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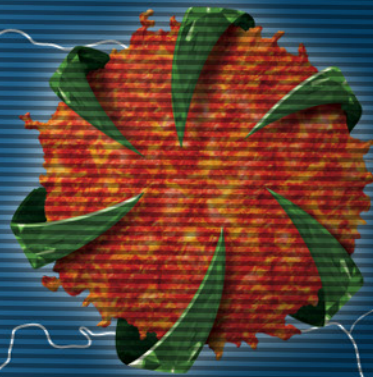


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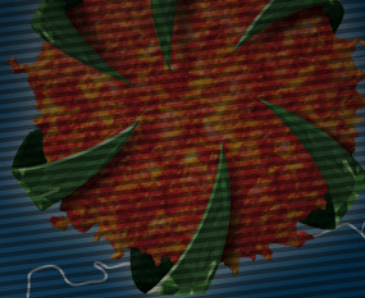


Field Report: The Periphery 2765



Military and Logistical Assessment of the
Territorial State Forces
OFFICE OF THE SLDFCOM

K-643-003



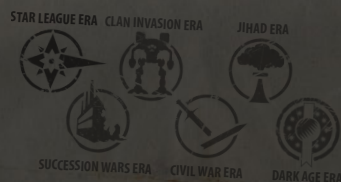
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GATHERING FORCES...

In 2765, the Star League Defense Force was the greatest military ever assembled, unparalleled in numbers and technological prowess—but it was not alone. The House Lords and the rules of the Territorial States in the Periphery each amassed armies of their own. While none of these powers alone could challenge the sheer size and might of the SLDF, each stood ready to defend their own interests against the avarice of their neighbors.

Field Report 2765: Periphery describes the state of the four great Periphery States just before the events described in *Historical: Liberation of Terra (Part 1)*, including the overall military and logistical condition of the fringe powers—including the infamous Rim Worlds Republic, whose House Amaris would bring about the collapse of the Star League that would eventually plunge the rest of the Inner Sphere into a new age of endless war.



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FIELD REPORT 2765: PERIPHERY



TO: General Aaron DeChavilier, Deputy Commanding General of the SLDF
FROM: Major General Jeremy McLain, Commander, LVI Corps, Nineteenth Army

After the hostile reactions that I received from Regular Army Command in regards to my book, *Lifting the Veil of Samantha*, I expected to be asked to hand in my resignation. It seemed as though there was a sizable number of people across the Star League that didn't wish to know the harsh truths from both sides of the Reunification War, the baptismal event for the newborn SLDF. When that request failed to materialize, I continued writing and researching my next project while on the long transits between systems garrisoned by my command in the Concordat.

Imagine my surprise when I received word from High Command that my expertise was required on a project that spanned the outer reaches of the Inner Sphere. It had been some time since the SLDF had compiled an accurate picture of the military strength and logistical abilities of the Territorial States. Being tasked with filtering through historical reports dating back to the Reunification War, in order to trace the timelines of some of the longest lived Territorial commands, was an easy task for a historian like myself. I assume that this, along with the possibility that I have gained the reputation as an officer willing to see both the good and evil of the Star League was the primary reason I came to your attention. The wealth of intelligence was large enough that much of the non-classified data on the socio-economic, political, and military-industrial aspects of each of the Territorial States went into my most recent book, *The Forgotten: Understanding the Territorial States of the Star League* (publication pending upon review and clearance by Intelligence Command.)

High Command should be made aware of the facts contained within the following report as soon as possible. Since the end of the Reunification War, much of the ruined economies of the Periphery States were re-tasked by the Star League to better intertwine the Territories with the nearby Member States. Yet while the civilian industry and overall economic growth have remained largely stagnant throughout the Periphery, the manufacturing and support industries of each of Territorial State have seen record growth, especially since the repeal of the Council Edict of 2650.

One conclusion I reach from this is that the Star League itself is seen as one of the primary causes for the increasing tensions across these regions. The increase in taxes and large scale social engineering (for right or wrong reasons), have pushed these nations to what I feel is the brink of war with the rest of the Star League. I can only hope that this intelligence summary may prepare the SLDF and the High Command for a war that I can only hope will be averted lest we be witness to the deaths of far more than the numbers lost during the Reunification War.

—McLain

TO: All RAF Brigade Commands
FROM: Brigadier General Evan Falange
Date: 13 October 3091

The following document concludes our historical retrospective on the original readiness reports for the SLDF and its member states, as they appeared (in context), prior to the Amaris Crisis. While it is most unlikely that any RAF command will ever face a Periphery state military in active combat, the goals of these reports remains to provide historical perspective of the original SLDF, which in many ways might be seen as our great, great antecedents. As we all know, casual disregard of the Periphery states, dating back even to the golden days of the Star League, made it possible for Stefan Amaris to launch his fateful coup. Thus, we cannot ever underestimate the importance of the Periphery states today.

To that end, what follows is a representative of what the SLDF High Command knew of the Periphery's military strength prior to the onset of the Amaris Crisis. You will note that this report lacks a complete understanding of the actual military strength that would emerge when the fighting finally erupted. This is to be expected; at the time of this writing, none of the SLDF High Command was aware of the various secret armies and fleet assets Amaris was raising and loaning to his Periphery allies, or—obviously—their inevitable deployment. This kind of blindness has been repeated in the centuries since, always to disastrous effect, the most recent example being the Word of Blake build-up prior to the Jihad.

And yet, it did not come completely without alarm, as we see that General McLain was one such man who sensed something amiss. His writings in *The Forgotten* only survived in incomplete portions, but prophetic segments of his original text have survived until the present, and can be found in the University of Chicago archives on Terra. It accurately predicted the Periphery Uprising and the dissolution of the Star League as a viable interstellar entity.

If nothing else, let this final volume remind us of the adage about those who fail to learn from history. As we take our role as stewards of Terra and its neighboring systems, at perhaps the threshold of a new golden age, let us remember, and stay ever-vigilant.

—Brigadier General Evan Falange, for the RAFHQ

FIELD REPORT 2765: PERIPHERY



HOW TO USE THIS BOOK

Field Report: Periphery 2765 is a *BattleTech* supplement designed to provide players with information about the state of the various militaries in the Periphery just prior to the Periphery Revolt of 2765 and the Amaris Coup, also known as the Star League Civil War. The events of the Amaris Coup can be seen in the *Liberation of Terra* series of sourcebooks as well as many of the other sourcebooks dedicated to the Star League era.

This first section of this book—the *Periphery Overview*—is divided into two broad sections, a *Strategic Overview* and the *Goals of the States*. *Strategic Overview* is a brief overview of the Periphery militaries' current conditions as of 2765 and their perceived objectives, while *Goals of the States* presents the political and suspected military benchmarks the Periphery nations are seen to be striving for according to SLDF Intelligence Command.

The next chapter, *Logistical Status*, covers the state of *Academies and Command Centers* throughout the Periphery of this era, while *Infrastructure and Industry* will present an overview of the state of various Periphery military and support industries at this critical time.

The next chapter, *Military Readiness*, will present an overview of the officers and notable events of the various brigades and formations in the Periphery militaries, with an eye toward their likely future deployment against the SLDF Regular Army during the coming uprising. Included are ratings for the experience and estimated combat strengths of each regiment within the subject brigade.

CREDITS

Project Development: Herbert A. Beas II

Development Assistance: Joel Bancroft-Connors

BattleTech Line Developer: Randall N. Bills

Writing: Aaron Pollyea

Strategic Assistance: Øystein Tvedten

Production Staff

Cover Design: Ray Arrastia

Layout: Kara Hamilton

Evolved Faction Logos Design: Ray

Arrastia, Jason Vargas

Maps: Øystein Tvedten

Record Sheets: David Kerber

Factchecking/Playtesting: Joel Bancroft-Connors, Nicholai Duda, Joshua Franklin, William Gauthier, Keith Hann, Johannes Heidler, Daniel Isberner, Chris Marti, Luke Robertson, Andreas Rudolph, Chris Wheeler, Patrick Wynne

Special Thanks: My very special thanks go to Charles Wilson and Nicholas Bohrhunter for keeping me entertained with great *BattleTech* games while I was writing this. I would also like to thank my wife, Darlene Pollyea Morgan, for allowing me to read her my scribbles and

for her listening to me talk about a fictional universe as though it were real. Finally, I would like to thank all the Periphery fans out there for being as interested in seeing their realms fleshed out as the Inner Sphere, it's been a joy writing for you!

Developer's Note: For more information about the various armed forces of the Periphery states, or the state of warfare before and during the Star League see *Historical: Reunification War*, *Era Report 2750*, *Field Manual: SLDF*, and *Historical: Liberation of Terra Vol I and Vol II*.

FIELD REPORT 2765: PERIPHERY





PERIPHERY OVERVIEW

Since before the Reunification War (2575-2596), the Territorial States of the Star League have been a study in contrasts with the rest of the Inner Sphere. While it would be a mistake to generalize these realms on the fringe of humanity's frontiers as being a single entity, one can readily see that each of the Periphery states is united by a strong tradition of independence, and a distrust of outsiders. These factors have impeded SLDF peace-keeping activities throughout the region, and allowed the wounds of the Reunification War to fester for centuries.

The Magistracy of Canopus, known best for its matriarchal leadership and a freewheeling culture, has seen great benefits from its relationship with the Star League. Generations of Hegemony- and League-sponsored funding for joint research projects involving medical research, genetic engineering, and cybernetics, has given the Magistracy a reputation for some of the finest medical care. Yet the Magistracy was also financially devastated in the Reunification War, and has scarcely found the means to recover in the centuries since. The more recent issuance of Council Directive 41, and the Taxation Edict of 2763, have only exacerbated these poor economic conditions, to the point where Magestrix Janina Centrella has been vocal in her condemnation of what she calls the Star League's use of "Economic Weapons of Mass-Destruction".

The Outworlds Alliance, while suffering relatively little physical damage during the Reunification War, has nevertheless suffered its own economic hardships, which limited its industrial expansion. Yet unlike the Magistracy, the Alliance's economic problems stem from within more than without. As a decentralized state, with lightly populated systems spread out over hundreds of light-years along the Orion Spur, the Alliance's economic policies have little traction in the vast majority of its worlds, where locals often rely more on barter systems to assist in the distribution of goods.

On the other side of human-settled space is the vast Rim Worlds Republic. Currently led by President Stefan Amaris, the Republic is considered by many to be the closest ally that the Star League has amongst the Territorial realms. President Amaris has placed himself close to First Lord Cameron, and has been acting as a trusted advisor. Yet this friendship seems at odds with the strong undercurrents of anti-Star League sentiments that have been found among the citizens of his homelands. These mixed signals—combined with counterintuitive reports coming from within the Republic's sphere of influence—are worrying, to say the least. Unlike the other Territorial States, the Republic's command over its industry remains strong, even after the issuance of Council Directive 41. Indeed, the vast majority of Rim Worlds manufacturing industries remain beyond the reach of Member State influence thanks to the Amaris family's total ownership over key conglomerates. This has prevented the same level of Inner Sphere economic encroachment into the Republic's vast markets that are seen in the other Periphery powers.

Finally, there is the Taurian Concordat. The Concordat has always been a thorn in the League's side, bearing some of the worst cultural and physical scars of the Reunification War that remain visible even today. Last year's capture of several leaders from the so-called Taurian Freedom Army has shown how even today, insurrection still brews under the Star League's very nose. The analysis of the documents captured with these terrorists, and their interrogation transcripts, expose not only Concordat sponsorship of the TFA, but also imply that the group had gained access to a disconcerting number of nuclear weapons. Public opinion of the Star League has always been low in the Concordat, but has continually deteriorated over the last few decades, to the point where SLDF personnel have been confined to their bases in order to protect them against violence.

[Editor's Note: Soon after this report was filed, on 14 April 2765, Fort Simpson on the Taurian planet of Perdition was destroyed in a nuclear attack that destroyed the 265th Heavy Assault Regiment.]

WARSHIPS OF THE TERRITORIAL STATES

Magistracy of Canopus

Ranking Officer: Admiral Justin Marcus-Cleve (*MCS Kossandra Centrella*)

Athena (Cruiser) – 1
Concordat (Frigate) – 1
Pinto (Corvette) – 20

Outworlds Alliance

Ranking Officer: Chairman Arthur Ingelmann (*OAS Pulsar*)

Pinto (Corvette) – 15

Rim Worlds Republic

Ranking Officer: Admiral Jeffry Coultier (*RWS Stefan Amaris*)

Bonaventure (Corvette) – 32
Carson (Destroyer) – 18
Dart (Light Cruiser) – 7
Essex I (Destroyer) – 40
Lola I (Destroyer) – 21
Monsoon (Battleship) – 7
Pinto (Corvette) – 52
Riga I (Frigate) – 65
Tracker (Surveillance) – 1
Vigilant (Corvette) – 30

Taurian Concordat

Ranking Officer: Marshal Amber Lynn Dyness (*TCS Pleiades*)

Lola II (Destroyer) – 4
Dart (Light Cruiser) – 1
Pinto (Corvette) – 18
Vincent Mk39 (Corvette) – 1
Wagon Wheel (Frigate) – 1
Concordat (Frigate) – 6

—Extract from SLDF *Intelligence Command Publication 77A-6FT: Interstellar Strategic Assets of the Territorial States (2765)*

FIELD REPORT 2765: PERIPHERY



STRATEGIC UPDATE

With the repeal of the 2650 Council Edict (in 2752), the military forces of the Periphery realms have seen a great surge in both quality and quantity of equipment and personnel. Combined with the earlier Council Directive 41, this expansion of the arms and munitions markets has made military industry one of the safer investments in these weakened economies, and the Territorial States' local and interstellar governments have turned to these avenues to ensure jobs and the flow of capital into national coffers. The depression in labor costs has also made the Territorial States a cheap alternative for the manufacturing of low-tech equipment for the SLDF and its Member State militaries, which is only further accelerating the capability of each Territory to prepare for war on its own—a potentially dangerous combination.

Magistracy of Canopus

At the end of the Reunification War, the military forces of the Magistracy of Canopus were but a shadow of their former strength by the time Canopus surrendered. Only nine combat-operational 'Mech regiments remained at that point, with none boasting greater than 35 percent of their optimal capabilities. The realm's moderately sized WarShip fleet was likewise destroyed or utterly disabled. Prior to the revocation of C.E. 2650, the Canopians' standing military was still too thinly stretched across its territory, and relied heavily on the Seventeenth Army to garrison its worlds. With the loosening of restrictions on military size, the MAF's expansion has actually made SLDF garrisons on many Canopian worlds redundant. Thankfully, domestic-born terrorist activity has always been rare in the Magistracy, and though economic and social protests are not unheard of, the greatest hazards are troops tend to face in this region stem from legitimate pirate activity.

The completion of the Diamond Garter Fleet Yards in 2725—initially conceived to serve as a JumpShip dry-dock, and a supply station specialized in maintaining DoME and SLDF naval assets—has enabled the Canopian WarShip fleet to grow to twice the size its pre-Reunification War size. The Canopian Fleet currently numbers twenty-two vessels, including the recently launched *Athena*-class MCS *Kossandra Centrella* and the refurbished *Concordat*-class MCS *Fury*.

Outworlds Alliance

The Outworlds Alliance came out of the Reunification War relatively unscathed, after its negotiated surrender that resulted in the Treaty of Cerberus in 2585. The real damage done in that conflict was by the SLDF itself, with the actions of Major General Amos Forlough (who is still considered by many in the Alliance to be the worst war criminal in interstellar history). Given the Alliance's weak economy and industrial base to begin with, the death of millions of civilians set back this realm's reconstruction by decades. Yet in a very real way, this meant that Outworlds industry had no way to go but up. With assistance from the Terran Hegemony, the Alliance has become one of the leading manufacturers of laser systems for civilian and military use. On the core worlds of the Alliance (Alpheratz and Cerberus in particular) a boom in manufacturing also resulted in the construction of other weapons manufacturing industries, including BattleMechs—albeit to a fairly limited degree.

Curiously, it was the expansion Outworlds Alliance itself over the last century that has prompted the increase of its military forces (the AMC). As the number of colonized worlds in the Alliance continued to grow, thanks to improved terraforming technologies and the locals' predilection for deeper space exploration, so too has the need to protect the realm's assets. Most of these has focused on aerospace defense. It thus comes as little surprise that the first sign of Alliance military expansion after the revocation of C.E. 2650 was the launch of the *OAS Pulsar*, a *Pinto*-class WarShip constructed over Alpheratz mere months after the edit was struck down. The *Pulsar* is the newest of fifteen WarShips now currently found flying Alliance colors, but constant activity at several Outworlds shipyards ensures us that it won't be the last.

PERIPHERAL QUOTES

These quotations have been made by or about the Periphery leaders, their realms, or incidents that have occurred that were important to them. They do well to illustrate the dangerous situation the Star League finds itself in in 2765.

"The passing of Council Directive 41 in 2722, during my mother's reign, was nothing less than the use of an economic weapon of mass destruction on the Periphery nations, and the Magistracy of Canopus in particular. The devastation that it has brought to our nation can be summed up simply: untold millions of Canopian jobs lost, the corporate theft of trillions in Star League Dollars from the pockets of the Canopian people, the *rape* of the Canopian way of life. I ask the Star League a simple question: How would you react if this was done to you?"

—*Janina Centrella, address to the Canopian people on her rise to the position of Magestrix, 16 February 2760.*

"After today's bombing of an SLDF munitions convoy on New Vandenberg, it has become clear that the death of innocent women and children in these attacks means nothing to the Star League! The Taurian people respect life and honor their dead, unlike these "peace-lovers" from Terra. I call for a day of mourning tomorrow for the lives lost on New Vandenberg. I can only hope that someone in the SLDF has the guts to fly their flags at half-mast."

—*Madison Uncapher, during his Taking the Bull by the Horns political trid on the 'New Vandenberg Kindergarten Massacre', 30 June 2763.*

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PERIPHERAL QUOTES (CONTINUED)

"Today, at 1250 TST, a bomb placed inside a school bus detonated while that vehicle was passing a medi-vac convoy carrying SLDF personnel wounded during yesterday's shooting at a SLDF recruitment drive. Preliminary reports indicate twenty-five SLDF personnel were killed, along with the six women and eighteen children on the bus, plus another forty-six bystanders. The SLDF has received a message from the Taurian People's Front, claiming responsibility. Our hearts go out to the surviving family members of the victims, and I promise to do all in my power to bring the guilty to justice."

—Major General Jeremy McLain, LVI Corps, Nineteenth Army, in a press conference regarding the 'New Vandenberg Kindergarten Massacre'; 30 June 2763.

