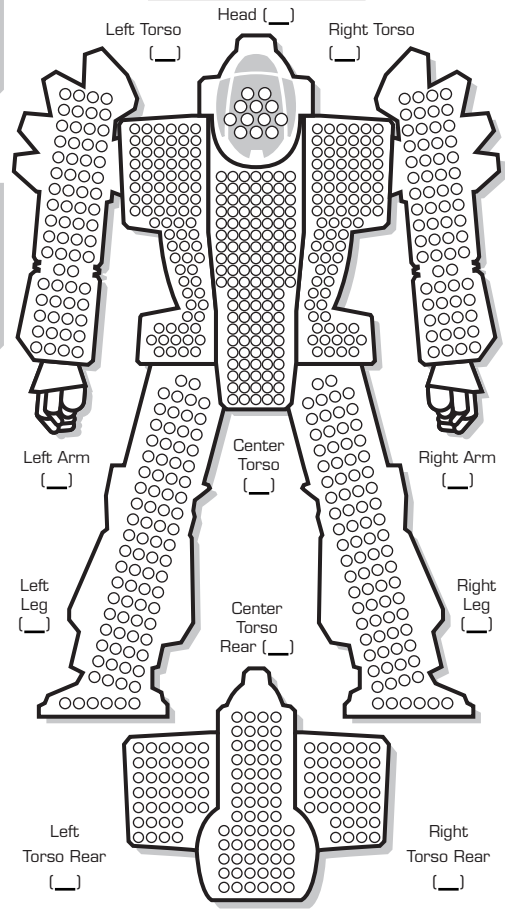
Name: _____

Gunnery Skill: ____ Piloting Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. _____
6. _____

4-6
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

Head

1. Life Support
2. Sensors
3. Superheavy Cockpit
4. _____
5. Sensors
6. Life Support

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. _____
6. _____

4-6
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

Center Torso

1-3
1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. _____

4-6
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

Left Torso

1-3
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

4-6
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

Right Torso

1-3
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

4-6
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

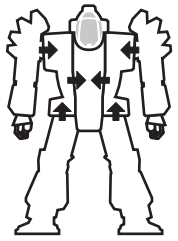
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. _____
6. _____

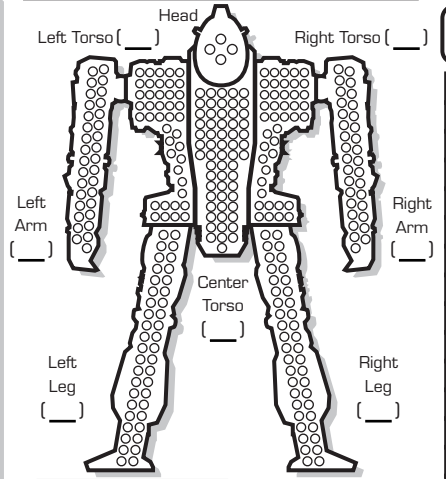
Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. _____
6. _____



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: ____ (___)
30	Shutdown	
28	Ammo Exp. avoid on 8+	○○○
26	Shutdown, avoid on 10+	○○○
25	–5 Movement Points	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
20	–4 Movement Points	○○○
19	Ammo Exp. avoid on 4+	○○○
18	Shutdown, avoid on 6+	○○○
17	+3 Modifier to Fire	○○○
15	–3 Movement Points	○○○
14	Shutdown, avoid on 4+	○○○
13	+2 Modifier to Fire	
10	–2 Movement Points	Single ☐
8	+1 Modifier to Fire	Double ☐
5	–1 Movement Points	

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BATTLETECH

SUPERHEAVY FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: _____

Movement Points:
Walking: _____
Running: _____
Jumping: _____

Tonnage: _____

Tech Base:
Clan ☐
Inner Sphere ☐

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng

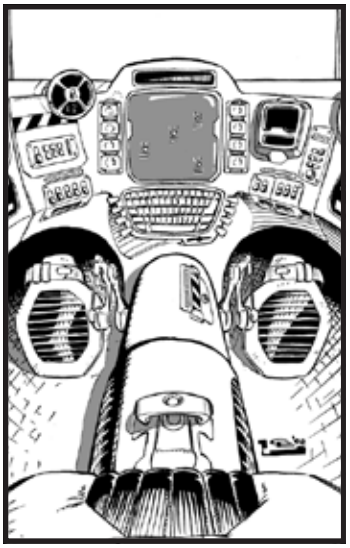
Cost: _____ BV: _____

WARRIOR DATA

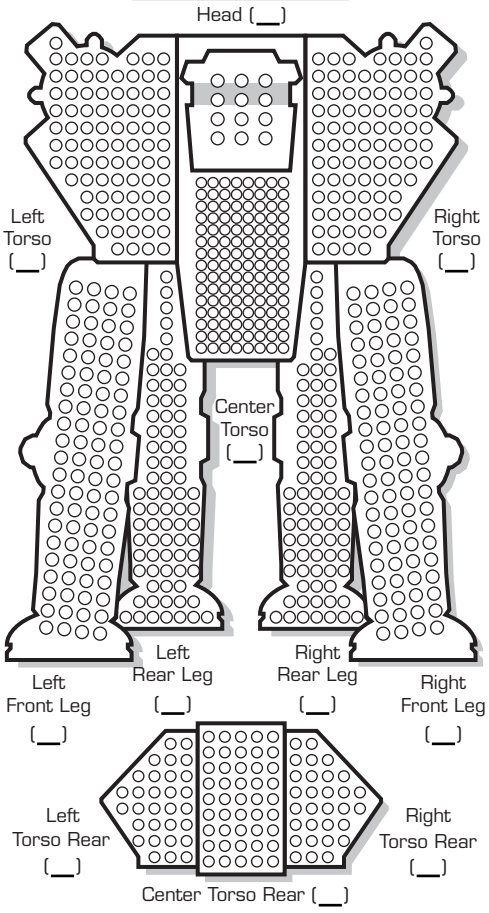
Name: _____

Gunnery Skill: ____ Piloting Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head
1. Life Support
2. Sensors
3. Superheavy Cockpit
4. _____
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. _____
6. _____

Right Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. _____
6. _____

Center Torso
1-3
1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. _____

4-6
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

Left Torso
1-3
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

4-6
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

Right Torso
1-3
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

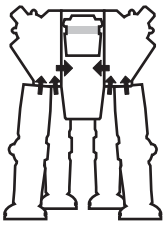
4-6
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. _____
6. _____

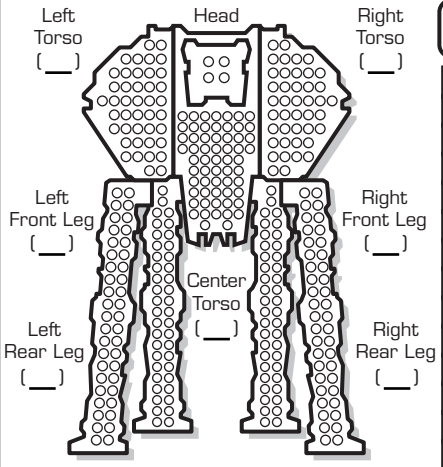
Right Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. _____
6. _____

CATALYST game labs



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: ____ (___)
30	Shutdown	
28	Ammo Exp. avoid on 8+	○○○
26	Shutdown, avoid on 10+	○○○
25	–5 Movement Points	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
20	–4 Movement Points	○○○
19	Ammo Exp. avoid on 4+	○○○
18	Shutdown, avoid on 6+	○○○
17	+3 Modifier to Fire	○○○
15	–3 Movement Points	○○○
14	Shutdown, avoid on 4+	○○○
13	+2 Modifier to Fire	
10	–2 Movement Points	Single ☐
8	+1 Modifier to Fire	Double ☐
5	–1 Movement Points	

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BATTLETECH

SUPERHEAVY THREE-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: _____

Movement Points:
Walking: ____
Running: ____
Jumping: ____

Tonnage: _____

Tech Base:
Clan ☐
Inner Sphere ☐

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng

Cost: _____ BV: _____

WARRIOR DATA

Pilot: _____
Gunnery Skill: ____ Piloting Skill: ____

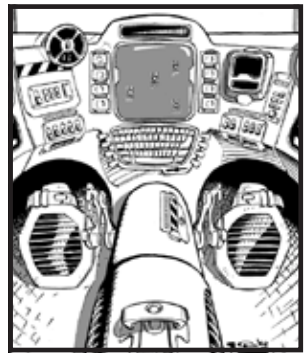
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Gunner: _____
Gunnery Skill: ____ Piloting Skill: ____

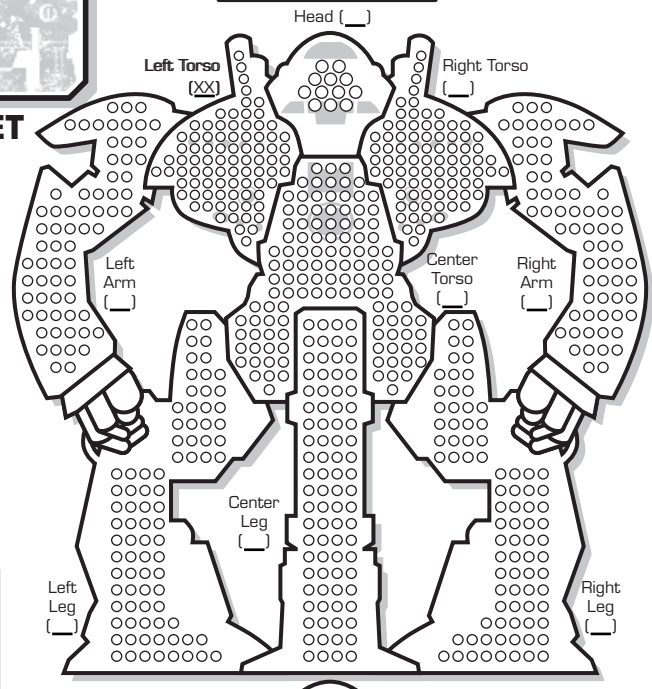
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

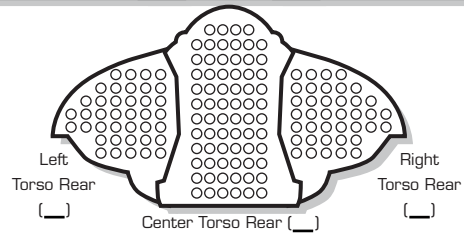
Tech: _____
Gunnery Skill: ____ Piloting Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM





CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. _____
6. _____

Head
1. Life Support
2. Sensors
3. Superheavy Tripod Cockpit
4. _____
5. Sensors
6. Life Support

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. _____
6. _____

Center Torso
1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. _____

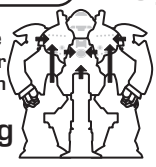
Left Torso
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

Right Torso
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

CATALYST game labs

Damage Transfer Diagram

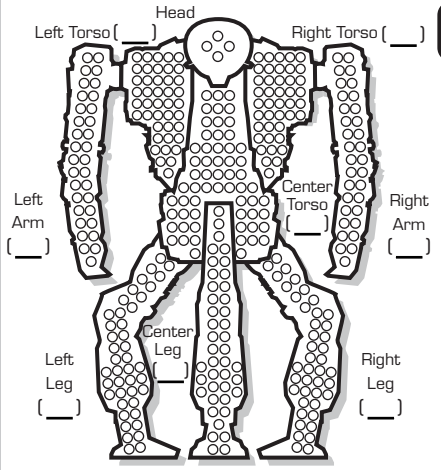


Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. _____
6. _____

Center Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. _____
6. _____

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. _____
6. _____

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: ____ (___)
30	Shutdown	
28	Ammo Exp. avoid on 8+	○○○
26	Shutdown, avoid on 10+	○○○
25	–5 Movement Points	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
20	–4 Movement Points	○○○
19	Ammo Exp. avoid on 4+	○○○
18	Shutdown, avoid on 6+	○○○
17	+3 Modifier to Fire	○○○
15	–3 Movement Points	○○○
14	Shutdown, avoid on 4+	○○○
13	+2 Modifier to Fire	
10	–2 Movement Points	Single ☐
8	+1 Modifier to Fire	Double ☐
5	–1 Movement Points	

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Technical Readout: 3145

Faction PDF Series



AGE OF DESTRUCTION

The printed pages of *Technical Readout: 3145* show only some of the new war machines brought to the fore in the decades since the Jihad. Even throughout the days of the Republic of the Sphere, the Great Houses and Clans of the Inner Sphere continued to hone their military technologies, producing a new wave of battle armor, vehicles, and BattleMechs unique to their realms alone.

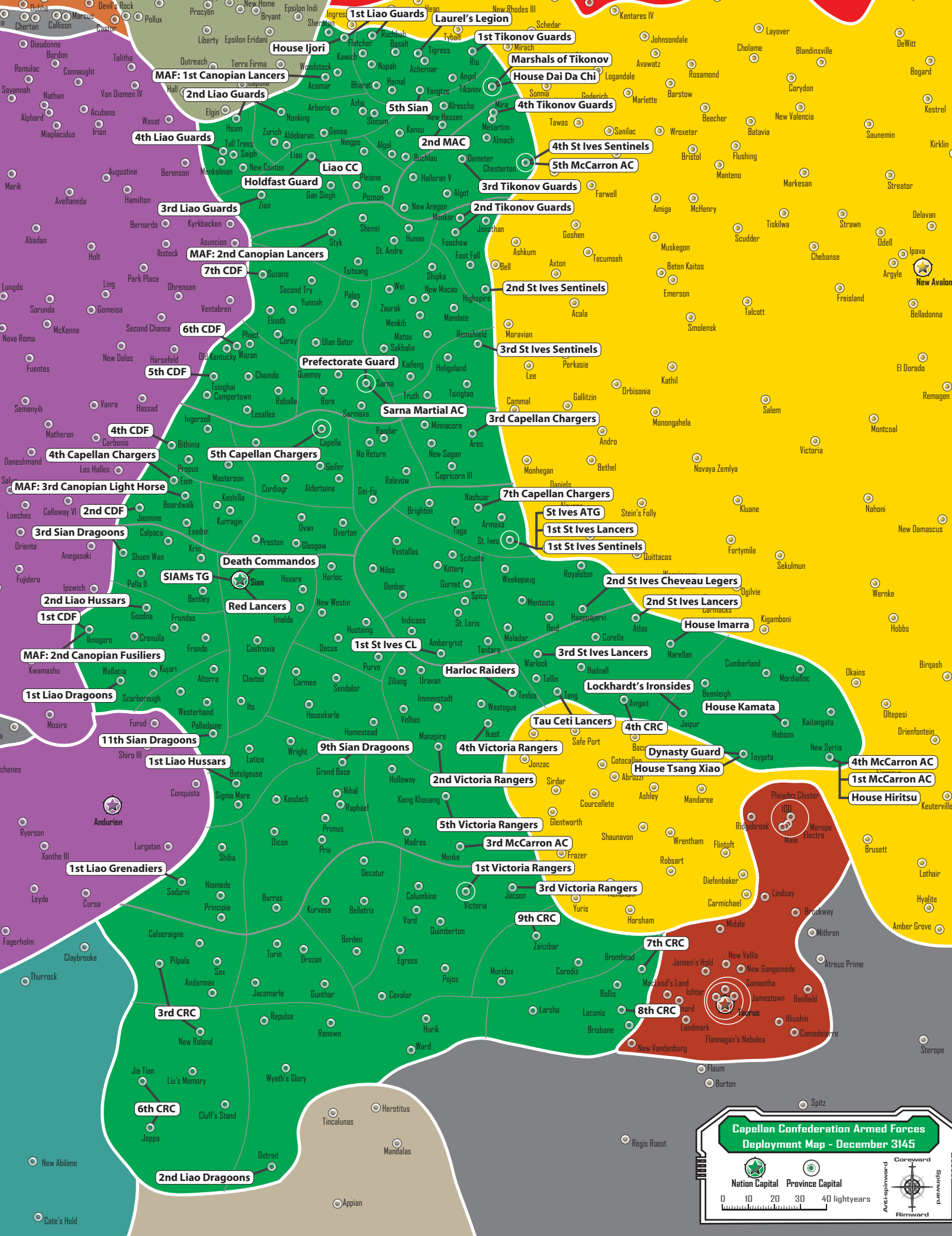
Detailing these new machines and technologies, *Technical Readout: 3145* continues in electronic format, with faction-based PDFs, available for download at our online BattleShop (http://www.battlecorps.com/catalog/) and DriveThru RPG (http://rpg.drivethrustuff.com/). Each of these supplemental readouts includes the details and specs for twenty-five units unique to each faction, and even includes record sheets ready for immediate print-and-play use! Collect them all for the full update on 3145's state of the art in battlefield equipment!

