BATTLETECH™

ERA REPORT:3145

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A DARK AGE ERA SOURCEBOOK

AS DARKNESS DESCENDS . . .

ERA REPORT: 3145

In 3132, eighty percent of the hyperpulse generators in the Inner Sphere shut down, silencing virtually all interstellar communications between the thousands of worlds humankind called home. Remembering the horrors of the Jihad that ended just half a century before, paranoid citizens and opportunistic leaders across the Sphere instinctively girded for the invasions that were sure to come. As ancient rivals once again turned against each other, the Republic of the Sphere—once a beacon of hope for billions—found itself nearly torn asunder by hostile neighbors on every side.

A new Dark Age had begun.

Era Report: 3145 describes the state of the Inner Sphere at critical age in *BattleTech* history: the years of the Dark Age era. Presented as a general overview of the period, rather than a focused report on a single conflict, this book includes descriptions of every major Inner Sphere faction active in the wake of the catastrophic failure of the interstellar HPG grid. Notable personalities, military forces, and an overview of the technological capabilities of the Dark Age era are also provided, along with special advanced-level rules for campaigns set during this time, whether played using the *Total Warfare* core rules or those found in *A Time of War: The BattleTech Role-Playing Game*.

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STAR LEAGUE ERA CLAN INVASION ERA JIHAD ERA
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Outside Radilov, Tikonov
Federated Suns
23 May 3145

Now

Many kilometers northeast of Tikograd, the setting sun illuminated the smoke and the fires and the mud and the blood covering the battlefield. The wreckage of two forces littered the ground as far as the eye could see, mortal enemies tangled together in a confusing mass of metal and glass and plastic. Capellan green mixed freely in death with Suns gold.

Eleven meters above the ground, Colonel Wallace Glynn surveyed the charnel from the cockpit of his *Enforcer III*. His blond hair was plastered to his skull by sweat and the heavy neurohelmet that served as the interface between man and machine. His arms still trembled slightly as his muscles recalled the tension of the last eight hours and the way Wallace had tightly gripped the controls of his BattleMech. His legs had long since passed beyond cramped and felt like they were now a permanent fixture in the cockpit, as if he would have to leave them behind when—if?—he ever emerged. With every blink, his eyelids scraped like sandpaper across pale blue eyes made bloodshot from lack of rest and the irritants in the air. Despite the allegedly sealed cockpit environment, Wallace could smell coolant and oxidation and fuel and propellant gasses and a multitude of other aromas of modern warfare. Cutting through all the rest with a sharp and unforgettable tang, though, he could smell death.

"Colonel?"

The crackling comm drew Wallace's gaze to the command console that took up most of the remaining space around him. It was easy to forget that there were others; the isolation of a BattleMech's cockpit riding high above the ground reinforced the idea that a MechWarrior was a lone knight on the battlefield. But Wallace could ill afford such solipsism. There was a war on and every second, every man, every bullet and missile and beam counted. He thumbed his transceiver open.

"Yes, Sergeant? Is there a problem?"

"Problem, sir? No sir. That is, not, uh, not here, sir."

Oh, sweet Christ preserve me. "Not here? Well, then where?"

Wallace rolled his eyes and maneuvered his *Enforcer* around the wreckage of a Capellan Po tank. He could see the bodies of the crew sprawling out of the main hatch and even through rends in its flank armor. Several seemed to be missing various limbs. As he passed, Wallace nudged the wreckage with his 'Mech's right foot. A resounding *clank* gave him a moment's satisfaction, and his lips briefly curled in a weary smile.

"Sir," the obviously too-young sergeant continued. Judging by the voice, it must be Sergeant Hingle from Bravo Company. "Sir, we've lost con—lost contact with the, uh, city force. The defenders. The ones we left back at the, uh, back at Tikograd."

Wallace cringed as the young officer cleared his throat loudly over an open mic. *Just what the hell do they teach kids these days about proper radio protocols, anyway?*

"Yes, Sergeant, I get it." Wallace glanced at the chronometer on his control panel. "How long since the last communication?"

"Just, just about an hour. Last update was at seventeen hundred."

One hour. Sixty minutes without word from the Duke.

Then

Duke Aaron Sandoval strode confidently into the command center that had been set up in Tikograd's Pavilion of Capellan Culture. The irony was, of course, not lost on him.

"All right, people, gather 'round and listen up!"

The heads of every officer and aide in the center snapped up at his words. He had long since dispensed with the frankly useless custom of saluting him every time he entered the room. Aaron had better things to do with his time than cater to outmoded military claptrap. Pointless protocol might work for some people, but for him it just got in the way of efficient operations. Each of his people knew and respected the others already; why waste time on ceremony?

Aaron stopped at the great holotable that had been set up in the center of the room when it was commandeered by Tikonov's defenders. While not a fully immersive tank like the Clans had, the device was more than adequate to show a flattened representation of the planet's surface and even an overview of the whole Tikonov system. Leftenant Van Leeuwen was in charge of operating the table and keeping it running, and the young woman had proven to be one of the best aides Aaron had ever had. She was never far from the holotable, and seemed to sleep with her headset on and her datapad at the ready. Her ability to anticipate his every need was fast becoming legendary.

"Francine, please call up system map A12-17."

"System map A12-17 already loaded, sir. Activating now." The young officer's slender fingers danced across her 'pad and the holotable came to life.

A schematic representation of the Tikonov system filled the air above the table. Vector lines marked the paths of numerous satellites, both those in close orbit around the planet and those on wider, elliptical tracks across the entire star system. At the two jump points located at the poles of a sphere centered on Romashka, the system's primary, several bright golden lights marked the positions of recharging JumpShips. Everyone's attention, however, was drawn to a similar dot blazing in jade green a short distance from the third planet in the system.

"As you can see," Aaron began, "we've got visitors. Francine, will you please—oh, thank you."

As the gathered crowd watched, the image floating above the table zoomed in towards the green light. The one light resolved itself into four smaller dots and then became computer representations of enormous metal spheroids that everyone present recognized as military DropShips.

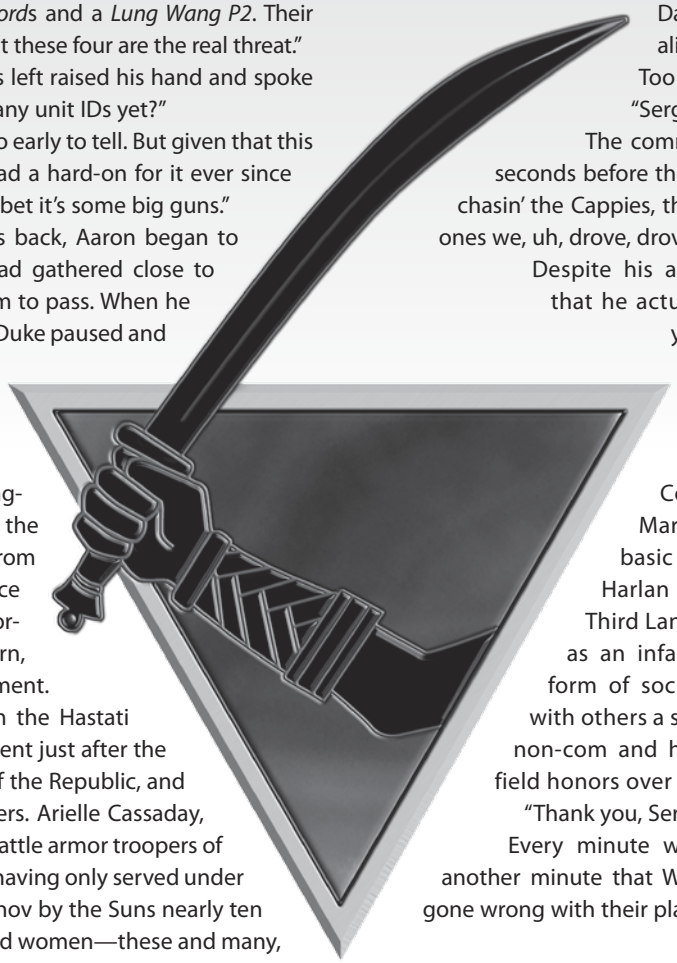
Aaron picked up a light pen from the edge of the holotable and pointed it towards the vessels. "A long-range surveillance satellite detected these guys about an hour and a half ago. Preliminary iden-

tification pegs them as three *Overlord*s and a *Lung Wang P2*. Their jumper is still being triangulated, but these four are the real threat."

A fair-haired colonel to Aaron's left raised his hand and spoke at the Duke's nod. "Sir, do we have any unit IDs yet?"

"Unfortunately, Wallace, no. Too early to tell. But given that this is Tikonov and the Cappies have had a hard-on for it ever since losing it in the Fourth War, you can bet it's some big guns."

Clasping his hands behind his back, Aaron began to circle the holotable. Those who had gathered close to the table stepped back to allow him to pass. When he had progressed about halfway, the Duke paused and looked around at his assembled officers. Not one of them showed any anxiety or fear about the battle they knew would be coming soon. Many of them had served alongside him for a long time, some since the beginning. The fair-haired colonel from the Third FedSuns Lancers, Wallace Glynn, had started out as a lance corporal in Aaron's original Swordsworn, specifically the Prince's Men regiment. Torger McGaha had defected from the Hastati Sentinels to join the Duke's movement just after the election of Jonah Levin as Exarch of the Republic, and now commanded the Fourth Lancers. Arielle Cassaday, the giant of a woman who led the battle armor troopers of the Eighth Crucis, was a latecomer, having only served under Aaron since the annexation of Tikonov by the Suns nearly ten years ago. Any one of these men and women—these and many, many more who were not present in the room—Aaron would be proud to fight, and even die beside.



Banishing such morbid thoughts from his mind, Aaron resumed speaking. "So that's where we stand. At least three regiments incoming versus our two. Hell, considering what the Cappies pulled at Liao back in '11, there could be five or six regiments crammed into those DropShips."

Aaron put down the light pen he had been carrying and leaned on the table's surface with his fists. He stared intently at the green light that marked the position of the incoming Capellan troops.

"Question is, how do we plan to beat them?"

Now

"Cuckoo to Mallard. Come in, Mallard."

No answer. There had been no answer for the last fifteen minutes.

"Sergeant Hingle, any luck?"

"No sir, Colonel. I can't get any, uh, any response from the Duke. Or, or anyone at his position."

Wallace cursed under his breath. They had been unable to establish contact with Duke Sandoval since the retreat of the Dai Da Chi forces. Was the Duke even still alive? Had the defense of the city held? Too damn many questions.

"Sergeant, where's our aerospace?"

The comms line hissed and popped for a few seconds before the sergeant answered. "Uh, they're, uh, chasin' the Cappies, the ones who skedaddled. The, uh, the ones we, uh, drove, drove back from their objective. Uh, sir."

Despite his annoying verbal tics, Wallace found that he actually enjoyed talking to the nervous young sergeant. The younger man had only been in service for less than a year, having enlisted on his homeworld of Mentasta with the intent of fighting against the Combine invasion of the Draconis March. Two weeks after finishing his basic training, the Capellans invaded and Harlan Hingle was instead posted to the Third Lancers, Able Battalion, Bravo Company as an infantryman. While he suffered a mild form of social anxiety that made conversation with others a struggle at times, he was an excellent non-com and had already received several battlefield honors over his short career.

"Thank you, Sergeant."

Every minute without contact with the Duke was another minute that Wallace worried. So much could have gone wrong with their plan to defend Tikograd.

Then

"Okay, so here's the situation."

Duke Aaron Sandoval scanned the assembled officers of the Third Lancers to make sure they were all paying attention before he continued. "The Cappies have been here six weeks now, but have yet to make a move on Tikograd. After initial actions at Rostov and Arkhangelsk, they've mostly settled into a pattern of smaller raids against the villages in northern Kazan while they work their way down to us here."

As Aaron spoke, green lights broke out across the holographic map projected before the group. They formed two thin lines reaching down from the northern coast of the zoomed-in continent, stretching like vine tendrils toward the larger golden light that marked the capital city.

The lights from the display gave Aaron's skin a strange glow as he stood before an assembly of his officers, company command and higher, to go over their options for defending Tikograd.

"As you can see here—" Aaron used his trusty light pen to point out the spot where the two green tendrils merged just a short distance from the capital "—they're now bearing right down on us."

"How long, sir?"

The Duke sought out the speaker and nodded at the young leftenant when he found him. "If they maintain current speed and don't get distracted by anything along the way, we're looking at two, three days."

"Can we distract them?" The remark from Captain Karp drew nervous laughter from the assembled officers. Everyone knew that the Capellan force included the troops of Dai Da Chi, one of the elite Warrior Houses of the Confederation's military. Individually, none of the three AFFS commands stationed on Tikonov were a match for the Dai Da Chi warriors.

Even Aaron laughed. "Well, I had thought to send you up north, Brandon, to give them one of your impromptu a capella concerts we're treated to some mornings, but then I realized that might earn me an Ares charge. Can't have that on my conscience, can I?"

Waiting a respectful amount of time for the tension-breaking laughter to subside, Aaron continued. "So, two to three days. Earliest reinforcements from the Fourth or the Eighth could get here is five. We're on our own."

A nod towards Leftenant Van Leeuwen brought a change to the map, zooming in until Tikograd occupied a lower corner of the display and a smaller town labeled "Luga" was positioned in the opposite corner.

"Our scouts confirm that the Dai Da Chi have taken Luga and are preparing a march on the capital. Luga is about two days' march northeast of us, give or take. In between are mostly abandoned villages and some agricultural areas. A few patches of forest that the Cappies never cut down and the Republic tried to grow with questionable success."

Aaron aimed his pointer at a village about two-thirds of the way to Tikograd from Luga. "We're setting up an ambush here, at Radilov. Or, what used to be Radilov before the Word shipped the populace away in '74 and left the village to rot."

Van Leeuwen tapped on her datapad and a row of icons materialized around the perimeter of Radilov.

Aaron nodded to Colonel Glynn. "In charge of the op will be Wallace with the Garnet and Ruby Battalions. They'll be set up as the trap, with Major Wildish and his Sapphires acting as the bait."