"Economists have repeatedly said that the *escudo* is the weakest currency in the Star League because of my state's mismanagement of our economic system. I would ask those same economists to admit that currency strength is based on faith in that currency being worth a certain amount, and thus, why would a League-backed and -stabilized currency be so weak? Perhaps a lack of faith in investors that the Star League can continue its economic policies in the Alliance. Remove the League interference in economic matters from the Alliance, and let the markets decide!"

—President Beatrice Avellar of the Outworlds Alliance at an emergency economic summit on Crestoblus, 1 December 2764.

"I would have to say the twentieth century. The rise and fall of powerful nation-states and their leaders have always interested me."

—President Stefan Amaris answering the question, "What is your favorite period of Terran history?" in an interview with reporter Tina Parsons of the daily news *trid*, Star League Today, 14 July 2764.

Rim Worlds Republic

The Rim Worlds Republic, of all the Territorial States, is in the best strategic condition—possibly even on par with most of the Inner Sphere Member States. Many of the recent concessions to military and strategic power given to the Periphery realms by the Star League have been due to the close relationship between the Republic's leadership and House Cameron. Because of this, the Republic has been the first to take advantage of its right to expand its defense forces. The Republic's vast territory includes large populations of skilled workers and volunteers, combined with an array of military academies and factories primed for expansion. This has allowed the Rim Worlds to increase its armed forces from the paltry two regiments of combined arms troops it possessed at the end of the Reunification War, to an equivalent strength of twenty-four SLDF divisions.

The Rim Worlds' WarShip fleet has also increased to nearly five times the size of the other three Territorial States combined. This development alone should be raising the alarm at SLDF High Command, as it is clear that the industrial capabilities of the Republic are strong enough to support such growth, especially as a fleet size that vast could potentially destabilize the Commonwealth-Combine border region, or worse. While it is this author's view that any wide-spread armed resistance will begin in the Taurian Concordat, the military strength the Republic can bring to bear could tip the balance against peace if the relations between Houses Amaris and Cameron ever soured.

Taurian Concordat

While the Rim Worlds Republic's military growth is concerning, the growth of citizen's militias and terrorist groups inside the Taurian Concordat are nearly as dangerous. As stated earlier in this report, documents found during the capture of the leadership of the Taurian Freedom Army (TFA) show that government support of that terrorist group remains ongoing. Moreover, the evidence suggests that the TFA's government backing isn't unique.

Many terror incidents across the Concordat have employed weapons "stolen from stockpiles" or personnel that the Calderon government has declared "criminals and defectors". But the biggest concern are indications that many of these insurgent groups have access to nuclear and chemical weapons of mass destruction which very likely originated in TDF supply dumps. SLDF forces in the Concordat have been restricted by these constant attacks to strategically important locations, in the hopes that larger troop concentrations will enable a more determined response to any aggression, while minimizing collateral damage to civilians. But we should be ever vigilant, as such troop concentrations could also present a tempting target for nuclear-armed insurgents determined to maximize SLDF casualties.

Naturally, the Concordat government has also taken advantage of the loosening of restrictions on military strength sizes. The TDF has increased its standing army to approximately eighteen BattleMech regiments, and has steadily focused on rebuilding its WarShip fleet from its virtual destruction during the Reunification War. The Taurian fleet currently consists of thirty-one combat vessels, including the only known *Wagon Wheel*-class WarShip currently in service, the *TCS Merope* commanded by Space Master Roger Keith.

GOALS OF THE STATE

However beneficial the last century has been to them in terms of standards of living, the facts remain that all four of the Territorial States are fully aware of their subservient nature to the Star League, and of the economic burdens that have been placed upon them by generations of rule from Terra. Thus, the overall goals of the Territorial States—even those friendliest toward us—can be summed up easily; social, political, and economic independence from the Star League.

How each of these realms is working to accomplish these goals, along with their less pressing interstellar and domestic agendas, varies depending upon the exact situation each state faces.

FIELD REPORT 2765: PERIPHERY



Magistracy of Canopus

For the Magistracy of Canopus, freedom from the Star League means becoming both economically independent and socially distinct. Magestrix Janina Centrella has seen that her mother failed in dealing calmly with the Star League and the Member States, and has thus taken a hard line on diplomacy and economic policies. The past year has borne the fruit of this stance. The expansion of the MAF comes at a time when Magestrix Centrella has begun to sever cooperative ties between her military and the SLDF. Freeing up resources previously spent using former SLDF bases for her own military, the Magestrix has managed to nationalize some important military industries, while hiring many small mercenary forces commonly found on the gaming worlds in her nation.

While cooperation with Canopian universities and research centers continues unabated, the tensions between the Canopian and Star League military and police forces on many worlds are still rising over questions of jurisdiction and authority. The risk of a “miscommunication” that results in a Canopian mercenary opening fire on SLDF personnel became a reality in 2763 on Canopus IV, and the chance of a repeat will only grow more likely as the Magistracy builds up its military and economic might—unless something changes.

Outworlds Alliance

In the Outworlds Alliance, President Beatrice Avellar has changed little of her realm’s goals since taking power in 2706. In order to gain more autonomy from the Star League, the Alliance has focused on its economic woes, which many have seen as the result of Star League interference. President Avellar has maintained that the best way to maintain semi-autonomy is by expanding the Alliance through exploration and colonization, combined with maintaining a distinct culture from the rest of the Inner Sphere. Through expansion, the Alliance may acquire new resources—both mineral and agricultural—that can make this realm less dependent on imports from the rest of the Inner Sphere, but the decentralized power of its government may impede any real cultural unity.

Because the Alliance has demonstrated its intent to avoid violent resistance for generations now, Hegemony assets such as the Department of Mega-Engineering (DoME) and the SLDF have continued to provide assistance in this realm’s spinward expansions. Thanks to this cooperation, the Outworlds has expanded from forty-six star systems at the end of the Reunification War to its current population of nearly 150 inhabited systems. This, combined with the Alliance’s limited economic and military strength, has kept the realm relatively calm, even if its citizenry would rather ignore Terra’s influence. The Star League also recently conceded to President Avellar’s request to officially add Spanish to the League-funded schools throughout the Alliance—a move primarily calculated to assure the people of the Outworlds that the League does care about its cultural development.

Rim Worlds Republic

The Rim Worlds Republic has goals that are unclear at best, and contradictory at worst. President Stefan Amaris has repeatedly

declared his “deep love and respect for the Star League and the Hegemony”, and his obvious friendship with and advisory role toward First Lord Richard Cameron II seems to back this stance up. Despite this, he seems indifferent to many of the issues rising in the Territorial States—his own included—and his disdain for the SLDF overall has been documented on several occasions. More distressing is the apparent rise of anti-Star League propaganda coming from inside his own Rim Worlds Republic, which only grows more worrying given the considerable expansion of the Rim Worlds Army and its WarShip fleet.

Historically, one does not raise an army not to use it. Either these troops are intended to be used defensively—an outcome that seems unlikely given the warm relations between the Republic and Terran leadership—or offensively. With the ejection of the SLDF Twentieth Army from the Republic in 2755 (at Amaris’ suggestion to the First Lord), there now exists a distinct lack of SLDF overwatch throughout the realm. Considering the transportation capabilities of the Rim Worlds’ fleet, a large number of RWA troops could potentially move on the Lyran, Free Worlds, or Draconis Combine borders before any of those states can feasibly react. All we have is the word of President Amaris himself to trust that these forces will not be used against the Star League Member States.

Taurian Concordat

In stark contrast to our accommodating-yet-strained relations with Canopus, or the nearly complacent tolerance we see in the Outworlds Alliance, the Taurian Concordat has offered us a hotbed of violent resistance for almost as long as the League has stood. Protector Nicoletta Calderon has publicly stated her wish for a “peaceful coexistence with the Star League and the rest of humanity”, but privately, her government has done its best to sow the seeds of discord.

To those SLDF personnel that are serving in the Concordat, it is clear that Protector Calderon feels the only way to coexist with the Star League is to never deal with us again, and the Taurian state will likely not relent until the Star League is driven out of its space entirely. Heavily biased political trideo programs such as *Taking the Bull by the Horns*, hosted by none other than former Propaganda Division director Madison Uncapher, and the thousands of government-funded daily news bulletins and “inspirational films”, have poisoned the bulk of the Concordat’s populace against the SLDF and the realms of the Inner Sphere. The use of such political disinformation—so at odds with Protector Calderon’s oft-stated desire for a highly educated citizenry, with endless educational funding to back it up—only underscores the rampant resentment between Taurus and Terra. Thus, while the average Concordat world might boast literacy rates on par with Hegemony standards, its people demonstrate the ignorance and intolerance of a Combine aristocrat.

Combined with an industrial capability only exceed by the larger Rim Worlds Republic, the TDF is the fastest growing of the Territorial State militaries, with record recruitment quickly filling its ranks with passionate and educated, but ultimately misinformed, soldiers.



LOGISTICAL STATUS

Since the end of the Reunification War, the Territorial States have suffered varying degrees of troubles with their military logistics. Despite their hobbled economics, all four realms have undergone rapid expansion, and with that came a need for longer supply chains and more K-F equipped vessels. The SLDF has assisted in the past with the movement of essential goods and defensive assets, but the increase in the Territorial States' strategic capabilities over the last several decades has lessened the need for the SLDF to perform these services in the Periphery, and focus more on defense of Star League assets.

ACADEMIES AND COMMAND CENTERS

In the wake of the Reunification War, the Territorial States were allowed to repair their academic and strategic command networks to functional status—albeit under strict Star League supervision. Over the years since, these assets have steadily improved, especially in the most recent decades.

Magistracy of Canopus

The Magistracy Armed Forces has long suffered from a lack of formal training in its officer corps. As a result, before and during that conflict, most MAF officers received their training from academies in the nearby Free Worlds League and Capellan Confederation. Before formally severing ties between the MAF and the SLDF, Magestrix Centrella ordered the opening of a new MechWarrior academy on Canopus IV. Dubbed the Magistracy Military Academy, this school differs from many other academies throughout the Inner Sphere as it caters both to new candidates as well as those already serving in the MAF. Many of the instructors at the MMA are high ranking officers serving in the Magistracy Royal Guards, supplemented by those of any other notable commands currently assigned to the Canopian capital. While not technically a combined-arms academy, both armor and infantry officers have been known to hold seminars at the MMA, so that students may gain experience with the other branches of service.

After the creation of regional provinces here following the Reunification War, each provincial capital established a conventional combined-arms academy meant to consolidate the training of armor and infantry officers. This effort has seen mixed results over the years, thanks to the Canopian tradition of buying into an officer's rank, which tends to result in social divisions where armored officer candidates feel themselves above the less-affluent officers serving in the infantry. It should be noted that these provincial academies, and the associated enlisted-grade warrior training centers, feed the bulk of the troops used in the People's Volunteer Brigade.

Finally, there are two primary aerospace and WarShip academies in the Magistracy, both of which have only been operating since 2730. The Magistracy Aerospace Academy (MAA) was opened on Marantha primarily due to the system's extensive civilian spacecraft industry, its large asteroid belt (which proves ideal for avoidance training), and its significant population of native "Belters". The WarShip academy, known as the Magistracy Institute for Strategic Studies (MISS), is centered on a space station attached to the sprawling Diamond Garter Shipyards over Canopus IV, while its ground-based facilities lay close to the Thistledown Fields spaceport.

Outworlds Alliance

Compared to those of the other Territorial States, the military academies of the Outworlds Alliance are hardly worth mentioning. In the past decade, most of the Alliance military personnel that SLDF officers have encountered when deploying to a new world is a local militia graduate. This is only to be expected, however, when one considers that one of the few philosophies central to the Alliance is one of virtual pacifism. As a realm, the Outworlds has long eschewed the concept of a standing army, and its educational apparatus tends to demonstrate this as much as their anemic and outdated 'Mech forces do.

Nevertheless, the Alliance currently maintains two sizable military academies: the Ramora School of Space Combat Operations (RSSCO, often pronounced as "Roscoe"), and the Alliance MechWarrior and Armor Academy (AMAA). The AMAA, located on the planet of Mitchella,

DARKNESS FALLS

We were hot on the tail of a fairly well equipped bandit group, numbering around a battalion of 'Mechs that had been raiding the border region for the past few months. The orders from Captain Richards were clear: split off Gamma Lance from the rest of the company and scout out the bandits, with myself in command. We were just cresting a hill in our *Hussars* when two things happened: we spotted the hostiles moving over open terrain, and the command channel went berserk. From what I could make out at the time, a WarShip had popped out of hyperspace at a pirate point between The Edge and one of its moons.

I normally don't consider myself lucky, I mean, I pilot a 'Mech with paper-thin armor, but I'm convinced now I am one lucky son of a bitch. I heard Beta Company of Alpha Battalion was the first to get nailed by orbital fire. While we were all distracted with trying to find cover and survive, the bandits boarded some DropShips a few clicks away and left with that monster in orbit.

We lost about a battalion worth of 'Mechs that day from between the limited engagements we had with the enemy and the orbital fire. My lance only survived because I figure it was just too small of a target to be bothered with.

—From an Intelligence Command interview with Lieutenant Mason Zigler, 1838th Royal BattleMech Regiment, 183rd Royal Mechanized Infantry Division, after an attack by an unknown Lola I class WarShip while on duty on the Lyrans Commonwealth world of The Edge.

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combines training for MechWarriors and conventional armor forces. With small enrollment numbers, both types of officer candidates are often placed in the same classroom, only separating for simulator training or field exercises. While the quality of the education at this academy is low when compared to typical Star League requirements, the limited experience that the small number of graduating officers receive here has enabled them to work effectively in combined-arms defensive operations.

The RSSCO, by contrast, is easily the most prestigious military school in the Alliance. Tasked with ensuring the safety of colonial efforts against banditry, this academy focuses on practically all manner of aerospace and related combat tactics. Given the sizable increase in the AMC's WarShip fleet—a strategic result of the colonial efforts that have added dozens of worlds to the Alliance—has likewise necessitated several expansions to this school over the past thirty years. Positions in the WarShip training programs are the most highly sought after in the RSSCO, but the largest classes focus on aerospace fighter and small craft programs, which also includes training for the Alliance's few Land-Air 'Mech pilots.

Rim Worlds Republic

Without question, the realm with the highest population in the Periphery is the Rim Worlds Republic. With its core worlds colonized well before the Age of War, the Republic has had ample opportunity to develop large and prestigious centers of higher learning in both academic and military specialties. The most respected of both categories may be found on the Republic's capital world of Apollo.

The Apollo Military Academy (AMA), damaged during the Reunification War, enrolls as many applicants per year as some of the finest Member State military academies. General Jasmine Amaris, the aunt and military advisor to President Stefan Amaris, is currently the AMA's commandant, and maintains strict entry requirements—with even harsher conditions for graduation. Because of this, the quality of MechWarriors leaving the AMA is on par with many of the best academies in the Hegemony, and is only clearly surpassed in knowledge and leadership skills by the graduates of Sandhurst and the War Academy of Mars.

Smaller—but equally strict and harsh—military academies can be found on many of the Republic's more highly populated worlds. Most notable of these lesser academies is the Finmark Air and Space Academy (FASA), found in high orbit over the provincial capital of Finmark. The FASA has been a center for the training the Republic's naval officer corps for well over a century. Before the Twentieth Army's departure from the Republic in 2755, the intelligence assets attached to that force reported large-scale expansion of the academy's orbital facilities—sufficient to accommodate over a dozen WarShips at a time. It is currently estimated that FASA graduates nearly 300 highly skilled officers each year, and given those reports, it appears that the Rim Worlds government expects these numbers to increase.

Taurian Concordat

Considering the level of hostility we see in the Taurian Concordat, it comes as no surprise that the military academies of this Territorial State are continually filled with willing and able officer candidates. Much like the rest of the Concordat's public education system, the schooling of its military officers enjoys near limitless funding by the realm's government. Every world in the Concordat boasts small, but well-staffed and -equipped, military academies designed to graduates officers destined mainly for militia assignments or secondary line regiments.

The primary academy in the Concordat is the École Militaire, located on Taurus. The EM's sprawling campus is where the TDF's best and brightest of officers and enlisted are trained for all branches of ground-based warfare; MechWarriors, armor, and infantry. Each year, EM's graduating classes produce trained men and women with skills on par with their counterparts in any Great House state—Hegemony included—despite a lack of League-quality facilities and equipment.

The Taurian Naval Institute (TNI) is a distributed academy, spread across the New Vandenberg system. Its primary facilities are found in close proximity to the headquarters of the TDF's LVI Corps, as well as the Nineteenth SLDF Army—and, coincidentally, this author's command headquarters. Low-grav TNI training stations have also been constructed in geosynchronous orbit above its ground facilities, and at the Vandenberg Shipyards orbiting Lompoc, the Neptune-like gas giant that is the ninth planet in the system. The ninety-four year old Marshal Amber Lynn Dyness and the *TCS Pleiades* are often seen in dock at the yards, either overseeing training for new WarShip officers and crews, or simply refreshing her flagship's supplies.

INFRASTRUCTURAL INTEGRITY

After the devastation of the Reunification War, the Territorial States have been forced to reconstruct many of their critical defense industries from the ground up, often under severe Star League supervision. With their economies struggling more often than not, these industries have only been able to supplement their growth via cheap exports to the Member States and to the SLDF. This trade has helped them grow more balanced armed forces than they might have independently, but the traditionally unfavorable exchange rates have all but assured that the Periphery realms still lag behind most of the League in equipment quality and sophistication.

Magistracy of Canopus

In spite of a savaged economy, the Magistracy of Canopus managed to bounce back from the damage its manufacturing base sustained in the Reunification War. Investments from the Free Worlds League—more specifically, from the Duchy of Oriente—stimulated the growth of many corporations manufacturing arms and equipment. Most of this equipment was exported to the Free Worlds, but some naturally found their way into the MAF's arsenal.

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While most of the Magistracy's military manufacturing has benefited from foreign investment, one exception that stands out is Majesty Metals and Manufacturing (MMM). Its production capability was limited during the Reunification War, and because of this, it surviving the conflict largely undamaged. In the post-war decades, MMM was able to ramp up production of BattleMechs and armored units, allowing the MAF to replace much of its military losses. Today, MMM is a nationalized industry, directly controlled by the Centrella family, and thus is largely beyond the influence of any Free Worlds benefactors. Its primary production centers on light, easy-to-manufacture BattleMechs such as the *Locust*, *Stinger*, and *Wasp*. Beginning in 2753, MMM also began production of the MAD-1R *Marauder* under a contract with the Free Worlds League that allows the MAF to receive twenty-five percent of each production runs. This has added hundreds of *Marauders* to the otherwise underweight MAF BattleMech forces.