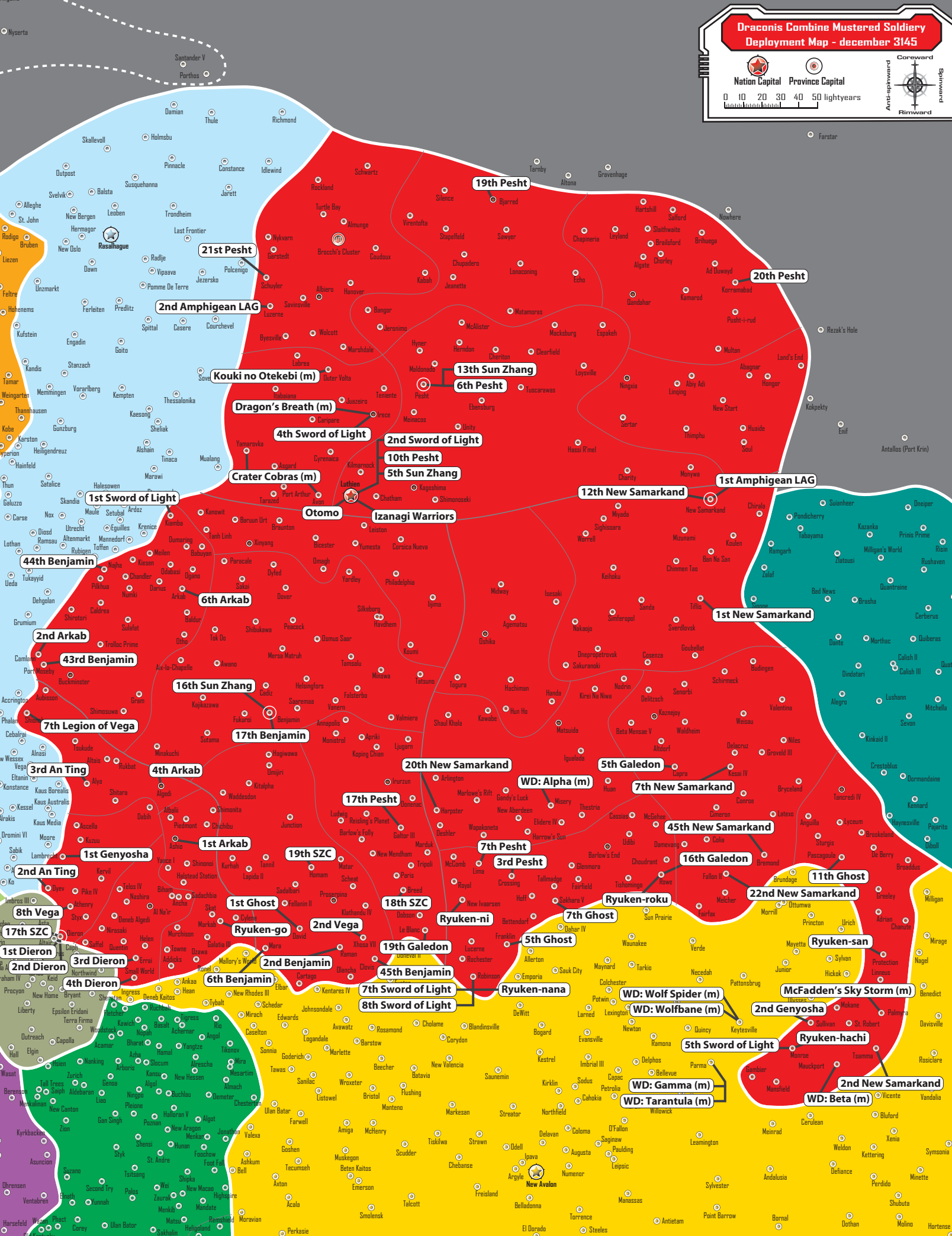
Technical Readout: 3145	**Stock #**
Mercenaries	E-CAT35TR001
Capellan Confederation	E-CAT35TR002
Draconis Combine	E-CAT35TR003
Federated Suns	E-CAT35TR004
Free Worlds League	E-CAT35TR005
Lyran Commonwealth	E-CAT35TR006
The Republic of the Sphere (Not Pictured)	E-CAT35TR007
The Clans (Not Pictured)	E-CAT35TR008

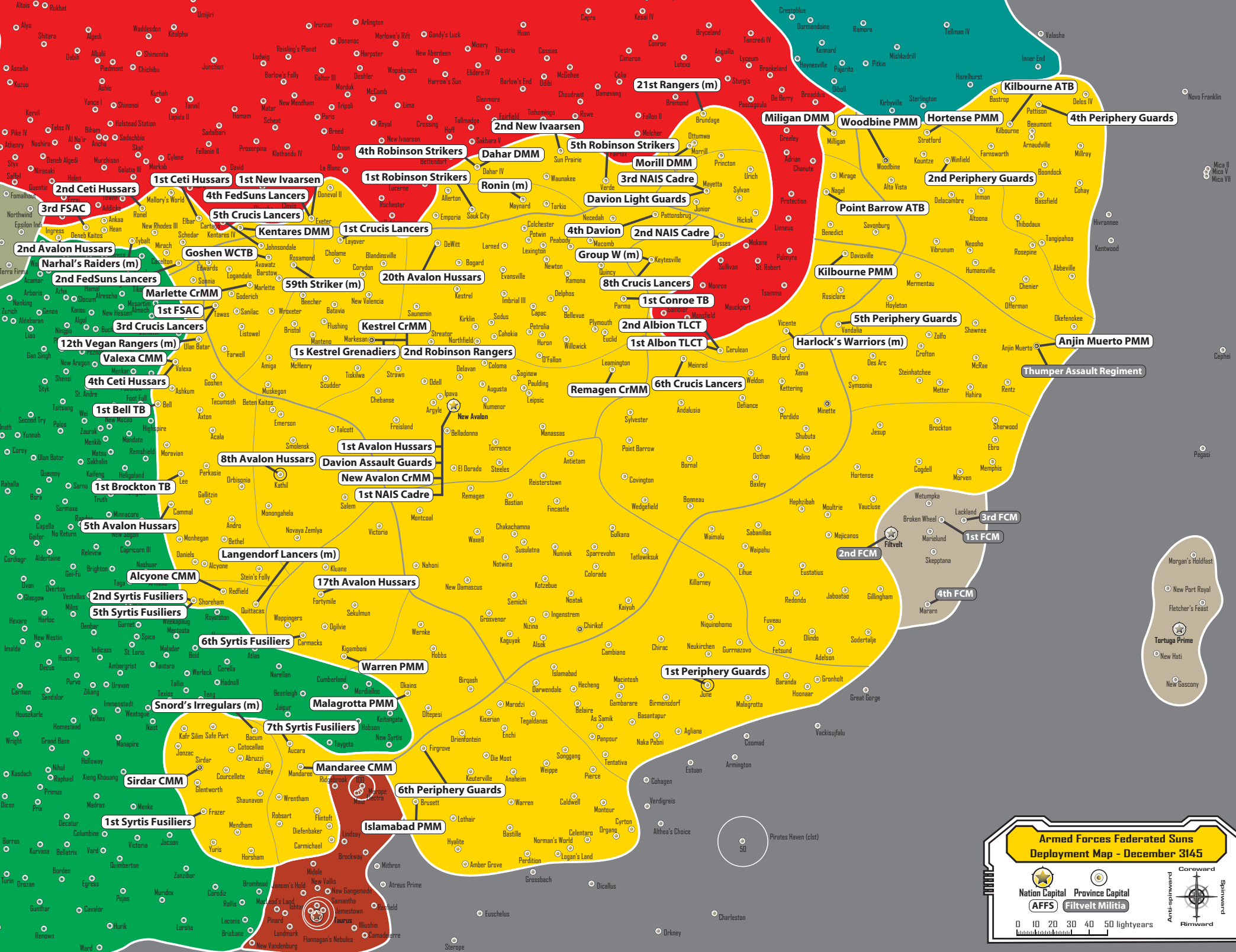
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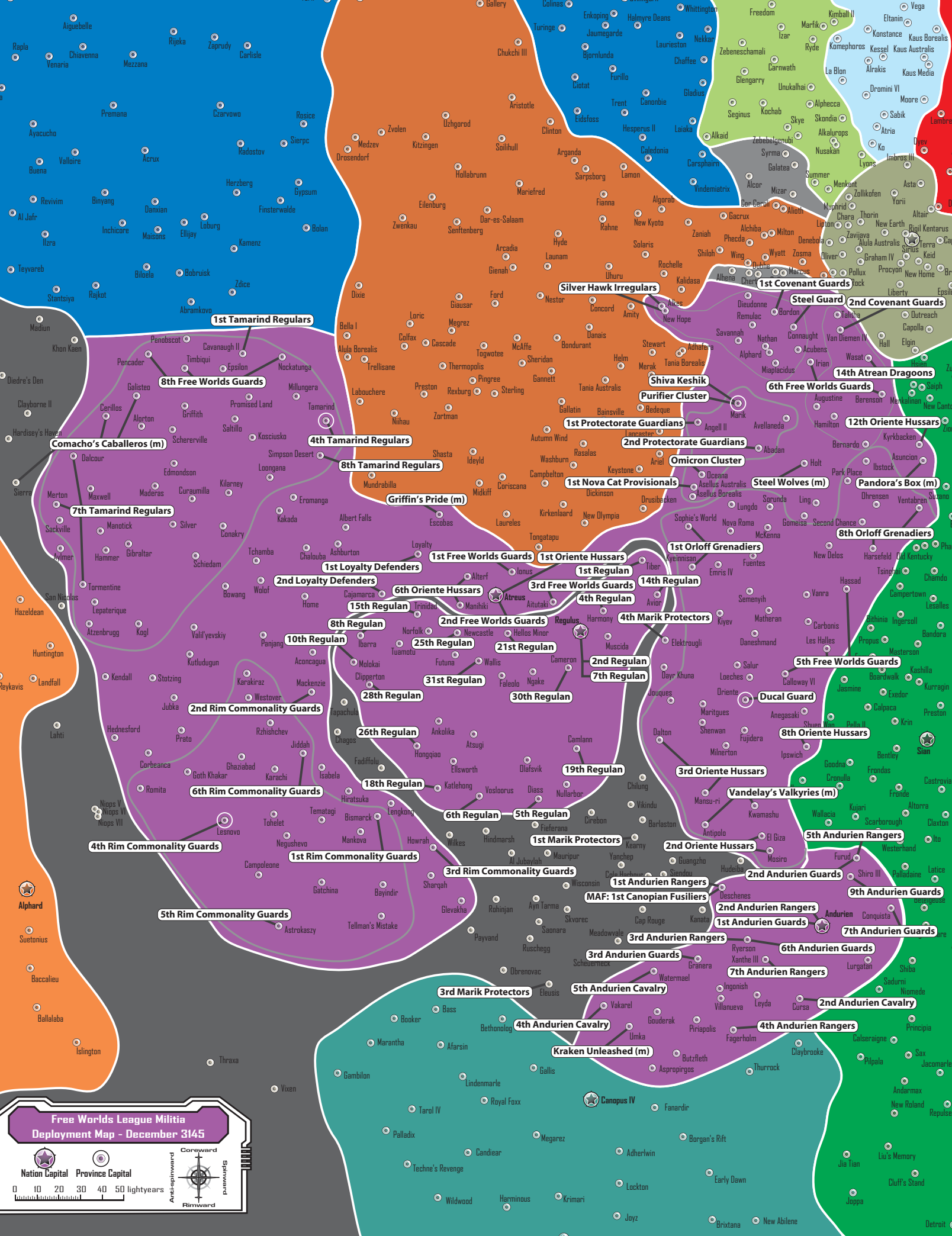
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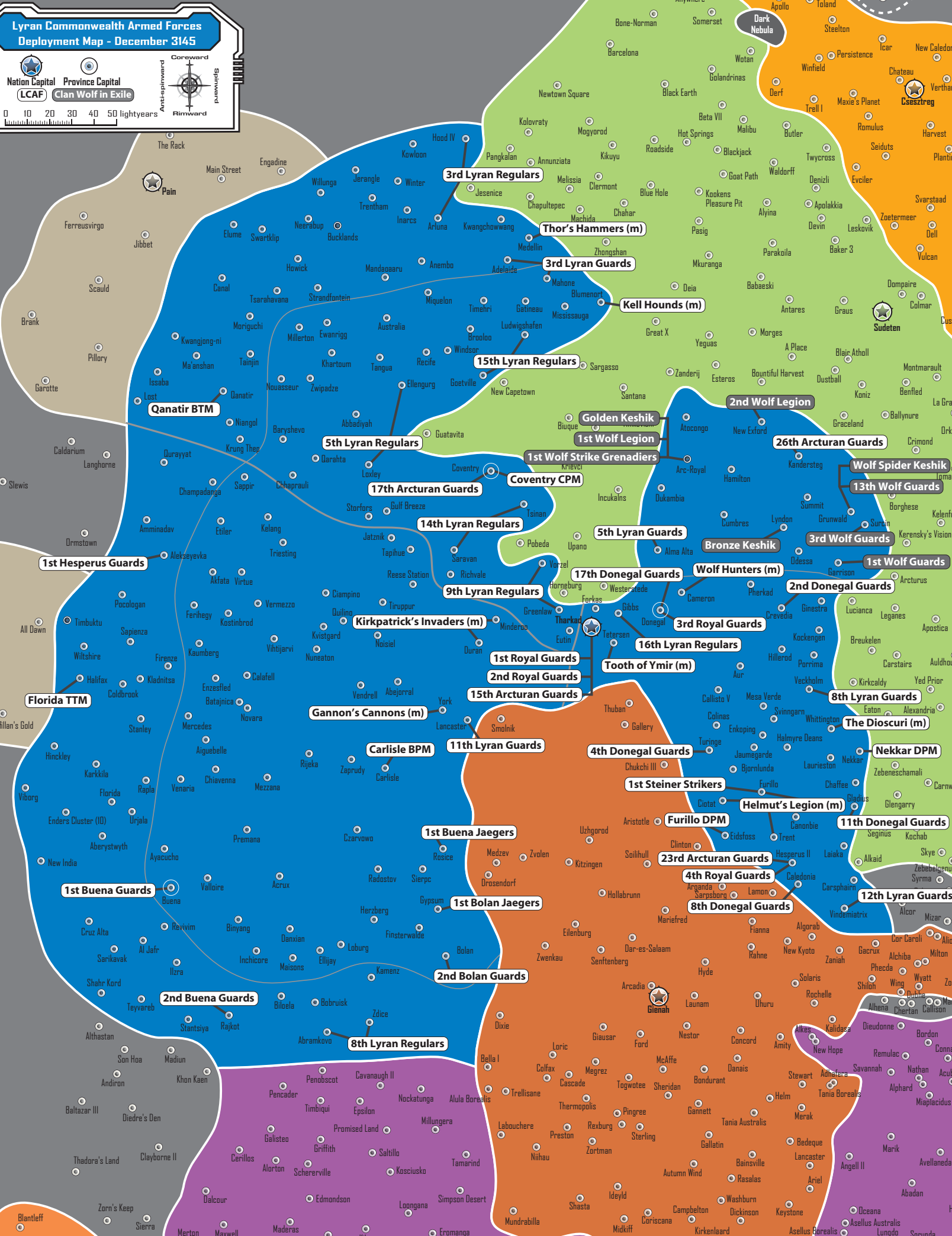
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1st Liao Guards
Laurel's Legion
House Ijori
1st Tikonov Guards
Marshals of Tikonov
House Dai Da Chi
MAF: 1st Canopian Lancers
2nd Liao Guards
5th Sian
4th Tikonov Guards
4th Liao Guards
2nd MAC
4th St Ives Sentinels
5th McCarron AC
Liao CC
Holdfast Guard
3rd Tikonov Guards
3rd Liao Guards
2nd Tikonov Guards
MAF: 2nd Canopian Lancers
7th CDF
2nd St Ives Sentinels
6th CDF
3rd St Ives Sentinels
Prefectorate Guard
5th CDF
Sarna Martial AC
3rd Capellan Chargers
4th CDF
4th Capellan Chargers
5th Capellan Chargers
MAF: 3rd Canopian Light Horse
7th Capellan Chargers
2nd CDF
St Ives ATG
3rd Sian Dragoons
1st St Ives Lancers
1st St Ives Sentinels
Death Commandos
SIAMs TG
Sian
2nd St Ives Cheveau Legers
Red Lancers
2nd St Ives Lancers
2nd Liao Hussars
1st CDF
House Imarra
MAF: 2nd Canopian Fusiliers
1st St Ives CL
3rd St Ives Lancers
Harloc Raiders
Lockhardt's Ironsides
1st Liao Dragoons
House Kamata
Tau Ceti Lancers
4th CRC
11th Sian Dragoons
9th Sian Dragoons
4th Victoria Rangers
Dynasty Guard
1st Liao Hussars
House Tsang Xiao
4th McCarron AC
2nd Victoria Rangers
1st McCarron AC
House Hiritsu
Andurien
5th Victoria Rangers
3rd McCarron AC
1st Liao Grenadiers
1st Victoria Rangers
3rd Victoria Rangers
9th CRC
7th CRC
8th CRC
3rd CRC
6th CRC
2nd Liao Dragoons
Capellan Confederation Armed Forces
Deployment Map - December 3145
Nation Capital
Province Capital
0 10 20 30 40 lightyears
Coreward
Spinward
Rimward
Anti-spinward