A slightly paunchy and balding major raised his hand and was acknowledged by the Duke. "Thanks for that, sir."

"Hey, Mike, that's what you get for beating my ass the other night. Didn't they teach you in OCS that you always let your CO win at cards?"

"Must have slept in that day."

"Then consider this a belated wake-up call." The laughter this time was hearty but brief. "So, what's your question?"

"Sir, we've only got the three battalions. Who's going to be watching over Tikograd while we're out there dancing with the Caps?"

Aaron ran his left hand back through his blond hair, carefully avoiding the topknot that had been the hallmark of the Sandoval clan for centuries. "Now, Major Wildish, you just leave that to me."

Now

They were two kilometers out from the city when their radios started dropping into static. Barely within sight of the massive walls and towers that surrounded Tikograd, the detachment led by Colonel Glynn had just entered the suburbs and industrial parks that had grown up around the city since the Jihad. With the great reduction in Tikonov's population due to the Word of Blake, most of the planet's residents had chosen to move closer to the fortified capital, counting on the peace of Devlin Stone to protect them. Now, it seemed, those same people had decided to throw in with the enemy.

"Sergeant Hingle, sitrep!"

As Wallace feared, the response was barely audible over the interference. "Col—el, looks li—we've, uh, we've got EC—uh, ECM—eaters set—out—area. We, uh, ca—ge—goo—signal thr—jamming—ir." Of course, given Hingle's vocal tics it was hard to tell how much of the garbled transmission was actually due to interference.

"Well, shit."

Wallace halted his *Enforcer* in the middle of an empty intersection. His men took up positions covering the major danger points and fanned out along the four branches of the road. He had a company of his best MechWarriors, as well as a lance of fast hover vehicles. He couldn't leave them there too long if the residents of this suburb—*Haselton, I think the map called it*—were aiding the Capellans, even if only passively by allowing their homes to harbor ECM devices to blanket the area. But he needed to stop and think.

Without air support, he'd hoped to get a line on the Duke himself once they got close enough to the city, but that wasn't going to happen with this interference.

Forgoing his radio, Wallace used the massive laser that made up the entire lower part of his 'Mech's left arm to signal to a nearby *Spider*. Despite having the grace of a drunken sailor, he somehow got across the order to seek high ground and search out the Duke's position. The *Spider* and two nearby *Mjolnir*s touched off their jets and rocketed skyward.

Then

"Sir! Enemy contact!"

Aaron turned from the small pocket of officers he'd been speaking to and stepped forward to greet the runner who had burst into the command center seconds before. When their comms had gone dead forty minutes earlier, Aaron had sent runners to his forces waiting at each gate in the massive city walls. He knew the attack was coming, just not where it would hit. Now he would know.

"Easy, son. Which gate?" He offered the young man a cup of water and waited patiently for him to catch his breath.

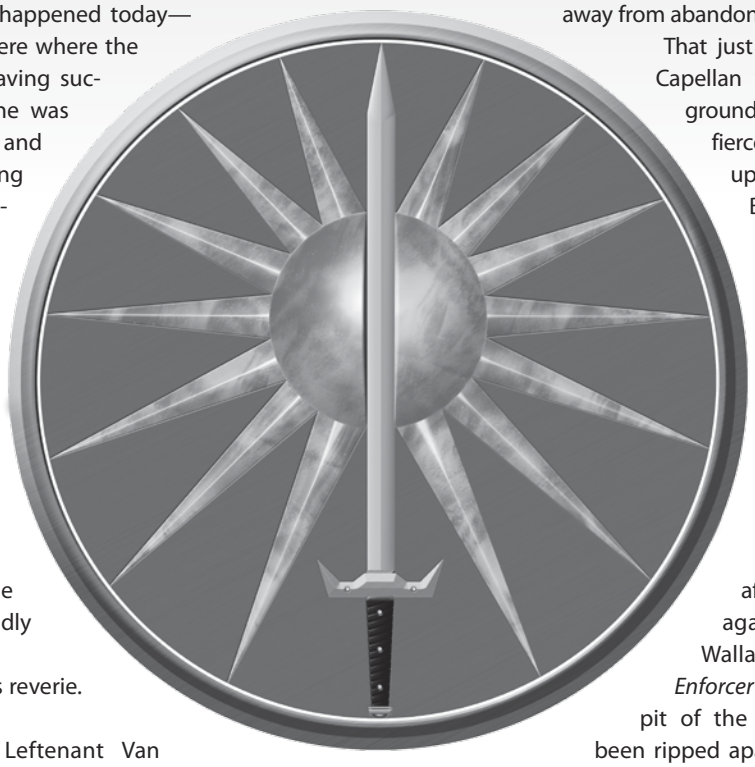
"Kogan, sir." With his message delivered, the runner bent over double and surrendered his body to the heaves and deep breaths that seized him. Aaron clapped him on the back and turned to

GYRO-INC
PLOG

address the gathered crowd. Their faces showed eagerness and determination and maybe a little fear.

"This is it, people." Though not many words, that was all it took. The command center erupted into a flurry of activity as the MechWarriors and tankers among the crowd rushed out to their BattleMechs and vehicles while the non-combatants got out of their way.

Aaron paused and surveyed the activity. A slight smile crept across his face. Whatever happened today—both here at the city and out there where the Third Lancers were hopefully having success against the Dai Da Chi—he was inordinately proud of his people and the job they had done defending Tikonov from the Capellan invaders. Whether they were born and bred Sunners or came with him from his Swordsworn movement, each and every one of them had Aaron's thanks and admiration. He himself had come a long way from his days as Lord Governor of a Republic Prefecture, one of the highest officials in that defunct nation. Whatever their origin, they were all now children of the Federated Suns and would gladly shed blood to ensure its future.



A hand on his arm broke his reverie. "Coming, sir?"

Aaron looked down at Leftenant Van Leeuwen. The young woman smiled at him warmly. He smiled back. "Francine, I wouldn't miss it for the world."

Now

The Kogan Gate controlled the eastern entrance through Tikonov's walls. It was one of the four major gates into the city and clearly where the Capellans—members of the Eighth Reserve Cavalry, now in flight from the city—had chosen to make their breakthrough attempt. It was equally clear that they had failed.

When Wallace and his company had come up on the rear of the Capellan formation, there wasn't much left for them to do. All around lay the shattered remnants of the Eighth's 'Mechs and ground vehicles, even a few VTOLs that had made an unfortunate acquaintance with solid ground. It took little effort for Wallace's people to dispatch enough of the survivors to inspire the rest to flee. The Cappies would not be taking Tikograd today. Hell, given how badly things had gone for the Dai Da Chi at Radilov, they were probably a day or two away from abandoning the planet altogether.

That just left the clean up. It wasn't just Capellan war machines that littered the ground. All around, lay evidence of the fierce defense that had been thrown up by the Suns troops. Mangled BattleMechs and crushed tanks, half-gone corpses of infantry both battle-armored and not, VTOLs with their rotors twisted into unrecognizable shapes. The sole comfort to be had among this carnage was that there were far more enemy dead than friendly.

Duke Aaron Sandoval's *Black Hawk* was among the dead. They had found it soon after their arrival, slumped back against the Kogan Gate itself. Wallace stood over it, bowing his *Enforcer* slightly out of respect. The cockpit of the fifty-ton Clan-built 'Mech had been ripped apart, probably by Capellan battle armor. Blood streaked what was left of the interior. Surrounding the dead 'Mech were several enemy machines; the Duke had obviously died well.

They had found the body a few feet away, where it had been tossed aside with disdain. Half of his skull was missing, most likely evaporated by a laser blast of some sort. No ransom or imprisonment for this man who had fought against the Confederation for years. Daoshen Liao's hatred ran deep.

"Rest in peace, Duke," Wallace whispered. "We'll keep Tikonov safe for you."

INTRODUCTION

Damien —

Attached is the report you requested, detailing the events of the past ten years. God, has it only been that long since Levin shut away the heart of the Republic behind his Fortress wall? Given all that's happened, it feels like a lifetime since we were cut off from our family, our friends, and our nation. From our home. Sometimes I wonder what's going on behind that wall, and whether it would have been better to let Stone's dream just die a clean death when the HPGs fell rather than see it be torn apart piecemeal.

Which brings me to a point I've been hesitant to bring up to you. Damien, we've got a serious morale problem brewing. I've been talking to Kristoff and Tara and they agree. We had two more companies desert last week and I can't say I blame them. We've been holding out here on Callison for a decade and steadily losing ground on every world where our Knights have tried to intervene. Even without traitors like Thaddeus (may his thrice-damned soul burn in hell) undermining our efforts, even with the support of those RAF troops we've cobbled together, even with the Fidelis and their strange fanaticism, there's only so much we can do to hold back the darkness. I fear we will soon fall and all our dreams will be little more than a footnote to history. I still feel it was a mistake to let so many of our people go with Julian; those are troops we will never see again, troops we really could have used. I just hope we don't look back on that someday as the beginning of the end.

Damn, listen to me. If even your Paladin feels this way, what hope is there for the rest of our people? Something needs to change and it needs to change soon...or that nickname the rank and file have bestowed upon me may just take on added meaning.

Anyway, here's the report. I actually went back a little farther than you had requested—to the fall of the HPG network in August 3132—simply because I felt an overview of those events provided a deeper understanding of everything that's happened since the creation of the Fortress.

It is, of course, hard to know for certain until time has given us a measure of hindsight, but it truly feels as if we're on the cusp of a new era. I'm not quite sure what that era might entail or what our place within it might be, but there's a change coming that I can feel in my bones. If I'm correct, then hopefully this document will provide us with enough preparation and foreknowledge to meet whatever is coming with the dignity, the honor, and the strength for which the Republic of the Sphere was long known. Even if we should die to defend our ideals, know that I will gladly make that sacrifice by your side. I am proud of everything we have accomplished here and everything we attempted. Most of all, I am proud to call you my commander and my friend.

Long live the Republic!

—Ariana
12 January 3146

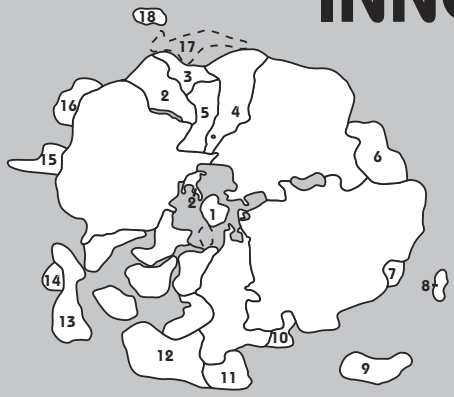
HOW TO USE THIS BOOK

Era Report: 3145 examines the overall state of the BattleTech universe in one of its most historic eras, and is designed to provide both sourcebook material and game rules to help run *BattleTech* and *A Time of War* campaigns set in this period. Unlike the *Historical* series, which delves into the details of a single conflict, *Era Report*s aim at a more general view of the period (though more detail may be given on the military actions that dominated the day's events).

This sourcebook begins with an *Era Overview* chapter, which discusses the general setting of the Inner Sphere as it stood in the mid-thirty-second century, and provides a basic timeline of events that occurred during that period. A 3145 *Faction Rundown* is then provided that describes the major players of the late Dark Age, including their basic history and goals, as well as a selection of iconic military commands they fielded in this time. *Major Personas* follows, describing the major figures of the late Dark Age era, individuals whose actions helped shape history. The *Museum Technica* chapter then describes the technological state of the 3145 period, with advanced weaponry and strange new machines of war making the battlefields ever more dangerous.

Following these sourcebook chapters are the *Era Tracks*, which provide the seeds for military scenarios set in this era of play. These Tracks use the same Chaos Campaign gameplay system featured in other sourcebooks, including the *Jihad Hot Spots* series and BattleTech's PDF-exclusive *Turning Points* series, but with modifications that will reinforce the setting's impact on BattleTech campaigns. Additional non-Track specific rules for campaigns set within the late Dark Age years will be found in the following chapter, *Playing in the Dark Age Era*. These rules will include modifications to existing rules found in the core rulebooks, including the *Total Warfare* basic war game rules and the role-playing rules described in *A Time of War*.