Another small, but important, manufacturing organization is the Athena Corporation. Founded in the twenty-sixth century with the initiation of the "Athena Project", this company began a think tank and engineering firm in the Canopus IV system, tasked with designing and building the first purely Canopian WarShip design. Though based on twenty-second century Terran Alliance specs, this project came to fruition with launch of the *MCS Athena* in 2569. Although only two of this class were ever constructed (*Athena* and *Kossandra Centrella*) before the original shipyards were crippled in the Reunification War, this achievement marked the Magistracy's entry into capital ship manufacturing. Since restoring their operational abilities in the war's aftermath, Athena Corporation has been central to maintaining the Canopians' naval readiness.

Outworlds Alliance

The largest relative increase in Periphery military manufacturing has been seen in the Outworlds Alliance—by virtue of the fact that, by the signing of the Treaty of Cerberus, the Alliance only had a single tank factory to its name. The vast majority of the Alliance's armored assets during the Reunification War—including *all* of its 'Mech forces—were pre-war imports from the neighboring Draconis Combine and Federated Suns.

One of the first major manufacturing companies to open in the Outworlds since then was Lushann Industrials Limited (LIL). This high-tech laser manufacturer got its start with investments from both the Federated Suns and the Draconis Combine in the late twenty-sixth century, and began producing Hegemony-quality extended-range large lasers and all grades of pulse laser weaponry by the beginning of the twenty-eighth century. While many other corporations in the Alliance have faltered due to economic interference from the Combine and the Suns, LIL has been successful enough to fend off all hostile take-overs (including those from outside realms) and has even become a regular (and reliable) SLDF contractor.

But the largest success story in the Alliance is Alliance Defenders Limited, the Hegemony-funded investment that brought true BattleMech manufacturing to the otherwise lacking Alliance. Originally conceived to ease logistical problems in replacing field losses to the SLDF's Eighteenth Army, this factory complex specializes in the production of *Locust*, *Wasp*, and *Stinger* 'Mechs—often outfitted with LIL's advanced laser systems—with an output that has steadily grown each year since the factory opened in the 2730s.

Last but not least is the Ramora Shipyards and its controlling conglomerate, the United Outworlders Corporation. Initially founded as an aerospace fighter factory under communal ownership by the small, local population, the Ramona lines were purchased by the Mitchella-based UOC in the mid-twenty seventh century. UOC expanded the planetside facilities and constructed the Ramora Shipyards in the early twenty-eighth century. By the time aggressive colonization made it necessary for the Alliance's WarShip fleet to expand, the Ramora Shipyards were positioned to become the realm's foremost fleet docks.

Rim Worlds Republic

Before their departure from the Rim Worlds at the First Lord's request in 2755, the SLDF troops stationed in the Republic were our best means of monitoring the realm's military manufacturing capabilities. Since then, we have had to rely on more indirect methods to keep tabs on arms manufacturing, a task made exceptionally challenging by the Republic's sheer size. The following is thus a summation based on the available data.

Headquartered in the Apollo System, Roe Weapon Systems (RWS) has been a major manufacturer of aerospace equipment, including the *Vulcan* fighter, for nearly a century. RWS has production facilities on Finmark that were used to help expand the Finmark Air and Space Academy's local WarShip training facilities, while the company's drydock facilities in system serve as the primary factories and service stations for the Republic's *Boneventure*- and *Pinto*-class WarShips.

Amaris Armored Vehicles (AAV) is the principal manufacturer of armored vehicles and mechanized infantry equipment in the Republic. A broadly distributed interstellar conglomeration, its numerous production facilities were small and scattered across the Timbuktu and Erdvynn Provinces during the Reunification War. This enabled most of their factory sites to avoid heavy damage during the war, and thus recovery and expansion have been easy. Nevertheless, AAV is light on original model machines, instead producing vehicles and weapons under contract from design firms across the Inner Sphere. Though output is small for each facility, the sheer number of producing sites adds up to thousands of tanks, hovercraft, helicopters, and infantry support vehicles constructed each year across the Republic. Much of this output seems to feed planetary militia forces, but also boosts the combined-arms capabilities of the provincial brigades and divisions.

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Diplass BattleMechs (DB) is known for being the single largest BattleMech producer in the RWR. Founded before the Reunification War, Diplass was the site of the rebellion against House Amaris that would eventually prompt Star League intervention in the Republic during the Reunification War. After the fall of the Rim Provisional Government, and the reinstallation of the Amaris family, Diplass came under the full ownership of House Amaris, and a period of extensive renovations and expansions have followed since then.

Diplass' main 'Mech production lines are still found on Apollo (producing the *Banshee*, *Phoenix*, *Stinger* and *Wasp*), but supplemental sites (and the products) may be found on Anywhere (*Orion*), Erdvynn (*Firestarter* and *Archer*), Inner Surge (*Battlemaster* and *Wolverine*), Timbuktu (*Locust*), and Winter (*Hunchback*). These supplemental factories have long maintained only a modest annual output, with a few 'Mechs built per year—most of which were exported to the Lyran Commonwealth—while the sites served more as parts suppliers and refit centers. But production reportedly ramped up significantly in recent years. It is clear that a large portion of the Rime Worlds' BattleMech strength comes from DB nowadays, but even with best-case improvements to production rates, the known manufacturing lines still cannot adequately explain the rate at which the RWA has grown in the past forty-three years. It is therefore my opinion that DB—or another interstellar-scale manufacturer—has activated additional production sites inside the Republic.

Taurian Concordat

Some of the most brutal fighting in the Reunification War took place within the Taurian Concordat. Outside of the Hyades Cluster, nuclear weapons and orbital bombardment reduced the Concordat's manufacturing capabilities to dust. As a result, the remains of the Concordat's once-vast industrial base has had to be rebuilt from the ground up on many worlds, while the primary military manufacturers of the Hyades Cluster produced the munitions and equipment needed to rebuild the TDF into something better than a glorified honor guard.

After the passage of Council Directive 41 in 2722, then-Protector Brandon Calderon quickly nationalized many small military industries throughout the Hyades, and had his economic advisors reorganize the widely divergent companies into a single collective entity. This reorganization, reconstruction, and revitalization effort carried on until early 2760, resulting in the creation of Taurus Territorial Industries (TTI).

TTI's sprawling primary factory center on Taurus employs nearly two hundred thousand employees, and manufactures large numbers of BattleMechs and tanks each year. A commonly-used image for TDF recruitment and Concordat propaganda vids shows a TTI holding area for the *Warhammer* production line, with dozens of 'Mechs lined up in deep ranks, and flying Taurian colors. Other 'Mechs produced in significant numbers at TTI include the *Marauder*, *Locust*, *Wasp*, and a locally-designed *Wolverine* variant.

Also in the Taurus system is Concordat Aerospace Limited (CAL). This heavy spacecraft manufacturer is the company responsible for the Concordat-class WarShip. CAL maintains drydock facilities in half a dozen systems throughout the Hyades Cluster, but only the Taurus facility is capable of constructing WarShip hulls. The others are able to repair and service WarShips and JumpShips, or are currently building DropShips.

As with the Rim Worlds military-industrial complex, the combined output from TTI and CAL production lines simply does not account for all of the recent growth we have seen in the TDF. Reports from Intelligence Command suggest that there are hidden production facilities located on many worlds outside of the Hyades Cluster, but the Taurian leadership denies all such claims.

[Editor's Note: It was after the dissolution of the Star League that it was revealed that the Concordat had indeed successfully concealed many BattleMech production lines across its territory.]

TERROR-FORMING

*** Emergency HPG logging begun. Encryption 710P-8A4-NNA. Code Aqua***

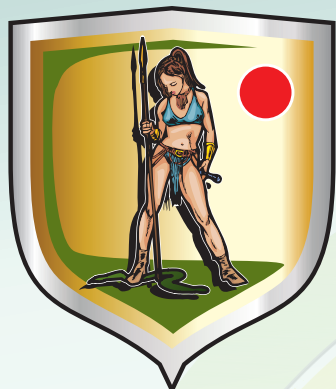
"This Doctor Emerett Bohr, DoME project leader, aboard the terraforming vessel *Alfred Wegner*! Project PISCES UMBRELLA is under attack! Multiple hyperspace exits were detected two hours ago at the L1 stable point. At first, we thought it was the resupply run, but the IR spikes were too numerous and large. How could they know we were here? They have ignored all attempts at communications, and there is no IFF signal or visual markings on the hulls. They have already begun deorbiting the project framework, and our satellites showed DropShips landing at our planet-side storehouses before we lost their signal.

"We are burning at maximum acceleration towards the closest stable point to engage the K-F drive. Captain Halabi says a hostile *Pinto* will overtake us before then. Please send a combat WarShip as soon as possible to coordinates 241 mark 003, distance 18,475...."

—Blackbox recording of the last HPG transmission of the Department of Mega Engineering terraforming vessel *Alfred Wegner*, found in wreckage drifting in Project PISCES UMBRELLA target system, 2 April 2765.

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MAGISTRACY ROYAL GUARDS

Originally numbering a dozen BattleMech and conventional regiments, Coordinator Takiro Kurita reformed the corps in the 2740s, reducing it to five reinforced BattleMech regiments and turning them into “the soul of the DCMS.” Easily identifiable by their flat red color scheme and flaming-sword insignia, these troops are used to spearhead major attacks or suppress rebellions across the Combine. Answerable only to the Coordinator, they are temporarily assigned to a Warlord’s command, but each *tai-sho* remains responsible for his regiment’s actions.

OVERVIEW

As the most prestigious of the Magistracy Armed Forces, the two regiments of the Magistracy Royal Guards are the destination of the most privileged officers in the MAF—but not necessarily the most highly skilled, thanks to the Canopian tradition of “buying” ranks. The First Cuirassiers was initially formed during the Reunification War, but the Second was formed when demand to join the Cuirassiers exceeded the available positions in the regiment. Today, the Second is almost at full operational capability, while the First boasts an extra company that ostensibly serves as the permanent honor guard for the Central Committee and the Crimson Council.

CONDITION

Tasked with guarding the Magestrix and the important BattleMech production factories of Magistracy Metals and Manufacturing, the First Cuirassiers remains the most coveted assignment in the MAF, which is why the regiment ballooned to five battalions in strength until the 2730s. When the Second was formed, two of the excess battalions were used as the core of the new formation. As bodyguard units for the most important government and corporate bodies in the realm, both of these regiments are equipped with the best equipment in the MAF.

MORALE

Morale is extremely high in the First Cuirassiers, as the men and women of that regiment have access to all the luxuries found on the Magistracy’s capital world. The same can’t be said about the Second, which is presently stationed on Nobel for defensive exercises. Having invested much of their personal wealth to attain their positions, many of the Second’s officers apparently feel slighted that they failed to achieve the status of their comrades in the First.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld
1st Canopian Cuirassiers (Centrella’s Cuirassiers)	V/F	Canopus IV
2nd Canopian Cuirassiers (Diamonds in the Rough)	V/R	Nobel



CHASSEURS Á CHEVAL

OVERVIEW

In contrast to the Royal Guards, the Canopian Light Horse regiments—collectively known as the Chasseurs á Cheval—have served as the core of the MAF's fighting strength since the Magistracy's founding years. Where the Royal Guards are the destination for officers with the wealth and connections to secure a prestige assignment, the Chasseurs brigade is the destination for the truly skilled graduates from Canopian military academies. Of the four regiments that existed prior to the Reunification War, only three are currently operational—all of them rebuilt after their near-total destruction during the war. The MAF has stated its intention to begin restoring the Fourth Light Horse as well, and are expected to begin gathering the first companies for this command on Canopus IV, at some time in the next five years.

CONDITION

As the most elite commands in the MAF, each Chasseurs regiment receives top priority for all replacement equipment coming from the Magistracy's military factories. Despite this, full combat readiness is often difficult to achieve, as these forces are routinely deployed to worlds across the Magistracy on "anti-pirate" duties, and suffer combat losses rather often. SLDF intelligence also suggests that the Magestrix has begun secretly using the Third Light Horse as a raiding force against the Free Worlds League. While we are unable to independently verify this information, there is evidence that the Third took heavy losses when they returned from a deployment close to the Marik border that coincides with at least four raids against FWL assets within two jumps.

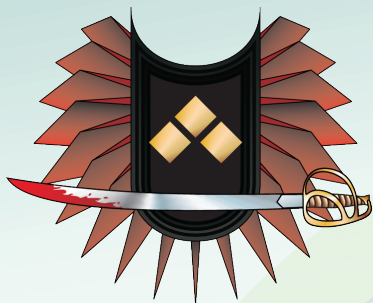
Because of their high profile, and their continual need for transport to their next deployment, the MAF has permanently assigned a *Pinto*-class WarShip to each regiment in addition to its normal compliment of JumpShips; the MCS *Royal Foxx*, the MCS *Thraxa*, and the MCS *Stiletto*.

MORALE

Both the First and Third Canopian Light Horse have seen moderate combat over the past year. This has kept them occupied and has raised their morale by proving their worth against bandits and other hostile targets. The same cannot be said of the Second, which has been on long term deployment to the Schmitt system, a posting clearly intended to monitor the local Department of Mega Engineering and SLDF assets located there.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld
1st Canopian Light Horse (Defiance at all Cost)	E/F	Hastur
2nd Canopian Light Horse (Centrella Honor)	V/R	Schmitt
3rd Canopian Light Horse (Defiant to the End)	V/F	Canopus IV



CANOPIAN FUSILIERS

OVERVIEW

The Canopian Fusiliers brigade was formed just shortly before the start of the Reunification War, and built a reputation for tenacity during the Star League's campaign against Canopus. Although these regiments were effectively destroyed during the war, they were reformed in the years that followed, with many of the surviving officers helping to ensure that their skills and tactics transferred smoothly to the generation that followed.

Now four regiments strong, today's Canopian Fusiliers retain the same focus on operational durability that their forebears possessed. While the Light Horse regiments are effective lightning raiders, the Fusiliers are the "draft horse" regiments of the MAF, deployed wherever long-term survivability and lengthy combat engagements, farther from friendly support, might occur.

CONDITION

The standard organization of the Fusiliers regiment is based on a single battalion of heavy 'Mechs backed up by two battalions of medium-weight 'Mechs, with a strong support vehicle attachment intended to provide for the complex logistical needs of the command.

Currently, the First Fusiliers is occupying the recently vacated SLDF base on Luxani. With terraforming operations there now complete, the First has been using this world as a base of operations to root out pirate groups operating in the region. Meanwhile, both the Second and Third Fusiliers regiments have been undertaking live fire exercises over the past four months. Of these two, the Third is currently weakest, after the loss of its previous commander, Michael Gais, and most of his company in a recent DropShip crash in the Tarol system.

The Fourth is the most recent addition to the Canopian Fusiliers brigade, and was still mustering its equipment together when the MAF deployed it to Dainmar Majoris late last year. There, the regiment has been working to quell several anti-Star League riots and farmers' strikes that have all but halted exports of surplus grain to nearby worlds.

MORALE

With the death of Colonel Gais, the Third Fusiliers has become functionally inoperative pending a reshuffling of its command staff, and morale in this regiment is naturally low. Several candidates have petitioned the MAF command for the role of leading the Third Fusiliers, but the current favorite is Major Natasha Brinson of the Second Fusiliers regiment.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld
1st Canopian Fusiliers (Defenders of the Realm)	R/R	Luxani
2nd Canopian Fusiliers (Guardians of the Rim)	R/R	Booker
3rd Canopian Fusiliers (The Pirate Hunters)	R/Q	Tarol IV
4th Canopian Fusiliers (Canopian Hope)	G/R	Dainmar Majoris



PEOPLE'S VOLUNTEERS

OVERVIEW

The People's Volunteers is a brigade that was based around Kossandra's Volunteers, a 'Mech regiment formed just prior to the Reunification War. A step up from transitional planetary militia and local police forces, the original Volunteers were comprised of dedicated and skilled men and women who were otherwise unable to pay their way through the Canopian academy and officer structure. In the reconstruction period that followed the Magistracy's surrender, as colonial expansion edgedward

and anti-spinward extended the realm's borders, additional regiments were raised in this same fashion, with one forming on Luxen, and the other on Ballad. Transport assets assigned to these forces enabled the so-called People's Volunteers brigade the ability to rapidly move from world to world as needed to safeguard the newer colonies. After the issuance of Council Directive 41 in the 2720s, the People's Volunteers surged in size to the six regiments of BattleMechs it now claims.

The People's Volunteers are primarily used to augment local militia forces, or to garrison lightly populated worlds that have strategic importance to the Magistracy. Lacking the extensive training of a full academy program, most of the MechWarriors in the Volunteers are expected to learn and hone their skills "on-the-job", typically through mock engagements against their comrades and colleagues, but also in real-life engagements against local bandits and such. Curiously, this has resulted in a roster of officers who have a more realistic and balanced approach to combat tactics and strategy than the less seasoned, academy-trained officers who serve in the MAF's more privileged posts.

CONDITION

As the oldest operational regiment in the brigade, Kossandra's Volunteers enjoys a degree of prestige in the Volunteers brigade. Many of the Volunteers' more distinguished and skilled officers are transferred to this command along with their 'Mechs. This practice keeps the regiment fully stocked with operational BattleMechs, albeit older models. Currently assigned to Brixтана, Kossandra's Volunteers monitors the Thirty-Eighth Jump Infantry Division's SLDF garrison.

The first two Luxen Volunteers regiments are assigned to the Magistracy's rimward border worlds, while the Third Luxen has only recently mustered on Luxen itself. A recent incident in which the Second Luxen engaged a full battalion of bandit 'Mechs has left that force heavily damaged, and it could be a year or more before the regiment regains its optimum strength. BattleMechs that normally would be destined to the Third Luxen have been moved to replacing the Second's losses to speed this recovery along, but that effort will only delay the Third's full deployment. (MAF officials have made it clear to the Star League that the raiding force was likely Capellan in origin, as it included machines unique to Liao-affiliated factories, but the matter is still being investigated.)

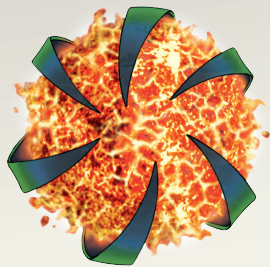
Both of the Ballad Volunteers regiments are assigned to garrison worlds that also have a sizable Hegemony presence due to ongoing terraforming efforts by the Department of Mega Engineering. Both of these systems—Eagle Rest and Bye's Ship—are rich in valuable minerals, and Hegemony corporate investments to Canopian companies have made these terraforming projects and mining operations integral to future economic stability and recovery in the Magistracy.