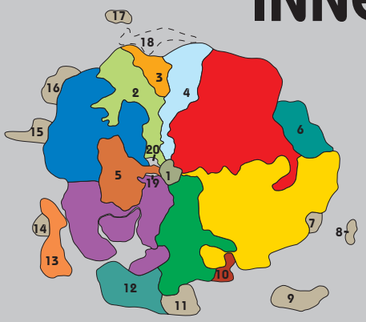

Draconis Combine Mustered Soldiery
Deployment Map - december 3145
Nation Capital
Province Capital
0 10 20 30 40 50 lightyears
Coreward
Spinward
Rimward
Anti-spinward
19th Pesht
21st Pesht
20th Pesht
2nd Amphigean LAG
Kouki no Otekebi (m)
13th Sun Zhang
6th Pesht
Dragon's Breath (m)
4th Sword of Light
2nd Sword of Light
10th Pesht
5th Sun Zhang
Crater Cobras (m)
1st Amphigean LAG
12th New Samarkand
1st Sword of Light
Otomo
Izanagi Warriors
44th Benjamin
6th Arkab
1st New Samarkand
2nd Arkab
43rd Benjamin
16th Sun Zhang
7th Legion of Vega
17th Benjamin
3rd An Ting
4th Arkab
20th New Samarkand
WD: Alpha (m)
5th Galedon
7th New Samarkand
17th Pesht
45th New Samarkand
1st Arkab
1st Genyosha
19th SZC
7th Pesht
3rd Pesht
16th Galedon
2nd An Ting
11th Ghost
22nd New Samarkand
8th Vega
1st Ghost
18th SZC
Ryuken-roku
17th SZC
Ryuken-go
2nd Vega
Ryuken-ni
7th Ghost
1st Dieron
19th Galedon
5th Ghost
Ryuken-san
3rd Dieron
2nd Benjamin
2nd Dieron
45th Benjamin
4th Dieron
6th Benjamin
7th Sword of Light
Ryuken-nana
8th Sword of Light
WD: Wolf Spider (m)
McFadden's Sky Storm (m)
WD: Wolfbane (m)
2nd Genyosha
5th Sword of Light
Ryuken-hachi
WD: Gamma (m)
2nd New Samarkand
WD: Tarantula (m)
WD: Beta (m)
Rasalhague
Luthien
New Avalon


21st Rangers (m)
Kilbourne ATB
Miligan DMM
Woodbine PMM
Hortense PMM
4th Periphery Guards
2nd New Ivaarsen
5th Robinson Strikers
4th Robinson Strikers
Dahar DMM
Morill DMM
1st Ceti Hussars
1st New Ivaarsen
1st Robinson Strikers
3rd NAIS Cadre
2nd Periphery Guards
2nd Ceti Hussars
4th FedSuns Lancers
Ronin (m)
Davion Light Guards
3rd FSAC
5th Crucis Lancers
Point Barrow ATB
Kentares DMM
1st Crucis Lancers
4th Davion
2nd NAIS Cadre
2nd Avalon Hussars
Goshen WCTB
Group W (m)
Narhal's Raiders (m)
20th Avalon Hussars
Kilbourne PMM
2nd FedSuns Lancers
59th Striker (m)
8th Crucis Lancers
Marlette CrMM
1st Conroe TB
1st FSAC
2nd Albion TLCT
5th Periphery Guards
3rd Crucis Lancers
Kestrel CrMM
12th Vegan Rangers (m)
1st Albon TLCT
Harlock's Warriors (m)
Anjin Muerto PMM
Valexa CMM
1s Kestrel Grenadiers
2nd Robinson Rangers
Thumper Assault Regiment
4th Ceti Hussars
Remagen CrMM
6th Crucis Lancers
1st Bell TB
New Avalon
1st Avalon Hussars
8th Avalon Hussars
Davion Assault Guards
New Avalon CrMM
1st Brockton TB
1st NAIS Cadre
3rd FCM
1st FCM
5th Avalon Hussars
2nd FCM
Langendorf Lancers (m)
Alcyone CMM
17th Avalon Hussars
2nd Syrtis Fusiliers
5th Syrtis Fusiliers
4th FCM
6th Syrtis Fusiliers
Warren PMM
1st Periphery Guards
Malagrotta PMM
Snord's Irregulars (m)
7th Syrtis Fusiliers
Mandaree CMM
Sirdar CMM
6th Periphery Guards
1st Syrtis Fusiliers
Islamabad PMM
Armed Forces Federated Suns
Deployment Map - December 3145
Nation Capital
Province Capital
AFFS
Filtvelt Militia
0 10 20 30 40 50 lightyears
Coreward
Spinward
Rimward
Anti-spinward


1st Tamarind Regulars
8th Free Worlds Guards
Comacho's Caballeros (m)
7th Tamarind Regulars
4th Tamarind Regulars
8th Tamarind Regulars
Griffin's Pride (m)
1st Free Worlds Guards
1st Loyalty Defenders
2nd Loyalty Defenders
6th Oriente Hussars
15th Regulan
8th Regulan
10th Regulan
25th Regulan
21st Regulan
2nd Free Worlds Guards
3rd Free Worlds Guards
1st Oriente Hussars
1st Regulan
14th Regulan
4th Regulan
Atreus
Regulus
4th Marik Protectors
2nd Regulan
7th Regulan
31st Regulan
28th Regulan
30th Regulan
2nd Rim Commonality Guards
6th Rim Commonality Guards
4th Rim Commonality Guards
1st Rim Commonality Guards
5th Rim Commonality Guards
26th Regulan
18th Regulan
6th Regulan
5th Regulan
1st Marik Protectors
3rd Rim Commonality Guards
19th Regulan
Silver Hawk Irregulars
1st Covenant Guards
Steel Guard
2nd Covenant Guards
Shiva Keshik
Purifier Cluster
1st Protectorate Guardians
2nd Protectorate Guardians
Omicron Cluster
1st Nova Cat Provisionals
14th Atrean Dragoons
6th Free Worlds Guards
12th Oriente Hussars
Steel Wolves (m)
Pandora's Box (m)
8th Orloff Grenadiers
1st Orloff Grenadiers
5th Free Worlds Guards
Ducal Guard
8th Oriente Hussars
3rd Oriente Hussars
Vandelay's Valkyries (m)
5th Andurien Rangers
2nd Oriente Hussars
2nd Andurien Guards
9th Andurien Guards
MAF: 1st Canopian Fusiliers
2nd Andurien Rangers
1st Andurien Guards
Andurien
7th Andurien Guards
3rd Andurien Rangers
6th Andurien Guards
3rd Andurien Guards
7th Andurien Rangers
5th Andurien Cavalry
2nd Andurien Cavalry
3rd Marik Protectors
4th Andurien Cavalry
4th Andurien Rangers
Kraken Unleashed (m)
Canopus IV
Alphard
Free Worlds League Militia
Deployment Map - December 3145
Nation Capital
Province Capital
0 10 20 30 40 50 lightyears
Coreward
Spinward
Rimward
Anti-spinward

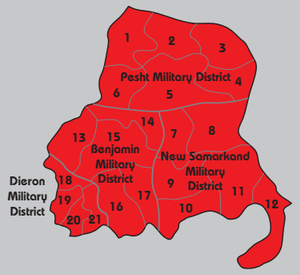

Lyran Commonwealth Armed Forces
Deployment Map - December 3145
Nation Capital
Province Capital
LCAF
Clan Wolf in Exile
0 10 20 30 40 50 lightyears
Coreward
Spinward
Rimward
Anti-spinward
Dark Nebula
Pain
Qanatir BTM
Florida TTM
1st Buena Guards
2nd Buena Guards
1st Hesperus Guards
Gannon's Cannons (m)
Carlisle BPM
Kirkpatrick's Invaders (m)
1st Bolan Jaegers
2nd Bolan Guards
8th Lyran Regulars
1st Buena Jaegers
11th Lyran Guards
9th Lyran Regulars
14th Lyran Regulars
17th Arcturan Guards
Coventry CPM
5th Lyran Regulars
15th Lyran Regulars
Kell Hounds (m)
3rd Lyran Guards
Thor's Hammers (m)
3rd Lyran Regulars
Tharkad
1st Royal Guards
2nd Royal Guards
15th Arcturan Guards
Tooth of Ymir (m)
16th Lyran Regulars
3rd Royal Guards
17th Donegal Guards
5th Lyran Guards
Bronze Keshik
Golden Keshik
1st Wolf Legion
1st Wolf Strike Grenadiers
2nd Wolf Legion
Wolf Hunters (m)
Furillo DPM
1st Steiner Strikers
4th Donegal Guards
Helmut's Legion (m)
23rd Arcturan Guards
4th Royal Guards
8th Donegal Guards
Tau Ceti
Arcadia
Gienah
Sudeten
Cseszteg
26th Arcturan Guards
Wolf Spider Keshik
13th Wolf Guards
3rd Wolf Guards
1st Wolf Guards
2nd Donegal Guards
The Dioscuri (m)
8th Lyran Guards
Nekkar DPM
11th Donegal Guards
12th Lyran Guards
Gacrux
Callison
Marik
Abadan
Oceana
Asellus Australis
Asellus Borealis
Lungdo
Sacunda
Kirkenlaard
Coriscana
Campbelton
Dickinson
Keystone
Washburn
Ideyld
Shasta
Midkiff
Mundrabilla
Maderas
Merton
Maxwell
Eromanga
Loongana
Simpson Desert
Edmondson
Dalcour
Zorn's Keep
Blantleff
Sierra
Thadora's Land
Clayborne II
Cerillos
Alorton
Schererville
Kosciusko
Tamarind
Galisteo
Griffith
Saltillo
Promised Land
Millungera
Penobscot
Cavanaugh II
Nockatunga
Alula Borealis
Epsilon
Timbiqui
Pencader
Baltazar III
Diedre's Den
Andiron
Khon Kaen
Son Hoa
Madiun
Althastan
Abramkovo
Zdice
Rajkot
Stantsiya
Teyvareb
Shahr Kord
Ilzra
Sarikavak
Al Jafr
Cruz Alta
Revivim
Binyang
Danxian
Loburg
Ellijay
Maisons
Inchicore
Bolan
Kamenz
Finsterwalde
Herzberg
Gypsum
Lancaster
Smolnik
York
Abejorral
Vendrell
Zaprudy
Carlisle
Rijeka
Radostov
Sierpc
Rosice
Drosendorf
Medzev
Zvolen
Kitzingen
Czarvowo
Premana
Aberystwyth
Ayacuho
New India
Ender's Cluster (ID)
Urjala
Viborg
Florida
Rapla
Venaria
Chiavenna
Mezzana
Karkkila
Hinckley
Aiguebelle
Batajnica
Novara
Mercedes
Stanley
Coldbrook
Halifax
Kladnitsa
Calafell
Enzesfeld
Kaumberg
Firenze
Wiltshire
Sapienza
Timbuktu
All Dawn
Ferihegy
Kostinbrod
Vermezzo
Ciampino
Quilino
Tiruppur
Kvistgard
Noisiel
Nuneaton
Vihtijarvi
Duran
Minderoo
Greenlaw
Forkes
Horneburg
Westerstede
Reese Station
Richvale
Saravan
Tapihue
Jatznik
Storfors
Gulf Breeze
Isinan
Loxley
Darahta
Krung Thep
Qurayyat
Langhorne
Caldarium
Ormstown
Amminadav
Etiler
Kelang
Triesting
Akfata
Virtue
Alekseyevka
Champadanga
Sappir
Chhaprauli
Slewis
Pillory
Garotte
Issaba
Lost
Ma'anshan
Kwangjong-ni
Tainjin
Nouasseur
Zwipadze
Khartoum
Tangua
Recife
Ellengurg
Goetville
New Capetown
Santana
Sargasso
Zanderij
Esteros
Bountiful Harvest
Dustball
Koniz
Benfled
Montmarault
Dompaire
Colmar
Graus
Antares
Deia
Babaeski
Mkuranga
Parakoila
Baker 3
Vulcan
Dell
Zoetermeer
Leskovik
Devin
Denizli
Twycross
Waldorff
Goat Path
Pasig
Kookens Pleasure Pit
Alyina
Apolakkia
Svarstaad
Evciler
Seiduts
Romulus
Harvest
Butler
Malibu
Blackjack
Hot Springs
Roadside
Kikuyu
Beta VII
Black Earth
Golandrinas
Wotan
Barcelona
Bone-Norman
Somerset
Steelton
Persistence
Icar
Winfield
Derf
Trell I
Maxie's Planet
Chateau
Apollo
Toland
Graceland
Ballynure
Crimond
Kandersteg
Arc-Royal
Hamilton
Atocongo
New Exford
Biuque
Krievci
Incukalns
Dukambia
Summit
Grunwald
Borghese
Cumbres
Lyndon
Surcin
Kerensky's Vision
Odessa
Garrison
Arcturus
Pherkad
Cameron
Crevedia
Ginestra
Lucianca
Leganes
Apostica
Kockengen
Breukelen
Carstairs
Auldhou
Hillerod
Porrima
Veckholm
Kirkcaldy
Yed Prior
Callisto V
Mesa Verde
Svinngarn
Eaton
Alexandria
Whittington
Enkoping
Colinas
Thuban
Gallery
Turinge
Jaumegarde
Halmyre Deans
Laurieston
Nekkar
Zebeneschamali
Carnw
Chaffee
Furillo
Ciotat
Gladius
Glengarry
Canonbie
Trent
Eidsfoss
Clinton
Soilihull
Hesperus II
Laiaka
Alkaid
Skye
Zebebelgenu
Syrma
Carsphairn
Alcor
Mizar
Vindemiatrix
Algorab
Cor Caroli
Gacrux
Alchiba
Milton
Phecda
Wyatt
Wing
Shilon
Rochelle
Uhuru
Launam
Athene
Chertan
Callison
Kalidasa
Dieudonne
Bordon
Alkes
New Hope
Remulac
Savannah
Nathan
Alphard
Tania Borealis
Miaplacidus
Stewart
Adhafera
Helm
Merak
Tania Australis
Bedeque
Lancaster
Angell II
Ariel
Avellaneda
Marik
Bainsville
Rasalas
Autumn Wind
Gallatin
Zortman
Niihau
Preston
Rexburg
Sterling
Labouchere
Bella I
Colfax
Megrez
Cascade
Togwotee
Sheridan
Bondurant
Danais
McAffe
Pingree
Gannett
Thermopolis
Trellisane
Loric
Giausar
Ford
Nestor
Concord
Amity
Dixie
Hyde
Arcadia
Fianna
Algorab
Eilenburg
Dar-es-Salaam
Senftenberg
Zwenkau
Rahne
New Kyoto
Zaniah
Gacrux
Alchiba
Milton
Phecda
Wyatt
Shilon
Wing
Solaris
Hollabrunn
Lamon
Sarpsborg
Arganda
Caledonia
Carsphairn
Vindemiatrix
Alcor
Mizar
Mariefred
Fianna
Algorab
Cor Caroli
Gacrux
Alchiba
Milton
Phecda
Wyatt
Shilon
Wing
Solaris

INNER SPHERE - 3145



Inner Sphere Powers

1) Republic of the Sphere
2) Clan Jade Falcon
3) Clan Hell's Horses
4) Rasalhague Dominion
5) Wolf Empire
6) Raven Alliance
7) Filtvelt Coalition
8) Tortuga Dominions
9) Calderon Protectorate
10) Taurian Concordat
11) Fronc Reaches
12) Magistracy of Canopus
13) Marian Hegemony
14) Lothian League
15) Rim Collection
16) Rim Territories
17) Chainelane Isles
18) The Barrens
19) The Remnant
20) Galatean League



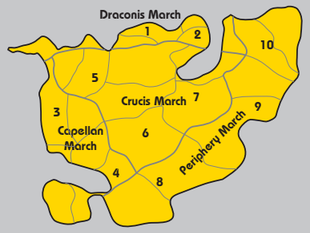
Draconis Combine

Pesht Military District
1) Albiero Prefecture
2) Bjarred Prefecture
3) Qandahar Prefecture
4) Ningxia Prefecture
5) Kagoshima Prefecture
6) Irece Prefecture

New Samarkand Military District
7) Oshika Prefecture
8) New Samarkand Prefecture
9) Matsuida Prefecture
10) Barlow's End Prefecture
11) Kaznejov Prefecture
12) Tancredi Prefecture

Benjamin Military District
13) Buckminster Prefecture
14) Xinyang Prefecture
15) Benjamin Prefecture
16) Proserpina Prefecture
17) Irurzun Prefecture

Dieron Military District
18) Algedi Prefecture
19) Dieron Prefecture
20) Al Na'ir Prefecture
21) Ashio Prefecture



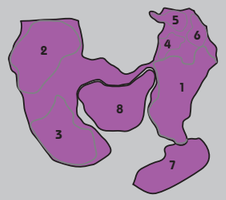
Federated Suns

Draconis March
1) Robinson Operational Area
2) Tancredi IV Operational Area

Capellan March
3) Kathil Operational Area
4) Sirdar Operational Area

Crucis March
5) Markesan Operational Area
6) Chirikof Operational Area
7) Minette Operational Area