INNER SPHERE - 3135



Inner Sphere Powers

1) Republic of the Sphere
2) Clan Jade Falcon
3) Clan Hell's Horses
4) Rasalhague Dominion
5) Clan Wolf
6) Raven Alliance
7) Filtvelt Coalition
8) Tortuga Dominions
9) Calderon Protectorate
10) Taurian Concordat
11) Fronc Reaches
12) Magistracy of Canopus
13) Marian Hegemony
14) Lothian League
15) Rim Collection
16) Rim Territories
17) Chainelane Isles
18) The Barrens

Draconis Combine

Pesht Military District
1) Albiero Prefecture
2) Bjarred Prefecture
3) Qandahar Prefecture
4) Ningxia Prefecture
5) Kagoshima Prefecture
6) Irece Prefecture

New Samarkand Military District
7) Oshika Prefecture
8) New Samarkand Prefecture
9) Matsuida Prefecture
10) Kaznejov Prefecture

Benjamin Military District
11) Buckminster Prefecture
12) Xinyang Prefecture
13) Benjamin Prefecture
14) Algedi Prefecture
15) Proserpina Prefecture
16) Irurzun Prefecture

Federated Suns

Draconis March
1) Robinson Operational Area
2) Milligan Operational Area

Capellan March
3) Kathil Operational Area
4) Taygeta Operational Area

Crucis March
5) Markesan Operational Area
6) Chirikof Operational Area
7) Minette Operational Area

Periphery March
8) June Operational Area
9) Anjin Muerto Operational Area
10) Woodbine Operational Area

Former Free Worlds League

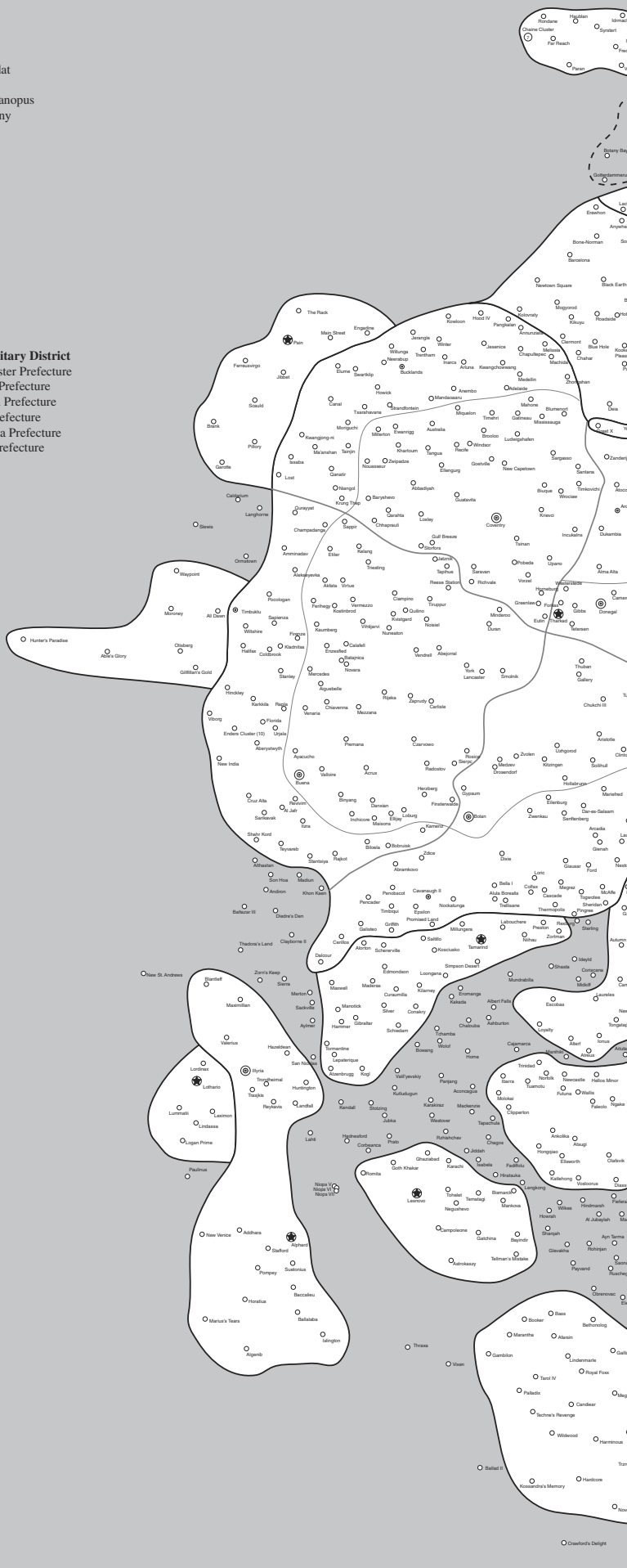
1) Oriente Protectorate
2) Marik-Stewart Commonwealth
3) Regulan Fiefs
4) Duchy of Tamarind-Abbey
5) Duchy of Andurien
6) Rim Commonality

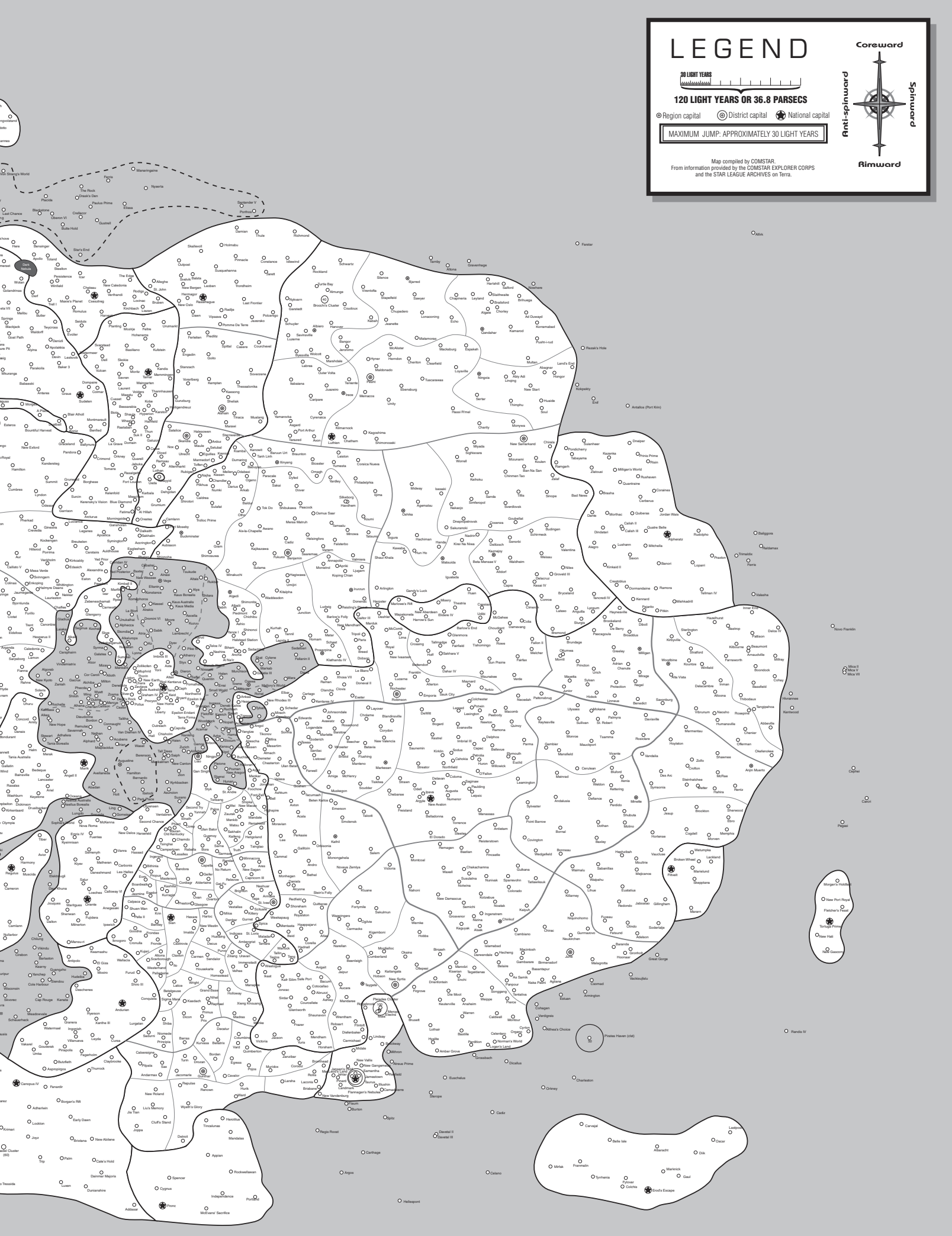
Lyran Alliance

Provinces
1) Donegal Province
2) Arc-Royal Theater
3) Coventry Province
4) Bucklands Theater
5) Buena Province
6) Timbuktu Theater
7) Bolan Province
8) Cavanaugh Theater

Capellan Confederation

1) Liao Commonality
2) Capellan Commonality
3) Sian Commonality
4) St Ives Commonality
5) Victoria Commonality




LEGEND
30 LIGHT YEARS
120 LIGHT YEARS OR 36.8 PARSECS
Region capital
District capital
National capital
MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS
Coreward
Anti-spinward
Spinward
Rimward
Map compiled by COMSTAR.
From information provided by the COMSTAR EXPLORER CORPS
and the STAR LEAGUE ARCHIVES on Terra.

HISTORY AND REVIEW

WHAT ABOUT THE CLANS?

Contrary to popular belief and despite numerous rumors, the Clans were hit just as hard by the Blackout as the rest of the Inner Sphere. We are unfortunately light on confirmed intel from the Clan Occupation Zones, but from what our agents can gather, they all suffered the same problems the rest of us did on Gray Monday and its aftermath.

Of course, this is hardly surprising. For the most part, Star League and ComStar-built systems were constructed to last for centuries and there would have been little reason for the Clans to replace existing machinery that was in perfectly good working condition when they took over. So whatever it was that caused the rest of the Inner Sphere's network to go down, it got the Clans, too.

Where things should have been different, however, is in the Clans' reaction to the crash. To the best of our knowledge, all of the Clans maintain the ability to build completely new HPGs, and this should have allowed them a quick recovery. But that didn't happen. Why is an unanswered question at this time.

In addition, Clan HPG protocols are very different from the ComStar-based protocols in use everywhere else. If the disruption vector was a simple virus, how did it manage to infect both Inner Sphere and Clan HPGs? The two protocols likely do share some code deep in their operating systems, since they are both ultimately derived from Star League protocols, but they have long since diverged and, to borrow evolutionary language, speciated. As they were both affected by the blackout, perhaps the culprit lies somewhere in the distant past.

7 August 3132.

Gray Monday.

The beginning of the end.

Throughout history, certain events occur that have such an impact on our universe that we speak of life as being fundamentally different before and after. Those unfortunate enough to have lived through the end of the first Star League no doubt divided their lives into pre-Amaris and post-Amaris periods. Likewise, last century gave us both pre-Clan/post-Clan and pre-Jihad/post-Jihad divisions. For our generation, life was forever changed by the crash of the hyperpulse generator network and the loss of interstellar communication. In those first post-Crash days, chaos ruled humanity and many feared the birth of a new Dark Age. In time, we adjusted and adapted to the new status quo, but even now, nearly fifteen years later, too many questions remain.

THE FALL OF DARKNESS

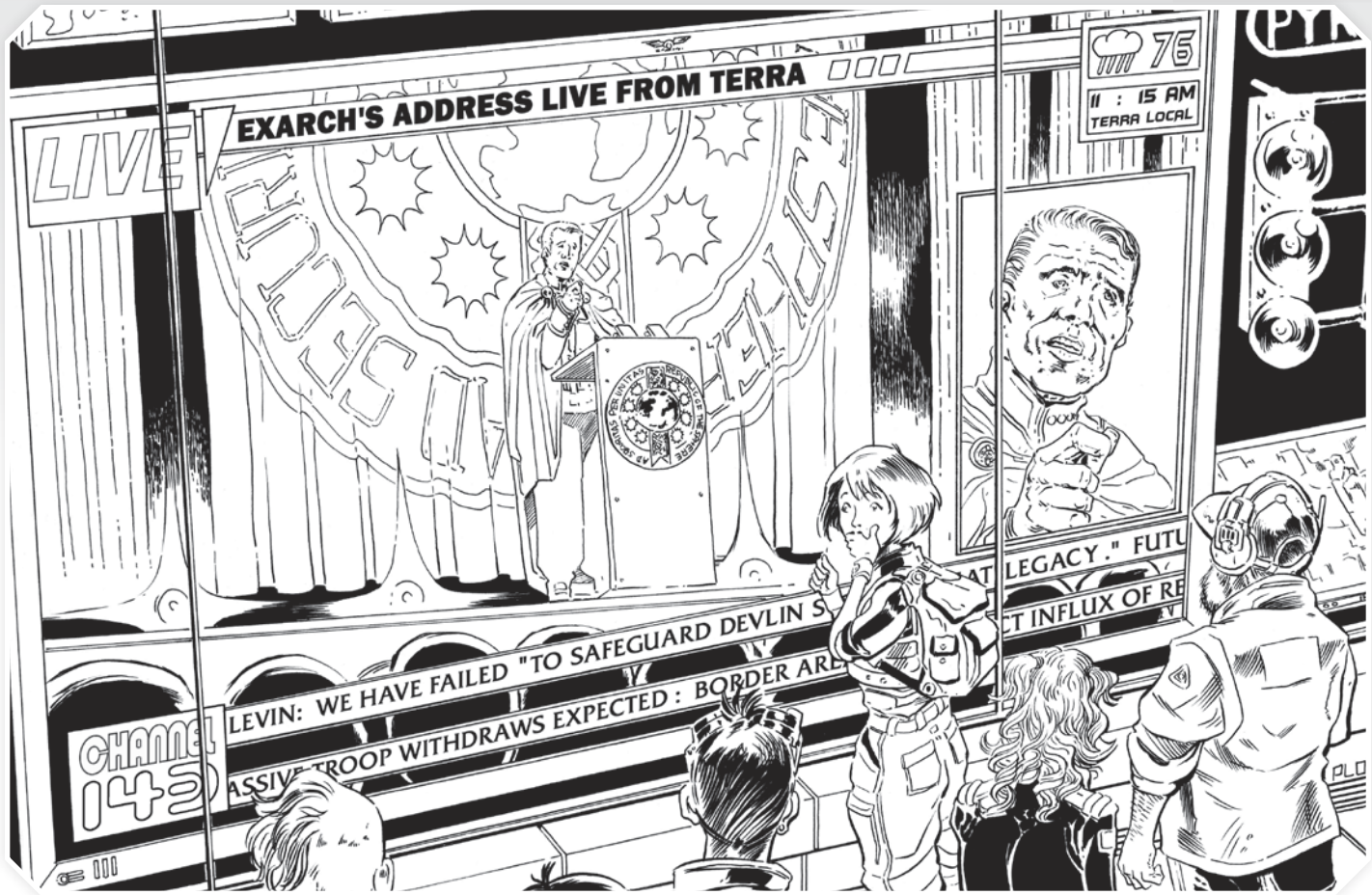
First and foremost is who. Who brought down the communication web that connected our far-flung planets? To start with, we have to sort out exactly what happened to the numerous HPG stations throughout the Inner Sphere. Most appeared to have been taken down by some sort of system virus, which caused the core of the HPG itself to overload and burn out with little collateral damage. But after several years of crawling through layers of antiquated code and generations of interweaving patches and kludged-together upgrades, ComStar's best programmers found nothing. On top of that, brand new cores, when installed in malfunctioning generators, showed exactly the same symptoms before themselves burning out.

And that wasn't the only issue. While most HPGs showed the same problem, there were others that experienced different failures. For instance, the station on Ayacucho could transmit data, but was unable to receive anything but the simplest carrier packet. On the other hand, the Jacson station experienced a bizarre hyperspatial loop that would route all outgoing messages right back to it.