MORALE

Overall, the morale of each Volunteer regiment varies with the local conditions. The heavy casualties suffered by the Second Luxen has rendered the unit fatigued, and less combat effective than its current operational strength would suggests. On the other side of the spectrum, Kossandra's Volunteers enjoys a high state of morale, and maintains this will regular drills and exercises that seem designed to remind the SLDF of their presence on Brixтана.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld
Kossandra's Volunteers (Promises Held)	R/R	Brixтана
1st Luxen Volunteers (The Luxen Regulars)	R/R	Reinbak
2nd Luxen Volunteers (The Luxen Dragoons)	G/Q	Novo Tressida
3rd Luxen Volunteers (The Luxen Lancers)	G/R	Luxen
1st Ballad Volunteers (The Song of Combat)	G/R	Eagle Rest
2nd Ballad Volunteers (Night Dancers)	G/Q	Bye's Ship



OUTWORLDS ALLIANCE

OVERVIEW

Due to the realm's historic reluctance to engage in military aggression, the Outworlds Alliance Militia—such as it is—began as a loose confederation of planetary and personal defense forces mustered before the Reunification War. Lacking an abundance of training facilities or warmaking industry, these militias were comprised of officers and enlisted from across the Inner Sphere who had been expelled, or otherwise left other military forces and found their way to the frontiers of the Alliance.

Indeed, it was only due to outside support that the Alliance offered any significant resistance at all during the war. Afterward, it was mainly through imports from the neighboring Draconis Combine and Federated Suns, and industrial support from the Star League itself, that this realm has even managed to add BattleMechs in enough numbers to suitably augment its dispersed armor and infantry forces. Nevertheless, given this state's colonial expansion, its defense forces remain anemic and largely decentralized. The forces collectively referred to as the Alliance Militia today contain only eleven BattleMech regiments, with each regiment attached to two regiments of armor and three more of infantry.

The most significant of the OAM's formations are the Alliance Borderers and the Avellar Guards. Of the two, the Borderers is the regiment that claims the longest history of service in the Outworlds. Formed originally from Star League machines salvaged during the war, backed by old, pre-war House Davion 'Mechs, the Borderers has turned the use of hand-me-downs into a science; even now, the regiment includes large numbers of units originally decommissioned by the SLDF. The Avellar Guards, by contract, does not have a history that includes fighting the Star League during the War, but instead bears the distinction of serving as the closest thing to a "household guard" for the Alliance government. This has afforded them access to the newest BattleMechs rolling off the production lines on Alpheratz.

Three additional formations—the Onverwacht Guards, the Blommestein Demons, and the Cerberus Watch—follow the Alliance Borderers and Avellar Guards in status, serving as the core of the provincial militias intended to support the realm's regional peacekeeping. These regiments are staffed with a large number of recent graduates of the Alliance MechWarrior and Armor Academy.

Finally, there are six general-purpose militia 'Mech regiments, whose warriors are largely raised from local training facilities—some of which are little more than para-militarized industrial 'Mech schools. The Fourth and Sixth Ramora Regulars are the most visible of these, as they have been stationed close to the border with the Davion and Kurita Member States. The Fourth Ramora is also notable for sharing its post with the 116th SLDF Mechanized Infantry Division on Tellman IV. Both of these regiments have been known to spar against each other in SLDF-sponsored war games, and demonstrate a fair level of tactical competence. The Second and Third Baliggora Fusiliers are the remainder of a militia brigade three regiments strong, after the Alliance government folded the under-performing First Fusiliers into the Second in 2739. A significant amount of the Third Fusiliers' equipment, incidentally, comes from military surplus purchased from the Eighteenth SLDF Army's 315th 'Mech Division. The First and Second Trader Sentinels are the newest additions to the OAM, and are tasked with assisting colonial efforts on the far-spinward reaches of Alliance space, a mission that includes coordinating operations with the Department of Mega Engineering and SLDF forces in those areas.

CONDITION

With the exception of the Avellar Guards and the Third Baliggora Fusiliers, most of the OAM's BattleMechs are ancient, with some dating back to the Reunification War. Even where newer machines are present, most of these come from SLDF sources, cast-offs from the neighboring House states, or are limited shares from the production runs on Alpheratz. Combined with a weak economy and military infrastructure, this leaves much of the OAM's combat strength well below optimum.

Given these challenges, Outworlds techs have taken to maintaining a stockpile of "hangar queens"—'Mechs that are in such poor condition that they are only kept around to serve as a source for replacement parts on more operational units. This practice has made the appearance of jury-rigged "FrankenMechs" a common sight in the OAM's ranks.

MORALE

Owing to their poor equipment, amateur-level training, and lack of a strong command structure, morale issues are an almost universal plague the Alliance militia forces. Only the Avellar Guards and the Alliance Borderers appear free from these problems, largely due to their strong history and more robust equipment support.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld
Alliance Borderers (The Inner Light)	V/R	Eigerland
Avellar Guards (President's Guard)	V/F	Alpheratz
Blommestein Demons	R/R	Blommestein
Cerberus Watch (Hell's Gatekeepers)	R/R	Devil's Breath
Onverwacht Guards (Defenders of Hope)	R/R	Ype-Jhu
4th Ramora Regulars (Fighting Fourth)	R/R	Tellman IV
6th Ramora Regulars (Dragon's Maw)	R/Q	Dindatari
2nd Baliggora Fusiliers (Baliggora Bagmen)	G/Q	Jeppens
3rd Baliggora Fusiliers (Baliggora Bannermen)	G/R	Baliggora
1st Trader Sentinels (Wynn's Warriors)	G/R	Danli
2nd Trader Sentinels (Colonial Regulars)	G/Q	Fallry



IMPERIAL DIVISIONS

[Editor's Note: As can be seen here, even without the secret forces that would emerge during the Coup, the Rim Worlds Republic boasted a military force that dwarfed that of all other Periphery states combined, and even gave most House armies a run for their money. For this reason, the status listings are given by divisions, not by regiments.]

OVERVIEW

As the flagship forces of the Rim Worlds Army, the Imperial Divisions hold a privileged spot within the Republic. Each of these divisions is staffed with officers who graduated at or near the top of their academy classes, with the divisional- and brigade-level commanders often hailing from the academies on Apollo, and personally chosen by the Commander of the Rim Worlds Army, General Jasmine Amaris. Each Imperial Division is assigned to a provincial capital world, providing these important administrative centers a density of force equivalent to—and sometimes, even stronger than—the most skilled and well-equipped SLDF divisions.

Each RWA Imperial Division is constructed much like a standard SLDF 'Mech division, with each built around two BattleMech brigades and a mechanized infantry brigade. What makes the Imperial Divisions stand out is that they also have a permanent attachment of a full armor brigade, where such assets would normally be assigned to the local garrison.

CONDITION

The Republic's staggering industrial production is made apparent by the condition of the Imperial Divisions' hardware. Equipment lost to combat or general wear and tear are immediately replaced from stockpiles on each provincial capital world, giving each division operational capabilities at or above full strength. Intelligence Command reports also show that, since the Twentieth Army left Republic space, each of these divisions has been slowly cycling older BattleMechs out of its ranks, replacing them with models normally seen only from Hegemony sources. The most probable source for these unit upgrades is the close relationship President Stefan Amaris has with the current First Lord. As a result, high-quality 'Mechs like the Black Knight, Excalibur, Highlander, and King Crab are becoming more common sights in the Imperial Division rosters.

MORALE

Morale in the Imperial Divisions is extremely high. Strong military discipline, on par with Royal SLDF divisions, can be found here. As many of the officers are chosen by General Amaris herself, there is little to no dissention within these formations.

DIVISIONAL STATUS

Division	Exp/Loy	Homeworld
Imperial Division Stefan Amaris	E/F	Apollo
Imperial Division Catherine Dormax	V/F	Finmark
Imperial Division Hector Rowe	E/F	Timbuktu
Imperial Division Tadeo Amaris	V/F	Erdvynn

CHUM IN THE WATER...

Vessels of the Rim Worlds Navy are painted a dark blue-gray on the dorsal surface and a light gray on the ventral surfaces, blending where the colors meet. Some captains have taken to painting shark's jaws to the bows or even adding a light gray mottling or tiger striping to the dorsal surface.

In addition, each ship sports a unique heraldic shield design incorporating the ship's name, hull number and a specific species of shark (depending on the vessel class): great white (battleship), tiger (cruiser), bull (destroyer), hammerhead (frigate) and mako (corvette).



REPUBLICAN GUARDS



OVERVIEW

While not the most experienced brigade in the Rim Worlds Army, the Republican Guards make up for their relative lack of experience with sheer numbers. First formed in the mid twenty-third century, the Republican Guard has changed its image (and name) several times in the intervening centuries. During the Reunification War, these forces were known as the Amaris Republican Guard. During that conflict, the brigade suffered relatively little damage, and its subsequent deployment on Apollo enabled it to quickly recover and eventually expand.

With the easing of restrictions on military sizes, and the close relationship President Amaris has with the First Lord, the Republican Guards have virtually exploded in size. Now numbering six SLDF-style divisions, the Guards have more equipment and firepower than a standard corps, especially when operating alongside the resident militia forces on the worlds they garrison. Intelligence shows that General Jasmine Amaris has spread each of these divisions out in order to better cover the Republic's vast territory, and thus these divisions often operate as mixed-force brigades centered on (at least) a single BattleMech regiment per garrison system. Many of these commands occupy SLDF-constructed Castles Brian that were left behind after the Twentieth Army's departure.

CONDITION

Each Republican Guards division typically contains four BattleMech and five mechanized infantry regiments; with the First Republican Guards boasting an alternative structure of six 'Mech and three mechanized infantry regiments. The Republican Guards do not possess 'Mechs as advanced as the Imperial Divisions, but this only means that their machines are easier to maintain and, given their focus toward heavier weight classes, also translates to improved durability in battle.

In addition to its heavier-than-average 'Mech-to-infantry ratio, the First Guards also stands out as the home of the original Amaris Republican Guard regiment. This affords the First a degree of honor that also provides a certain leeway from the RWA quartermaster, keeping the division at peak operating capacity. The Fourth Guards are also noteworthy in that two of their mechanized infantry regiments have been replaced with jump infantry regiments. Extensive micro-gravity training for these troops enables them to better garrison the vast asteroid-mining complex located in the Nyasa system.

MORALE

Morale across the Republican Guards is high. Reports from Intelligence Command operatives inside the Republic show little dissatisfaction amongst the officers and enlisted. It is assumed personal communications and public areas where the men and women of the Guards mingle are monitored, and any grumbling in the ranks is quickly dealt with.

DIVISIONAL STATUS

Division	Exp/Loy	Homeworld
1st Republican Guards (Apollo's Pythons)	E/F	Malibu / Derf / Icar / Wotan
2nd Republican Guards (Amaris' Aces)	V/R	Inarcs / Mogabouti / Kowloon / Montsegur
3rd Republican Guards (Heaven, Earth, and Hell)	V/R	Kwangjong-ni / Elba / Lost / Synsstad
4th Republican Guards (Finmark Fusiliers)	R/R	Port Vail / Engadine / Bucklands / Nyasa
5th Republican Guards (The Counterpunch Division)	R/R	Stanley / Kladnitsa / Karkkila / Aberystwyth
6th Republican Guards (Amaris' Falcons)	R/R	Green Stone / Helbrent / Choex / Althastan



AMARIS REGULARS

OVERVIEW

The Amaris Regulars was formed just after the Reunification War. In an attempt to concentrate the disparate and scattered forces of the Amaris Armored regiments and the Amaris Fusiliers, the Republic's first president, Richard Amaris, reorganized these groups with an eye toward forestalling another popular uprising. To guard against future coups, the first Regulars regiment was pledged to serve the Republic's president above all else, effectively identifying the formation as a household guard for the Amaris family. This loyalty to House Amaris continues today, as the Amaris Regulars divisions remain almost entirely focused on defending the Republic's Apollo Province, the seat of their liege-lord's power.

Similar to the Republican Guards, each Amaris Regulars division contains four BattleMech regiments backed by another five regiments of mechanized infantry. These regiments are then deployed across four worlds per division, with a BattleMech and infantry regiment stationed on each, while the primary baseworld receives the "extra" infantry regiment for enhanced base security. The First Amaris Regulars is further distinguished as the home of the original First Amaris Armored regiment, a four-battalion formation that uses 'Mechs and heavy armor together in combined arms companies.

CONDITION

The majority of the eight Regulars divisions take full advantage of their deployment throughout the Rim Worlds' industrial heartlands to maintain their stocks of operational supplies and fresh equipment. Overall, the Amaris Regulars are among the most active of all divisions in the RWA, deploying often to maintain the peace on the Republic's mutual borders with the Lyran Commonwealth and Draconis Combine, while also guarding against bandit insurgencies.

The Second Amaris Regulars, deployed in the Timbuktu Province, is one of only two Regulars divisions stationed beyond the Apollo Province (the other is the Fourth, stationed in the Finmark Province). It also has the distinction of fending off the largest "bandit" action in Republic history. In February of 2762, five battalions of raider 'Mechs and armor assets struck the thorium warehouses of Rox Planetary Mining, located on Stirling. The Second's 'Mech and infantry regiments took heavy losses from the strafing bandit DropShips, and remains understrength today.

The Fifth Amaris Regulars, meanwhile, holds the honor of being deployed the furthest coveyard of any state military command currently known. Assigned to four worlds across a swath of space nearly two hundred light-years across, the Fifth has been permanently assigned a WarShip, in addition to its normal compliment of transport JumpShips. This vessel, the RWS *Sagittarius*, is a *Riga I*-class destroyer that has been upgraded with a lithium-fusion battery system to aid it in responding to crises throughout its deployment zone.

The Sixth Amaris Regulars recently bolstered its BattleMech regiment stationed on Black Earth with a company of factory-fresh *Atlas* 'Mechs. These machines have been identified as bodyguard units for the First Lady's family, as Taborri Amaris was born here, and her family still maintains a noble title and the rights to the planet's vast iron and manganese reserves.

MORALE

Morale is high across the Amaris Regulars divisions. With the majority of these forces presently stationed close to Apollo and the more populous and developed worlds in the Republic, many of these troops enjoy the comforts of ample local support, quality R&R, and access to easy communications with family for those stationed far from home.

DIVISIONAL STATUS

Division	Exp/Loy	Homeworld
1st Amaris Regulars (The Amaris Avengers)	V/F	Abushiri / Jesenice / Annunziata / Melissa
2nd Amaris Regulars (The Outriders)	V/R	Farcry / Sidon / Slewis / Stirling
3rd Amaris Regulars (The Firekeepers)	R/F	Gustrell / Taran's World / Beowulf / Dirkel
4th Amaris Regulars (The Four Horsemen)	G/R	Pressville / Jardangal / Chita / Rypful
5th Amaris Regulars (The Picket Line Division)	R/R	Far Reach / Fredotto / Apsalar / Skiland
6th Amaris Regulars (Taborri's Terrors)	R/F	Svalstad / Vulture's Nest / Barcelona / Black Earth
7th Amaris Regulars (The Republic's Endeavour)	G/R	Iron Land / Zertarum / Botany Bay / Koskenkorva
8th Amaris Regulars (The Manifest Destiny Division)	R/R	Boara / Várri / Dichell / Tordenskjold



AMARIS LANCERS

OVERVIEW

Given their sheer size and support assets, the majority of the RWA's divisions are not typically known for their maneuverability. In cases where a more flexible and fast-hitting response is needed, therefore, the Amaris Lancers were formed. Similar to SLDF striker regiments, these divisions feature armor assets that lean heavily towards hovercraft and other fast-moving vehicles, with mechanized infantry trained and equipped to keep up the same pace. In addition to these assets, each division's lighter weight 'Mech assets includes of a full battalion of Land-Air 'Mechs, spread out unevenly between each of the division's nine regiments. These LAMs are used as highly effective scouts, to help direct larger Lancers formations towards their targets. Due to this tactical maneuverability, the Amaris Lancer brigades are often the first to be deployed against bandit forces on offensive missions.

The Lancers divisions tend to shuffle their postings every four to six months, on average, in an effort to patrol the Republic's vast borders. Currently, the Tenth Lancers are the only one of these divisions assigned to the Apollo Province (in contrast to the Regulars divisions). Highly trained across multiple

environmental types, the Tenth has been tasked with defending Republic-based colonial efforts along the province's coreward border. The remaining Lancers divisions are used as a rapid response force across the other three Rim Worlds provinces.

CONDITION

While the Lancers are well supplied from the Republic's military-industrial complex, the lighter and less durable equipment they use is more easily damaged in hostile environments. The most common under-strength elements in the Lancers are their LAM formations. Intelligence Command shows evidence that the Republic is developing its own Land-Air 'Mech production lines somewhere within its territory, as the realm cannot presently secure enough of these flexible machines to keep up with the Lancers' demand through Hegemony-source imports alone.

Of all the Lancer divisions, the Twelfth has the lowest combat readiness of the six divisions. Assigned to the rimward edge of the Finmark Province along the Lyran border, this division has borne the brunt of assaults from pirates operating along the border. These attacks have been so fierce that intelligence suggests they may, in fact, be getting covert support or sponsorship from the Commonwealth to test the Republic's border security. Due to the damage the Twelfth is taking and the continual attacks, the Third Republican Guards recently moved its more experienced regiments closer to this border area, to support the Twelfth.

MORALE

The mobility of the Lancers' regiments tends to hinder the morale of its warriors. Rotated with significant frequency, the men and women of these divisions rarely have time to acclimate to local conditions before they have to begin the process of packing up for another deployment. This transience evidently causes some disciplinary issues in the ranks, which seems even more pronounced in the combat-damaged Twelfth. It has thus been speculated that the more active role of the Third Republican Guards nearby may actually be as much to silence dissent within the ranks as it is to support their position on the border.

DIVISIONAL STATUS

Division	Exp/Loy	Homeworld
10th Amaris Lancers (Apollo's Bow)	V/R	Ubangi / Gabenstad / Mao / Snowdon
11th Amaris Lancers (The Blue Diamond Division)	V/R	Huesta / Milvano / Armstrong / Tatopani
12th Amaris Lancers (The Hyperborea Division)	R/Q	Fjernet / Valabhi / Qurayyat / Ma'anshan
13th Amaris Lancers (The Aluminum Overcoat Division)	G/F	Gorgon / Nito / Ceuta / Viroflay
14th Amaris Lancers (The Black Guards Division)	R/R	Hiberius / Vortalcoy / Zinal / Harlez
15th Amaris Lancers (The Ironclad Division)	G/R	Quelimane / Lywick / Delagoa / Bremen



TAURIAN GUARD

OVERVIEW

Only recently organized as a cohesive brigade, the Taurian Guards consists of several elite regiments that share ties with the original Taurian Guard, as it existed in the aftermath of the Reunification War. Tasked with the defense of the Hyades Cluster, which not only contains the capital world of Taurus, but also some of the most populous and industrialized worlds of the Concordat, the modern Guards regiments are each formidable in their own rights. Their postings are so close together within the Cluster, that the troops routinely cross-train and share information to a degree that makes them extremely effective at coordinated operations. Indeed, the cooperation between these forces is on par with standards set by our own SLDF special forces commands.