Periphery March
8) June Operational Area
9) Anjin Muerto Operational Area
10) Woodbine Operational Area

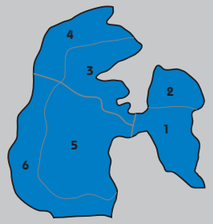


Free Worlds League

1) Oriente Protectorate
2) Duchy of Tamarind-Abbey
3) Rim Commonality
4) Clan Protectorate
5) Covenant Worlds
6) Augustine Alliance

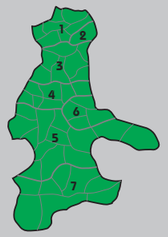
Former Free Worlds League

7) Duchy of Andurien
8) Regulan Fiefs



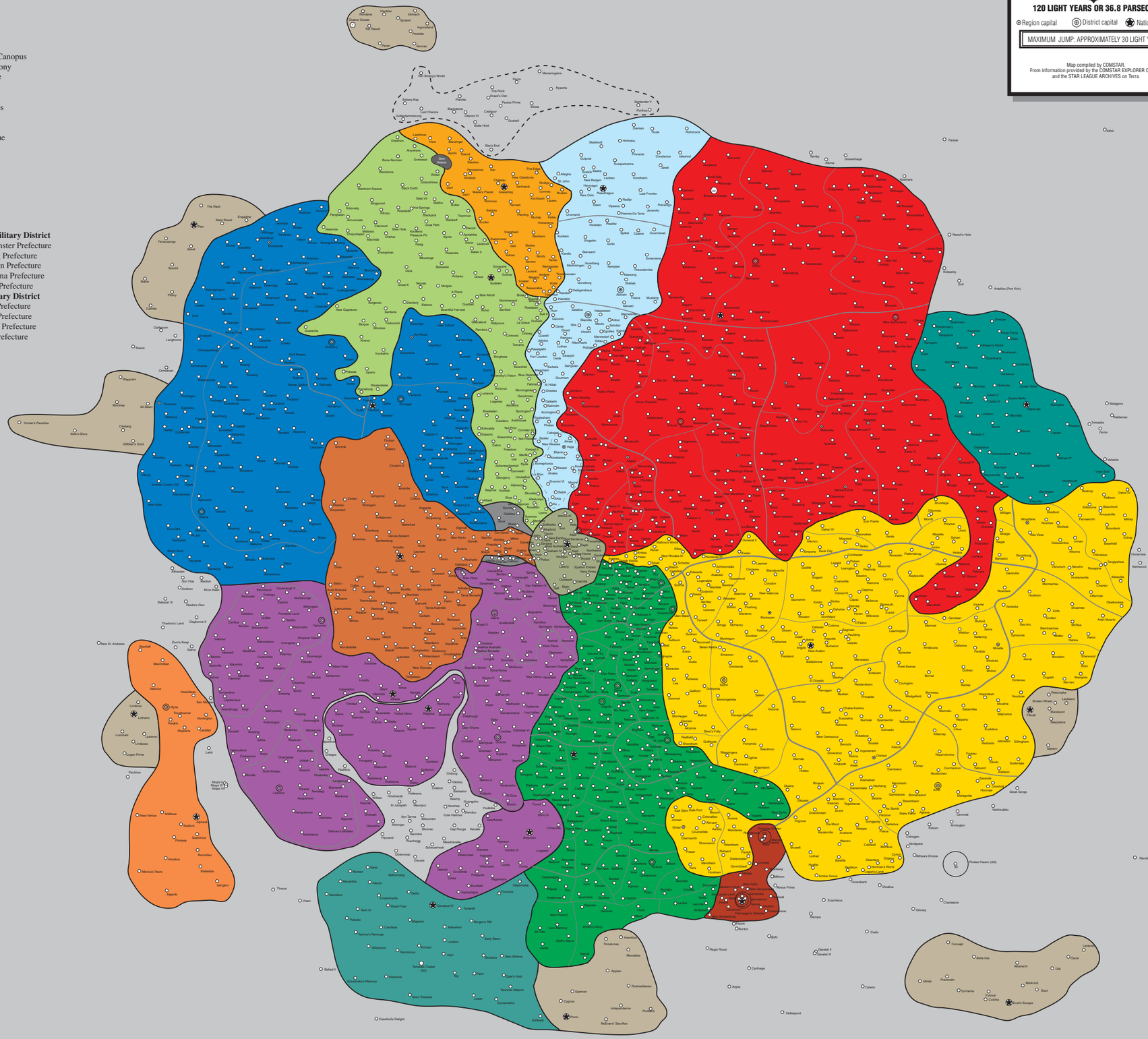
Lyran Commonwealth

Provinces
1) Donegal Province
2) Arc-Royal Theater
3) Coventry Province
4) Bucklands Theater
5) Buena Province
6) Timbuktu Theater



Capellan Confederation

1) Tikonov Commonality
2) Chesterton Commonality
3) Sarna Commonality
4) Capellan Commonality
5) Sian Commonality
6) St Ives Commonality
7) Victoria Commonality



LEGEND

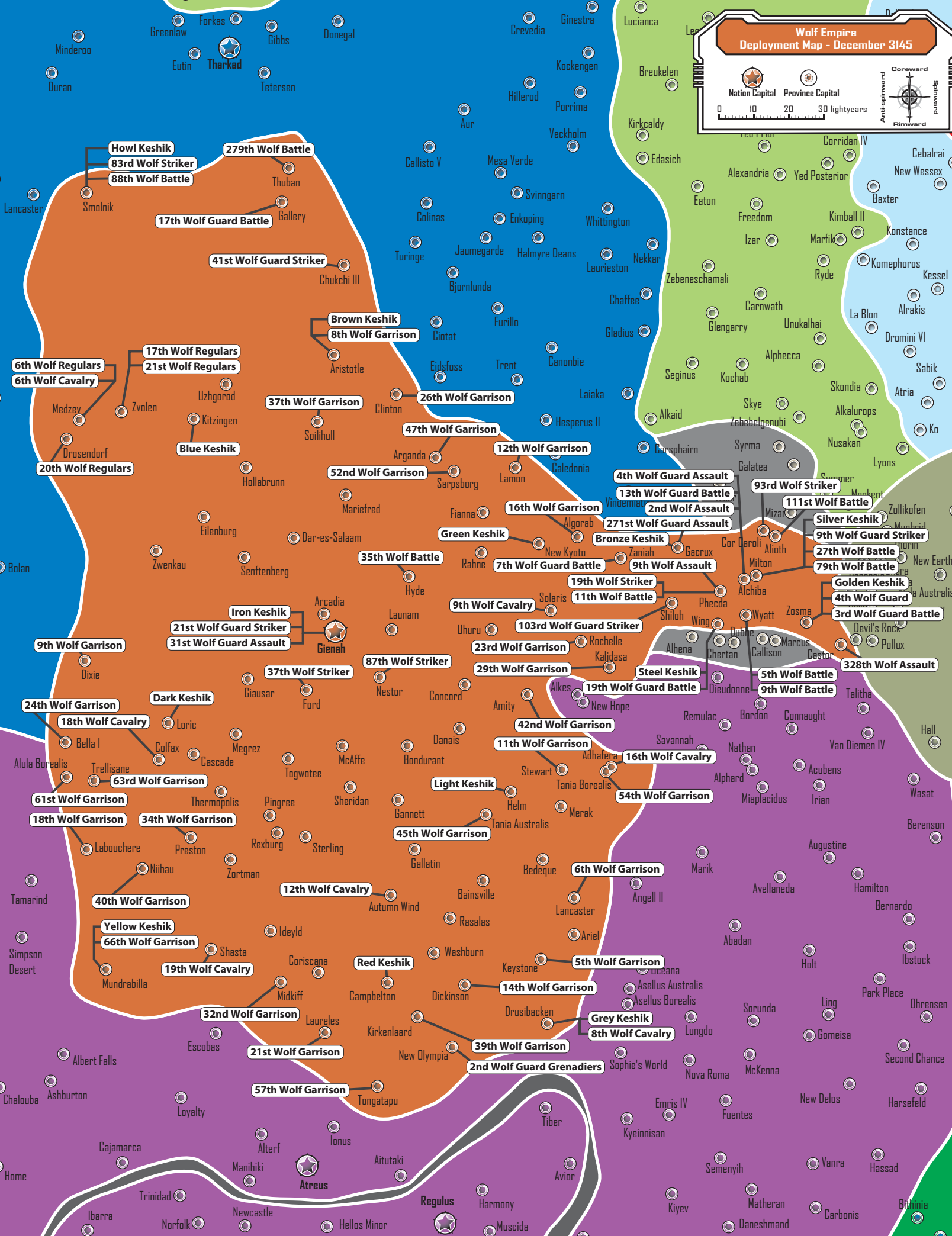
30 LIGHT YEARS
120 LIGHT YEARS OR 36.8 PARSECS

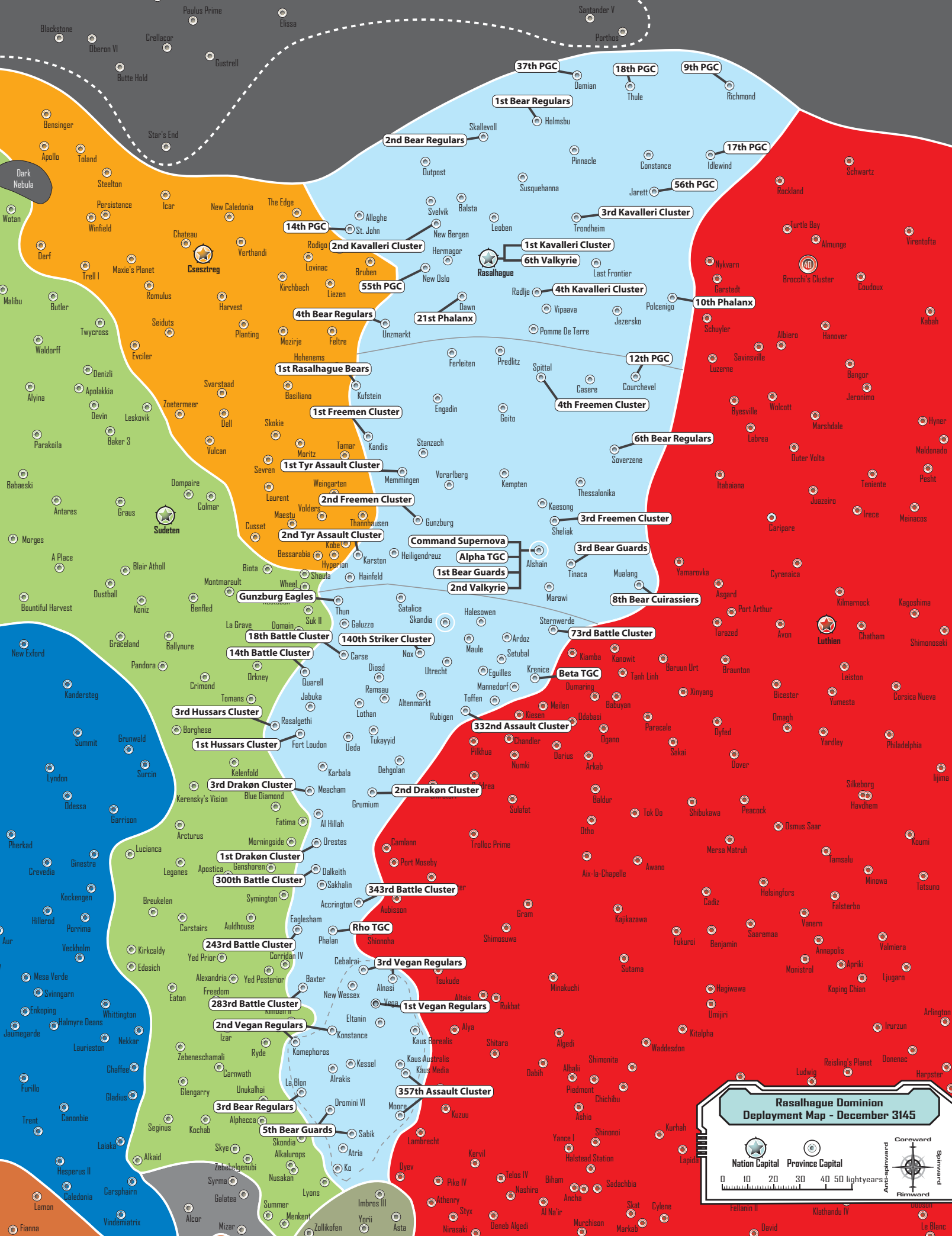
Region capital | District capital | National capital

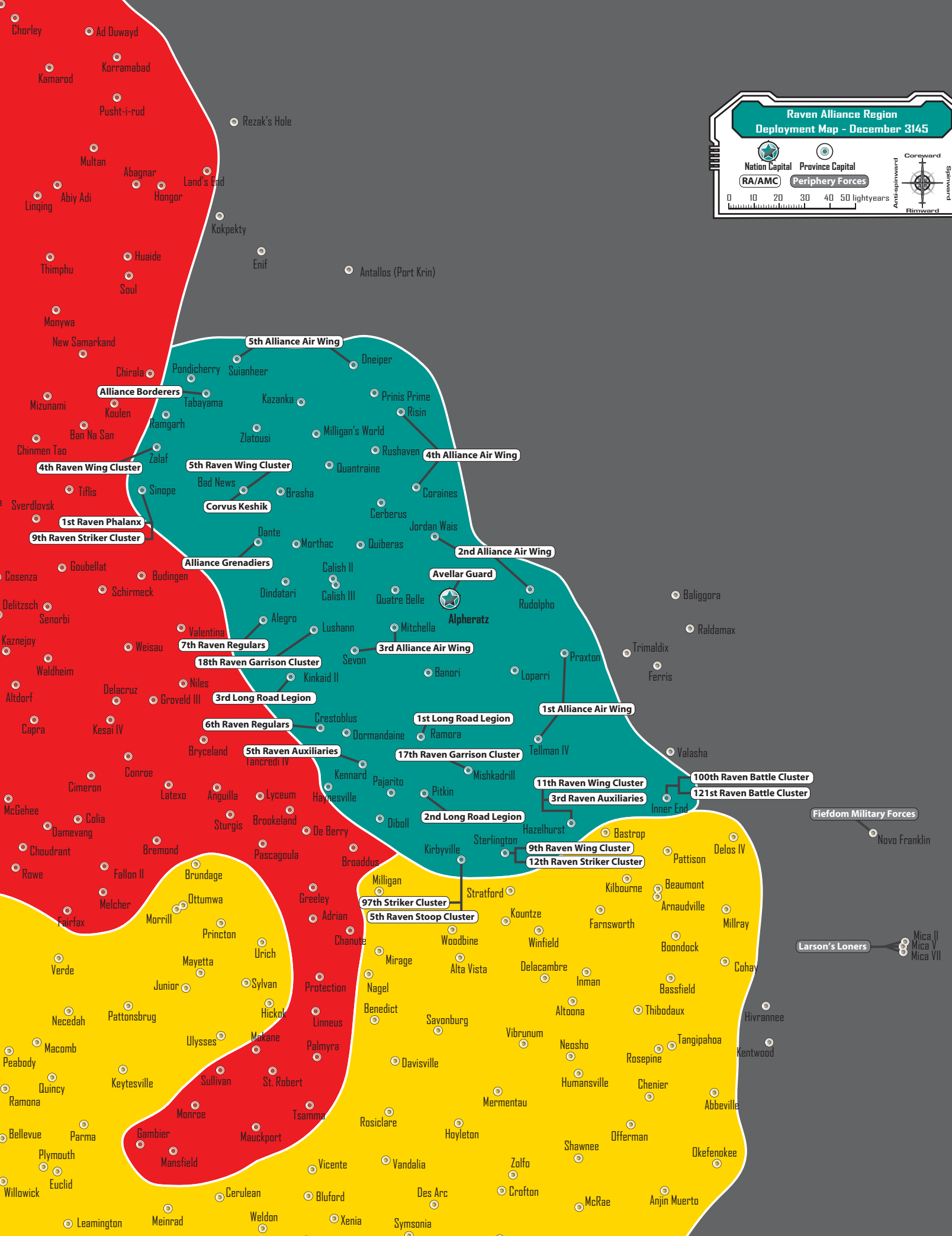
MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS

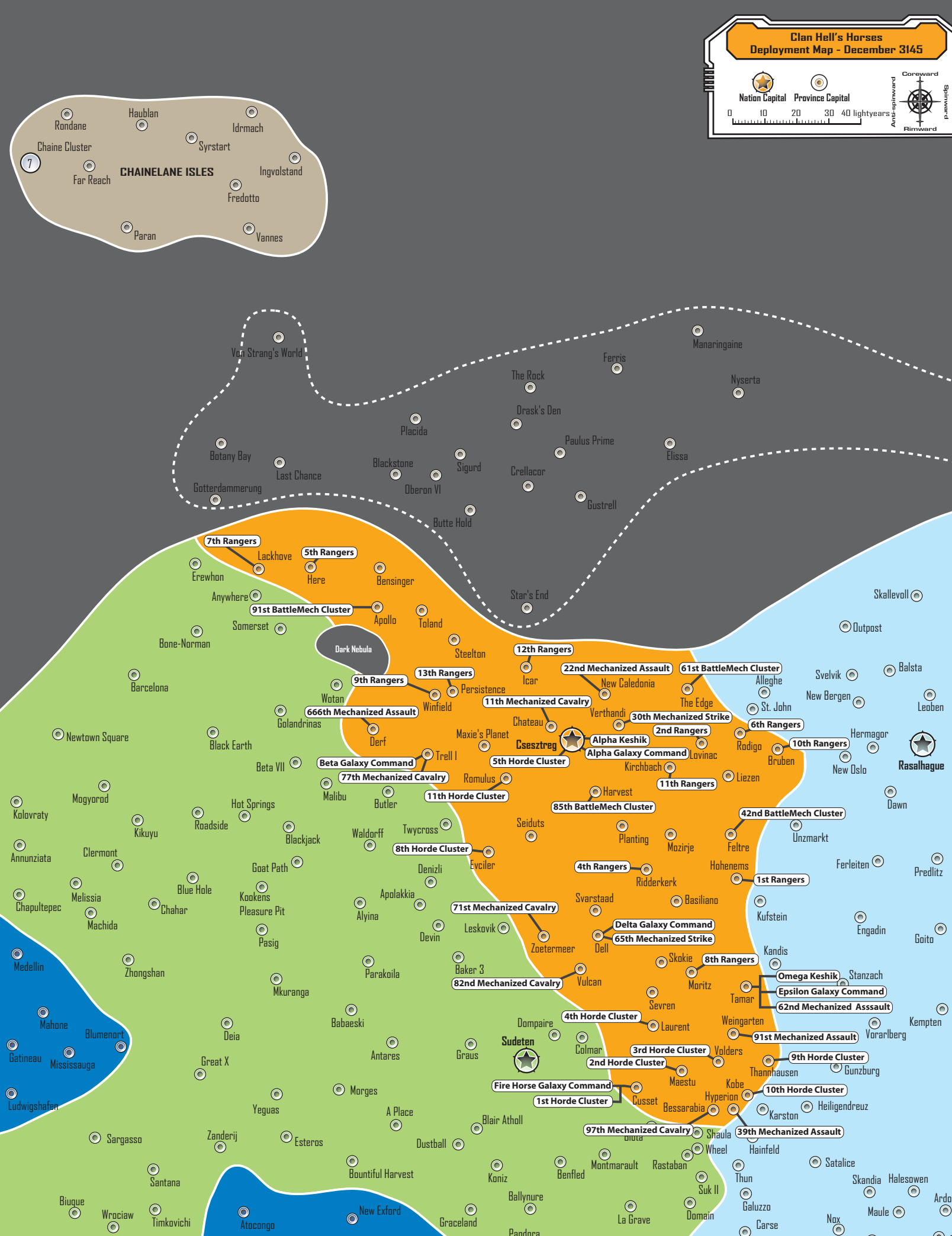
Coreward
Anti-spinward
Spinward
Rimward

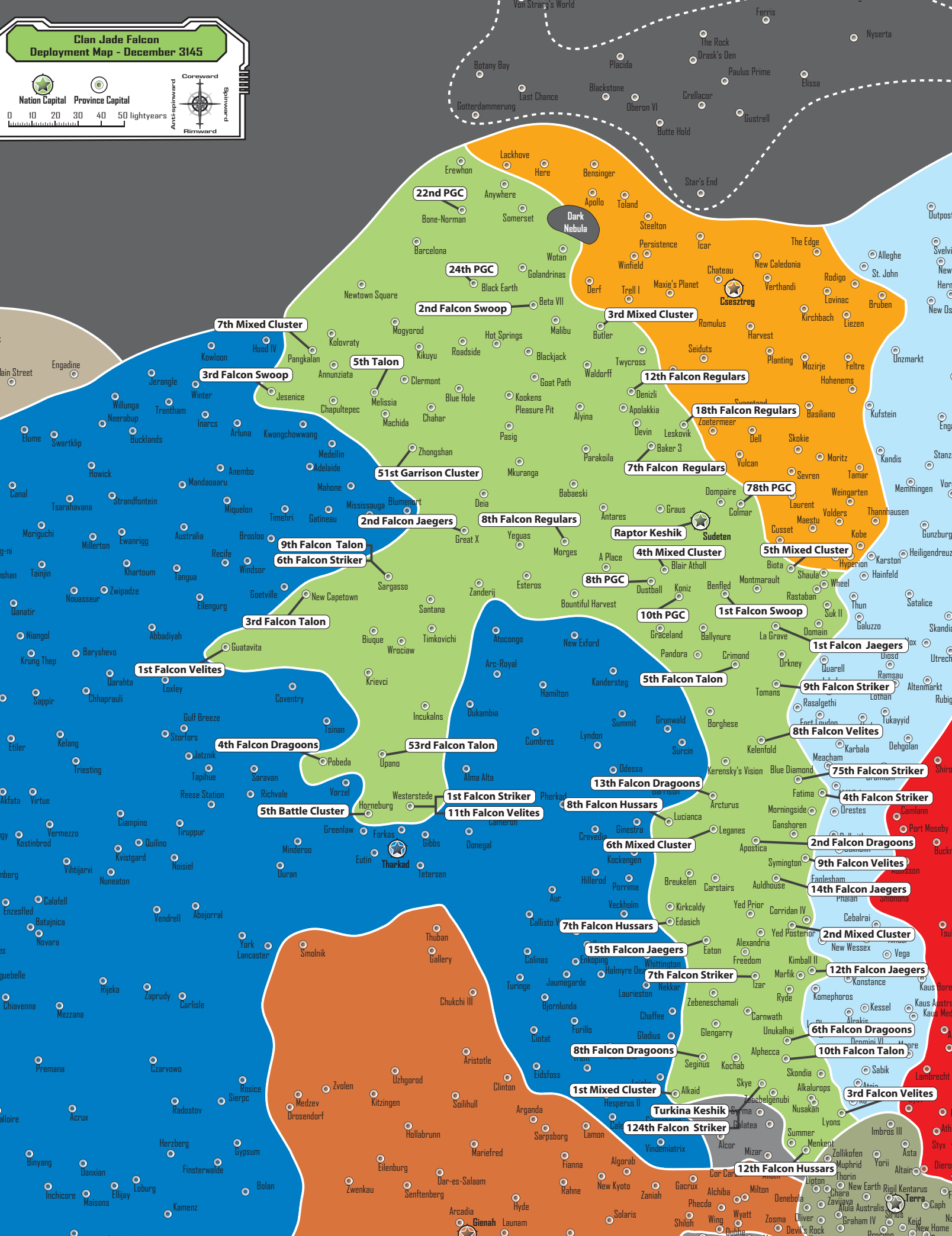
Map compiled by COMSTAR.
From information provided by the COMSTAR EXPLORER CORPS
and the STAR LEAGUE ARCHIVES on Terra.

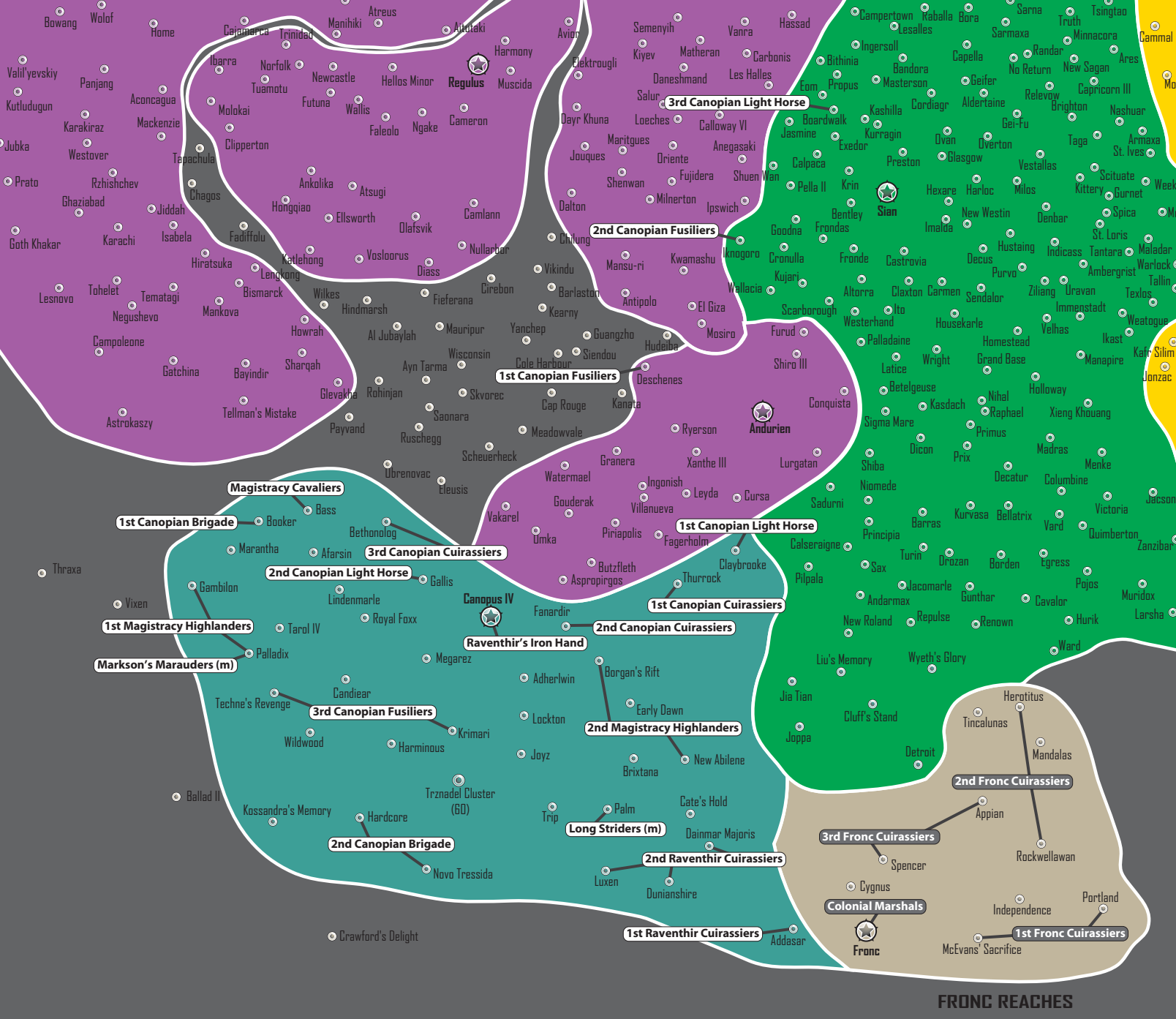

Wolf Empire
Deployment Map - December 3145
Nation Capital
Province Capital
0 10 20 30 lightyears
Coreward
Spinward
Rimward
Anti-spinward
Howl Keshik
83rd Wolf Striker
88th Wolf Battle
279th Wolf Battle
17th Wolf Guard Battle
41st Wolf Guard Striker
Brown Keshik
8th Wolf Garrison
17th Wolf Regulars
21st Wolf Regulars
6th Wolf Regulars
6th Wolf Cavalry
20th Wolf Regulars
Blue Keshik
37th Wolf Garrison
26th Wolf Garrison
47th Wolf Garrison
52nd Wolf Garrison
12th Wolf Garrison
4th Wolf Guard Assault
13th Wolf Guard Battle
2nd Wolf Assault
271st Wolf Guard Assault
16th Wolf Garrison
Green Keshik
Bronze Keshik
7th Wolf Guard Battle
9th Wolf Assault
35th Wolf Battle
19th Wolf Striker
11th Wolf Battle
9th Wolf Cavalry
103rd Wolf Guard Striker
Iron Keshik
21st Wolf Guard Striker
31st Wolf Guard Assault
Gienah
9th Wolf Garrison
87th Wolf Striker
37th Wolf Striker
23rd Wolf Garrison
29th Wolf Garrison
Steel Keshik
19th Wolf Guard Battle
5th Wolf Battle
9th Wolf Battle
328th Wolf Assault
Dark Keshik
24th Wolf Garrison
18th Wolf Cavalry
42nd Wolf Garrison
11th Wolf Garrison
16th Wolf Cavalry
63rd Wolf Garrison
61st Wolf Garrison
Light Keshik
54th Wolf Garrison
18th Wolf Garrison
34th Wolf Garrison
45th Wolf Garrison
6th Wolf Garrison
12th Wolf Cavalry
40th Wolf Garrison
Yellow Keshik
66th Wolf Garrison
19th Wolf Cavalry
Red Keshik
5th Wolf Garrison
14th Wolf Garrison
32nd Wolf Garrison
Grey Keshik
8th Wolf Cavalry
21st Wolf Garrison
39th Wolf Garrison
2nd Wolf Guard Grenadiers
57th Wolf Garrison
93rd Wolf Striker
111st Wolf Battle
Silver Keshik
9th Wolf Guard Striker
27th Wolf Battle
79th Wolf Battle
Golden Keshik
4th Wolf Guard
3rd Wolf Guard Battle
Tharkad
Atreus
Regulus
Greenlaw
Forkas
Gibbs
Donegal
Minderoo
Eutin
Duran
Tetersen
Crevedia
Ginestra
Kockengen
Hillerod
Porrima
Aur
Veckholm
Callisto V
Mesa Verde
Svinngarn
Colinas
Enkoping
Whittington
Turinge
Jaumegarde
Halmyre Deans
Laurieston
Nekkar
Bjornlunda
Furillo
Chaffee
Gladius
Ciotat
Canonbie
Eidsfoss
Trent
Laiaka
Hesperus II
Alkaid
Clinton
Aristotle
Uzhgorod
Medzev
Zvolen
Kitzingen
Soilihull
Drosendorf
Hollabrunn
Arganda
Sarpsborg
Lamon
Caledonia
Mariefred
Fianna
Algorab
New Kyoto
Zaniah
Gacrux
Rahne
Hyde
Eilenburg
Dar-es-Salaam
Zwenkau
Senftenberg
Launam
Uhuru
Rochelle
Kalidasa
Arcadia
Dixie
Giausar
Ford
Nestor
Concord
Amity
New Hope
Alkes
Danais
Bondurant
McAffe
Megrez
Cascade
Colfax
Loric
Bella I
Alula Borealis
Trellisane
Togwotee
Thermopolis
Pingree
Sheridan
Gannett
Tania Australis
Stewart
Tania Borealis
Helm
Merak
Rexburg
Sterling
Preston
Labouchere
Niihau
Zortman
Gallatin
Bedeque
Bainsville
Autumn Wind
Lancaster
Angell II
Rasalas
Ideyld
Shasta
Mundrabilla
Coriscana
Midkiff
Washburn
Keystone
Ariel
Campbelton
Dickinson
Oceana
Asellus Australis
Asellus Borealis
Drusibacken
Kirkenlaard
Laureles
Escobas
New Olympia
Sophie's World
Nova Roma
McKenna
Albert Falls
Ashburton
Chalouba
Loyalty
Tongatapu
Tiber
Ionus
Alterf
Cajamarca
Manihiki
Aitutaki
Avior
Trinidad
Ibarra
Norfolk
Newcastle
Hellos Minor
Harmony
Muscida
Kyeinnisan
Emris IV
Fuentes
Semenyih
Kiyev
Matheran
Daneshmand
Carbonis
Bithinia
Vanra
Hassad
Lucianca
Breukelen
Kirkcaldy
Edasich
Corridan IV
Alexandria
Yed Posterior
Eaton
Freedom
Kimball II
Izar
Marfik
Konstance
Komephoros
Ryde
Zebeneschamali
Carnwath
Glengarry
Unukalhai
Seginus
Kochab
Alphecca
Skondia
Skye
Zebebelgenubi
Alkalurops
Nusakan
Carsphairn
Syrma
Galatea
Lyons
Cebalrai
New Wessex
Baxter
La Blon
Alrakis
Dromini VI
Sabik
Atria
Ko
Cor Caroli
Alioth
Milton
Alchiba
Phecda
Shiloh
Wyatt
Wing
Zosma
Devil's Rock
Pollux
Castor
Marcus
Callison
Chertan
Dubhe
Alhena
Dieudonne
Remulac
Bordon
Connaught
Talitha
Hall
Van Diemen IV
Savannah
Nathan
Alphard
Acubens
Miaplacidus
Irian
Wasat
Berenson
Augustine
Marik
Avellaneda
Hamilton
Bernardo
Abadan
Holt
Ibstock
Park Place
Ohrensen
Sorunda
Ling
Gomeisa
Second Chance
Lungdo
Harsefeld
New Delos
Fuentes
Vanra
Hassad
Bithinia
Carbonis
Daneshmand
Matheran
Kiyev
Semenyih
Tamarind
Simpson Desert
Home
Albert Falls
Ashburton
Chalouba
Loyalty
Cajamarca
Alterf
Ionus
Manihiki
Aitutaki
Avior
Trinidad
Ibarra
Norfolk
Newcastle
Hellos Minor
Harmony
Muscida
Tiber
Kyeinnisan
Emris IV
Fuentes
Semenyih
Kiyev
Matheran
Daneshmand
Carbonis
Bithinia
Vanra
Hassad
Sophie's World
Nova Roma
McKenna
New Delos
Harsefeld
Second Chance
Ohrensen
Gomeisa
Sorunda
Ling
Lungdo
Drusibacken
Grey Keshik
8th Wolf Cavalry
Oceana
Asellus Australis
Asellus Borealis
Keystone
5th Wolf Garrison
Red Keshik
Campbelton
Dickinson
14th Wolf Garrison
Washburn
Coriscana
Midkiff
Shasta
Mundrabilla
Yellow Keshik
66th Wolf Garrison
19th Wolf Cavalry
Ideyld
Ariel
Abadan
Holt
Ibstock
Park Place
Ohrensen
Sorunda
Ling
Gomeisa
Second Chance
Harsefeld
New Delos
Fuentes
Emris IV
Kyeinnisan
Semenyih
Kiyev
Matheran
Daneshmand
Carbonis
Bithinia
Vanra
Hassad
Sophie's World
Nova Roma
McKenna
Albert Falls
Ashburton
Chalouba
Loyalty
Tongatapu
57th Wolf Garrison
Kirkenlaard
New Olympia
39th Wolf Garrison
2nd Wolf Guard Grenadiers
Laureles
21st Wolf Garrison
Escobas
32nd Wolf Garrison
Midkiff
Coriscana
Red Keshik
Campbelton
Dickinson
14th Wolf Garrison
Washburn
Keystone
5th Wolf Garrison
Oceana
Asellus Australis
Asellus Borealis
Drusibacken
Grey Keshik
8th Wolf Cavalry
Lungdo
Sorunda
Ling
Gomeisa
Second Chance
Harsefeld
New Delos
Fuentes
Emris IV
Kyeinnisan
Semenyih
Kiyev
Matheran
Daneshmand
Carbonis
Bithinia
Vanra
Hassad
Sophie's World
Nova Roma
McKenna
Albert Falls
Ashburton
Chalouba
Loyalty
Tongatapu
57th Wolf Garrison
Kirkenlaard
New Olympia
39th Wolf Garrison
2nd Wolf Guard Grenadiers
Laureles
21st Wolf Garrison
Escobas
32nd Wolf Garrison
Midkiff
Coriscana
Red Keshik
Campbelton
Dickinson
14th Wolf Garrison
Washburn
Keystone
5th Wolf Garrison
Oceana
Asellus Australis
Asellus Borealis
Drusibacken
Grey Keshik
8th Wolf Cavalry
Lungdo
Sorunda
Ling
Gomeisa
Second Chance
Harsefeld
New Delos
Fuentes
Emris IV
Kyeinnisan
Semenyih
Kiyev
Matheran
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Carbonis
Bithinia
Vanra
Hassad