Technical difficulties were bad enough, but for a few stations that seemed blessedly free of trouble, human intervention came into play. Over four dozen stations across the Inner Sphere were victims of sabotage by person or persons unknown. In one reported case, the saboteur was part of a VIP tour of a Capellan facility who pulled out a laser pistol and managed to target crucial irreplaceable components before being cut down by security.

Finally, there were the assaults by military forces. Here we unfortunately still have little information to go on, even after all this time. These forces were swift, efficient and completely unknown to any Inner Sphere or Clan intelligence apparatus. They mostly used common equipment and standard tactics that cannot be traced to any single nation. In at least one case, they were transported by trading vessels with a long history of doing business in The Republic. Due to the surprise of their attacks, few were effectively opposed and there were no known casualties among the attackers, so no bodies or machines to recover. The sole piece of identifying information we have come from reports of a strange insignia; a snake coiled around a sword and set against a blood-red disk. But in nearly two decades of research, no match has ever been found for this symbol. Nor have the attackers ever made a second appearance. Claims that they were latter-day Word of Blake forces, resurgent Manei Domini Shadow Divisions, or even a sneak attack from the Clan Homeworlds have nothing to either confirm or debunk them.

So to come back around to our main question: Who brought down the HPG network? Theories range from the mundane to the outlandish. In the initial shock of the crash, many in the rimward Prefectures assumed it was some kind of Capellan attack. Once the scope of the crash became clearer, this idea was abandoned as highly unlikely, though a rabid core of anti-Liao activists maintain its legitimacy. In addition to the widespread rumors about Word of Blake involvement, the most prevalent theories assign blame to either the Clans or, against all logic and reason, Devlin Stone himself. But though many people have their favorite villain, none can ever construct a coherent argument to explain the motivations



of their chosen scapegoat. Why would Stone wish to plunge his own nation, barely five decades old, into anarchy and civil warfare? Why would the Clans, the epitome of an honorable warrior culture, resort to deception and attacks against civilian infrastructure? Even more basic, how would any of these parties have been able to carry out something of such monumental scope? None of it makes any sense and time hasn't granted us any greater clarity.

If we cannot know who caused the crash, can we at least figure out a way to repair the damage so that life can return to normal? ComStar sprang into action immediately after the extent of the problem was understood, even creating a special institute for the sole purpose of researching the causes of and solutions to the blackout. Production of replacement cores for afflicted HPGs was expanded almost as quickly. Yet, as already mentioned, those new cores burned out just as their predecessors had. Code reviews, extensive rewiring, jury-rigged systems, cold reboots, all were tried and all failed. For nearly three years, nothing ComStar tried had any positive effect on the downed network.

Then, in early 3135, reports reached Terra of a young ComStar acolyte who had discovered a method to successfully restart inoperative hyperpulse generators. This Tucker Harwell had possibly found a way to restore communications and stave off the darkness threatening humanity. Unfortunately, after successfully restarting the HPG on Wyatt and despite the protection of two Knights, Harwell was snatched away by military forces bearing ComStar insignia and identification codes, and has yet to be seen since. But even without his actual presence, Harwell's methods were disseminated to hundreds of ComStar stations throughout the Inner Sphere, where they were applied in the hopes of lifting the Blackout. It didn't work.

Or, rather, it only rarely worked. Despite some initially promising results, not a single HPG with the fix applied ever came back up for longer than a few days, if they came back up at all. With Tucker Harwell himself apparently being kept under wraps by ComStar, there is no one else who has yet come up with a better solution. And so, almost a decade and a half after losing our ability to speak between the stars, we are still no closer to restoring those links.

CRACKS IN THE FACADE

Almost immediately upon the fall of the HPG network, a number of splinter groups within the Republic appeared, taking advantage of the confusion to manifest long-standing tensions and animosities or satisfy hidden ambitions. Many of these movements already existed, and merely used the blackout as a catalyst for military action in pursuit of their goals. As of late 3132, the Department

WHATEVER HAPPENED TO THE MAN WHO HAD EVERYTHING?

If any man more closely mirrors both the successes and the failures of The Republic than Jacob Bannson, he has yet to be found. The epitome of the self-made man valorized in so many Republic propaganda initiatives, Bannson combined a natural talent for business with a boundless entrepreneurial spirit and a ruthless drive to rise above his humble origins and join the ranks of the nobility. Many business schools across the Republic held him up as an example of the kind of corporate leader they claimed to produce.

Yet Jacob Bannson had his dark side. Any man who amasses as large a fortune as he did before the age of twenty cannot do so without making some enemies. Rumors of shady backroom deals, convoluted transfers that skirted the law, and large-scale bribery dogged Bannson throughout his career. Not even a three-year stint undercover for the Republic's Securites Trade Commission was enough to squelch the allegations laid on him by his business rivals. But Bannson weathered them all with aplomb, taking on and defeating all comers while maintaining a charismatic public persona that the gossip rags ate up.

So what happened to him? With the fall of the HPG network, Bannson revealed himself as just another warlord—albeit one with very deep pockets—fighting over control of territory and followers. But even with a personal army at his beck and call, his star never quite seemed to reach the same heights it had pre-blackout. Instead, Bannson slowly morphed into a behind-the-scenes manipulator. In addition to his involvement with the Black Paladin scandal of 3133, there is some evidence to support later claims that he made some kind of deal with Daoshen Liao, but little in the way of hard facts. Then, in mid-3135, he vanished from sight for four months before resurfacing in the Rasalhague Dominion with Capellan hunters on his tail. In the meantime, however, the Fortress had gone up and the richest man in The Republic found himself cut off from a large part of his fortune.

Since August of 3136, Jacob Bannson has not been seen in public. His last confirmed sighting comes from his headquarters on Tybalt, shortly after what appears to have been an internal struggle within his forces. We have been unable to confirm claims that mutinous troops sold him out to the Capellans and, at this point, it's unlikely we'll ever know the truth. And yet, we also have reports from numerous worlds outside the Fortress of Bannson money and resources being offered to help prop up local governments and bankroll local military forces. Is it Bannson himself, operating in secret, helping to preserve what he can of The Republic? Is it someone using the leverage of a dead man's fortune for their own purposes? If he's alive, where is he? If he's dead, who killed him and why?

of Military Intelligence counted eighteen significant splinter groups operating within the Republic, though within three years most of them had been either subsumed by a larger group with similar goals or disbanded for any number of reasons. Six major groups were subsequently identified: Bannson's Raiders, Dragon's Fury, Spirit Cats, Steel Wolves, Stormhammers and the Swordsworn. Among the smaller groups, the most prominent were the neo-Blakist White Hand terrorists of Towne; the Daughters of Kali, an all-female, allegedly Capellan-backed insurgent movement on Wei; and the infamous Kittery Resistance.

Each of these groups of course differed in their goals, but nearly every one found itself opposed to the continued existence of The Republic. In particular, those groups aligned—whether overtly or behind the scenes—with one of the Great Houses became the sharp points of several spikes that would soon be driven into the heart of Devlin Stone's nation.

DEMAGOGUES AND DISSIDENTS

The Dragon's Fury, led by the recently resigned Prefect Katana Tormark, was perhaps the most dangerous in those early days. Tormark used her intimate knowledge of the inner workings of the RAF units stationed in Prefecture III to gain an aggressive headstart on the other militarized splinter groups. For the first several months, it was really only due to the quick response and determined actions of Countess Tara Campbell of Northwind, herself the successor to Tormark's abandoned post, that the Fury did not just overrun the Prefecture. But Campbell and her Highlanders were spread thin, facing not only the Combine-influenced Fury but also Aaron Sandoval's Federated Suns-inspired Swordsworn. The Highlanders fought a mainly defensive campaign throughout Prefectures III and IV, but never seemed able to do more than simply hold the line.

Militarily speaking, the Steel Wolves were the strongest of the six major groups. Before the Blackout, a majority of the Clan Wolf descendants living in The Republic had already flocked to the banner of Prefect Kal Radick, under the goal of protecting the rights of all citizens of Clan origin. Building the Steel Wolves around the core of his own Bright Fang militia cluster, he rapidly expanded his forces, but pursued a less aggressive campaign of conquest than Katana Tormark. His death in a Trial of Possession brought against him by the upstart Anastasia Kerensky cut short his ambitions and set his Wolves on a much different course.

Jacob Bannson also used the Blackout to make a play for personal power amidst the chaos. His goals were less concrete than other factional leaders, and at times his forces—the too-aptly named Bannson's Raiders—seemed to be little more than brigands grabbing for whatever spoils they could get their hands on. Bannson also had his hand in many plots behind the scenes. Persistent rumor has him playing a central role in the Black Paladin scandal, but, as Jonah Levin and Tara Campbell have maintained a guarded silence on many aspects of that episode, his involvement has never been confirmed.

Unlike other splinter factions, the Spirit Cat cultists who followed Senator Kev Rosse were not concerned with the conquest or defense of large amounts of Republic territory. Long known for his visions, Rosse's writings reveal a man fearful of the future and the destruction of his people he saw fast approaching. His actions were geared towards finding a safe haven for not just his own followers, but also their parent Clan. Despite their seizure of several worlds in Prefectures III and IV, the Spirit Cats were unsuccessful in this goal for a long time.

The Stormhammers were not formed in the immediate aftermath of the Blackout, but born out of the frustration Jasek Kelswa-Steiner felt with The Republic's response to the crisis. Basically stealing away the majority of the Skye

militia and several Prefecture IX line regiments, Kelswa-Steiner engaged in an erratic campaign that seemed designed more to show off his command abilities than any more specific goal, though the raiding of worlds on the opposite side of The Republic from his Commonwealth sponsors pointed to a desire to avoid damaging any planet that the Lyrans might eventually wish to annex.

Regardless of the goals or actions of any of the splinter groups, however, the events of late 3134 and early 3135 rendered most of them moot. The future of The Republic would instead be determined by larger entities and greater armies.

AGE OF DESTRUCTION

The true danger to the Republic came in mid-3134. Confederation support of pro-Capellan uprisings through Prefectures V and VI had increased since the Blackout, especially in the last few months, but in May the armies of the Chancellor poured across the border, keen to avenge their defeat in the Crusades two decades earlier. By the end of the summer Wei, Menkar, Tsitsang, and a handful of other worlds had fallen, Styk had declared its independence from the Republic, and the prefecture capital Liao had been surrendered to a rebellion centered on the academy there. The Capellans barely stopped for breath, with new, fresher units leapfrogging over the reconquered systems to strike deeper into the heart of the Republic. Rebellions like the one on Liao surfaced on a number of other worlds, including a resurgence of the Thuggee cult, long thought dead after Capellan efforts to wipe it out around the turn of the century, on Wei. By late 3135, the invasion had reached Arboris and campaigns were ongoing on several worlds right up against the borders of Prefecture X. And this was hardly the only invasion Terra had to worry about.

FALCON'S DESCENT

Shortly before the Capellan invasion, Republic officials had become aware of an expeditionary force from the Jade Falcon Occupation Zone making its way through Lyran space—apparently with the tacit permission of Commonwealth authorities—and heading for Prefecture VIII. Hastily convened strategy sessions resulted in Prefect Tara Campbell being dispatched to Skye to rally the defenses. As the Prefecture's own standing military units had been suborned by Jasek Kelswa-Steiner's betrayal, Campbell's Highlanders were to be the centerpiece of resistance to the Falcon invasion. Kelswa-Steiner's Stormhammers picked up the slack on several other worlds throughout the Prefecture, though their efforts amounted to little in the end. The Jade Falcons, led by the sibkin Alexander and Malvina Hazen, were turned back from Skye only by the death of Alexander.

The conflict on Skye also brought out the Steel Wolves, who had retreated to lick their wounds after being turned back from their assault on Terra in early 3134. Under the leadership of the former Wolf-in-Exile warrior Anastasia Kerensky, the Steel Wolves bought an unofficial pardon for their actions from Tara Campbell and Paladin David McKinnon and remained vigilant against Falcon incursions on other Prefecture X worlds. Despite their help, and the loan of forces from the Lyran Commonwealth, however, Skye could not hold out against the Falcons for long. With Malvina Hazen leading them, and driven in large part by her extreme grief over her sibkin's death, the Falcons ruthlessly carved out their own territory from the heart of the Prefecture, dubbing it the Falcon's Reach. By late 3135, they controlled ten systems, including Skye, Glengarry, and Ryde.

VULTURES CIRCLING

In addition to these two major invasions of its territory, the Republic had to deal with minor incursions by other powers as well. In late September 3134, the Stewart system exploded into a four-way battle for control between Clan Sea Fox, invaders from the Marik-Stewart Commonwealth, loyalist holdouts, and Marik-Stewart partisans. An attempted invasion of Vega by the Draconis Combine in October 3133 was foiled only by the sheer bad luck of the invading units. Though the Third New Samarkand Regulars suffered enormous losses from the accidental destruction of one of their DropShips, a lucky shot took out Legate Francis Nguyen and began two years of destructive chaos on the capital world of Prefecture I. In order to stabilize the region, the Rasalhague Dominion finally sent in peacekeeping forces to six worlds, including Vega, where a renegade social movement combined with an unorthodox Galaxy and assaults by the Combine to inspire the creation of the Vega Protectorate.

The end of 3134 brought changes of a different sort. The Republic and the Inner Sphere lost one of its greatest champions when Paladin Victor Steiner-Davion was murdered by a conspiracy of senators and nobles attempting to cover up their conspiracy to usurp the government. Victor had spent many months uncovering the sordid details of their plan, and was on the verge of presenting his evidence before the Exarch and Council of Paladins when he was killed. The resulting investigation by Paladin Jonah Levin revealed the extent of the conspirators' perfidy and his election as Exarch at the end of Damien Redburn's tenure less than a month after Victor's death sparked a rebellion that would divide even the ranks of the Knights. During the gathering of Inner Sphere and Clan dignitaries on Terra for Victor's funeral, the rebellious senators attempted to seize the capital and the Republic government. Through the efforts of loyalist Knights and several of the visiting warriors, the forces loyal to Stone's dream prevailed, though we lost Paladin Meraj Jorgensson in the fighting. The rebels were kicked off Terra but set up shop on other worlds throughout the already embattled Prefectures. We are grateful to Julian Davion and the First Davion Guards for the crucial role they played in putting down the rebellion, as well as those individuals from other nations who assisted him. With the Senate dissolved by order of the Exarch, the rebels seized several systems in Prefecture VII and proclaimed them independent as the Senate Alliance.