CONDITION

As the elite of the Taurian Defense Force, the Taurian Guard has first access to the new BattleMechs rolling off assembly lines on Taurus and Pinard. The Taurian Guard regiment itself has the most advanced BattleMechs in the realm—including some that may have been illegally purchased from black market sources within the Hegemony. As a result, the Concordat Commandos and the Taurian Velites are both as technologically sophisticated as the most advanced Member State regiments, and all three regiments boast a full operational capacity. Additionally, the Taurian Guard flagship regiment—also known as the Hell's Heart Regiment—includes four extra 'Mech lances that are tasked with guarding Protector Nicoletta Calderon, her family, and the Concordat's Privy Council.

The Concordat Commandos and the Taurian Velites also both have a company of Special Asteroid Support Force infantry and three squadrons of aerospace fighters permanently assigned to them, to better protect and patrol the dense asteroid fields that exist throughout the Hyades Cluster.

MORALE

As can be expected for the elite defenders of the most defiant Territorial State, the Taurian Guard regiments boasts the highest morale in the TDF, with the lowest reported incidences of disciplinary actions in the realm. The constant anti-Star League propaganda coming from Taurus has also hardened these regiments into a united front against SLDF influence (and the rest of the League), making interactions between Star League affiliates and their counterparts in the Taurian Guard regiments a tense affair, no matter how incidental.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld
Taurian Guard (Hell's Heart Regiment)	E/F	Taurus
Concordat Commandos (By the Horns)	V/F	Menion
Taurian Velites (The Velites)	E/R	Parian



I CORPS

OVERVIEW

Though it remains a shadow of its pre-Reunification War strength, the TDF's current I Corps still honors its roots in the I Corps of old. Its First Brinton Defenders regiment was initially formed from the shattered remains of the 111th, 122nd, and the 129th Concordat Chasseurs on New Vandenberg soon after the war's end, but took its name from the then-recently colonized world of Brinton, where the regiment was tasked to defend against any encroachments from the nearby Capellan Confederation.

In the century and a half since that time, the anti-spinward reaches of the Concordat have spread over 120 light years further from the Hyades Cluster, giving the growing Brinton Defenders both the space and a pretext to grow to the three regiments it is today.

CONDITION

Though not as well equipped as the Taurian Guard brigade, I Corps remains a favored command, and is the destination for the increasing amount of war materiel produced on New Vandenberg. Regular shipments of 'Mechs and munitions have helped to stem the damage this force has suffered from the continual combat each of its regiments sees against pirates in the area.

The First Brinton was recently moved from its original garrison on Katinka—where it had been “observing” the Ninety-Fifth SLDF Royal Jump Infantry—to Rockwellawan, after an attack by bandit forces there. The raiders, supported by a squadron of assault DropShips struck at the planet's atmospheric processors there, which the Taurians are working feverously to repair. The Second Brinton is also assigned to defend terraforming activities, this time on the Concordat world of Artru, where bandits recently raided the orbital warehouses of DoME and stole millions of dollars in heat exchangers.

The Third Brinton was mustered together in 2756, and is already operating at full strength. Though initially assigned to Portland, the regiment was recalled to Brinton after only a few years, when the TDF high command decided that the regional capital was under-defended against potential assault by Federated Suns or Capellan Confederation.

MORALE

The First and Second Defenders, while nominally vocal in their support of the Concordat, have both suffered from increasing disciplinary issues in the last few years. This is largely due to the harsh living conditions on their current garrisons, as the damage to local life support systems has forced these troops to remain confined within their bases for extended periods. The Third Defenders, currently stationed on a more developed and environmentally stable world, does not suffer from this problem.

REGIMENTAL STATUS

Regiment

1st Brinton Defenders (The Concordat Chasseurs)
2nd Brinton Defenders (Brinton's Best)
3rd Brinton Defenders (The Golden Ring)

Exp/Loy

R/R
R/R
G/F

Homeworld

Rockwellawan
Artru
Brinton



II CORPS

OVERVIEW

While the current II Corps bears little resemblance to its pre-Reunification War composition, the Hyades regiments all originated from the Hyades Special Services regiments that formed as part of the Taurian Guard Corps during that conflict. Heavily reorganized in the postwar decades, the survivors of those forces became the core of today's Hyades Light Infantry, Guards, and Cavalry regiments. Trained in combined-arms tactics, II Corps often integrates with the armor and infantry militia assets found on its assigned worlds, using them as an extended force to function in a manner similar to SLDF Regimental Combat Teams.

In order to assist II Corps in rapid redeployment along the Federated Suns border, the Taurian navy has assigned each regiment a *Concordat*-class WarShip in addition to its JumpShips. The TCS *Parin* accompanies the Hyades Light Infantry on its missions, while the TCS *Marantha Calderon* works with the Hyades Guards, and the TCS *Parilicium* serves with the Hyades Cavalry.

CONDITION

There are many pirate groups operating along the Federated Suns border that the regiments of II Corps are presently tasked with hunting down and destroying. While House Davion denies aiding or supplying these bandits, they are well equipped with 'Mechs, and fighting them inevitably results in losses that the factories of the Hyades Cluster have been hard-pressed to replace. As a result, each Hyades regiment has been operating at less than optimum strength for decades now. The officers have learned to consider this, and often deploy their commands in smaller 'Mech formations in order to move more quickly and stealthily across the combat area.

MORALE

While II Corps is a well-seasoned combat brigade, there have been some issues with officers wondering when the "cold war" that they are fighting will either "go hot" or stop all together. If anything, the TDF has seemed unable (or unwilling) to prevent elements of the Hyades regiments from crossing the border into Davion space to actively hunt down bandit groups.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld
Hyades Light Infantry (Taurian Nomads)	V/R	MacLeod's Land
Hyades Guards (Self Determination)	V/F	New Vallis
Hyades Cavalry (Never Fall Back)	R/R	Mithron



III CORPS

OVERVIEW

Today's III Corps is formed around the long-lived Pleiades Hussars. Originally a brigade five BattleMech regiments strong, the Hussars' destruction during the Reunification War left only enough survivors to reform as a single regiment in the postwar years. As the TDF gradual rebuilt its strength, the Pleiades Lancers were spun off from the Hussars in the 2620s. When colonial expansion extended the Taurian Concordat's borders between the Hyades and the Badlands Clusters, the TDF assigned the two Pleiades regiments to the Perdition Union area, and the recent relaxation of military limitations on the Concordat allowed for the growth of the Perdition Guards, a local militia brigade that, together with the Pleiades regiments, resulted in the creation of today's III Corps.

With the addition of the three 'Mech-augmented Perdition Guards regiments, the original Pleiades regiments have been moved back into the spinward area of the Hyades Union, leaving the Perdition Guards to protect the core industrial worlds of their home region.

CONDITION

Both the Pleiades regiments have a special place in the TDF's material chain. As regiments flying the colors of a lost piece of Taurian history, the TDF attempts to replace any of their losses or malfunctioning equipment as quickly as possible. Unfortunately, our Intelligence Command assets lose track of the Pleiades regiments on a routine basis, as both commands appear to leave the Concordat's rimward borders for months at a time.

Concordat officials typically insist that these activities are focused on pirate-hunting and other strategic exercises, but the returning forces rarely seem to show any significant damage, while their cargo vessels seem laden with an impressive amount of "salvage". The TDF's explanations to our sources in the Nineteenth Army not only seem inconsistent with the lack of damage these regiments have sustained, but also fails to account for the lack of state propaganda regarding these successful operations. Given the Concordat's predilection for playing up its strengths to its own people, this only prompts further questions, and an investigation of possible black market source operating beyond the Taurian periphery is currently pending.

The three Perdition Guards regiments are a study in contrasts. The Fourth maintains its full operational capacity, as an understandable precaution in light of its deployment on the ever-tense Federated Suns border. Meanwhile, the Eighth Guards' deployment, on the quiet agricultural world of Tirabad, has been so uneventful that the regiment's battle-readiness is questionable, and many of its machines have exhibited signs of lax maintenance that the TDF appears unconcerned with.

MORALE

The history and honor attached to the Pleiades Hussars keeps morale predictably high in that regiment. Comparatively speaking, the other regiments of III Corps are definitely loyal to Taurian ideals, but their level of dedication falls rather short of the Hussars' fanatical comportment.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld
Pleiades Hussars (The Challenge of Brinksmanship)	V/F	Woogi
Pleiades Lancers (On the Warpath)	V/R	Mas
4th Perdition Guards (Gates of Perdition)	R/R	Mavegh
6th Perdition Guards (Hell's Hounds)	V/R	Masterton
8th Perdition Guards (The Ball and Chain)	G/R	Triabad



IV CORPS

OVERVIEW

Unlike most of the other Taurian brigades, the current IV Corps contains none of the forces associated with the organization of the same name that existed prior to the Reunification War. Today's IV Corps emerged well after the war, as the Concordat's colonial expansion extended beyond the Perdition Union, filling out the region now known as the Dumassas Union. In keeping with their standard practice, the new Taurian settlements included the creation of local militia forces, for defense against banditry. As was the case with the Perdition Guards regiments in III Corps, the addition of BattleMechs to some of these militias—which accelerated after Star League-levied restrictions were lifted—enabled four of these militias to reorganize under the colors of a new brigade dubbed the Dumassas Legionnaires.

Comprised of the most skilled officers and enlisted from the province's planetary militias, the First Legionnaires (and the Seventh, somewhat later) rose from the Dumassas militia forces. The Fourth mustered from the militia on Althea's Choice, while the Twelfth originated on Leh.

CONDITION

As each of the Dumassas Legionnaires regiments originated from planetary militia, the quality of their BattleMechs are among the lowest in the Taurian Defense Force. Consisting of cast-offs from the rest of the TDF, each Legionnaires regiment hosts a large number of units that date back to the Reunification War. *Wasp*, *Locust*, and *Talos* 'Mechs are all common sights, and Colonel Mel Daniels of the Fourth Legionnaires even pilots a two-hundred year old *Mackie*.

The older, but proven, technology inherent used in these machines, combined by the resourcefulness of the technicians maintaining them, helps to keep repair costs low, but this benefit is virtually negated by the harsh conditions under which these regiments operate. Worse, bandit attacks in the Dumassas Union area have delivered significant combat losses to almost all of IV Corps' regiments.

For many years, it seemed as if the combination of poor equipment, hazardous environs, and the attrition of raider activity, would eventually take their toll on the IV Corps, but this may all be about to change. In late 2764, after the First Dumassas was reported to have fallen below fifty percent of its operational readiness, the TDF finally started taking the problems plaguing IV Corps seriously, and delivered two full battalions of new 'Mechs that were originally earmarked for II Corps. This has gone a long way towards solving the command's equipment issues, particularly for the First Legionnaires.

MORALE

Morale is suffering in IV Corps, which suffers some of the highest number of disciplinary problems in the entire TDF. Much of this stems from the lack of operational equipment, or the terrible condition many of the operational BattleMechs remain in. While the recent support from Taurus has bolstered these troops somewhat, the dedication of these troops largely falls below that of the TDF's rank and file elsewhere. Intelligence Command suggests that IV Corps is an ideal recruitment opportunity for intelligence assets.

REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld
1st Dumassas Legionnaires (Guardians of the Badlands)	R/F	Badlands
4th Dumassas Legionnaires (Thunder Lizards)	R/R	Baltar
7th Dumassas Legionnaires (Rimward Regulars)	G/R	Dumassas
12th Dumassas Legionnaires (On the Edge)	G/Q	Angra

FIELD REPORT 2765: PERIPHERY



2765 PERIPHERY RULES ANNEX

The following special rules are designed to work in conjunction with those presented in *Field Manual: SLDF* (see pp. 240-248, *FM:SLDF*), while presenting game material more suitable to forces generated for the Periphery realms (known at the time as the Territorial States of the Star League). As such, they generally focus on special Random Assignment Tables (RATs) tailored to the late Star League-era Periphery, while also providing data on the *Essex I*, *Athena*, and *Riga II*-class WarShips, which played significant roles in the various Periphery navies.

For additional rules appropriate to the era, players should consult both *Field Manual: SLDF* and *Era Report: 2750*. The two volumes of *Historical: Liberation of Terra* may also prove enlightening, as they detail events that unfold soon after the point in history described by this book.

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 late-Star League period. Players are not required to use these tables, but they can be immensely helpful in a pinch when generating Periphery military forces. 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. They are used when determining the specific units fielded as part of a given force, after the determination of weight classes of each force's components lances or companies.

When using these advanced RATs to identify the specific units, first determine the appropriate Dice Roll modifier for the force being generated via the Dice Roll Modifiers by Command Table. This reflects the equipment quality assigned to the brigade the force hails from (as noted in this book). The modifier is then applied to all 2D6 dice rolls used to generate specific BattleMech, Combat Vehicle, and Aerospace assignments for that force.

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.

When randomly assigning pilot quality, the appropriate tables in *Total Warfare* (see p. 273, TW) still apply.

RECORD SHEET SOURCE TABLE

Abbr.	Product Number	Source
3039	BC212p	Record Sheets: 3039 Unabridged
3050U-C	BC205	Record Sheets: 3050 Upgrade, Clan and Star League
3057R	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
3075	CAT35167p	Record Sheets: 3075
3085	CAT35168p	Record Sheets: 3085
3085-PP	BC-214p	Record Sheets 3085: Project Phoenix
Klondike	CAT35230ap	Record Sheets: Operation Klondike
Klondike	CAT35230	Historical: Operation Klondike
Hist:RW	CAT35231	Historical: Reunification War
XTRPrim2	CAT35XT002p	Experimental Technical Readout: Primitives V2
XTRRetro	CAT35XT008	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/>)

2765 MASTER EQUIPMENT LEVEL TABLES

DICE ROLL MODIFIERS BY COMMAND TABLE

Command	Modifier
Magistracy Royal Guards	+2
Chasseurs a Cheval	+2
Canopian Fusiliers	+1
People's Volunteers	+0

DICE ROLL MODIFIERS FOR DROPSHIPS

Fleet	+2
Transport	+0

DICE ROLL MODIFIERS BY COMMAND TABLE

Command	Modifier
Avellar Guards, Alliance Borderers	+2
2nd Baliggora Fusiliers	+1
Onverwacht Guards	+1
Blommenstein Demons	+1
Cerberus Watch	+1
4th and 6th Ramora Regulars	+0
3rd Baliggora Fusiliers	+0
1st and 2nd Trader Sentinels	+0

DICE ROLL MODIFIERS FOR DROPSHIPS

Fleet	+2
Transport	+0

DICE ROLL MODIFIERS BY COMMAND TABLE

Command	Modifier
Imperial Divisions	+4
Republican Guards (1st – 3rd)	+4
Republican Guards (4th – 6th)	+3
Amaris Regulars	+2
Amaris Lancers (10th and 13th)	+1
Amaris Lancers (11th, 12th, 14th, 15th)	+0

DICE ROLL MODIFIERS FOR DROPSHIPS

Fleet	+4
Transport	+0

DICE ROLL MODIFIERS BY COMMAND TABLE

Command	Modifier
Taurian Guard	+2
II Corps	+2
III Corps (Pleiades Hussars)	+2
III Corps (Pleiades Lancers)	+2
I Corps	+1
III Corps (4th-8th Perdicion Guards)	+1
IV Corps	+0

DICE ROLL MODIFIERS FOR DROPSHIPS

Fleet	+2
Transport	+0

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BATTLEMECHS RANDOM ASSIGNMENT TABLES

MAGISTRACY OF CANOPUS

2D6	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	LCT-1V Locust [20] (3039)	HOP-4C Hoplite [55] (3050U-I)	ARC-2R Archer [70] (3039)	BNC-3E Banshee [95] (3039)
3	FLE-4 Flea [20] (3039)	TLS-1B Talos [50] (Hist:RW)	KSC-3L Koshei [65] (3075)	CGR-1A1 Charger [80] (3039)
4	STG-3R Stinger [20] (3039)	ICR-1S Icarus II [40] (3075)	CRD-3R Crusader [65] (3039)	STC-2C Striker [80] (3058U-C)
5	FLE-15 Flea [20] (3039)	CLNT-2-3T Clint [40] (3039)	CPLT-C4 Catapult [65] (3039)	VTR-9B Victor [80] (3039)
6	HER-1S Hermes [30] (3050U-C)	SCP-1N Scorpion [55] (3039)	ON1-K Orion [75] (3039)	GOL-1H Goliath [80] (3039)
7	LCT-1V Locust [20] (3039)	SHD-2H Shadow Hawk [55] (3039)	ARC-2R Archer [70] (3039)	BNC-3E Banshee [95] (3039)
8	WSP-1A Wasp [20] (3039)	PXH-1 Phoenix Hawk [45] (3039)	CPLT-C1 Catapult [65] (3039)	LGB-0W Longbow [85] (3039)
9	STG-3G Stinger [20] (3039)	WTH-1 Whitworth [40] (3039)	WHM-6R Warhammer [70] (3039)	BNC-3M Banshee [95] (3039)
10	FS9-H Firestarter [35] (3039)	HBK-4G Hunchback [50] (3039)	TDR-5S Thunderbolt [65] (3039)	EMP-5A Emperor [90] (3058U-C)
11	FLC-4N Falcon [30] (3039)	PX-3R Phoenix [50] (3075)	ON1-K Orion [75] (3039)	STK-3F Stalker [85] (3039)
12	OTT-7J Ostscout [35] (3039)	GRF-1N Griffin [55] (3039)	OSR-2C Ostroc [60] (3039)	AWS-8Q Awesome [80] (3039)
13	THE-N Thorn [25] (3050U-C)	CDA-2A Cicada [40] (3039)	OTL-4D Ostsol [60] (3039)	RMP-2G Rampage [85] (ISP2)
14	STG-3R Stinger [20] (3039)	PXH-2 Phoenix Hawk [45] (3039)	CRD-2R Crusader [65] (3075)	LGB-7Q Longbow [85] (3039)