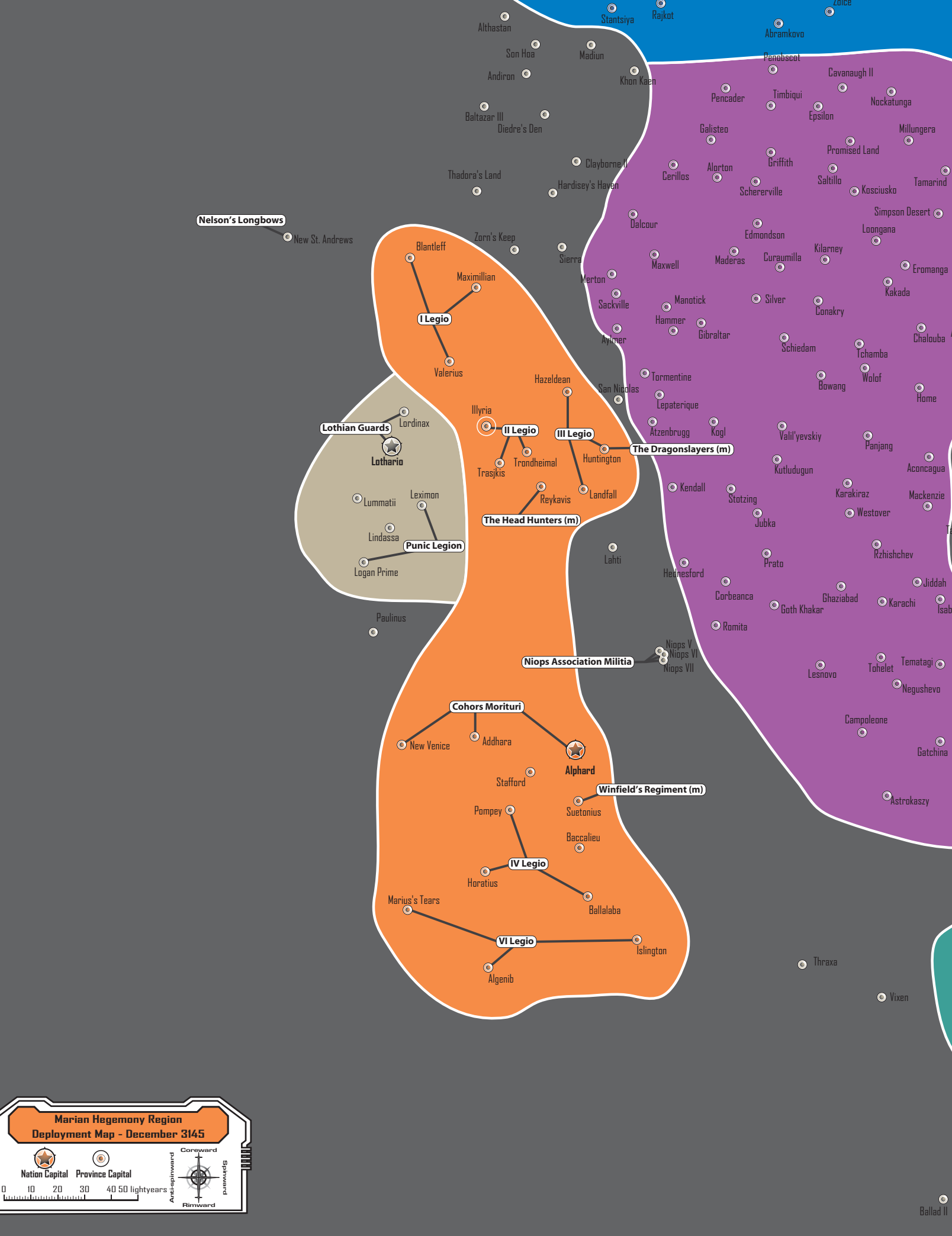

Rasalhague Dominion
Deployment Map - December 3145
Nation Capital
Province Capital
0 10 20 30 40 50 lightyears
Coreward
Spinward
Rimward
Anti-spinward
37th PGC
18th PGC
9th PGC
1st Bear Regulars
2nd Bear Regulars
17th PGC
56th PGC
3rd Kavalleri Cluster
14th PGC
2nd Kavalleri Cluster
1st Kavalleri Cluster
6th Valkyrie
Rasalhague
55th PGC
4th Kavalleri Cluster
10th Phalanx
21st Phalanx
4th Bear Regulars
12th PGC
1st Rasalhague Bears
4th Freemen Cluster
1st Freemen Cluster
6th Bear Regulars
1st Tyr Assault Cluster
2nd Freemen Cluster
3rd Freemen Cluster
Sudeten
2nd Tyr Assault Cluster
Command Supernova
Alpha TGC
1st Bear Guards
2nd Valkyrie
3rd Bear Guards
Gunzburg Eagles
8th Bear Cuirassiers
73rd Battle Cluster
18th Battle Cluster
140th Striker Cluster
14th Battle Cluster
Beta TGC
3rd Hussars Cluster
1st Hussars Cluster
332nd Assault Cluster
3rd Drakøn Cluster
2nd Drakøn Cluster
1st Drakøn Cluster
300th Battle Cluster
343rd Battle Cluster
Rho TGC
243rd Battle Cluster
3rd Vegan Regulars
283rd Battle Cluster
1st Vegan Regulars
2nd Vegan Regulars
357th Assault Cluster
3rd Bear Regulars
5th Bear Guards
Csesztreg
Luthien
Dark Nebula
Paulus Prime
Elissa
Santander V
Porthos
Blackstone
Oberon VI
Crellacor
Gustrell
Butte Hold
Bensinger
Star's End
Apollo
Toland
Steelton
Persistence
Icar
New Caledonia
The Edge
Wotan
Winfield
Chateau
Derf
Verthandi
Trell I
Maxie's Planet
Malibu
Butler
Romulus
Harvest
Twycross
Seiduts
Planting
Waldorff
Evciler
Mozirje
Feltre
Denizli
Apolakkia
Alyina
Devin
Leskovik
Zoetermeer
Dell
Svarstaad
Basiliano
Skokie
Parakoila
Baker 3
Vulcan
Moritz
Tamar
Sevren
Babaeski
Dompaire
Colmar
Laurent
Weingarten
Volders
Maestu
Thannhausen
Gunzburg
Kaesong
Sheliak
Kobe
Bessarabia
Hyperion
Karston
Heiligendreuz
Alshain
Tinaca
Marawi
Mualang
Yamarovka
Cyrenaica
Asgard
Port Arthur
Tarazed
Avon
Chatham
Kilmarnock
Kagoshima
Shimonoseki
Sternwerde
Ardoz
Maule
Setubal
Eguilles
Krenice
Mannedorf
Toffen
Rubigen
Altenmarkt
Lothan
Ramsau
Diosd
Utrecht
Nox
Carse
Quarell
Jabuka
Tomans
Rasalgethi
Borghese
Fort Loudon
Tukayyid
Ueda
Karbala
Dehgolan
Meacham
Grumium
Kerensky's Vision
Blue Diamond
Kelenfold
Orkney
Crimond
Pandora
Graceland
Ballynure
Montmarault
Wheel
Dustball
Koniz
Benfled
Bountiful Harvest
Morges
A Place
Antares
Graus
Blair Atholl
Biota
Shaula
Hainfeld
Thun
Galuzzo
Suk II
La Grave
Domain
Satalice
Skandia
Halesowen
Heiligendreuz
Hainfeld
Kandersteg
Summit
Grunwald
Surcin
Lyndon
Udessa
Garrison
Pherkad
Ginestra
Crevedia
Kockengen
Hillerad
Porrima
Veckholm
Mesa Verde
Svinngarn
Enkoping
Halmyre Deans
Jaumegarde
Laurieston
Nekkar
Whittington
Chaffee
Furillo
Gladius
Canonbie
Trent
Laiaka
Hesperus II
Caledonia
Carsphairn
Lamon
Fianna
Vindemiatrix
Alcor
Mizar
Lyons
Summer
Menkent
Zollikofen
Imbros III
Yorii
Asta
Nusakan
Skandia
Alkalurops
Zebebelgenubi
Skye
Alkaid
Syrma
Galatea
Seginus
Kochab
Alphecca
Unukalhai
Glengarry
Carnwath
Zebeneschamali
Ryde
Izar
Eltanin
Konstance
Komephoros
Arkis
Kessel
La Blon
Dromini VI
Sabik
Atria
Ko
Eaglesham
Phalan
Shionoha
Auldhouse
Carstairs
Breukelen
Symington
Accrington
Aubisson
Cebalrai
Tsukude
Alnasi
Vega
Rukbat
Altais
Baxter
New Wessex
Freedom
Yed Posterior
Alexandria
Eaton
Corridan IV
Yed Prior
Kirkcaldy
Edasich
Veckholm
Arcturus
Fatima
Al Hillah
Morningside
Orrestes
Lucianca
Ganshoren
Apostica
Leganes
Dalkeith
Sakhalin
Scheat
Alrakis
Kaus Australis
Kaus Media
Kaus Borealis
Alya
Shitara
Algedi
Waddesdon
Kitalpha
Irurzun
Arlington
Donenac
Reisling's Planet
Ludwig
Harpster
Piedmont
Chichibu
Albali
Dabih
Shimonita
Ashio
Kuzuu
Moore
Dromini VI
Lambrecht
Kervil
Dyev
Pike IV
Athenry
Styx
Niraski
Deneb Algedi
Telos IV
Nashira
Biham
Sadachbia
Ancha
Al Na'ir
Murchison
Markab
Skat
Cylene
Fellanin II
Klathandu IV
Boosun
Le Blanc
David
Kurhah
Shinonoi
Yance I
Halstead Station
Lapida
Tsitsang
Hagiwawa
Umijiri
Rukbat
Minakuchi
Sutama
Apriki
Monistrol
Ljugarn
Koping Chian
Annapolis
Valmiera
Saaremaa
Benjamin
Fukuroi
Kajikazawa
Vanern
Falsterbo
Helsingfors
Cadiz
Gram
Shimosuwa
Aubisson
Tatsuno
Minowa
Tamsalu
Mersa Matruh
Koumi
Trolloc Prime
Camlann
Port Moseby
Aix-la-Chapelle
Awano
Otho
Sulafat
Baldur
Tok Do
Shibukawa
Peacock
Osmus Saar
Havdhem
Silkeborg
Iijima
Sakai
Dover
Darius
Arkab
Numki
Pilkhua
Chandler
Ogano
Paracale
Dyfed
Yardley
Philadelphia
Omagh
Bicester
Yumesta
Corsica Nueva
Xinyang
Baruun Urt
Braunton
Leiston
Tanh Linh
Mannedorf
Dumaring
Babuyan
Meilen
Kiesen
Odabasi
Kamba
Kanowit
Lathi
Schwartz
Kockland
Turtle Bay
Almunge
Virentofta
Nykvarn
Brocchi's Cluster
Garstedt
Caudoux
Schuyler
Albiero
Hanover
Savinsville
Luzerne
Bangor
Jeromino
Byesville
Wolcott
Marshdale
Labrea
Outer Volta
Maldonado
Hyner
Pesht
Teniente
Irece
Meinacos
Juazeiro
Caripare
Itabaiana
Soverzene
Thessalonika
Kempten
Vorarlberg
Memmingen
Kandis
Stanzach
Engadin
Goito
Spittal
Casere
Courchevel
Ferleiten
Predlitz
Hohenems
Svelvik
Balsta
Leoben
Trondheim
Pinnacle
Constance
Idlewind
Outpost
Susquehanna
Jarett
Skallevoll
Holmsbu
Thule
Richmond
Damian
Rodigo
Lovinac
Bruben
Hermagor
New Oslo
Kirchbach
Liezen
Radlje
Vipaava
Jezersko
Polcenigo
Dawn
Unzmarkt
Pomme De Terre
Feltre
Mozirje
Planting
Seiduts
Harvest
Romulus
Maxie's Planet
Trell I
Derf
Chateau
Verthandi
Csesztreg
Icar
New Caledonia
The Edge
Alleghe
St. John
New Bergen
Hermagor
Last Frontier
Rasalhague
Lovinac
Bruben
Kirchbach
Liezen
Romulus
Harvest
Twycross
Seiduts
Planting
Waldorff
Evciler
Mozirje
Feltre
Hohenems
Ferleiten
Predlitz
Spittal
Casere
Courchevel
Svarstaad
Basiliano
Kufstein
Engadin
Goito
Zoetermeer
Dell
Skokie
Vulcan
Moritz
Tamar
Kandis
Stanzach
Sevren
Memmingen
Vorarlberg
Kempten
Thessalonika
Laurent
Weingarten
Volders
Maestu
Thannhausen
Gunzburg
Kaesong
Sheliak
Colmar
Dompaire
Babaeski
Antares
Graus
Sudeten
Morges
Kobe
Bessarabia
Hyperion
Karston
Heiligendreuz
Alshain
Tinaca
Marawi
Mualang
Yamarovka
Cyrenaica
Asgard
Port Arthur
Tarazed
Avon
Luthien
Chatham
Kilmarnock
Kagoshima
Shimonoseki
Sternwerde
Ardoz
Maule
Setubal
Eguilles
Krenice
Mannedorf
Toffen
Rubigen
Altenmarkt
Lothan
Ramsau
Diosd
Utrecht
Nox
Carse
Quarell
Jabuka
Tomans
Rasalgethi
Borghese
Fort Loudon
Tukayyid
Ueda
Karbala
Dehgolan
Meacham
Grumium
Kerensky's Vision
Blue Diamond
Kelenfold
Orkney
Crimond
Pandora
Graceland
Ballynure
Montmarault
Wheel
Dustball
Koniz
Benfled
Bountiful Harvest
Morges
A Place
Antares
Graus
Blair Atholl
Biota
Shaula
Hainfeld
Thun
Galuzzo
Suk II
La Grave
Domain
Satalice
Skandia
Halesowen
Heiligendreuz
Hainfeld
Kandersteg
Summit
Grunwald
Surcin
Lyndon
Udessa
Garrison
Pherkad
Ginestra
Crevedia
Kockengen
Hillerad
Porrima
Veckholm
Mesa Verde
Svinngarn
Enkoping
Halmyre Deans
Jaumegarde
Laurieston
Nekkar
Whittington
Chaffee
Furillo
Gladius
Canonbie
Trent
Laiaka
Hesperus II
Caledonia
Carsphairn
Lamon
Fianna
Vindemiatrix
Alcor
Mizar
Lyons
Summer
Menkent
Zollikofen
Imbros III
Yorii
Asta
Nusakan
Skandia
Alkalurops
Zebebelgenubi
Skye
Alkaid
Syrma
Galatea
Seginus
Kochab
Alphecca
Unukalhai
Glengarry
Carnwath
Zebeneschamali
Ryde
Izar
Eltanin
Konstance
Komephoros
Arkis
Kessel
La Blon
Dromini VI
Sabik
Atria
Ko
Eaglesham
Phalan
Shionoha
Auldhouse
Carstairs
Breukelen
Symington
Accrington
Aubisson
Cebalrai
Tsukude
Alnasi
Vega
Rukbat
Altais
Baxter
New Wessex
Freedom
Yed Posterior
Alexandria
Eaton
Corridan IV
Yed Prior
Kirkcaldy
Edasich
Veckholm
Arcturus
Fatima
Al Hillah
Morningside
Orrestes
Lucianca
Ganshoren
Apostica
Leganes
Dalkeith
Sakhalin
Scheat
Alrakis
Kaus Australis
Kaus Media
Kaus Borealis
Alya
Shitara
Algedi
Waddesdon
Kitalpha
Irurzun
Arlington
Donenac
Reisling's Planet
Ludwig
Harpster
Piedmont
Chichibu
Albali
Dabih
Shimonita
Ashio
Kuzuu
Moore
Dromini VI
Lambrecht
Kervil
Dyev
Pike IV
Athenry
Styx
Niraski
Deneb Algedi
Telos IV
Nashira
Biham
Sadachbia
Ancha
Al Na'ir
Murchison
Markab
Skat
Cylene
Fellanin II
Klathandu IV
Boosun
Le Blanc
David
Kurhah
Shinonoi
Yance I
Halstead Station
Lapida
Tsitsang
Hagiwawa
Umijiri
Rukbat
Minakuchi
Sutama
Apriki
Monistrol
Ljugarn
Koping Chian
Annapolis
Valmiera
Saaremaa
Benjamin
Fukuroi
Kajikazawa
Vanern
Falsterbo
Helsingfors
Cadiz
Gram
Shimosuwa
Aubisson
Tatsuno
Minowa
Tamsalu
Mersa Matruh
Koumi
Trolloc Prime
Camlann
Port Moseby
Aix-la-Chapelle
Awano
Otho
Sulafat
Baldur
Tok Do
Shibukawa
Peacock
Osmus Saar
Havdhem
Silkeborg
Iijima
Sakai
Dover
Darius
Arkab
Numki
Pilkhua
Chandler
Ogano
Paracale
Dyfed
Yardley
Philadelphia
Omagh
Bicester
Yumesta
Corsica Nueva
Xinyang
Baruun Urt
Braunton
Leiston
Tanh Linh
Mannedorf
Dumaring
Babuyan
Meilen
Kiesen
Odabasi
Kamba
Kanowit
Lathi