The Republic's troubles did not end there. While the Coordinator and his entourage were on Terra, ostensibly paying their respects to a fallen hero, the armies of the Draconis Combine launched the third invasion the Republic suffered after

THE IMPENETRABLE WALL

Just what is Fortress Republic? Unfortunately, the answer today is the same as it was ten years ago: We have no idea. Based on what you have told me in the past, Damien, it is but one of many contingency plans laid out by Devlin Stone before his disappearance in 3130. Some of them, such as this very Remnant we safeguard, were given to you to implement; others were left to the sitting Exarch to decide upon. In that respect, we know what the Fortress is, but that really misses the point.

From the moment the Fortress walls were erected, we have seen skeptics try to force their way into Prefecture X. All have failed, and usually quite spectacularly. A fine example is the Combine JumpShip *Kurita's Pride*, which Theodore Kurita tried to jump through the walls as a test of the feasability of a full-scale invasion. When the vessel returned to its point of origin a week later, it had been twisted almost beyond recognition and the crew was merged with the ship's structure on a molecular level. The Lyran trader *Indian Stream* tried to breach the wall in April 3136. Ten minutes after its jump, it reappeared at Zosma; or, at least, half of it did. The mystery of the other half of the *Indian Stream* wouldn't be solved for another six years, when the missing half was discovered in the asteroid belt of the Holt system. Every attempt we have recorded has had differing results, but all have proven fatal for both ships and crews alike.

As for what causes this "invisible jump shield," we cannot say. One theory is that it is a similar effect to whatever caused the HPGs to crash thirteen years ago. But that was a Sphere-wide catastrophe, whereas the Fortress is a localized phenomenon. Could the Fortress wall be generated by Blakist tech recovered on Terra after the Jihad? We've all heard the rumors of things like hyperpulse bombs or K-F torpedoes, after all.

Whatever the cause, one thing is certain: The walls aren't coming down until those inside want them to. God only knows what the state of the Inner Sphere will be when that happens.

the Blackout. Unlike the other two, however, the Combine had inside help. The Dragon's Fury splinter group, led by Katana Tormark, had previously seized a number of worlds in Prefectures II and III. Although the two groups were openly hostile at first, by the end of 3135 Tormark had been appointed Warlord of the Dieron District (even though that world had not actually been conquered yet) and the Fury was operating as an adjunct to the DCMS. With the worlds the Fury possessed folded in, plus its own conquests, the Combine caught up with the Capellan invasion in no time at all.

FORTRESS REPUBLIC

The pivotal year of 3135 began with the revelations of the rot at the heart of the Republic and would end with the very face of the Inner Sphere altered in ways no one could have imagined. The newly elected Exarch's first order of business was to settle the political turmoil on Terra while also playing host to a gathering of rulers and prominent persons from across the Inner Sphere and even the Clans. The occasion of this gathering was the funeral of Paladin Steiner-Davion, held on Terra in March. Long-time friends and implacable enemies arrived to pay their respects—or, as some suggested, to make sure Victor was finally dead—and many were caught up in the crises of the day. Several of the younger generation of leaders, individuals such as Yori Kurita, Alaric Wolf, and Julian Davion, joined together to assist the Republic against the rebellious senators. At the time, it was hoped that this would prove to be the same kind of relationship-building that had benefited the Inner Sphere at the Outreach conference of 3051, that it would provide a foundation for more peaceful resolutions of the rising conflicts, and that the young coterie represented our best hope for the future. Unfortunately, it was not to be. The aftermath of Terra saw a return to an intensification of the breakdowns plaguing nearly every state.

Amidst the emotions of Victor's funeral, a separate tragedy played out on Terra in mid-3135. First, Prince Harrison Davion, himself a nephew of the late Paladin, suffered a devastating accident at his chateau outside of Geneva and died after lingering in a coma for three months. During his incapacitation, his son Caleb assumed control of the Federated Suns and the first inklings of his conflicts with his cousin came to light with the dismissal of Julian Davion from the position of Prince's Champion. In addition, the Suns began taking a more aggressive stance towards the Republic, in contravention of the close relationship we had enjoyed under Prince Harrison's reign. Though Caleb and his new Champion, Erik Sandoval, insisted they were merely safeguarding Republic worlds until Exarch Levin could restore equilibrium, it was quite clear to most everyone that Caleb was making a naked grab for territory, just as his neighbors, the Capellan Confederation and Draconis Combine, had already done.

With all of the hostilities around the Inner Sphere, it was all too easy to forget the main reason why we were all in this mess. But ComStar had certainly not forgotten the HPG blackout, and had devoted much of their rapidly-dwindling resources to solving the problem. Without the revenue generated from their control of interstellar communications, the corporation was going bankrupt and our analysts estimated they had less than a decade of life left if they did not find a solution. Fortunately for ComStar, a young adept named Tucker Harwell seemingly stumbled across just such a solution while attempting to repair the hyperpulse generator on the insignificant planet of Wyatt. Harwell's success sparked a race to acquire the young man, but the presence of both a knight-errant and a ghost knight on Wyatt to protect him should have ensured that he remained free. ComStar surprised us all, however, by revealing a carefully hidden secret: they had secretly begun rebuilding the Com Guards, their military arm that had been forced to disband in the wake of the Jihad. The Guards seized Harwell and spirited him off to an unknown location. All our efforts to locate him proved fruitless, though Paladin Sorenson dedicated a number of knights to the job. Everyone who learned of these new Guards couldn't help but remember the Word of Blake and the damage that ComStar offshoot had done to the Inner Sphere five decades earlier.

The invasions of the Capellan Confederation, Clan Jade Falcon, the Draconis Combine, and the Federated Suns, coupled with the internal unrest led by the Senate and the fear of a renewed Blakist threat, drove the Exarch to take drastic measures. After several months of warnings about the core Republic worlds being declared off-limits, Exarch Levin made a public announcement that was broadcast over the few remaining HPGs and sent out on every JumpShip that passed through Republic systems. After briefly summarizing all of the threats facing the Republic, Levin proclaimed that henceforth the worlds of Prefecture X would be locked away behind an impenetrable wall that would prevent traffic into or out of those systems. And thus, Fortress Republic was born.

VÖLKERWANDERUNG

Despite the chaos engulfing the Republic since almost immediately after the blackout in 3132, the other states of the Inner Sphere and the various Clans living among us maintained a relatively stable status quo for three years., Due to the unique circumstances of its founding, the Republic was riven with factionalism that ultimately tore it apart; the Successor States, however, were a great deal more homogeneous, for the most part, and therefore able to withstand the forces that strained our Republic from within. Perhaps it was the shock of the Blackout that kept everyone in check for so long, but whatever the reason, there was also very little external strife among the interstellar nations. Given a choice between trying to alleviate the suffering of their citizens or taking advantage of the same suffering in their neighbors, the leaders of the Great Houses, to their credit, chose the better course for once. However, this state of affairs could not last forever. The raising of Fortress Republic signaled the end not just of the Republic's unity in the face of the ongoing crisis, but also marked the beginning of a massive shift of political realities the likes of which had not been seen since the end of the Jihad.

It began with the Jade Falcons. Malvina Hazen, now the undisputed ruler of the Falcon's Reach, chafed at the restrictions placed upon her activities by the Khan back on Sudeten. Using the lack of reinforcements and general neglect shown to the forces of the *desant* by Khan Pryde as her excuse, Malvina journeyed to the Falcon capital world with a cadre of loyal followers and challenged the Khan to a Trial of Possession for the entire Clan. Though her challenge was denied by the Clan's Loremaster, warriors loyal to Khan Pryde attempted to assassinate Malvina and provided her with a much-needed excuse to engage in open rebellion against the Falcon leadership. This Rending—for "civil war" is too Spheroid a term to ever escape a Clanner's lips—tore the Falcon touman apart as individual warriors, and even entire Galaxies chose sides. Malvina gained a surprising number of followers through her championing of social policies that went against much of the Falcons' entrenched doctrine, namely allowing failed warrior candidates to undergo a second Trial of Position and also granting the right of the same Trial to members of the lower castes. She also gained allies from the Hell's Horses, whose Fire Horse Galaxy pledged itself to her and gave her the title of Chinggis Khan, or Universal Ruler. Nearly seven months of fighting culminated in personal combat between Malvina Hazen and Jana Pryde, with the young upstart prevailing with little effort. Khan Malvina proved to be every bit as vengeful as ever, as demonstrated when she crashed a damaged WarShip into the main Jade Falcon council site and wiped out a significant number of her own warriors for having supported the wrong side in the war.

COUNCIL OF SIX

Formed in 3075 to provide common governance for those Clans that sought shelter in the Inner Sphere from the chaos overtaking the Homeworlds, the Council of Six has failed to live up to its initial promise in the decades since. While we are still unaware of many of the details of the "Wars of Reaving" that took place concurrently with the Jihad, it seems that with the crisis over, and free from the controlling influence of the Grand Council, the Clans have little motivation to subject themselves to another attempt at cohesive government. Judging by SIS intelligence reports and the personal testimonies of Paladins Tyrina Drummond and Meraj Jorgensson, many Clanners view the Council as a purely ceremonial body. With almost no power to enforce its dictates, the Council exists as a means by which the Clans can share information, air grievances, make backroom deals, and even socialize with their peers at the one or two meetings held each year.

Beginning last year, a Wolf-backed proposal to allow attendance by proxies for the Khans went into effect, further weakening the Council. Alaric Ward himself was the first to make use of this ruling, delegating Galaxy Commander Neils Carns of Epsilon Galaxy as his proxy to the most recent session. In part, this development stems from the Sea Foxes, whose system of Khanates, each with its own saKhan, saw them rotate their second chair among the eligible candidates. Khan Ward successfully argued that, as the other Clans do not have more than two Khans, they were at a disadvantage when trying to schedule and attend sessions.

Perhaps the strongest indication of the Council's impotence comes from its reaction to Malvina Hazen. Since her rise to the Khanship of the Jade Falcons, that Clan has failed to attend a single Council meeting, earning them the admonition of the other members. Khan Mori Hawker of Clan Sea Fox proposed in the fall 3142 meeting that sanctions be enacted against the Falcons for their flaunting of the Council, but though the motion passed unanimously, none of the Clans have yet to take more than token actions to enforce it.

The next major shift in the political state of the Inner Sphere occurred in the Lyran Commonwealth. Archon Melissa Steiner, on her throne for less than five years when the Blackout hit and, truth be told, ill-suited for the job both by temperament and training, for some inexplicable reason decided to ally her state with Clan Wolf and use their warriors in a war against the Commonwealth's eternal enemy, the Free Worlds League. More specifically, she planned to gobble up the smaller states that survived the dissolution of the League and likely wished the

TIMELINE OF EVENTS: 3135–3145

3135

[early Feb] Capellan attack on New Aragon.
[late Feb] Capellans take St. Andre from Swordsworn.
[early Apr] Capellan attack on Demeter.
[Apr] Rasalhague Dominion sends peacekeeping forces to several worlds in Prefecture I.
[8 Apr] Exarch Levin abolishes the Senate.
[17 Apr] Senate conspiracy forces attack Republic troops on Terra.
[late Apr] Draconis Combine invades Republic.
[26 Apr] Combine attack on Chichibu.
[5 May] Tucker Harwell successfully restarts Wyatt HPG.
[6 May] Combine forces assault Shinonoi.
[mid-May] Combine forces assault Ashio.
[13 May] Peace accord between Republic and Federated Suns includes promise of military aid.
[22 May] Sightings of an unknown ComStar military unit on Wyatt. Tucker Harwell vanishes.
[25 May] New Aragon surrenders to Capellan invaders.
[30 May] Draconis Combine invades Biham.
[1 Jun] During Victor Steiner-Davion's funeral, Senate rebel forces assault Geneva. Paladin Meraj Jorgensson killed.
[2 Jun] Harrison Davion injured in fall from third-story window.
[3 Jun] Senate Alliance officially announced.
[8 Jun] Biham, Ancha, and Shinonoi fall to the Combine.
[20 Jun] Warlord Mitsura Sakamoto's forces breach Phoenix Dome on Al Na'ir, resulting in thirty million dead.
[26 Jun] Al Na'ir falls to Combine invaders.
[1 Jul] Former Exarch Damien Redburn gathers a force of knights, Republic troops, and the mysterious Fidelis on New Earth.
[03 Jul] Anastasia Kerensky transforms the Steel Wolves into a mercenary unit called the Wolf Hunters.
[9 Jul] Julian Davion removed as Prince's Champion.
[28 Jul] Stormhammers take Alya on behalf of the Lyran Commonwealth.
[2 Aug] Malvina Hazen adopts a young girl named Cynthy.
[7 Aug] Noritomo Helmer promoted to Galaxy Commander and given command of the Falcon's Reach.
[mid-Aug] Renewed Capellan offensive based off Liao.
[21 Aug] Capellans take Ningpo.
[26 Aug] Senate forces battle Dragon's Fury on Ronel.
[5 Sep] Draconis Combine invades Pike IV.
[12 Sep] Malvina Hazen challenges Khan Jana Pryde for possession of Clan Jade Falcon.
[15 Sep] Republic forces abandon Acamar.
[19 Sep] Harrison Davion dies. Caleb Davion becomes First Prince.

Wolves to be used as cannon fodder to protect Lyran troops. Whether the Clan's leadership realized that at the time or not, the promise of new worlds on which to make their home and fresh challenges to throw their warriors against inspired the Wolves to pick up and leave the Occupation Zone they had carved out nearly a century earlier. News of the abandonment of the OZ inflamed the neighboring Clans and sparked several years of trials and campaigns to expand into the former Wolf territory. These battles were mostly fought by the Jade Falcons and their ostensible allies, the Hell's Horses, but the Ghost Bears seized a number of former Rasalhague worlds for the Dominion. Surprisingly, the Lyrans took no action to secure any of their former worlds, such as Arcturus or Borghese; perhaps the LCAF High Command or the Archon herself felt that to do so—and to undoubtedly face Falcon opposition—would have cut into their preparations for Operation HAMMERFALL, the upcoming invasion of the former League states.