OUTWORLD'S ALLIANCE

2D6	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	LCT-1V Locust [20] (3039)	HOP-4C Hoplite [55] (3050U-I)	ARC-2R Archer [70] (3039)	BNC-3E Banshee [95] (3039)
3	FLE-4 Flea [20] (3039)	TLS-1B Talos [50] (Hist:RW)	KSC-3L Koshei [65] (3075)	CGR-1A1 Charger [80] (3039)
4	STG-3R Stinger [20] (3039)	ICR-1S Icarus II [40] (3075)	CRD-3R Crusader [65] (3039)	STC-2C Striker [80] (3058U-C)
5	FLE-15 Flea [20] (3039)	CLNT-2-3T Clint [40] (3039)	CPLT-C4 Catapult [65] (3039)	VTR-9B Victor [80] (3039)
6	HER-1S Hermes [30] (3050U-C)	SCP-1N Scorpion [55] (3039)	ON1-K Orion [75] (3039)	GOL-1H Goliath [80] (3039)
7	LCT-1V Locust [20] (3039)	SHD-2H Shadow Hawk [55] (3039)	ARC-2R Archer [70] (3039)	BNC-3E Banshee [95] (3039)
8	WSP-1A Wasp [20] (3039)	PXH-1 Phoenix Hawk [45] (3039)	CPLT-C1 Catapult [65] (3039)	LGB-0W Longbow [85] (3039)
9	STG-3G Stinger [20] (3039)	WTH-1 Whitworth [40] (3039)	WHM-6R Warhammer [70] (3039)	BNC-3M Banshee [95] (3039)
10	FS9-H Firestarter [35] (3039)	HBK-4G Hunchback [50] (3039)	TDR-5S Thunderbolt [65] (3039)	EMP-5A Emperor [90] (3058U-C)
11	FLC-4N Falcon [30] (3039)	PX-3R Phoenix [50] (3075)	ON1-K Orion [75] (3039)	STK-3F Stalker [85] (3039)
12	OTT-7J Ostscout [35] (3039)	GRF-1N Griffin [55] (3039)	OSR-2C Ostroc [60] (3039)	AWS-8Q Awesome [80] (3039)
13	THE-N Thorn [25] (3050U-C)	CDA-2A Cicada [40] (3039)	OTL-4D Ostsol [60] (3039)	RMP-2G Rampage [85] (ISP2)
14	STG-3R Stinger [20] (3039)	PXH-2 Phoenix Hawk [45] (3039)	CRD-2R Crusader [65] (3075)	LGB-7Q Longbow [85] (3039)

RIM WORLDS REPUBLIC

2D6	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	THE-N Thorn [25] (3050U-C)	TLS-1B Talos [50] (Hist:RW)	ARC-2R Archer [70] (3039)	BNC-3E Banshee [95] (3039)
3	LCT-1S Locust [20] (3039)	ASN-21 Assassin [40] (3039)	RFL-3N Rifleman [60] (3039)	EMP-5A Emperor [90] (3058U-C)
4	STG-3G Stinger [20] (3039)	SCP-1N Scorpion [55] (3039)	OTL-4D Ostsol [60] (3039)	STC-2C Striker [80] (3058U-C)
5	FS9-H Firestarter [35] (3039)	WTH-0 Whitworth [40] (3039)	CRD-3R Crusader [65] (3039)	AWS-8Q Awesome [80] (3039)
6	STG-3R Stinger [20] (3039)	PXH-1 Phoenix Hawk [45] (3039)	CPLT-C1 Catapult [65] (3039)	GOL-1H Goliath [80] (3039)
7	LCT-1V Locust [20] (3039)	SHD-2H Shadow Hawk [55] (3039)	OSR-2C Ostroc [60] (3039)	VTR-9B Victor [80] (3039)
8	WSP-1A Wasp [20] (3039)	PX-3R Phoenix [50] (3075)	WHM-6R Warhammer [70] (3039)	STK-3F Stalker [85] (3039)
9	THE-N Thorn [25] (3039)	WVR-6R Wolverine [55] (3039)	TDR-5S Thunderbolt [65] (3039)	RMP-2G Rampage [85] (ISP2)
10	PNT-8Z Panther [35] (3039)	HBK-4G Hunchback [50] (3039)	CRD-2R Crusader [65] (3039)	BLR-1G BattleMaster [85] (3039)
11	LCT-1V Locust [20] (3039)	GRF-1N Griffin [55] (3039)	ON1-K Orion [75] (3039)	LGB-0W Longbow [85] (3039)
12	OTT-7J Ostscout [35] (3039)	CDA-2A Cicada [40] (3039)	ARC-2R Archer [70] (3039)	RMP-4G Rampage [85] (ISP2)
13	FLC-4N Falcon [30] (3039)	PX-4R Phoenix [50] (3075)	CRD-2R Crusader [65] (3075)	THG-11E Thug [80] (3050U-C)
14	SDR-5V Spider [30] (3039)	WVE-5N Wyvern [45] (3050U-C)	MAD-1R Marauder [75] (3075)	CP-10-Z Cyclops [90] (3039)

TAURIAN CONCORDAT

2D6	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	THE-N Thorn [25] (3050U-C)	TLS-1B Talos [50] (Hist:RW)	ARC-2R Archer [70] (3039)	BNC-3E Banshee [95] (3039)
3	LCT-1S Locust [20] (3039)	ASN-21 Assassin [40] (3039)	RFL-3N Rifleman [60] (3039)	EMP-5A Emperor [90] (3058U-C)
4	STG-3G Stinger [20] (3039)	SCP-1N Scorpion [55] (3039)	OTL-4D Ostsol [60] (3039)	STC-2C Striker [80] (3058U-C)
5	FS9-H Firestarter [35] (3039)	WTH-0 Whitworth [40] (3039)	CRD-3R Crusader [65] (3039)	AWS-8Q Awesome [80] (3039)
6	STG-3R Stinger [20] (3039)	PXH-1 Phoenix Hawk [45] (3039)	CPLT-C1 Catapult [65] (3039)	GOL-1H Goliath [80] (3039)
7	LCT-1V Locust [20] (3039)	SHD-2H Shadow Hawk [55] (3039)	OSR-2C Ostroc [60] (3039)	VTR-9B Victor [80] (3039)
8	WSP-1A Wasp [20] (3039)	PX-3R Phoenix [50] (3075)	WHM-6R Warhammer [70] (3039)	STK-3F Stalker [85] (3039)
9	THE-N Thorn [25] (3039)	WVR-6R Wolverine [55] (3039)	TDR-5S Thunderbolt [65] (3039)	RMP-2G Rampage [85] (ISP2)
10	PNT-8Z Panther [35] (3039)	HBK-4G Hunchback [50] (3039)	CRD-2R Crusader [65] (3039)	BLR-1G BattleMaster [85] (3039)
11	LCT-1V Locust [20] (3039)	GRF-1N Griffin [55] (3039)	ON1-K Orion [75] (3039)	LGB-0W Longbow [85] (3039)
12	OTT-7J Ostscout [35] (3039)	CDA-2A Cicada [40] (3039)	ARC-2R Archer [70] (3039)	RMP-4G Rampage [85] (ISP2)
13	FLC-4N Falcon [30] (3039)	PX-4R Phoenix [50] (3075)	CRD-2R Crusader [65] (3075)	THG-11E Thug [80] (3050U-C)
14	SDR-5V Spider [30] (3039)	WVE-5N Wyvern [45] (3050U-C)	MAD-1R Marauder [75] (3075)	CP-10-Z Cyclops [90] (3039)

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PERIPHERY GENERAL RANDOM ASSIGNMENT TABLES

VEHICLES	2D6	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
	2	Beagle Hover Scout [15] (3050U-C)	Prowler Multi-Terrain Vehicle [55] (3085)	SRM Carrier [60] (3039)	Alacorn Tank Mk III [95] (3058U-C)
	3	Tracked APC (LRM) [10] (3039)	Thor Artillery Vehicle [55] (3050U-C)	Thumper Artillery Vehicle [60] (3075)	Alacorn Tank Mk IV [95] (3058U-C)
	4	Packrat LPRV PKR-T5 [20] (3039)	Condor Hovertank [50] (3039)	Gallant Urban Assault Tank [70] (Hist:RW)	Fury Tank II [80] (3050U-C)
	5	Hover APC (SRM) [10] (3039)	Maxim Hover Transport [50] (3039)	Burke Tank [75] (3050U-C)	Mobile Long Tom [95] (3039)
	6	Heavy Wheeled APC [25] (3060)	Goblin Tank [45] (3039)	Magi ISV [75] (3050U-C)	Rhino Tank (MG) [80] (3050U-C)
	7	Galleon Tank GAL-100 [30] (3058U-I)	Tiger Tank T-12 [55] (Hist:RW)	Bulldog Tank [60] (3039)	Puma Tank PAT-005 [95] (3050U-C)
	8	J. Edgar Hovertank [25] (3039)	LTV-4 Hover Tank [50] (XTRPrim2)	LRM Carrier [60] (3039)	Rhino Tank [80] (3050U-C)
	9	Cyrano Gunship [30] (3050U-C)	Turhan UCV [50] (3075)	Marsden Tank II-A [60] (3075)	Puma Tank PAT-005 [95] (3050U-C)
	10	Ripper VTOL [10] (3050U-C)	Zephyr Hovertank [40] (3050U-C)	Manticore Tank [60] (3039)	Fury Tank II [80] (3050U-C)
	11	Chevalier Tank [35] (3060)	Prowler Multi-Terrain Vehicle [55] (3085)	Von Luckner Tank VNL-K65N [75] (3075)	Puma Tank PAT-005 [95] (3050U-C)
	12	Beagle Hover Scout [15] (3050U-C)	Maxim Hover Transport [50] (3039)	Demon Tank [60] (3050U-C)	Rhino Tank (ML) [80] (3050U-C)
	13	Lightning Attack Hovercraft [35] (3050U-C)	Chaparral Artillery Tank [50] (3050U-C)	Marksman Artillery Vehicle [65] (3050U-C)	Alacorn Tank Mk VI [95] (3058U-C)
	14	Gabriel Recon Hovercraft [5] (3050U-C)	Goblin Tank (SRM) [45] (3039)	Von Luckner Tank (Star League) [75] (Klondike)	Fury Tank II [80] (3050U-C)
	15	Maultier Hover APC [15] (3058U-C)	Condor Hovertank [50] (3039)	Manticore Tank [60] (3039)	Mobile Long Tom [95] (3039)
	16	Packrat LPRV PKR-T5 [20] (3039)	Tiger Tank T-12 [55] (Hist:RW)	LRM Carrier [60] (3039)	Rhino Tank [80] (3050U-C)
AEROSPACE	2D6	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
	2	THK-43 Tomahawk [45] (3050U-C)	HCT-213 Hellcat [60] (3075)	STU-K5 Stuka [100] (3039)	Czar (2462) (XTRPrim3)
	3	TRN-3T Trident [20] (3050U-C)	LTN-G15 Lightning [50] (3075)	EGL-R6 Eagle [75] (3075)	<i>see Periphery States sub-table</i>
	4	<i>see Periphery States sub-table</i>	<i>see Periphery States sub-table</i>	<i>see Periphery States sub-table</i>	Vulture (2312) (3075)
	5	SB-27 Sabre [25] (3075)	GTHA-100 Gotha [60] (3050U-C)	CHP-W5 Chippewa [90] (3039)	Gazelle (2531) (3057R)
	6	CNT-1D Centurion [30] (3075)	LTN-G15 Lightning [50] (3075)	EGL-R6 Eagle [75] (3075)	Dictator (2600) (3075)
	7	<i>see Periphery States sub-table</i>	<i>see Periphery States sub-table</i>	<i>see Periphery States sub-table</i>	<i>see Periphery States sub-table</i>
	8	SB-27 Sabre [25] (3075)	HCT-213 Hellcat [60] (3075)	TRB-D36 Thunderbird [100] (3075)	Trojan (2720) (JS:BD)
	9	RGU-133E Rogue [40] (3050U-C)	GTHA-300 Gotha [60] (3050U-C)	HMR-HD Hammerhead [75] (3050U-C)	Triumph (2593) (3057R)
	10	THK-43 Tomahawk [45] (3050U-C)	HCT-213B Hellcat II [50] (3050U-C)	VLC-5N Vulcan [80] (3075)	Leopard (2537) (3057R)
	11	<i>see Periphery States sub-table</i>	<i>see Periphery States sub-table</i>	<i>see Periphery States sub-table</i>	<i>see Periphery States sub-table</i>
	12	THK-53 Tomahawk [45] (3050U-C)	HCT-213B Hellcat II [50] (3050U-C)	EGL-R6 Eagle [75] (3075)	DroST IIb (2443) (XTRPrim4)
	13	SB-27 Sabre [25] (3075)	GTHA-500 Gotha [60] (3050U-C)	STU-K5 Stuka [100] (3039)	Leopard CV (2581) (3057R)
	14	<i>see Periphery States sub-table</i>	<i>see Periphery States sub-table</i>	<i>see Periphery States sub-table</i>	<i>see Periphery States sub-table</i>
	15	Maultier Hover APC [15] (3058U-C)	Condor Hovertank [50] (3039)	Manticore Tank [60] (3039)	Mobile Long Tom [95] (3039)
	16	Packrat LPRV PKR-T5 [20] (3039)	Tiger Tank T-12 [55] (Hist:RW)	LRM Carrier [60] (3039)	Rhino Tank [80] (3050U-C)
AEROSPACE/PERIPHERY STATES SUB-TABLE	2D6	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
	Magistracy of Canopus				
	4	RGU-133L Rogue [40] (3050U-C)	LTN-G15 Lightning [50] (3075)	EGL-R10 Eagle [75] (3075)	DroST IIb (2443) (XTRPrim4)
	7	F-10 Cheetah [25] (3039)	LTN-G15 Lightning [50] (3075)	EGL-R6 Eagle [75] (3075)	Lion (2595) (3057R)
	11	MM-1 Dragonfly [40] (Hist:RW)	GTHA-300 Gotha [60] (3050U-C)	TRB-D36 Thunderbird [100] (3075)	Black Eagle (2453) (XTRPrim2)
	14	MM-2 Dragonfly [40] (Hist:RW)	F-90 Stingray [60] (3039)	EGL-R9 Eagle [75] (3075)	Leopard (2537) (3057R)
	Outworlds Alliance				
	4	CNT-1D Centurion [30] (3075)	HCT-213D Hellcat [60] (3075)	SL-15 Slayer [80] (3039)	Leopard CV (2581) (3057R)
	7	SYD-21 Seydlitz [20] (3039)	SL-25 Samurai [50] (3039)	SL-15 Slayer [80] (3039)	Leopard CV (2581) (3057R)
	11	SPR-H5 Sparrowhawk [30] (3039)	HCT-213S Hellcat [60] (3075)	VLC-6N Vulcan [80] (3075)	Trojan (2720) (JS:BD)
	14	RGU-133L Rogue [40] (3050U-C)	SL-26 Samurai [50] (3039)	TRB-D46 Thunderbird [100] (3075)	Titan (2647) (3057R)
	Rim Worlds Republic				
	4	SYD-21 Seydlitz [20] (3039)	LCF-R15 Lucifer [65] (3039)	TFN-2A Typhoon [90] (3075)	Union (2708) (3057R)
	7	SPR-H5 Sparrowhawk [30] (3039)	LCF-R15 Lucifer [65] (3039)	SL-15 Slayer [80] (3039)	Fortress (2613) (3057R)
	11	F-10 Cheetah [25] (3039)	GTHA-500 Gotha [60] (3050U-C)	VLC-6N Vulcan [80] (3075)	Intruder (2655) (3057R)
	14	RGU-133F Rogue [40] (3050U-C)	HCT-213S Hellcat [60] (3075)	CHP-W7 Chippewa [90] (3039)	Achilles (2582) (3057R)
	15	SPR-H5 Sparrowhawk [30] (3039)	GTHA-500 Gotha [60] (3050U-C)	VLC-6N Vulcan [80] (3075)	Titan (2647) (3057R)
	16	THK-63 Tomahawk [45] (3050U-C)	HCT-214 Hellcat II [50] (3050U-C)	CHP-W7 Chippewa [90] (3039)	Pentagon (2540) (3075)
	Taurian Concordat				
	4	TR-5 Thrush [25] (3039)	LCF-R15 Lucifer [65] (3039)	SL-15 Slayer [80] (3039)	DroST IIb (2443) (XTRPrim4)
	7	SYD-21 Seydlitz [20] (3039)	LCF-R15 Lucifer [65] (3039)	CHP-W5 Chippewa [90] (3039)	Lion (2595) (3057R)
	11	SB-27 Sabre [25] (3075)	LTN-G15 Lightning [50] (3075)	VLC-6N Vulcan [80] (3075)	Black Eagle (2453) (XTRPrim2)
	14	RGU-133F Rogue [40] (3050U-C)	LTN-G15 Lightning [50] (3075)	VLC-6N Vulcan [80] (3075)	Trojan (2720) (JS:BD)



ESSEX I (DESTROYER)

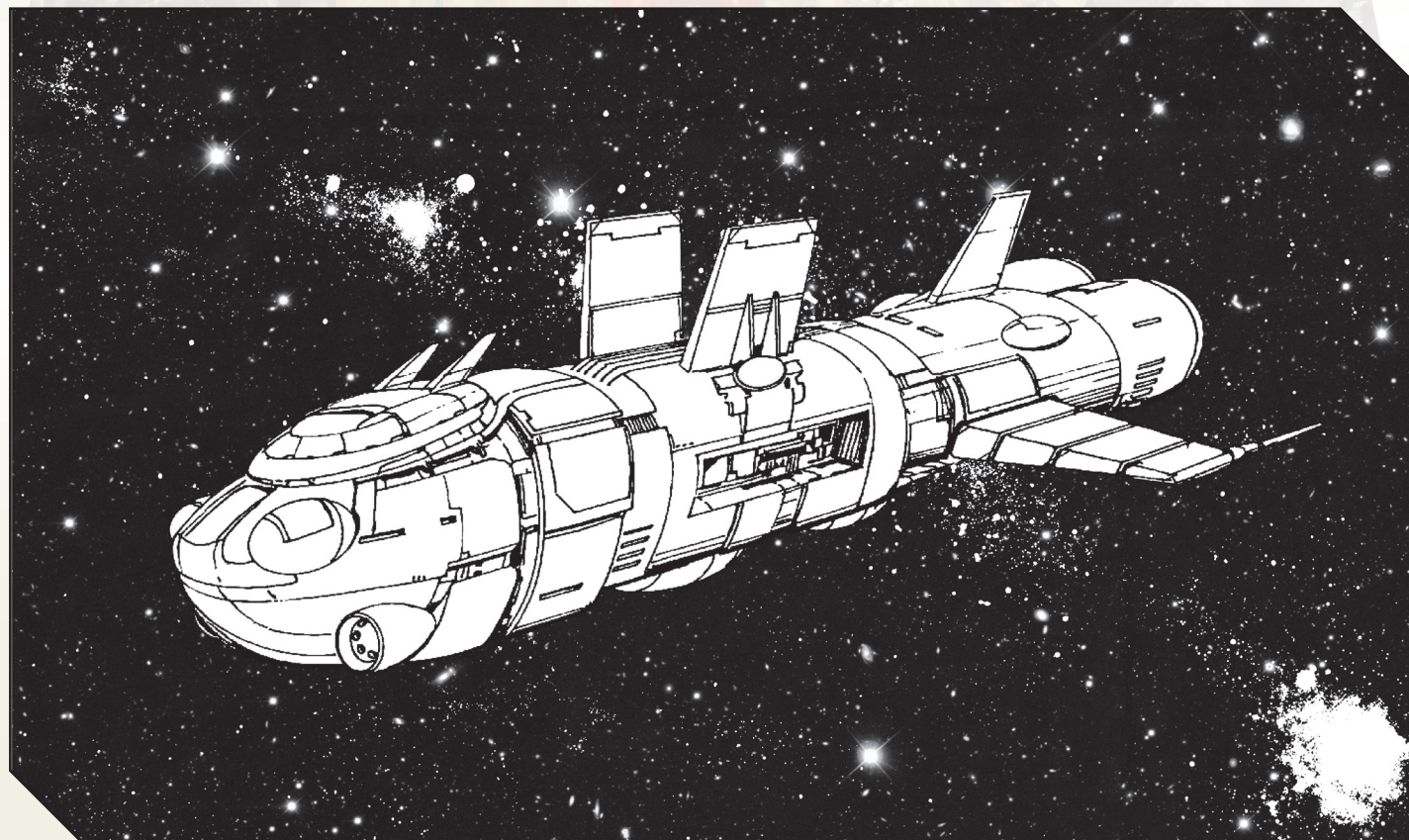
The Terran Hegemony's first major destroyer class, the *Essex*, was built by Delhi WarShips over Carver V for three decades. Alongside the larger *Lolas*, these ships formed the bulk of the Hegemony's first generation of WarShips.