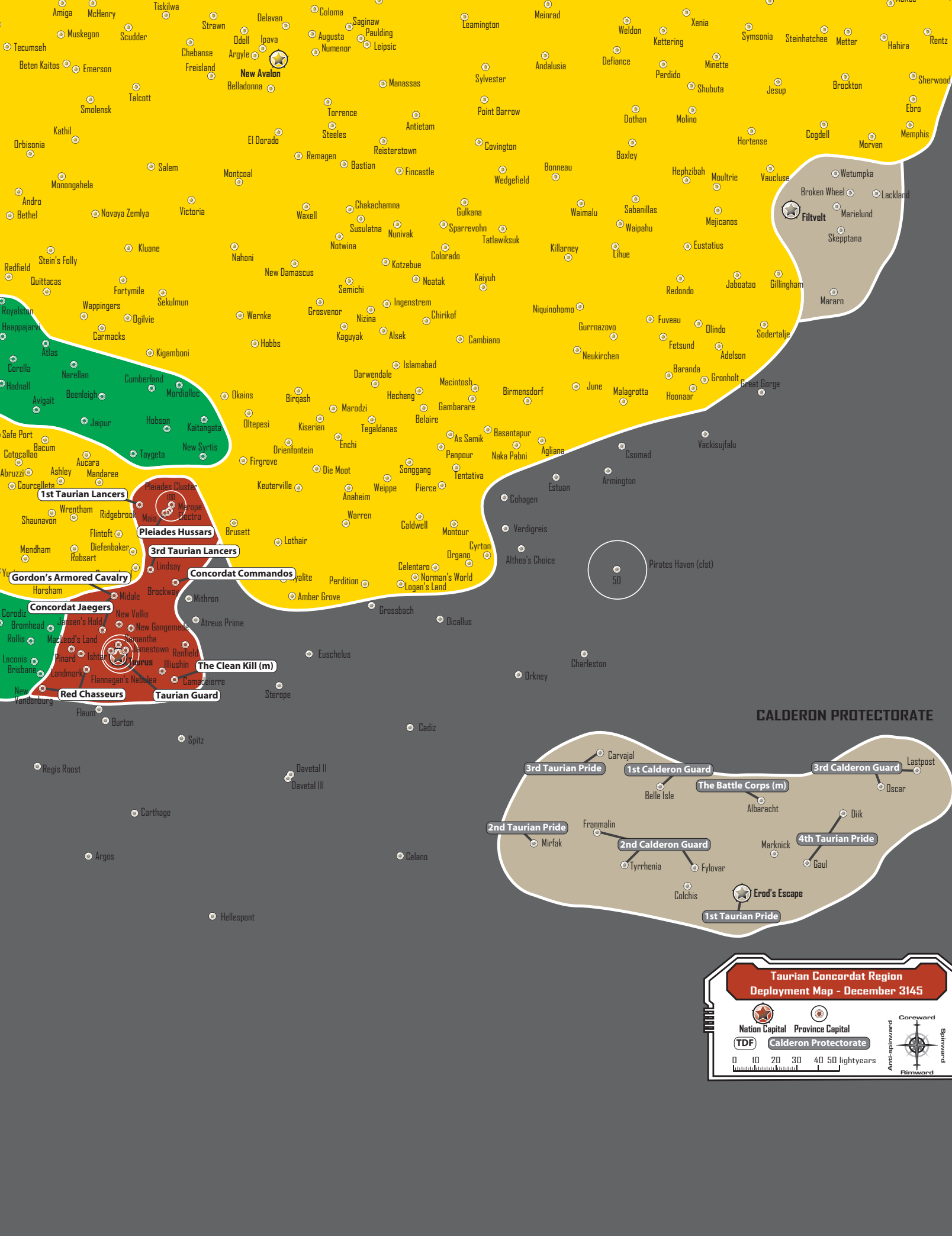

Raven Alliance Region
Deployment Map - December 3145
Nation Capital
Province Capital
RA/AMC
Periphery Forces
0 10 20 30 40 50 lightyears
Coreward
Spinward
Rimward
Anti-spinward
Chorley
Ad Duwayd
Korramabad
Kamarad
Pusht-i-rud
Rezak's Hole
Multan
Abagnar
Land's End
Hongor
Abiy Adi
Linqing
Kokpekty
Thimphu
Huaide
Enif
Antallos (Port Krin)
Soul
Monywa
New Samarkand
5th Alliance Air Wing
Oneiper
Suianheer
Pondicherry
Chirala
Alliance Borderers
Tabayama
Kazanka
Prinis Prime
Mizunami
Koulen
Risin
Ramgarh
Ban Na San
Zlatousi
Milligan's World
Chinmen Tao
Rushaven
4th Alliance Air Wing
Zalaf
4th Raven Wing Cluster
5th Raven Wing Cluster
Quantraine
Bad News
Tiflis
Sinope
Brasha
Coraines
Corvus Keshik
Sverdlovsk
Cerberus
1st Raven Phalanx
9th Raven Striker Cluster
Jordan Wais
Dante
Morthac
Quiberas
2nd Alliance Air Wing
Alliance Grenadiers
Goubellat
Calish II
Cosenza
Budingen
Avellar Guard
Schirmeck
Dindatari
Calish III
Quatre Belle
Rudolpho
Baliggora
Delitzsch
Senorbi
Alpheratz
Alegro
Valentina
Lushann
Mitchella
Raldamax
Kaznejoy
7th Raven Regulars
3rd Alliance Air Wing
Trimaldix
Weisau
Sevon
Praxton
18th Raven Garrison Cluster
Waldheim
Banori
Loparri
Ferris
Kinkaid II
Niles
Delacruz
Altdorf
Groveld III
3rd Long Road Legion
1st Alliance Air Wing
Capra
Kesai IV
6th Raven Regulars
Crestoblus
1st Long Road Legion
Dormandaine
Ramora
Bryceland
5th Raven Auxiliaries
Tancredi IV
Tellman IV
Valasha
17th Raven Garrison Cluster
Conroe
Kennard
Pajarito
Mishkadrill
100th Raven Battle Cluster
Cimeron
Latexo
Anguilla
Lyceum
Haynesville
Pitkin
11th Raven Wing Cluster
121st Raven Battle Cluster
McGehee
Colia
Brookeland
Sturgis
3rd Raven Auxiliaries
Inner End
Damevang
De Berry
Diboll
2nd Long Road Legion
Hazelhurst
Fiefdom Military Forces
Choudrant
Bremond
Pascagoula
Broaddus
Sterlington
Bastrop
Novo Franklin
Kirbyville
9th Raven Wing Cluster
Delos IV
Rowe
Fallon II
12th Raven Striker Cluster
Pattison
Brundage
Milligan
Kilbourne
Beaumont
Melcher
Ottumwa
Greeley
Stratford
Arnaudville
97th Striker Cluster
Fairfax
Morrill
Adrian
Kountze
Farnsworth
Millray
5th Raven Stoop Cluster
Princton
Chanute
Woodbine
Winfield
Boondock
Larson's Loners
Mica II
Mica V
Mica VII
Urich
Mirage
Alta Vista
Delacambre
Verde
Mayetta
Inman
Cohay
Junior
Sylvan
Protection
Nagel
Bassfield
Benedict
Altoona
Thibodaux
Hivrannee
Necedah
Pattonsburg
Hickok
Linneus
Savonburg
Ulysses
Makane
Vibrunum
Tangipahoa
Macomb
Palmyra
Neosho
Kentwood
Peabody
Rosepine
Davisville
Keytesville
Sullivan
St. Robert
Humansville
Chenier
Quincy
Ramona
Mermentau
Abbeville
Monroe
Tsamma
Rosiclare
Bellevue
Parma
Gambier
Mauckport
Hoyleton
Offerman
Shawnee
Plymouth
Mansfield
Okefenokee
Vicente
Vandalia
Zolfo
Willowick
Euclid
Cerulean
Bluford
Des Arc
Crofton
McRae
Anjin Muerto
Leamington
Meinrad
Weldon
Xenia
Symsonia

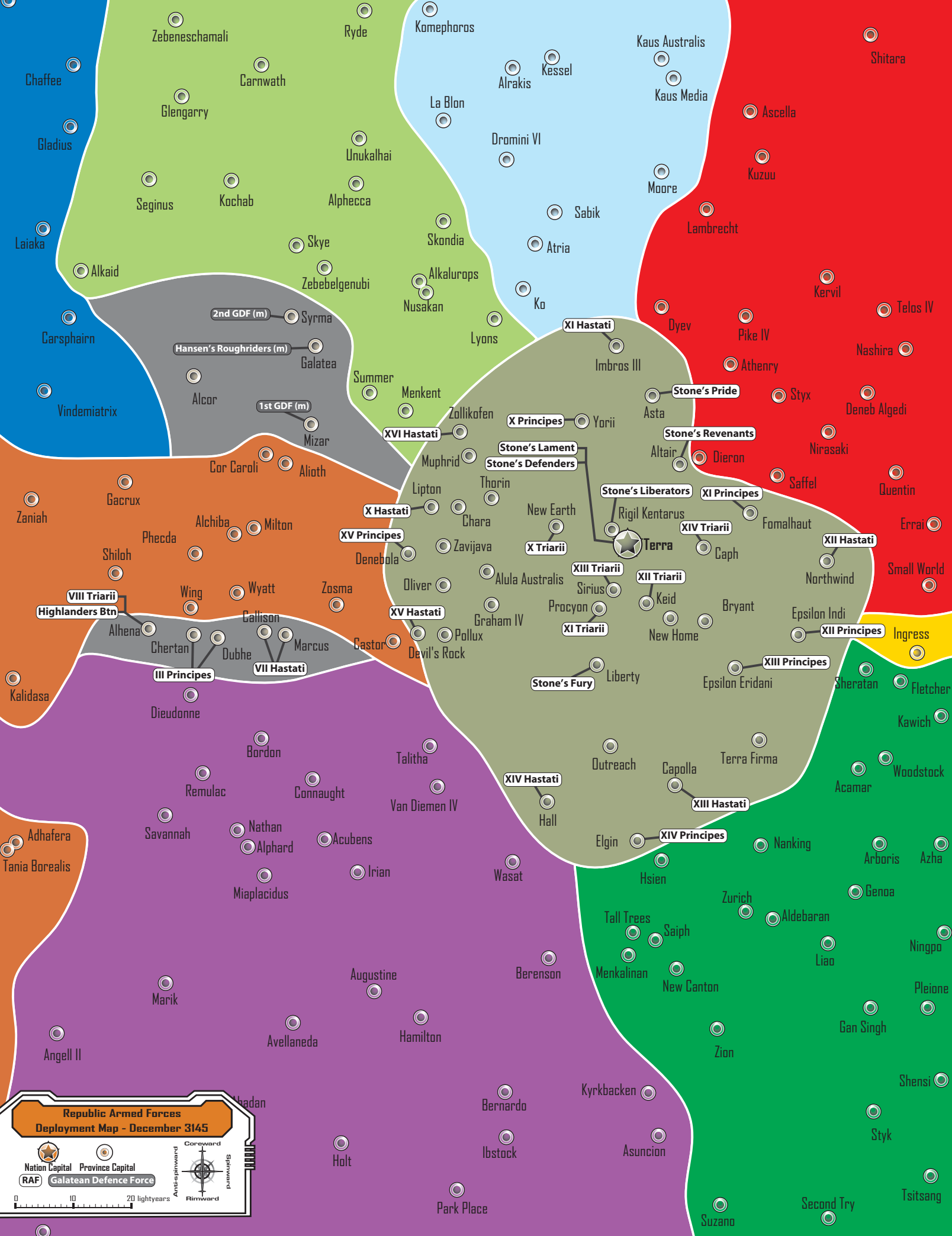

Clan Hell's Horses
Deployment Map - December 3145
Nation Capital
Province Capital
0 10 20 30 40 lightyears
Coreward
Antispinward
Spinward
Rimward
7
CHAINELANE ISLES
Rondane
Haublan
Idrmach
Chaine Cluster
Syrstart
Far Reach
Ingvolstand
Fredotto
Paran
Vannes
Von Strang's World
Manaringaine
Ferris
The Rock
Nyserta
Drask's Den
Placida
Paulus Prime
Botany Bay
Elissa
Last Chance
Blackstone
Sigurd
Crellacor
Gotterdammerung
Oberon VI
Gustrell
Butte Hold
7th Rangers
Lackhove
5th Rangers
Here
Erewhon
Bensinger
Anywhere
91st BattleMech Cluster
Apollo
Toland
Star's End
Somerset
Bone-Norman
Dark Nebula
Steelton
12th Rangers
Barcelona
9th Rangers
13th Rangers
Persistence
Icar
22nd Mechanized Assault
New Caledonia
61st BattleMech Cluster
Wotan
Winfield
11th Mechanized Cavalry
Alleghe
Svelvik
Balsta
666th Mechanized Assault
Golandrinas
Verthandi
The Edge
New Bergen
Leoben
Chateau
30th Mechanized Strike
St. John
Newtown Square
Derf
Maxie's Planet
Alpha Keshik
2nd Rangers
6th Rangers
Hermagor
Black Earth
Csesztreg
Alpha Galaxy Command
Rodigo
10th Rangers
Trell I
Lovinac
Bruben
Rasalhague
Beta VII
Beta Galaxy Command
5th Horde Cluster
Kirchbach
New Oslo
77th Mechanized Cavalry
Romulus
Liezen
Malibu
11th Horde Cluster
11th Rangers
Mogyorod
Butler
Harvest
Dawn
Kolovraty
85th BattleMech Cluster
Hot Springs
42nd BattleMech Cluster
Kikuyu
Roadside
Seiduts
Planting
Unzmarkt
Blackjack
Waldorff
Twycross
Mozirje
Feltre
Annunziata
8th Horde Cluster
Clermont
Evciler
Goat Path
4th Rangers
Hohenems
Ferleiten
Predlitz
Denizli
Ridderkerk
Blue Hole
1st Rangers
Melissia
Kookens
Apolakkia
Svarstaad
Basiliano
Chapultepec
Chahar
Pleasure Pit
Alyina
71st Mechanized Cavalry
Kufstein
Machida
Delta Galaxy Command
Engadin
Leskovik
Devin
65th Mechanized Strike
Goito
Pasig
Zoetermeer
Dell
Kandis
Medellin
Skokie
8th Rangers
Zhongshan
Parakoila
Baker 3
Omega Keshik
Stanzach
Moritz
Mkuranga
82nd Mechanized Cavalry
Vulcan
Epsilon Galaxy Command
Tamar
Sevren
62nd Mechanized Asssault
Mahone
Babaeski
4th Horde Cluster
Laurent
Weingarten
Kempten
Blumenort
Deia
Dompaire
Vorarlberg
Sudeten
91st Mechanized Assault
Gatineau
Antares
Graus
Colmar
Mississauga
3rd Horde Cluster
Volders
9th Horde Cluster
Great X
2nd Horde Cluster
Thannhausen
Gunzburg
Maestu
Fire Horse Galaxy Command
Kobe
Morges
Cusset
10th Horde Cluster
Ludwigshafen
1st Horde Cluster
Hyperion
Yeguas
Bessarabia
Heiligendreuz
A Place
Karston
Blair Atholl
97th Mechanized Cavalry
Shaula
39th Mechanized Assault
Sargasso
Zanderij
Esteros
Dustball
Wheel
Hainfeld
Bountiful Harvest
Montmarault
Rastaban
Satalice
Santana
Koniz
Benfled
Thun
Skandia
Halesowen
Biuque
Suk II
Ballynure
Galuzzo
Ardo
Wrociaw
Timkovichi
New Exford
Graceland
La Grave
Domain
Maule
Atocongo
Carse
Nox
Pandora
Skallevoll
Outpost