At any rate, the Wolves embarked on their massive migration in early 3137. Despite the rumors and muddled reports that reached our systems in the weeks after they took their leave, they did not completely depopulate their worlds, but rather took with them only the most important and valuable civilians, those needed to set up their new homes on the other side of the Commonwealth. Those left behind were essentially abandoned to whatever fate awaited them without a second thought. The migration traveled a hidden trail through Lyran space; we are not aware of exactly which systems they moved through and it seems likely that they made extensive use of uninhabited systems. The precautions must have been felt to be necessary, despite the inherent danger of such travel, and that was not the only precaution the Wolves took to safeguard their people. While most of the Wolf touman performed escort duty for the migration, three Galaxies were split off to engage in a series of attacks against former Republic worlds as a way of drawing attention away from the question of where the bulk of the Clan had gone and directing it elsewhere. This campaign—which it is now clear was never intended to result in permanent conquests of Republic worlds—was led by three ristar Wolf warriors, among them the unBloodnamed Alaric Wolf. These three Galaxies—Alpha, Beta, and Delta—hit a number of planets within Prefectures I and IX, achieving several victories, but always moving on after loading up on resources from their conquests. Within four months, the Wolf forces had moved through Republic space and vanished deep into the heart of the Commonwealth, leaving confusion and devastation in their wake. It would be nearly a year before they would emerge again, having set up on their new worlds and joined with the Lyrans in invading the former Free Worlds states.

The third great shift during the first years of Fortress Republic came from a group that had been nearly forgotten, overshadowed by the invasions and rebellions and increasing mayhem, but this shift would not make itself fully clear right away. Kev Rosse's Spirit Cat cult had never stopped their attempts to find a world to provide them a safe haven from the chaos plaguing the Inner Sphere. Since the raising of the Fortress, they had been forced to expand their search to worlds beyond the borders of the Republic. Small units of Spirit Cat adherents scattered into the surrounding states, driven by their visions to numerous worlds that could fit the vague divinations of their leaders. One such group found its way to the world of Marik where, with the help of a Sea Fox Aimag, they wrested the planet from its Marik-Stewart defenders. The nine-month campaign to seize Marik also saw the Cats ally with the Oriente Protectorate, an alliance that would soon form a core component of the resurrection of the Free Worlds League. With a new homeworld in their possession, the small Spirit Cat contingent opened their world to their fellow cultists across the former Republic and beyond. However, not many responded to this

invitation, as the Spirit Cats' prophet, Kev Rosse, had already issued a call for all his followers to return to the Draconis Combine and be reunited with their parent Clan. The assassination of Rosse by person or persons unknown soon after convinced the Marik contingent of the cult to keep itself separate and pure.

SHIFTING BORDERS

With the raising of the Fortress walls, nine-tenths of the Republic had been abandoned by the Exarch. Those of us on the outside despaired for the worlds suddenly thrust into the darkness without so much as a kind word or a helping hand. The Capellan Confederation and Draconis Combine were all too eager to snatch up all the systems they could without anyone left to oppose them and within a few years they had conquered territory right up to the walls of the Fortress. The Federated Suns and former Free Worlds states also got in on the action, though to a lesser extent. It is to the credit of the Standing Guard units left on those worlds as well as the few RAF line units who ignored the Exarch's recall order and remained behind to uphold their oaths and defend their charges that it took as long as it did for these aggressor nations to advance their conquests. We salute the bravery and dedication of the men and women who gave their lives to slow down the conquest of our worlds, often knowing full well that they were fighting a losing battle.

NATION-BUILDING

The worlds of the antispinward Prefectures did not suffer the invasions the other regions of the former Republic did. Though Oriente and the Marik-Stewart Commonwealth tried to expand into Prefectures VI and VII, their efforts were hampered by external considerations. Oriente always had to be wary of their Confederation neighbors, though an uneasy alliance between Jessica Marik and Daoshen Liao kept the peace enough that Oriente could take several Republic systems, not only expanding their own territory, but also taking some of the pressure off the Capellans. Marik-Stewart tried a different tack, acquiring Stewart from the Sea Foxes by negotiation rather than conquest. In general, however, Anson Marik was prevented from further expansion by pressures from the Lyrans and, later, Clan Wolf.

Without the massive invasions seen by other Prefectures, the worlds of the antispinward sectors instead began to coalesce into miniature independent states. These coalitions usually consisted of only three or four systems, usually located in close proximity, and provided mutual defense and support in the face of external threats. A number of these mini-states were the result of efforts undertaken by former Paladin Thaddeus Marik, who betrayed his oaths by scheming to establish his own power bases throughout the region. I do not know what was in my former colleague's mind, but I feel that later events justify my belief that he was laying the groundwork to recreate the Free Worlds League with himself as Captain-General. Marik's work in forming the Tall Trees Union, Shiloh Alliance, Covenant Worlds, Protectorate Coalition, and Milton Combine further undermined the stability of the region and hastened the death of the Republic he had promised to serve.

In contrast to the traitor Paladin's efforts, former Exarch Damien Redburn established a safe haven for Republic loyalists to gather and marshal their strength to protect the worlds of our wounded nation. Beginning with a core of loyal knights on the planet Callison, Redburn gathered several RAF complete line regiments and fragments of others, as well as any others who remained dedicated to Stone's dream. I, along with Countess Tara Campbell and the loyal forces she had gathered. found my way to Callison, which, along with Marcus, Dubhe, Chertan, Wing, Zosma and Castor, formed the core of what became known as the "Republic

TIMELINE OF EVENTS (CONT.)

[22 Sep] Republic begins broadcasting warnings about crossing the borders of Prefecture X.
[30 Sep] Malvina Hazen declares herself Khan of Clan Jade Falcon, sparking a civil war.
[1 Oct] Exarch Levin announces formation of Fortress Republic.
[7 Oct] Erik Sandoval-Groell pledges the Swordsworn to the Federated Suns and is named Prince's Champion by Caleb Davion.
[8 Nov] Cheryl Gunson becomes governor of Callison and soon makes it a sanctuary for Republic loyalists caught outside the Fortress.
[11 Nov] Ghost Bear peacekeeping forces land on Vega.
[30 Nov] Katana Tormark appointed Warlord of Dieron.
[early Dec] Ghost Bear peacekeeping forces occupy several worlds in Prefecture I.
[7 Dec] Capellan forces repulsed from Aldebaran.
[8 Dec] Hell's Horses Fire Horse Galaxy pledges its loyalty to Malvina Hazen.
[15 Dec] Oriente invades Park Place.

3136

[Jan] Capellans invade Azha.
[15 Jan] Republic Standing Guard units hold Poznan against Capellan attack.
[16 Feb] Conspirators in attempted coup in Marik-Stewart Commonwealth arrested.
[Mar] Joint Republic-Lyran training exercise on Algorab attacked by Jade Falcons. Hauptmann Roderick Frost is court-martialed for his actions, though they saved his unit.
[28 Mar] Oriente takes Ibstock.
[3 Apr] Malvina Hazen defeats Jana Pryde to become Khan of Clan Jade Falcon.
[11 Apr] Draconis Combine assaults Styx.
[21 Apr] Kenyon Marik exiled for life from Marik-Stewart Commonwealth and disowned by his father Anson.
[5 May] Video footage of superheavy "Colossal" 'Mech surfaces.
[15 May] Katana Tormark successfully negotiates for the use of a Nova Cat Galaxy in the Combine's invasion of the Republic.
[15 Jun] Mercenaries in Lyran employ raid Alkaid.
[2 Jul] Senate Alliance raid on Irian foiled by Wolf Hunters in their first public action.
[7 Jul] Rebels sympathetic to Clan Wolf take over Tsukude.
[6 Aug] The Scourge mutinies against Jacob Bannson and takes him captive, to be turned over to Republic authorities.
[27 Sep] Spirit Cat forces invade Marik, delivered by a Sea Fox vessel.
[14 Oct] Capellan forces renew assault on Aldebaran. Republic forces withdraw a day later.
[27 Dec] Vega Protectorate created.

TIMELINE OF EVENTS (CONT.)

3137

[Jan] Clan Wolf begins migration to Lyran/Free Worlds border. Jade Falcons, Hell's Horses, and Ghost Bears begin fighting over the worlds they leave behind.
[1 Jan] Theodore Kurita, heir to the Draconis Combine throne, dies trying to breach Fortress Republic.
[10 Jan] Clan Wolf invades former Republic worlds in anti-spinward Prefectures, including Yed Posterior, Baxter, and Corridan IV.
[7 Feb] Combine raid on Vega repulsed.
[14 Feb] Oriente concludes alliance with Spirit Cats on Marik.
[20 Feb] Clan Wolf forces take Unukalhai.
[28 Feb] Emi Kurita presumed killed in DropShip explosion.
[Mar] Thaddeus Marik appointed Warden of the Covenant Worlds.
[1 Mar] Ilsa Centrella weds Duke Ari Humphreys of Andurien.
[15 Mar] Vincent Kurita assassinated.
[15 Mar] Clan Wolf forces defeated at Skondia.
[6 May] Anson Marik reforms Silver Hawk Irregulars.
[15 May] Yori Kurita becomes Coordinator.
[1 Jun] Spirit Cat and Sea Fox forces secure Marik.
[25 Jul] Lyran Commonwealth invades Duchy of Tamarind-Abbey, including strikes at Shasta and Gallatin.
[30 Aug] Lyrans invade Millungera.
[4 Sep] Lyrans invade Bondurant.
[31 Oct] Lyrans invade Labouchere.
[12 Nov] Kirkpatrick's Invaders, in Lyran employ, vanquish Avanti's Angels on Promised Land.
[29 Nov] Lyrans invade Simpson Desert.
[5 Dec] Lyrans invade Danais.
[14 Dec] Tamarind falls to Lyrans. Ceasefire signed between Commonwealth and Duchy of Tamarind-Abbey.

3138

[6 Feb] Kwamashu Incident. War between Andurien and Oriente.
[15 Feb] Clan Wolf enters actions against former Free Worlds League states by defeating planetary militia on Gannett.
[26 Apr] Clan forces from Marik garrison Abadan and Avellaneda at the request of Jessica Marik.
[28 Apr] Helm Massacre. Clan Wolf forces massacre surrendering Silver Hawks Irregulars troops.
[29 Apr] Covenant Worlds Expeditionary Force leaves for Andurien.
[30 Apr] Lyrans seize Savannah.
[3 May] Savannah liberated by the CWEF.

Remnant," though there was no official organization established over those worlds. As an informal alliance, Redburn's forces provided protection and support for the worlds of the Remnant while allowing them to conduct their own affairs without interference. Always in the background of the Remnant's actions was the belief that one day Fortress Republic would come down and the Republic would reclaim its rightful territory from the vultures who would tear it apart. Unfortunately, that day has not yet come.

DRAGON'S PASSING

The Draconis Combine's invasion of the Republic continued into 3136. The forces of two Warlords competed with one another as they gobbled up system after system. Katana Tormark reveled in her new position, and forged a friendship with the heir to the throne, Theodore Kurita. In May she negotiated with Clan Nova Cat for the use of a full Galaxy of their warriors to bolster her own troops in the invasion. Having previously had a slight relationship during her days of leading the Dragon's Fury, Tormark convinced the Cats to enter the fighting on her side, and with their help she soon led the conquest. Internal struggles among the Combine's upper echelons distracted from the invasion for several months, during which time the Nova Cats took up the slack in the reestablished Dieron District. Upon entering former Republic territory, the Cats' Oathmaster issued a call for all wayward members of the Clan—including those of the Spirit Cats—to return home and be accepted back into the embrace of the Clan.

Kev Rosse, the former Republic senator and leader of the Spirit Cat cult, was wary at first of the Nova Cats' intentions, given that they had never been very tolerant of his movement's beliefs in the past. Rosse's assassination by an unknown assailant shortly after facing and defeating a representative from the Mystic Caste in a Trial drove a greater wedge between the two halves of the Nova Cats until Mystic Kisho accepted his defeat by the late Rosse and extended the Oathmaster's offer again. Not all of the Spirit Cats chose to return to the fold; some made the long journey to Marik, where they joined the new Clan Protectorate, while others fought against the Nova Cats and, by extension, the Combine troops invading the Republic.

The year 3137 began with the Combine forces nearing the walls of Fortress Republic. Dieron itself had been conquered, with surprisingly little effort, at the end of 3136, and plans were being drawn up to extend the invasion into the Fortress. Theodore Kurita, heir to Coordinator Vincent, personally led a test run to jump a JumpShip through the invisible walls surrounding what was once Prefecture X. There was no word from him for over a week. Then, on 1 January, his JumpShip *Kurita's Pride* reappeared at Dieron's nadir jumppoint. The vessel was horrendously misshapen, twisted along its axis, and looking as if it had been melted and congealed. Only the actual jump drive seemed intact. Even more horrific was the fate of the crew; no bodies were found, but intermingled with every part of the ship were the component molecules that had comprised their physical matter. Just like that, the Dragon had lost its heir.

Theodore's death in January was the first of several tragedies that struck the Combine in the opening months of that year. Then, in mid-February, Coordinator Vincent's beloved wife Ramiko, who had been confined to a hospital for more than two decades after developing Parkinson's disease, died of a heart attack. Two weeks later, a DropShip carrying Emi Kurita, Vincent's daughter and the new heir, exploded while transiting the Ogano system. In the span of just three short months, the Coordinator had lost both of his heirs and his wife, but even more tragedy was in store for the Combine. Theodore's widow, Chomie, had become pregnant in January after years of trying and finally resorting to artificial insemi-

nation. Though her husband was dead, Chomie carried the future ruler of the Combine in her womb and was treated like a queen in the palace on Luthien. On the night of 15 March, during the annual birthday feast of the heir—turned instead into a celebration of Theodore's life that year—an assassin infiltrated the palace during the festivities and murdered Chomie Kurita and her unborn child. It is perhaps a small mercy that Vincent would never know of the murder of his last heir. During the Coordinator's speech to the assembled celebrants, his eldest son Ryuhiko appeared at the palace for the first time in decades. A victim of the same form of Parkinson's that afflicted his mother, Ryuhiko was there to present a gift to the younger brother he did not know was dead. Unbeknowst to him—and to all within the hall—his present was a bomb that ripped through the crowd, killing nearly two dozen bystanders, including Ryuhiko and Coordinator Vincent Kurita.