By Star League standards, these ships were shockingly simple. Small, with a light frame, these vessels were not as rugged as later ships, but they pioneered many of the features that would become trademarks of a Hegemony destroyer. The *Essex*-class would serve the Hegemony through the Reunification War, slowly being replaced by *Carson*- and *Baron*-class ships before finally being decommissioned in favor of the *Naga*-class in 2645. By 2750, only a handful of these original *Essex* destroyers still served in the hands of the Great Houses, acquired as military surplus.

But rather than fade completely into history, the *Essex I*-class would see a unique renewal in the 2760s. The Amaris Coup triggered a spate of shipbuilding across the Inner Sphere. The Star League's

Golden Age had left the Capellan Confederation's naval infrastructure dangerously depleted, and pressure was put on Capella-based Delhi WarShips to provide a solution. With Carver V (and its shipyards) under siege until 2773, Delhi smuggled the plans for the *Vincent* and *Essex* to their Capellan yards and restarted production. Representatives of both Amaris and Kerensky complained about the blatant misuse of Star League intellectual property, but neither was in a position to do anything about it. Significant numbers of both classes would be built before start of the Succession Wars, giving the Capellan Confederation a useful navy—albeit a somewhat outdated and underweight one.

While the *Essex I* was still competitive in the Reunification War, by the Succession Wars it was badly outclassed. The Capellans were fortunate that the Free Worlds League and Federated Suns were forced to concentrate their fleets on other borders. This bought the Confederation navy enough freedom to operate with near impunity during the early conflicts, but as the Wars dragged on, these old-build *Essexes* proved easy targets, and none survived after 2830.





ESSEX I-CLASS DESTROYER

Tech: Inner Sphere
Introduced: 2351
Mass: 560,000 tons
Length: 602 meters
Sail Diameter: 1,003 meters
Fuel: 3,000 tons (7,500)
Tons/Burn-day: 39.52
Safe Thrust: 3
Maximum Thrust: 5
Sail Integrity: 4
KF Drive Integrity: 13
Heat Sinks: 1,000
Structural Integrity: 30
Battle Value: 33,282

Armor

Nose: 26
Fore-Sides: 25
Aft-Sides: 25
Aft: 24

Cargo

Bay 1: Small Craft (12) 2 Doors
 Bay 2: Cargo (134,847 tons) 4 Doors

DropShip Capacity: 0

Grav Decks: 1 (60-meter diameter)

Escape Pods: 25

Life Boats: 25

Crew: 35 officers, 160 enlisted/non-rated, 45 gunners, 60 bay personnel

Notes: Equipped with 330 tons of standard armor

Weapons:		Capital Attack Values (Standard)				Class
Arc (Heat) Type	Heat	Short	Medium	Long	Extreme	
Nose (60 Heat)						
2 NAC 10 (40 rounds)	60	20	20	20	—	Capital AC
FL/FR (300 Heat)						
3 NAC 10 (60 rounds)	90	30	30	30	—	Capital AC
3 NL 45	210	14	14	14	14	Capital Laser
LBS/RBS (238 Heat)						
1 NAC 10 (20 rounds)	30	10	10	10	—	Capital AC
4 NL 35	156	14	14	14	—	Capital Laser
AL/AR (238 Heat)						
1 NAC 10 (20 rounds)	30	10	10	10	—	Capital AC
4 NL 35	156	14	14	14	—	Capital Laser
Aft (280 Heat)						
4 NL 45	280	18	18	18	18	Capital Laser

ATHENA (CRUISER)

The *Athena*-class cruiser shares common roots with the *Aegis*, and thus is commonly considered to be an outgrowth of James McKenna's late-Alliance/early-Hegemony naval construction programs. Yet while McKenna was the driving force behind the construction of these ships, their origins—like many of the Alliance's fleet vessels—were actually conceived nearly a century before him.

In the 2170s, the Terran Alliance feared that separatists might be able to establish their own interstellar colonies or bring nuclear terrorism to those still loyal to the Alliance. These fears justified enormous grants to research and development funds that then found their way to the moribund defense industries of some leading Terran nation-states. McKenna discovered these stillborn plans during his time at Annapolis Academy, in Terra's North American province, and developed an infatuation that changed history. Among them were the core concepts of a combat JumpShip class dubbed *Athena*.

As more and more of the nascent interstellar powers began devising their own armed JumpShips (often lacking industry for more ambitious battle-worthy vessels), the Hegemony revised the *Athena*'s original blueprints to eventually develop the *Aegis* class. The original *Athena* concept would thus have been consigned to a trivial footnote in the *Aegis*' design history, until the Magistracy of Canopus found itself in a position to implement a more faithful version for itself. Where the Terrans had turned the *Athena* concept into their iconic heavy cruiser, the Magistracy stuck much closer to the original blueprints, improvising only as a concession to local component availabilities.

The *Athena* is an interesting insight to 2170s views on space warfare. With virtually no practical experience in deep space warfare, the Alliance relied on brainstorming, simulations, and the experience of Second Cold War orbital space battles. The result was a ship designed for space-to-space nuclear warfare and support for Alliance troops invading separatist colonies: heavy capital missile batteries in the bow and stern arcs; potent laser batteries for ammo-independent anti-fighter, anti-shipping, and surface-bombardment duties. Its supplementary autocannons, added likely as an afterthought, proved potent in high-speed closing engagements, but were likely intended to serve more against relatively immobile targets, such as satellites and stations. The stern-heavy weaponry (a feature shared with the *McKenna* and modernized *Aegis*) reflected the *Athena*'s role as a bombardment platform, as the vessel would be expected to hover at the atmospheric threshold over a battlefield with her nose pointed away from the planet.

Another feature that clearly shows the *Athena*'s ancient origins is the lack of docking collars. Conceived before the advent of K-F boom technologies, the ship was originally designed to internally house a pair of large drop shuttles weighing up to 1,000 tons each, plus two squadrons of smaller shuttles. The Magistracy redesigned the *Athena*'s docking bays to hold just over twenty standard small craft vessels. In practice, these bays would typically accommodate eighteen aerospace fighters and four shuttles, giving the *Athena* a moderate fighter screen and independent transport for its marine contingent.

FIELD REPORT 2765: PERIPHERY



Finally, the *Athenas* featured roomy and well-appointed quarters for all personnel and any passengers (such as the upper-echelon officers who frequently used the *Athenas* as flagships.) Twin, counter-rotating gravity decks provided abundant room for these quarters, providing a comfortable 1G environment at three rpm.

ATHENA-CLASS CRUISER

Tech: Inner Sphere

Introduced: 2569

Mass: 500,000 tons

Length: 625 meters

Sail Diameter: 1,208 meters

Fuel: 5,000 tons (12,500)

Tons/Burn-day: 39.52

Safe Thrust: 2

Maximum Thrust: 3

Sail Integrity: 4

KF Drive Integrity: 12

Heat Sinks: 7000

Structural Integrity: 90

Battle Value: 107,892

Armor

Nose: 70

Fore-Sides: 68

Aft-Sides: 68

Aft: 70

Cargo

Bay 1: Small Craft (22), 5 Doors
Motorized Infantry Platoons (4)

Bay 2: Cargo (26,317 tons) 2 Doors

DropShip Capacity: 0

Grav Decks: 2 (225-meter diameter each)

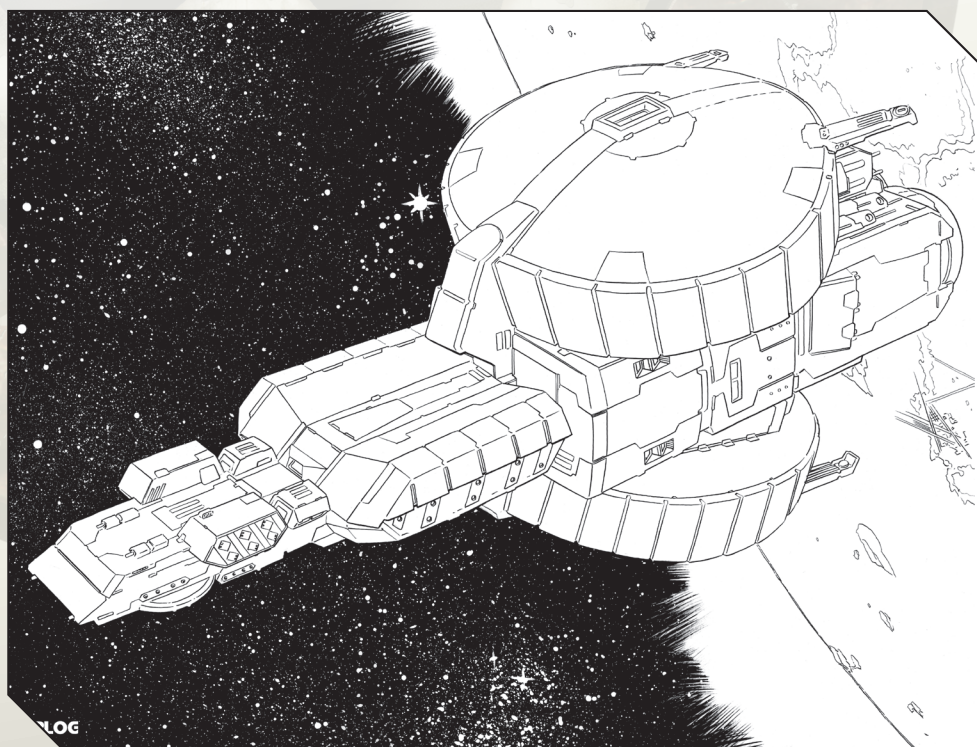
Escape Pods: 100

Life Boats: 100

Crew: 50 officers, 120 enlisted/non-rated,
120 gunners, 222 bay personnel, 300
first class passengers

Notes: Equipped with 895 tons of standard armor, enlisted/non-rated and gunners use first-class passenger compartments

Weapons: Arc (Heat) Type Nose (400 Heat)	Heat	Capital Attack Values (Standard)				Class
		Short	Medium	Long	Extreme	
2 NAC 30 (20 rounds)	200	60	60	60	—	Capital AC
2 NAC 30 (20 rounds)	200	60	60	60	—	Capital AC
FL/FR (770 Heat)						
8 NL 55	680	44	44	44	44	Capital Laser
2 White Shark (20 missiles)	30	6	6	6	6	Capital Missile
2 White Shark (20 missiles)	30	6	6	6	6	Capital Missile
2 White Shark (20 missiles)	30	6	6	6	6	Capital Missile
LBS/RBS (680 Heat)						
8 NL 55	680	44	44	44	44	Capital Laser
AL/AR (770 Heat)						
8 NL 55	680	44	44	44	44	Capital Laser
2 White Shark (20 missiles)	30	6	6	6	6	Capital Missile
2 White Shark (20 missiles)	30	6	6	6	6	Capital Missile
2 White Shark (20 missiles)	30	6	6	6	6	Capital Missile
Aft (1,850 Heat)						
8 NL 55	680	44	44	44	44	Capital Laser
8 NL 55	680	44	44	44	44	Capital Laser
2 NAC 30 (20 rounds)	200	60	60	60	—	Capital AC
2 NAC 30 (20 rounds)	200	60	60	60	—	Capital AC
2 White Shark (20 missiles)	30	6	6	6	6	Capital Missile
2 White Shark (20 missiles)	30	6	6	6	6	Capital Missile
2 White Shark (20 missiles)	30	6	6	6	6	Capital Missile





RIGA II (DESTROYER/CARRIER)

Star League destroyers were notorious for sacrificing capability in favor of being cheap, numerous and expendable. This made the second *Riga*-class something of an anomaly. With its docking collars and heavy armor, it resembled a House destroyer or SLDF frigate more than the traditional SLDF destroyer. To understand why, one needs to consider the lithium-fusion battery revolution that was slowly making its way through the SLDF at this time. In the 2500s, LF batteries revitalized cruisers as a viable class only for them to be outmoded again in the 2600s when the technology was applied to the rising numbers of the new *McKenna*-class. These fast-reaction battleships relied on DropShips for escorts, which was fine when ships with LF batteries were the exception. But as their services were called upon more often, the need for heavy escort arose as a single *McKenna* would deploy in conditions where a pair of cruisers might have served before.

The *Riga II* filled that need. The ship's features make sense in this context as the LF Battery ships are akin to a high value House navy within the greater SLDF fleet. Unlike the *Lola III* or *Essex II* classes, *Riga IIs* were soon seen as "too valuable" to risk an easy loss.

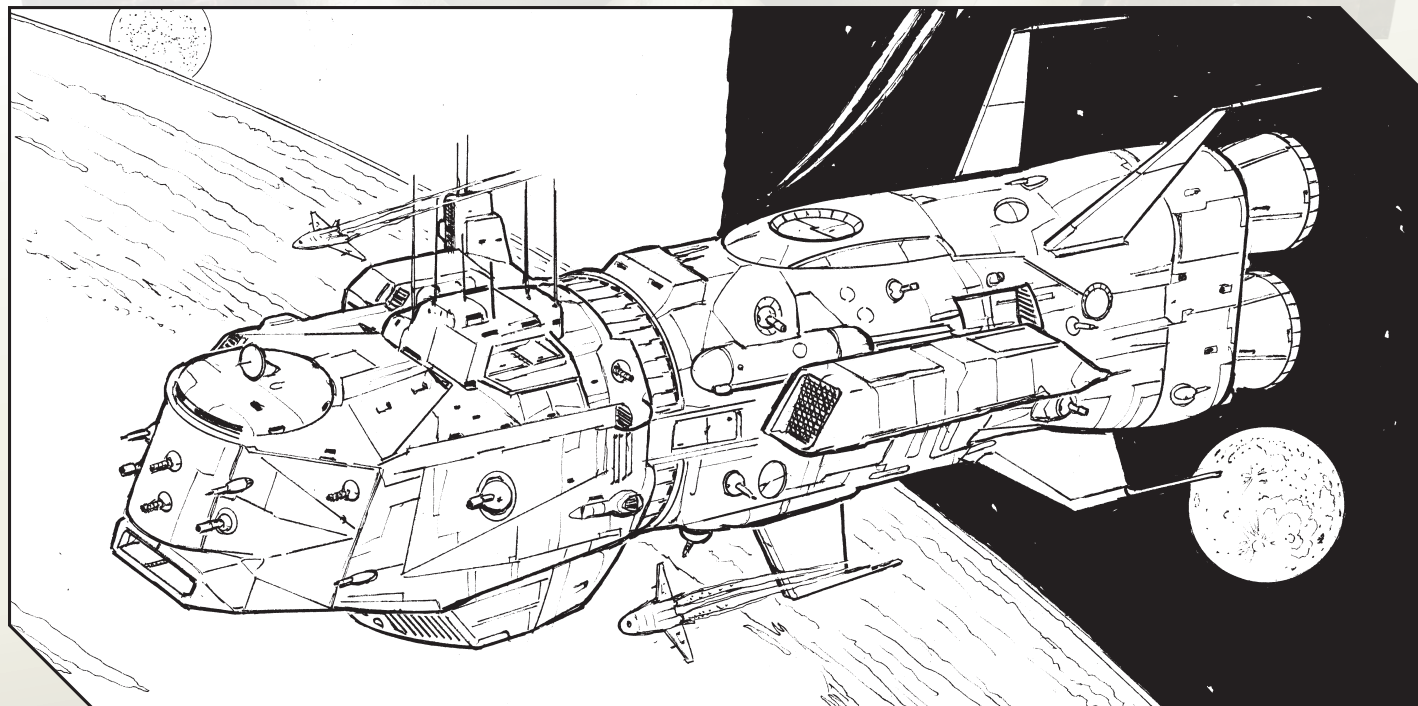
Rushed into production after the death of First Lord Simon Cameron, sixty *Riga IIs* had been commissioned by Christmas of 2766. Two of these ships were part of the First Fleet, and were destroyed by the Regan SDS while engaging surface targets over Geneva. The rest of the *Riga IIs*, already stationed in the Periphery, were heavily engaged in the uprisings that erupted there. As some of the strategically fastest

ships in the fleet, these vessels often served as "first responders" alongside a cruiser, or a *McKenna*. Paradoxically, this kept them relatively safe. Unable to face the SLDF head on, as the navies of the Periphery would try to ambush more exposed targets, in the hopes of being long gone before any line squadrons arrived.

The same could not be said of the eventual campaign against Amaris, however. Mobility was vital to taking on the *Caspar* drones, which meant modern ships like the *McKenna*, *Luxor*, and *Riga II* found themselves in the vanguard of several offensives and suffered heavy losses as a result. Over the course of the campaign, half of the Star League's remaining *Riga IIs* were lost—compared to the ninety percent loss rate suffered by *Lola IIIs* and *Essex IIs*. After the campaign, four surviving (but badly damaged) *Riga IIs* were stripped and scuttled, while the remaining twenty-two left with General Kerensky and his Exodus fleet, lost to history.

(Addendum 3091)

As one of the most numerous and modern destroyers in the Exodus fleet, the *Riga II* served as the primary patrol unit. Upon reaching the Pentagon worlds, most *Riga IIs* were kept in service rather than being mothballed. This put them at the center of the action after Nicholas Kerensky left the Pentagon worlds in December of 2801 resulting in the destruction of most *Riga IIs* during the civil wars that followed. The two surviving Pentagon *Riga IIs* would be destroyed during Operation Klondike. The six remaining *Riga IIs* would serve the Clans for another hundred years before a series of major refits reworked all six into the modern *York*-class.