Clan Jade Falcon
Deployment Map - December 3145
Nation Capital
Province Capital
0 10 20 30 40 50 lightyears
Coreward
Spinward
Rimward
Anti-spinward
Von Strang's World
Ferris
Nyserta
The Rock
Drask's Den
Botany Bay
Placida
Paulus Prime
Elissa
Blackstone
Last Chance
Crellacor
Gotterdammerung
Oberon VI
Gustrell
Butte Hold
Star's End
Lackhove
Here
Bensinger
Erewhon
Anywhere
Apollo
Toland
Somerset
Steelton
Dark Nebula
Persistence
Icar
The Edge
Barcelona
Wotan
Winfield
New Caledonia
Chateau
Golandrinas
Derf
Trell I
Maxie's Planet
Csesztreg
Verthandi
Rodigo
Alleghe
St. John
Lovinac
Bruben
Kirchbach
Liezen
Romulus
Harvest
Malibu
Butler
Hot Springs
Roadside
Blackjack
Seiduts
Planting
Mozirje
Feltre
Unzmarkt
Twycross
Waldorff
Goat Path
Clermont
Blue Hole
Kookens
Pleasure Pit
Alyina
Apolakkia
Basiliano
Kufstein
Hohenems
Zoetermeer
Devin
Lesskovik
Dell
Skokie
Baker 3
Parakoila
Vulcan
Moritz
Kandis
Sevren
Tamar
Mkuranga
Pasig
Babaeski
Deia
Dompaire
Colmar
Laurent
Weingarten
Memmingen
Graus
Antares
Raptor Keshik
Sudeten
Maestu
Valders
Thannhausen
Cusset
Kobe
Gunzburg
Yeguas
Great X
Morges
Esteros
Zanderij
Bountiful Harvest
A Place
Dustball
Koniz
Benfled
Montmarault
Rastaban
Shaula
Wheel
Biota
Hyperion
Karston
Hainfeld
Heiligendreuz
Satalice
Thun
Suk II
Galuzzo
Graceland
Ballynure
La Grave
Domain
Pandora
Crimond
Orkney
Quarell
Ramsau
Lothan
Altenmarkt
Rubig
Tomans
Rasalgethi
Summit
Grunwald
Borghese
Tukayyid
Kandersteg
Hamilton
Arc-Royal
Atocongo
New Exford
Biuque
Wrocław
Timkovichi
Santana
Krievci
Incukalns
Dukambia
Cumbres
Lyndon
Surcin
Karbala
Kelenfold
Dehgolan
Meacham
Kerensky's Vision
Blue Diamond
Odessa
Alma Alta
Fatima
Arcturus
Morningside
Orestes
Camlann
Ganshoren
Port Moseby
Leganes
Crevedia
Ginestra
Lucianca
Cameron
Donegal
Minderoo
Greenlaw
Forkas
Gibbs
Eutin
Tharkad
Tetersen
Duran
Kockengen
Apostica
Symington
Eaglesham
Auldhouse
Carstairs
Breukelen
Porrima
Hillerod
Aur
Veckholm
Callisto V
Kirkcaldy
Edasich
Yed Prior
Corridan IV
Cebalrai
Yed Posterior
Alexandria
New Wessex
Vega
Eaton
Freedom
Kimball II
Marfik
Izar
Nekkar
Laurieston
Turinge
Jaumegarde
Halmyre Deep
Enkoping
Whittington
Colinas
Gallery
Thuban
Smolnik
York
Lancaster
Abejorral
Vendrell
Noisiel
Nuneaton
Tiruppur
Quilino
Kvistgard
Vihtijarvi
Vermezzo
Kostinbrod
Ciampino
Reese Station
Richvale
Varzel
Saravan
Tapihue
Jatznik
Pobeda
Upano
Tsinan
Gulf Breeze
Storfors
Tresting
Kelang
Etiler
Akfata
Virtue
Sappir
Chhaprauli
Darahta
Loxley
Coventry
Guatavita
Barysheva
Krung Thep
Niangol
Abbadiyah
Baroda
Ilanatir
Nouasseur
Zwipadze
Millerton
Ewanrigg
Moriguchi
Canal
Tsarahavana
Strandfontein
Howick
Elume
Swartklip
Bucklands
Neerabup
Willunga
Trentham
Winter
Jerangle
Engadine
Main Street
Kowloon
Hood IV
Pangkalan
Kolovraty
Annunziata
Jesenice
Chapultepec
Machida
Chahar
Melissia
Kikuyu
Magyorod
Newtown Square
Beta VII
Black Earth
Golandrinas
Barcelona
Bone-Norman
Somerset
Anywhere
Erewhon
Here
Bensinger
Lackhove
Apollo
Toland
Steelton
Persistence
Icar
The Edge
Winfield
New Caledonia
Chateau


Regulus
Sian
Andurien
Canopus IV
Raventhir's Iron Hand
Fronc
3rd Canopian Light Horse
2nd Canopian Fusiliers
1st Canopian Fusiliers
1st Canopian Light Horse
Magistracy Cavaliers
1st Canopian Brigade
3rd Canopian Cuirassiers
2nd Canopian Light Horse
1st Magistracy Highlanders
Markson's Marauders (m)
1st Canopian Cuirassiers
2nd Canopian Cuirassiers
3rd Canopian Fusiliers
2nd Magistracy Highlanders
Long Striders (m)
2nd Canopian Brigade
2nd Raventhir Cuirassiers
1st Raventhir Cuirassiers
2nd Fronc Cuirassiers
3rd Fronc Cuirassiers
Colonial Marshals
1st Fronc Cuirassiers
Trznadel Cluster (60)
Crawford's Delight
FRONC REACHES
Magistracy of Canopus Region
Deployment Map - December 3145
Nation Capital
Province Capital
MAF
Fronc Reaches
0 10 20 30 40 50 lightyears
Coreward
Spinward
Rimward
Anti-spinward


Althastan
Son Hoa
Madiun
Andiron
Khon Kaen
Baltazar III
Diedre's Den
Clayborne II
Thadora's Land
Hardisey's Haven
Nelson's Longbows
New St. Andrews
Zorn's Keep
Sierra
Blantleff
Maximillian
I Legio
Valerius
Lothian Guards
Lordinax
Lothario
Illyria
II Legio
Trasjkis
Trondheimal
Hazeldean
III Legio
Huntington
Landfall
The Dragonslayers (m)
Reykavis
The Head Hunters (m)
Lummatii
Leximon
Lindassa
Punic Legion
Logan Prime
Paulinus
San Nicolas
Lepaterique
Tormentine
Lahti
Stantsiya
Rajkot
Abramkovo
Penobscot
Cavanaugh II
Pencader
Timbiqui
Nockatunga
Epsilon
Galisteo
Millungera
Promised Land
Griffith
Cerillos
Alorton
Saltillo
Tamarind
Schererville
Kosciusko
Simpson Desert
Dalcour
Edmondson
Loongana
Maxwell
Maderas
Curaumilla
Kilarney
Eromanga
Merton
Kakada
Sackville
Manotick
Silver
Conakry
Hammer
Gibraltar
Aylmer
Schiedam
Chalouba
Tchamba
Wolof
Bowang
Home
Atzenbrugg
Kogl
Valil'yevskiy
Panjang
Kutludugun
Aconcagua
Kendall
Stotzing
Karakiraz
Mackenzie
Jubka
Westover
Rzhishchev
Prato
Hednesford
Corbeanca
Ghaziabad
Jiddah
Karachi
Goth Khakar
Romita
Niops Association Militia
Niops V
Niops VI
Niops VII
Lesnovo
Tohelet
Tematagi
Negushevo
Campoleone
Gatchina
Astrokaszy
Cohors Morituri
New Venice
Addhara
Alphard
Stafford
Winfield's Regiment (m)
Suetonius
Pompey
Baccalieu
IV Legio
Horatius
Ballalaba
Marius's Tears
VI Legio
Islington
Algenib
Thraxa
Vixen
Ballad II
Marian Hegemony Region
Deployment Map - December 3145
Nation Capital
Province Capital
0 10 20 30 40 50 lightyears
Coreward
Spinward
Rimward
Anti-spinward


Amiga
McHenry
Tiskilwa
Muskegon
Scudder
Strawn
Delavan
Coloma
Saginaw
Paulding
Augusta
Leipsic
Numenor
Odell
Ipava
Argyle
Chebanse
Freisland
Tecumseh
Beten Kaitos
Emerson
New Avalon
Belladonna
Talcott
Smolensk
Kathil
Orbisonia
Andro
Bethel
Monongahela
Salem
Montcoal
Novaya Zemlya
Victoria
Waxell
Chakachamna
Susulatna
Nunivak
Notwina
Kluane
Nahoni
Colorado
Kotzebue
New Damascus
Noatak
Kaiyuh
Semichi
Ingenstrem
Grosvenor
Nizina
Chirikof
Wernke
Ogilvie
Wappingers
Sekulmun
Fortymile
Quittacas
Stein's Folly
Redfield
Carmacks
Kaguyak
Alsek
Cambiano
Hobbs
Kigamboni
Atlas
Corella
Narellan
Cumberland
Mordialloc
Hadnall
Avigait
Beenleigh
Jaipur
Hobson
Kaitangata
Safe Port
Bacum
Cotocallao
Aucara
Ashley
Mandaree
Abruzzi
Courcellete
New Syrtis
Taygeta
Okains
Birqash
Oltepesi
Kiserian
Marodzi
Tegaldanas
Enchi
Drienfontein
Firgrove
Die Moot
Keuterville
Anaheim
Weippe
Pierce
Songgang
Tentativa
Belaire
Gambarare
Hecheng
Macintosh
Darwendale
Islamabad
Birmensdorf
June
Malagrotta
Hoonaar
Baranda
Gronholt
Great Gorge
Fetsund
Adelson
Sodertalje
Olindo
Fuveau
Gurnazovo
Neukirchen
Niquinohomo
Redondo
Jaboatao
Gillingham
Mararn
Eustatius
Killarney
Lihue
Waimalu
Sabanillas
Waipahu
Mejicanos
Hephzibah
Moultrie
Vaucluse
Wetumpka
Broken Wheel
Lackland
Filtvelt
Marielund
Skepptana
Bonneau
Wedgefield
Dothan
Molino
Baxley
Hortense
Cogdell
Morven
Memphis
Ebro
Sherwood
Brockton
Jesup
Shubuta
Minette
Perdido
Defiance
Andalusia
Sylvester
Point Barrow
Manassas
Antietam
Steeles
El Dorado
Reisterstown
Remagen
Bastian
Fincastle
Torrence
Covington
Leamington
Meinrad
Weldon
Xenia
Kettering
Symsonia
Steinhatchee
Metter
Hahira
Rentz
Vackisujfalu
Csomad
Armington
Estuan
Cohagen
Verdigreis
Althea's Choice
Pirates Haven (clst)
50
Agliana
Naka Pabni
Panpour
As Samik
Basantapur
Agliana
Cyrton
Organo
Celentaro
Norman's World
Logan's Land
Perdition
Amber Grove
Mithron
Grossbach
Dicallus
Caldwell
Montour
Warren
Brusett
Lothair
Pleiades Cluster
Meropa
Electra
Maia
Pleiades Hussars
1st Taurian Lancers
Wrentham
Ridgebrook
Shaunavon
Flintoft
Diefenbaker
Mendham
Robsart
3rd Taurian Lancers
Lindsay
Gordon's Armored Cavalry
Concordat Commandos
Horsham
Midale
Brockway
Concordat Jaegers
New Vallis
Jansen's Hold
New Gangemee
Samantha
Clemestown
Renfield
Illiushin
Camadeierre
Flannagan's Nebulea
Landmark
Ishtar
Pinard
Taurus
The Clean Kill (m)
Red Chasseurs
Taurian Guard
New Vandenburg
Flaum
Burton
Sterope
Atreus Prime
Corodiz
Bromhead
Rollis
Mackleod's Land
Laconis
Brisbane
Euschelus
Charleston
Orkney
Cadiz
Spitz
Regis Roost
Davetal II
Davetal III
Carthage
Argos
Celano
Hellespont
CALDERON PROTECTORATE
Carvajal
3rd Taurian Pride
1st Calderon Guard
3rd Calderon Guard
Lastpost
Belle Isle
The Battle Corps (m)
Oscar
Albaracht
Diik
2nd Taurian Pride
Franmalin
Mirfak
2nd Calderon Guard
Marknick
4th Taurian Pride
Tyrrhenia
Fylovar
Gaul
Colchis
Erod's Escape
1st Taurian Pride
Taurian Concordat Region
Deployment Map - December 3145
Nation Capital
Province Capital
TDF
Calderon Protectorate
0 10 20 30 40 50 lightyears
Coreward
Anti-spinward
Spinward
Rimward


Zebeneschamali
Ryde
Komephoros
Kaus Australis
Shitara
Chaffee
Carnwath
Kessel
Alrakis
Kaus Media
Glengarry
La Blon
Ascella
Gladius
Dromini VI
Unukalhai
Kuzuu
Seginus
Kochab
Alphecca
Moore
Sabik
Lambrecht
Laiaka
Skye
Skondia
Atria
Alkaid
Zebebelgenubi
Alkalurops
Kervil
Nusakan
Ko
Telos IV
Carsphairn
2nd GDF (m)
Syrma
Lyons
Dyev
Pike IV
XI Hastati
Hansen's Roughriders (m)
Galatea
Imbros III
Nashira
Athenry
Summer
Menkent
Stone's Pride
Styx
Deneb Algedi
Alcor
Asta
Vindemiatrix
1st GDF (m)
Zollikofen
X Principes
Yorii
Mizar
XVI Hastati
Stone's Revenants
Nirasaki
Cor Caroli
Alioth
Muphrid
Stone's Lament
Altair
Dieron
Stone's Defenders
Saffel
Quentin
Gacrux
Thorin
Lipton
Stone's Liberators
XI Principes
Zaniah
X Hastati
Chara
New Earth
Rigil Kentarus
Fomalhaut
Errai
Alchiba
Milton
XIV Triarii
Phecda
XV Principes
Zavijava
X Triarii
Terra
Caph
XII Hastati
Shiloh
Denebola
Northwind
Small World
Wing
Wyatt
Zosma
Oliver
Alula Australis
XIII Triarii
Sirius
XII Triarii
VIII Triarii
Highlanders Btn
Procyon
Keid
Bryant
Callison
XV Hastati
Graham IV
Epsilon Indi
Alhena
Pollux
New Home
XII Principes
Ingress
Chertan
Dubhe
Marcus
Castor
XI Triarii
Devil's Rock
Liberty
XIII Principes
III Principes
VII Hastati
Stone's Fury
Epsilon Eridani
Sheratan
Fletcher
Kalidasa
Dieudonne
Kawich
Bordon
Talitha
Outreach
Terra Firma
Capolla
Woodstock
Remulac
Connaught
XIV Hastati
Acamar
Van Diemen IV
XIII Hastati
Savannah
Hall
Nathan
Elgin
XIV Principes
Nanking
Arboris
Azha
Adhafera
Alphard
Acubens
Hsien
Tania Borealis
Irian
Wasat
Genoa
Miaplacidus
Zurich
Aldebaran
Tall Trees
Saiph
Ningpo
Liao
Menkalinan
Berenson
New Canton
Augustine
Pleione
Marik
Gan Singh
Avellaneda
Hamilton
Zion
Angell II
Shensi
Kyrkbacken
Bernardo
Styk
Holt
Ibstock
Asuncion
Park Place
Tsitsang
Second Try
Suzano
Republic Armed Forces
Deployment Map - December 3145
Nation Capital
Province Capital
RAF
Galatean Defence Force
0
10
20 lightyears
Coreward
Spinward
Rimward
Anti-spinward