DRAGON RISING

With the entire ruling family dead within the space of three months, rule of the Combine fell to Yori Kurita, the descendant of a bastard son of the original Theodore Kurita. Though many within the court realized that Yori was a mere puppet for Warlord Matsuhari Toranaga of New Samarkand, the lack of any more suitable candidates meant that she gained the throne by default. Among those who distrusted or outright disliked their new ruler was Katana Tormark, who survived the Birthday Massacre with suspicions about the responsible parties. She would have to wait several years for her revenge.

For the next year and a half, the Combine finished the conquest of the former Republic Prefectures, claiming a corridor stretching from Dyev to Quentin at its widest point, and terminating at the very walls of Fortress Republic. In recognition of his service to the state, Coordinator Yori appointed Warlord Toranaga to the position of *Gunji no Kanrei*, or Deputy for Military Affairs, a position that had been vacant since the execution of Kiyomori Minamoto in the aftermath of the Second Dominion War thirty-five years earlier. Toranaga, determined to make his mark on the Inner Sphere in a way he felt Vincent Kurita had failed to do, began long-range plans for an eventual invasion of the Federated Suns. The first stage in his plan was the conquest of the Draconis Reach, a no-man's land of ten to fifteen worlds that was in a state of constant low-level warfare between the Combine and the Federated Suns. The Reach had been the personal obsession of the Sandoval Dukes of Robinson since the late 3080s, and every world in the zone had changed hands more times than anyone could recall. To break the six-decade stalemate, *Kanrei* Toranaga sought help from a source that many in the Inner Sphere found inconceivable: Wolf's Dragoons.

The enmity between the Dragoons and the Combine had acquired the aura of legend since the heyday of the feud during the Fourth Succession War. Despite a thawing of hostilities after the death of Coordinator Takashi Kurita in 3054, the two proud powers had never truly buried the hatchet. The Word of Blake Jihad nearly destroyed the Dragoons, and made them dependent upon the charity of others to even begin rebuilding their shattered forces. By the late 3130s, they had spent five decades living in and under contract to the Lyran Commonwealth, based out of Arc-Royal, where the Kell Hounds and Exiled Wolves had given them shelter during the dark days of the Jihad. In recent years, a movement within the younger members of the Dragoons agitated for the mercenaries to seek employment elsewhere to prove that they could do more than fight the Jade Falcons and conduct the occasional raid against the weak former League states. Above all, these young Spurs wished to show the rest of the Inner Sphere that the Dragoons were just as formidable as they had always been. *Kanrei* Toranaga's negotiators

TIMELINE OF EVENTS (CONT.)

[16 May] The planet Ariel requests protection from Oriente.
[5 Jun] Anson Marik dies defending Stewart from Lyran and Wolf invaders. Marik-Stewart Commonwealth dissolves shortly after.
[10 Jun] CWEF battles Fourth Andurien Cavalry on El Giza.
[15 Jul] CWEF takes Mosiro.
[18 Jul] Regulus seizes Atreus.
[27 Jul] Clan Protectorate founded.
[05 Aug] End of war between Oriente and Andurien.
[12 Aug] Tamarind-Abbey forces assault Lyrans on Simpson Desert.
[12 Sep] Emi Kurita gives birth to a son, Daisuke.
[13 Sep] Tamarind liberated from Lyran occupation.
[30 Oct] Jessica Marik weds Thaddeus Marik.

3139

[Jan] Wolf's Dragoons hired by Draconis Combine.
[Jan] Fighting for Simpson's Desert ends in LCAF victory after reinforcements arrive.
[Mar-Dec] Wolf's Dragoons conquers Draconis Reach.
[21-27 Apr] Conquest of Atreus by Oriente-led coalition.
[11 May] LCAF recaptures Tamarind.
[3 Jul] Jessica Marik installed as Captain-General of reborn Free Worlds League.
[23 Sep] Thaddeus Marik killed in battle with Alaric Wolf.

3140

[15 Jan] Clan Hell's Horses allies with Malvina Hazen.
[12 May] Renewal of Operation HAMMERFALL.
[19 May] Peace treaty between Free Worlds League and Clan Wolf.
[23 May] Clan Wolf invades Lyran Commonwealth.
[Jun-Aug] Wolf's Dragoons raids Glenmora.
[9 Jul] Lyran forces withdraw from Uhuru.
[1 Aug] Trillian Steiner sent to gather aid from Federated Suns.
[14 Dec] Caleb Davion refuses to aid embattled Lyran Commonwealth.
[22 Dec] Lyran forces withdraw from Arcadia.

3141

[22 Feb] Assassination attempt against Melissa Steiner.
[17 Mar] Melissa Steiner deposed by military coup. Duke Vedet Brewer of Hesperus becomes Archon.
[25 May] Wolf Hunters defeat Clan Wolf forces on Hollabrunn.
[Apr] Federated Suns counterattacks on worlds of the former Draconis Reach. Fighting eventually devolves into a war of attrition.

TIMELINE OF EVENTS (CONT.)

[12 Jun] Diplomatic feelers from the new League to Andurien spark border raids against Oriente by the Capellans.
[16 Jun] Clan Nova Cat launches a revolt with the ultimate goal of placing Emi Kurita on the throne.
[3 Jul] Nova Cats take Xinyang.
[11 Jul] Nova Cats conquer Al Na'ir, but Kuritan guerrillas make the occupation difficult.
[18 Aug] Katana Tormark, Warlord of Dieron, throws her support behind Emi Kurita.
[8 Nov] Anastasia Kerensky appointed operational commander of Bolan Province.
[24 Nov] Wolf Hunters take Hyde from Clan Wolf occupiers.
[21 Dec] Clan Wolf retakes Hyde from the Wolf Hunters.

3142

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

caught the Dragoon leadership at just the right time to hire them away from the Lyrans; though this contract was met with some disbelief and shock among the Dragoons themselves, the majority of the mercs recognized it for the opportunity it was and pushed to let bygones be bygones. Helping in their acceptance of the strange situation was a close working relationship that soon developed with the Ryuken-go. The Dragoons knew their history, and remembered that the Ryuken had been created by the legendary Minobu Tetsuhara, who still enjoyed special status among them as one of the few honorable Dracs. There was tension between the two units at first, but their shared history eventually gave way to mutual respect, and overcame any distrust.

With the Dragoons in Combine employ by January 3139, Toranaga's plan to conquer the Draconis Reach could proceed. Over the course of nine months beginning in March, the Dragoons, with some assistance from the Ryuken but mostly by their own strength, steamrolled over the Federated Suns defenders of the Reach worlds and claimed victory by the end of the year. Six months later, the Dragoons were once more in the thick of fighting against AFFS troops. Receiving approval from the *Kanrei*, they raided the planet Glenmora just outside the former area of the Reach. Here they had less success, and after being bogged down for two months, they had to be rescued by their Ryuken friends. Upon returning to Combine space, however, they were not reprimanded for their failure, but instead were informed of the next stage in Toranaga's plans, expected to launch in early 3141: a full-scale invasion of the Federated Suns, with the Dragoons leading the way.

HAMMERFALL AND HOMECOMING

Perhaps the biggest casualty of the Word of Blake's Jihad was the Free Worlds League. The oldest of the five great nations of the Inner Sphere found itself rent into multiple statelets, much as the Star League had been sundered into the Successor States three centuries earlier. Though not common to all—the Rim Commonality, Andurien and Tamarind-Abbey tended to stay out of the fray—a desire to one day reunite the League and claim the Captain-Generalcy was a driving ambition for most of the rulers of the various statelets over the next several decades. The animosity between the largest of these states seemed likely to remain a permanent obstacle to any serious talk of reinforcement. They would occasionally work together against a common enemy, usually the Capellan Confederation, but none of the three claimants to the title of Captain-General would ever let their guard down for very long.

By mid-3136, Jessica Marik of Oriente decided the time was ripe to make her move. As the daughter of the imposter Thomas Marik (later Thomas Halas) who had been exposed as a former ComStar pawn during the Jihad, Lady Jessica bore the stigma of not being a true Marik, which her enemies were quick to take advantage of at every opportunity. Even so, she was the most ambitious of the major state rulers in the post-Blackout period. In July, she sent out four of her five children to various other former League states for the purposes of securing alliances with Oriente that Jessica could use to build her base for reforming the League. While middle daughter Elis enjoyed success in the Rim Commonality, eldest daughter Julietta failed to win over Andurien. Instead, she was sent to Marik, which was at the time in the midst of the Spirit Cat conquest. Against all expectations, she managed to win over the Cats. Jessica's youngest daughter Nikol, always more militarily-minded than her siblings, expanded Oriente's reach through the conquest or annexation of several systems, including Asellus Australis, Oceana, and Angell II. Her second son, Christopher, used his time on Tamarind participat-

ing in an extreme sporting event to win the friendship of Duke Fontaine Marik. With tendrils of diplomacy and the projection of force in all directions, Oriente in mid-3137 was well on its way to emerge as the victor in the decades-long struggle among the League states.

Andurien, for the most part, remained aloof from the squabbles of Regulus and Oriente and the other statelets. The strange and unexpected marriage between Duke Ari Humphreys and Magestrix Ilsa Centrella-Liao of Canopus in March 3137 shocked everyone, and fundamentally altered the playing field in the former League. It was hard to fathom the intent behind this marriage, as the Magestrix was far too old to provide the Duke with heirs and the distance between Andurien and the Magistracy seemed a further hindrance to any unification or close cooperation. Many remembered the brief alliance the two had entered into in the mid-3030s, which resulted in a disastrous invasion of the Capellan Confederation. This time, however, the Magestrix was the sister of the Capellan Chancellor and some speculated that a three-way merger of the realms was the ultimate goal, despite widespread revulsion at the idea among the Anduriens.

In July, the inevitable came to pass as the Lyran Commonwealth launched Operation HAMMERFALL, a massive invasion of the former League states. With a two-pronged assault against Tamarind-Abbey and the Marik-Stewart Commonwealth, the invaders seized a handful of worlds within the next few months and rolled up the opposition before them. Anticipating some kind of attack from the Lyrans, Captain-General Anson Marik had recreated the Silver Hawk Irregulars, and this new version of the unit proved an essential part of the Marik-Stewart defense, though as a single unit, they were limited in the scope of their actions. Jessica Marik was swift to take advantage of the troubles the other states were having, and Oriente used the distraction to seize several Marik-Stewart worlds.

The Tamarind-Abbey campaign, codenamed Gauntlet, proceeded fairly quickly. By November, the Lyrans sent an emissary to Tamarind to negotiate the Duchy's surrender, and followed that up by landing forces on Tamarind before the end of the month. The planet fell before the end of the year, and Duke Fontaine Marik was forced to flee. After establishing his capital on Gibraltar, the Duke began making plans for how to regain his worlds.

Anvil, the campaign to conquer the Marik-Stewart Commonwealth, progressed at a slower rate. The Silver Hawk Irregulars seemed able to be everywhere at once, and caused considerable consternation for the Lyran invaders. Still angry over the loss of Marik to the Spirit Cats, Anson Marik was determined to prevent the Lyrans from claiming any more of his planets. The sudden arrival of troops from Clan Wolf on Gannett in February 3138 came as a surprise to Marik. After their run through the Republic the previous year, the Wolves had effectively vanished from the interstellar stage and their appearance across the entire Marik-Stewart front as an ally of the Lyrans shocked more people than just Anson Marik. Reports from our agents on Tharkad indicate that even the Archon herself was in the dark about the Wolves' plans until they surfaced on the frontlines. This influx of fresh forces greatly shifted the course of the war. The Clan warriors proved every bit as ruthless and driven as ever, and Marik-Stewart troops were pushed back on more than a dozen worlds before they even realized what was happening. The Wolves also showed themselves to be cruel and unconcerned with any rules of engagement the two Inner Sphere powers had settled upon by tradition or unspoken agreement. When a contingent of Silver Hawk Irregulars surrendered on Helm in late April, the Lyran units were happy to accept, but were horrified when the Wolves, under the command of Alaric Wolf, massacred the Irregulars with only a perfunctory defense of their actions given as justification.

TIMELINE OF EVENTS (CONT.)

3143

[6 Jan] Nova Cats defeated on Kagoshima, ending their rebellion.

[20 Jan] DCMS assaults Katana Tormark's defenses on Piedmont and Chichibu.

[17 Feb] Julian Davion and the First Davion Guards arrive at Smolnik too late to assist Lyran defenses. Anastasia Kerensky captured by Clan Wolf.

[26 Feb] Final battle between Tormark's forces and the DCMS ends in defeat for the rogue Warlord.

[12 Mar] Katana Tormark imprisoned on Luthien, ultimately to rot and be forgotten until the day the Dragon decides to execute her.

[Apr] LCAF abandons all worlds rimwards of Abramkovo. FWLM does not advance farther than the Khon Kaen-Bella I line for now, per treaty with the Wolf Empire.

[2 Jul] Melissa Steiner reclaims Archonship from Vedet Brewer. Clan Wolf forces arrive at Tharkad.

[15 Jul] Jade Falcons invade Tharkad.

[17 Jul] Melissa Steiner killed by Clan Wolf.

[18 Jul] Loki operatives assassinate Khan Seth Ward of Clan Wolf.

[20 Jul] Clan Wolf requests and is granted hegira from Tharkad. Jade Falcons retreat from Tharkad.

[24 Aug] Alaric Ward elected Khan of Clan Wolf. He also declares himself Archon of the Lyran Commonwealth under the name Alaric Steiner.

[31 Aug] Katherine Steiner-Davion dies on Gienah.

[10 Sep] Port Moseby seized by Draconis Combine.

[1 Nov] Callandre Kell assembles a battalion-strong Kell Hounds force to strike into the Falcon OZ in revenge for the annihilation of the Kell Hounds. Julian Davion takes hiatus from his First Davion Guards to accompany her. The Guards remain in Lyran space, directly answerable to Trillian Steiner.