FIELD REPORT 2765: PERIPHERY



RIGA II-CLASS DESTROYER/CARRIER

Tech: Inner Sphere
Introduced: 2747
Mass: 600,000 tons
Length: 630 meters
Sail Diameter: 1,180 meters
Fuel: 9,000 tons (22,500)
Tons/Burn-day: 39.52
Safe Thrust: 4
Maximum Thrust: 6
Sail Integrity: 4
KF Drive Integrity: 13
Heat Sinks: 581 (1162)
Structural Integrity: 60
Battle Value: 73,035

Armor

Nose: 120
Fore-Sides: 100
Aft-Sides: 100
Aft: 120

Cargo

Bay 1: Fighters (18) 4 Doors
 Bay 2: Fighters (18) 4 Doors
 Bay 3: Cargo (70,496 tons), 1 Doors
 Small Craft (5)

DropShip Capacity: 2

Grav Decks: 2 (1 140-meter diameter, 1 65-meter diameter)

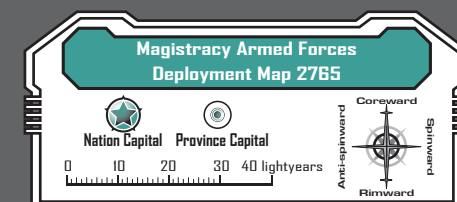
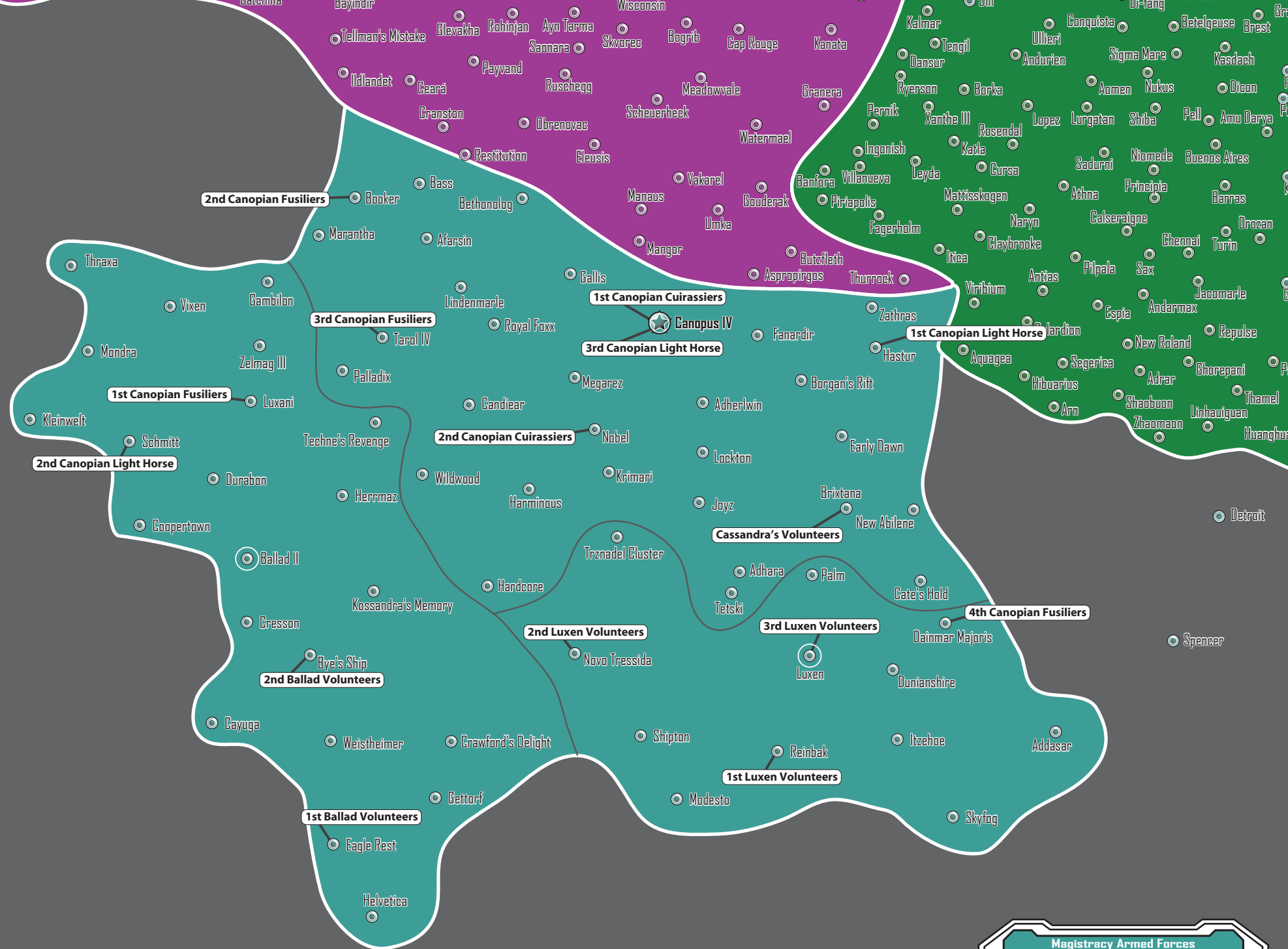
Escape Pods: 20

Life Boats: 30

Crew: 40 officers, 158 enlisted/non-rated, 42 gunners, 97 bay personnel

Notes: Equipped with 604 tons of Lamellor ferro-carbide armor and lithium-fusion battery system

Weapons:	Capital Attack Values (Standard)					
Arc (Heat) Type	Heat	Short	Medium	Long	Extreme	Class
Nose (810 Heat)						
4 Medium NPPC	540	36	36	36	36	Capital PPC
1 NAC 40 (20 rounds)	135	40	40	—	—	Capital AC
1 NAC 40 (20 rounds)	135	40	40	—	—	Capital AC
FL/FR (244 Heat)						
2 NL45, 2 NL 35	244	16	16	16	9	Capital Laser
LBS/RBS (200 Heat)						
2 NAC 30 (200 rounds)	200	60	60	60	—	Capital AC
AL/AR (244 Heat)						
2 NL45, 2 NL 35	244	16	16	16	9	Capital Laser
Aft (488 Heat)						
4 NL45, 4 NL 35	488	32	32	32	18	Capital Laser

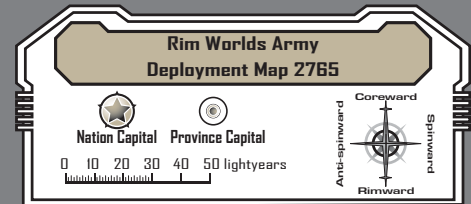


**Rim Worlds Army
Deployment Map 2765**



Nation Capital Province Capital

0 10 20 30 40 50 lightyears



5th Amaris Regulars

8th Amaris Regulars

3rd Amaris Regulars

10th Amaris Lancers

7th Amaris Regulars

ID Stefan Amaris

6th Amaris Regulars

1st Republican Guards

2nd Republican Guards

4th Republican Guards

15th Amaris Lancers

4th Amaris Regulars

ID Catherine Dormax

1st Amaris Regulars

3rd Republican Guards

12th Amaris Lancers

13th Amaris Lancers

2nd Amaris Regulars

ID Hector Rowe

5th Republican Guards

14th Amaris Lancers

11th Amaris Lancers

ID Tadeo Amaris

6th Republican Guards

BATTLETECH



WARSHIP RECORD SHEET

WARSHIP DATA

Type: ESSEX I

Name: _____ Tonnage: 560,000
 Thrust: _____ Tech Base: Inner Sphere
 Safe Thrust: 3
 Maximum Thrust: 5
 DropShip Capacity: 0
 Fighters/Small Craft: 0 / 12 Launch Rate: 0/4

Weapons & Equipment Inventory

Capital Scale			(1-12)	(13-24)	(25-40)	(41-50)
Bay	Loc	Ht	SRV	MRV	LRV	ERV
2 NAC/10 (40 rounds)	N	60	20	20	20	—
3 NAC/10 (60 rounds)	FL/FR	90	30	30	30	—
3 NL 45	FL/FR	210	14	14	14	14
1 NAC/10 (20 rounds)	LBS/RBS	30	10	10	10	—
4 NL 35	LBS/RBS	156	14	14	14	—
1 NAC/10 (20 rounds)	AL/AR	30	10	10	10	—
4 NL 35	AL/AR	156	14	14	14	—
4 NL 45	A	280	18	18	18	18

Grav Decks:
 Grav Deck #1: 60-meter

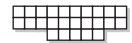
Cargo:
 Bay 1: Small Craft (12) (2 doors)
 Bay 2: Cargo (134,847 tons) (4 doors)

BV: 33,282

Fore-Left Damage
 Threshold (Total Armor)
 3 (25)



Fore-Right Damage
 Threshold (Total Armor)
 3 (25)



Aft-Left Damage
 Threshold (Total Armor)
 3 (25)



Aft-Right Damage
 Threshold (Total Armor)
 3 (25)



Aft Damage Threshold
 (Total Armor)
 3 (24)



CREW DATA

Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken: 1 2 3 4 5 6
 Modifier: +1 +2 +3 +4 +5 Incp.
 Crew: 300 Marines: 0
 Passengers: 0
 Other: 0 Battle Armor: 0
 Life Boats/Escapes Pods: 25/25

CRITICAL DAMAGE

Avionics +1 +2 +5 Life Support +2
 CIC +2 +4 D
 Sensors +1 +2 +5
 Thrusters
 Left +1 +2 +3 D
 Right +1 +2 +3 D
 Engine -1 -2 -3 -4 -5 D

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										

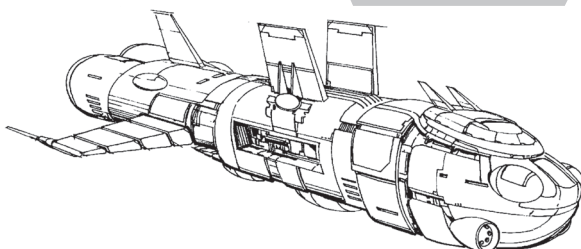
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										

HEAT DATA

Heat Sinks: 1,000 Heat Generation Per Arc
 Nose: 60
 Left/Right Fore: 300 / 300
 Left/Right Broadside: 238 / 238
 Left/Right Aft: 238 / 238
 Aft: 280

ARMOR DIAGRAM

Capital Scale



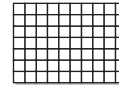
BATTLETECH



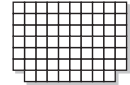
ARMOR DIAGRAM

Capital Scale

Nose Damage Threshold
(Total Armor)
7 (70)



Fore-Right Damage
Threshold (Total Armor)
7 (68)



WARSHIP RECORD SHEET

WARSHIP DATA

Type: ATHENA

Name: _____ Tonnage: 500,000
Thrust: _____ Tech Base: Inner Sphere
Safe Thrust: 2
Maximum Thrust: 3
DropShip Capacity: 0
Fighters/Small Craft: 0 / 22 Launch Rate: 0/10

Weapons & Equipment Inventory

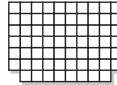
Bay	Loc	Ht	SRV	MRV	LRV	ERV
2 NAC/30 (20 rounds)	N	200	60	60	60	—
2 NAC/30 (20 rounds)	N	200	60	60	60	—
8 NL 55	FL/FR	680	44	44	44	44
2 White Shark (20 missiles)	FL/FR	30	6	6	6	6
2 White Shark (20 missiles)	FL/FR	30	6	6	6	6
2 White Shark (20 missiles)	FL/FR	30	6	6	6	6
8 NL 55	LBS/RBS	680	44	44	44	44
8 NL 55	AL/AR	680	44	44	44	44
2 White Shark (20 missiles)	AL/AR	30	6	6	6	6
2 White Shark (20 missiles)	AL/AR	30	6	6	6	6
2 White Shark (20 missiles)	AL/AR	30	6	6	6	6
8 NL 55	A	680	44	44	44	44
8 NL 55	A	680	44	44	44	44
2 NAC/30 (20 rounds)	A	200	60	60	60	—
2 NAC/30 (20 rounds)	A	200	60	60	60	—
2 White Shark (20 missiles)	A	30	6	6	6	6
2 White Shark (20 missiles)	A	30	6	6	6	6
2 White Shark (20 missiles)	A	30	6	6	6	6

Grav Decks:
Grav Deck #1: 225-meter
Grav Deck #2: 225-meter

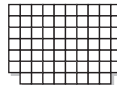
Cargo:
Bay 1: Small Craft (22) (5 doors)
Motorized Infantry Platoons (4)
Bay 2: Cargo (26,317 tons) (2 doors)

BV: 107,892

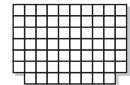
Fore-Left Damage
Threshold (Total Armor)
7 (68)



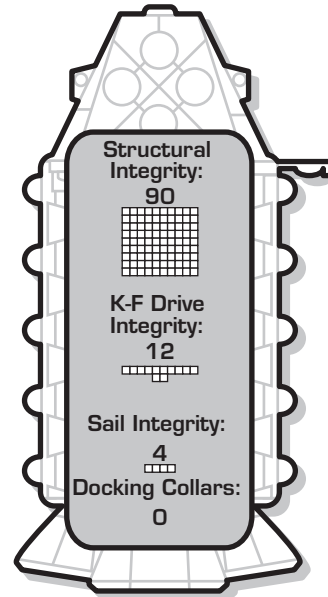
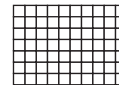
Aft-Left Damage
Threshold (Total Armor)
7 (68)



Aft-Right Damage
Threshold (Total Armor)
7 (68)



Aft Damage Threshold
(Total Armor)
7 (70)



CREW DATA

Gunnery Skill: _____ Piloting Skill: _____
Hits Taken: 1 2 3 4 5 6
Modifier: +1 +2 +3 +4 +5 Incp.
Crew: 512 Marines: 0
Passengers: 300
Other: 0 Battle Armor: 0
Life Boats/Escapes Pods: 100/100

CRITICAL DAMAGE

Avionics +1 +2 +5 Life Support +2
CIC +2 +4 D
Sensors +1 +2 +5
Thrusters
Left +1 +2 +3 D
Right +1 +2 +3 D
Engine -1 -2 -3 -4 -5 D

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										

HEAT DATA

Heat Sinks: 7,000 Heat Generation Per Arc
Nose: 400
Left/Right Fore: 770 / 770
Left/Right Broadside: 680 / 680
Left/Right Aft: 770 / 770
Aft: 1850

BATTLETECH



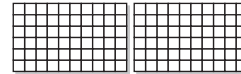
ARMOR DIAGRAM

Capital Scale

Nose Damage Threshold
(Total Armor)
12 (120)



WARSHIP RECORD SHEET



WARSHIP DATA

Type: RIGA II

Name: _____ Tonnage: 600,000
Thrust: _____ Tech Base: Inner Sphere
Safe Thrust: 4
Maximum Thrust: 6
DropShip Capacity: 2
Fighters/Small Craft: 36 / 5 Launch Rate: 16 / 2

Weapons & Equipment Inventory

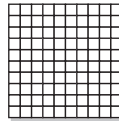
Capital Scale			(1-12)	(13-24)	(25-40)	(41-50)
Bay	Loc	Ht	SRV	MRV	LRV	ERV
4 Medium NPPC	N	540	36	36	36	—
1 NAC/40 (20 rounds)	N	135	40	40	—	—
1 NAC/40 (20 rounds)	N	135	40	40	—	—
2 NL 45	FL/FR	244	16	16	16	9
2 NL 35						
2 NAC/30 (200 rounds)	LBS/RBS	200	60	60	60	—
2 NL 45	AL/AR	244	16	16	16	9
2 NL 35						
4 NL 45	A	488	32	32	32	18
4 NL 35						

Grav Decks:
Grav Deck #1: 140-meter
Grav Deck #2: 65-meter

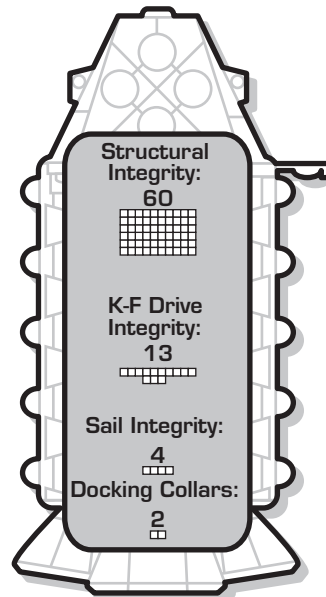
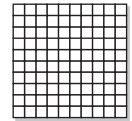
Cargo:
Bay 1: Fighters (18) (4 doors)
Bay 2: Fighters (18) (4 doors)
Bay 3: Cargo (70,496 tons) (1 door)
Small Craft (5)

BV: 73,035

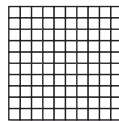
Fore-Left Damage
Threshold (Total Armor)
10 (100)



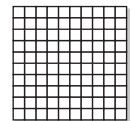
Fore-Right Damage
Threshold (Total Armor)
10 (100)



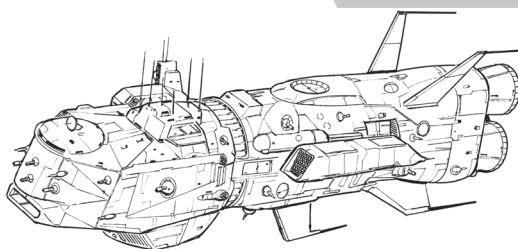
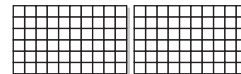
Aft-Left Damage
Threshold (Total Armor)
10 (100)



Aft-Right Damage
Threshold (Total Armor)
10 (100)



Aft Damage Threshold
(Total Armor)
12 (120)



CREW DATA

Gunnery Skill: _____ Piloting Skill: _____
Hits Taken: 1 2 3 4 5 6
Modifier: +1 +2 +3 +4 +5 Incp.
Crew: 337 Marines: 0
Passengers: 0
Other: 0 Battle Armor: 0
Life Boats/Escapes Pods: 30/20

CRITICAL DAMAGE

Avionics +1 +2 +5 Life Support +2
CIC +2 +4 D
Sensors +1 +2 +5
Thrusters
Left +1 +2 +3 D
Right +1 +2 +3 D
Engine -1 -2 -3 -4 -5 D

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										

HEAT DATA

Heat Sinks: 581
(1,162)
Heat Generation Per Arc
Nose: 810
Left/Right Fore: 244 / 244
Left/Right Broadside: 200 / 200
Left/Right Aft: 244 / 244
Aft: 488