[25 Dec] Exhausted Federated Suns troops pull out of Draconis Reach.

3144

[21 Jan] Rasalhague Dominion extends its protection to Lyran worlds cut off by the Falcon OZ. Several clashes with the Falcons follow, resulting in the Falcons taking Ganshoren, Symington, Corridan IV, and Yed Posterior.

[Feb-Jul] Callandre Kell, Julian Davion, and the surviving Kell Hounds harry Clan Falcon throughout their Occupation Zone.

[14 Mar] The Combine launches their long-delayed invasion of the Federated Suns.

TIMELINE OF EVENTS (CONT.)

[22 May] Chanute falls to Combine. Duchess Victoria Sandoval flees Woodbine to Filtvelt.
[6 Jun] Vega Protectorate absorbed into Rasalhague Dominion.
[19 Jun] Palmyra Disaster. Over the course of the next couple of weeks, thirteeen AFFS combat formations destroyed.
[25 Jun] Caleb Davion killed on Palmyra.
[13 Jul] Tsamma conquered by Combine.
[21 Jul] Raven Alliance seizes Haynesville, Diboll, and Inner End.
[22 Jul] Zalaf, Sinope, and Bad News peacefully occupied by Raven Alliance.
[10 Aug] Julian Davion learns of the Combine invasion and Caleb's death.
[23 Aug] Combine forces invade Robinson.
[27 Aug] Duke Corwin Sandoval killed defending his capital city on Robinson.
[19 Sep] Loki agents in the Jade Falcon OZ get word to Tharkad of Malvina's plans to invade Hesperus II. Trillian Steiner leaks the info to Clan Wolf.
[22 Oct] Kell Hounds defeat Hell's Horses on Porrima. Julian Davion prepares to depart for the Federated Suns.
[11 Nov] Capellan Confederation launches invasion of the Federated Suns.
[29 Nov] Spica overrun by Capellans.
[1 Dec] Komephoros annexed by Vega Protectorate.
[6 Dec] Second McCarron's Armored Cavalry takes New Hessen.
[8 Dec] Julian Davion and the First Davion Guards begin their journey out of the Lyran Commonwealth.
[12 Dec] Demeter falls to House Ijori.
[17 Dec] Redburn's Republic remnants and a number of merc units defend Galatea against a Falcon invasion.
[24 Dec] Galatean League formally announced.
[27 Dec] Federated Suns forces withdraw from Victoria.
[31 Dec] La Blon, Atria, and Ko request annexation by the Vega Protectorate.

3145

[3 Jan] Jade Falcon and Hell's Horses land on Hesperus. After token resistance, Lyran defenders abandon the planet, leaving behind several mercenary commands.
[4 Jan] Wolf forces land on Hesperus.
[6 Jan] Capellans take Taygeta.
[12 Jan] Capellans launch assault on New Syrtis.
[22 Jan] At a mustering point on Canonbie, Trillian Steiner faces increasing dissatisfaction from the LCAF High Command.

By this point, it becoming clear that the Marik-Stewart Commonwealth would not last much longer against the combined might of the Lyrans and Wolves. Several Marik-Stewart worlds reached out to other League states for protection, though a number of those still faced invasion in the months to come. Oriente was particularly active in the region, and secured alliances with not only the Clan forces on Marik, who were requested to garrison Abadan and Avellaneda against Lyran/Wolf aggression, but also with the Covenant Worlds, one of the small microstates carved out of the Republic by the traitor Thaddeus Marik. The Covenanters would play a role in the tragic events that precipitated a war between Oriente and Andurien.

Having learned in January 3138 that the Anduriens were reactivating a BattleMech plant on the planet Kwamashu, Jessica sent the Eagle's Talons to seize the planet and the factory to prevent its use against Oriente. The Talons arrived at Kwamashu in early February, and were in the process of assaulting the factory complex when an explosion released radioactive toxic wastes into the atmosphere and poisoned the entire world. The Talons, most of the defenders, and thousands of civilians were killed outright, with many more in the following weeks. Hundreds of thousands of acres of farmland were lost to contamination, and several cities along the major wind belts across the planet had to be evacuated, though with nowhere to put the refugees they began to accumulate near the few unspoiled cities, which were soon plagued with disease and food shortages. Each side blamed the other for the disaster, and Andurien declared war against the Oriente Protectorate by the end of the month. For their part, Oriente and its allies assembled a massive expeditionary force under the command of the traitor Paladin Thaddeus Marik and invaded the Duchy of Andurien to seek justice for the victims of Kwamashu. This mission was derailed when Marik discovered evidence that the Anduriens had not been responsible for the tragedy, and Oriente ended the war in August after just two months of fighting. Despite Jessica's wish for peace, she kept the four worlds conquered in that short time, ensuring that Andurien would not forgive Oriente any time in the near future.

During all of this, the HAMMERFALL assault against the Marik-Stewart Commonwealth continued. The addition of Clan Wolf to the invading forces accelerated the rate of conquest. Anson Marik relocated to Stewart, recently acquired from Clan Sea Fox in exchange for numerous trade concessions on Marik-Stewart worlds, where he hoped to use the symbolism of the world to rally not only his own people, but all the shattered remnants of the Free Worlds League in opposition to the invaders. His plan failed, however, and by June, elements of both the Lyran armies and those of the Wolves were knocking at the door. As one of his last acts for his realm, he sent the Silver Hawk Irregulars away from Stewart so they could continue to resist the invasion. On 5 June, forces under the command of Duke Vedet Brewer and Star Colonel Alaric Wolf touched down on Stewart and began racing toward the palace. Brewer's First Hesperus Guards reached Anson Marik first. The Captain-General fell defending the throne room against a company of Lyran infantry. With his only child having been disinherited several years earlier, Anson had no heir, and there were very few members of Parliament left to find a new one. Many of the remaining unconquered worlds of the Marik-Stewart Commonwealth soon joined or were seized by the Regulan Fiefs or the Oriente Protectorate, or even went it alone while everyone waiting to see what the next moves would be.

With Anson Marik out of the way, Jessica Marik saw an opportunity to finally achieve her lifetime ambition to rebuild the Free Worlds League with Oriente as its axis. Any relationship with Andurien was out of the question after Duke Humphreys' marriage to the Magestrix and the events surrounding Kwamashu and the subsequent war. The Captain-General of the Regulan Fiefs, Lester Cameron-Jones, held a hatred for Jessica that burned brighter than a thousand suns. Through the diplomatic efforts of her various children, however, Oriente had a strong chain of alliances with Tamarind-Abbey, the Rim Commonality, and many independent worlds and statelets stretching between the Periphery and Fortress Republic, including the new Clan Protectorate. All she needed was something to bring them all together. Her plan took two approaches to this problem. First, she addressed the public perception of her own legitimacy. As the daughter of the false Thomas Marik, many people throughout the former League worlds considered her a pretender with no real claim to the Captain-Generalcy. While she could do little about their opinion of her own bloodline, she took steps to ensure the legitimacy of her children by marrying the traitor Paladin Thaddeus Marik, the grandson of the Jihad-era hero Alys Rousset-Marik, and thus a descendant of the last legitimate Marik to hold the position over a unified League. Thaddeus' adoption of Jessica's four surviving children gave them at least a veneer of legitimacy in the eyes of the public, even if they still shared the same false Marik blood as their mother.

Jessica's second approach involved giving the potential founders of a new League a common goal to strive toward. With the collapse of the Marik-Stewart Commonwealth after Anson Marik's death, Regulus had seized a number of planets, including Atreus, the former capital of the original League. Knowing that any reborn League would need to be based on Atreus for its symbolic value, Jessica and her closest advisors—including her husband, Philip Hughes, and the traitorous ex-Paladin Thaddeus Marik—drew up plans for a joint operation to reclaim Atreus from the Regulans. Dubbed Operation HOMECOMING, it involved troops from every planet and state that wished to have a role in the new League. Sea Fox vessels out of the Clan Protectorate provided transportation for much of the assault force, and the remaining Silver Hawk Irregulars pledged themselves to Jessica's cause. Tamarind-Abbey contributed a small number of troops, while the bulk of their forces began a campaign to retake worlds lost to the Lyrans during the past year. Launched on 21 April 3139, the HOMECOMING forces were successful in their initial assault on Atreus and also withstood a Regulan counterassault a few days later. Within a week, the former capital world was in the uncontested hands of the victorious coalition. Jessica Marik called for the formation of a new Parliament with delegates from every world that had fought to regain Atreus. On 3 July, she was unanimously proclaimed Captain-General. Regulus and Andurien were invited to send ambassadors to observe the ceremony, but neither realm had any official response.

But though a new Free Worlds League had risen from the grave where the Word of Blake had left it, they were not out of the woods yet. The Lyrans and Wolves continued their assaults, seizing about a dozen worlds even as Jessica Marik was being invested with her new title. The new Captain-General had to establish herself as a strong defender of the reborn realm, but the Lyran/Wolf onslaught left her little time to breathe. Half of the Silver Hawks worlds fell within a month of the first Parliamentary session, and the invaders neared Atreus itself by the end of the summer. The death of the traitor Thaddeus Marik on New Olympia in September was a major blow to Jessica's plans. Without his strong presence at her side, she feared the other provinces of the League would soon break off to make their own peace with the Lyrans.

TIMELINE OF EVENTS (CONT.)

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

TIME OF MADNESS

The year 3140 looked to be filled with more of the same when it began. The joint Lyran-Wolf invasion of the Free Worlds League continued apace, with the new state barely able to hold its own against the constant pressure. However, the continuing poor treatment of Clan Wolf's civilian castes and the seeming indifference to that treatment by the Archon finally pushed the volatile Clanners over the edge. In May, the Wolves jumped into the target systems they had been assigned for the next wave of HAMMERFALL, including the Free Worlds' capital world of Atreus. Judging by the lack of support from any Lyran units at Atreus and most of the other six targets, the LCAF High Command intended to use the Wolves as cannon fodder to soften up the defenses on several of the most heavily protected worlds of the League. The realization of this fact may have been the final deciding factor in triggering the Wolves' unexpected response. Jumping into their target systems on 12 May, they initially scared the defenders nearly senseless before offering a cessation of hostilities between the Clan and the League. The treaty signed by both sides a week later laid out a ceasefire that enabled the League to turn its resources to rebuilding and allowed the Wolves to redirect their ferocity against their former allies in the Commonwealth.

THARKAD IN THE CROSSHAIRS

By the end of the month, Clan Wolf forces had retreated back over the front line to strike at numerous Lyran worlds, most of which had seen their garrisons reduced to support the invasion. Wolf-in-Exile liaisons embedded on Clan Wolf vessels were given a opportunity to join their kin in fighting against the Lyrans, but nearly all refused. LCAF units were hurriedly pulled back from the front to reinforce threatened worlds, giving the League a chance to reclaim many of those systems. Lyran forces were hampered in part by a lack of supplies; much of the materiel earmarked for the later stages of HAMMERFALL fell into Wolf or League hands in the early days of the Wolf betrayal or were prevented from reaching their intended destinations by a lack of transport assets to move them. This shortage of JumpShips to shift units to the front also hindered Lyran defensive efforts. Smaller units such as the Steiner Strikers, the Stormhammers, or the mercenary Wolf Hunters, all of whom had their own integral transport assets, were more effective in the short-term against the Wolf invaders, but were still unable to hold out for long due to their size.

The unchecked advance of Clan Wolf caused a crisis of leadership among the LCAF generals. Most of them already had a low opinion of Archon Melissa Steiner to begin with; unlike nearly every Archon of the past several centuries, Melissa had little military training, and was seen as hopelessly out of her league in leading the fight against the Wolf forces. In search of a leader more suited to martial endeavors, the High Command, led by Margrave Gareth Dineson of Melissia Theater, cast their eyes upon Duke Vedet Brewer of Hesperus. During the successes of HAMMERFALL, Brewer's Hesperus Guards had performed exceedingly well, having been at the forefront of several high-profile operations, including the taking of Stewart and the killing of Anson Marik. Duke Vedet's active courting of the High Command did not hurt either, and in March of 3141, the LCAF deposed Melissa Steiner and placed Duke Vedet on the throne in her place. If they thought Brewer would somehow turn around Lyran fortunes in the war, however, they were mistaken. Having fought beside him during HAMMERFALL, the Wolves had little respect for the new Archon, considering him a vainglorious fool.

Though it seemed to many that the Wolves would push all the way to Tharkad, they surprised everyone by stopping a little way inside the pre-HAMMERFALL border. In all, of the nearly 60 worlds that formed the Wolf Empire as proclaimed by Khan Seth Ward on 1 January 3142, only about a third of them had been Lyran possessions prior to the Blackout; the rest were taken from the territory conquered since 3137, over half of those systems by the Wolves themselves. Archon Vedet Brewer claimed responsibility for stalling the Wolf advance in its tracks, but most in the LCAF knew the truth: that the cessation of hostilities had far more to do with Clan Wolf's need to consolidate their gains and with the strategic acumen of commanders such as Anastasia Kerensky, Roderick Steiner, and Jasek Kelswa-Steiner than with any direction from the throne. The generals and margraves who had put him in power had already begun to sour on Archon Vedet.

The Lyran Commonwealth would not be given much of a chance to recover from the Wolf invasion. The next six months were a frenzy of shuffling units from the interior of the nation to the new border with the Wolf Empire and reinforcing defenses stretched entirely too thin. Unfortunately, against the advice of his generals and commanders such as Colonel Evan Kell of the Kell Hounds or Khan Patrik Fetladral of the Exile Wolves, the Archon refused to reinforce the border with the Jade Falcon Occupation Zone. The Falcons had recently come through an extended period of rebuilding and internal housecleaning following Malvina Hazen's seizure of power in 3136. Clan Wolf's abandonment of their Occupation Zone had provided all the surrounding Clans with an opportunity to claim more territory, but the Falcons in particular utilized the many trials over contested systems to throw green warriors into a crucible to shape them into the kind of troops that their Chinggis Khan wanted. With the Lyrans apparently content with their coreward defenses, Malvina saw her chance, and less than half a year after the truce with the Wolves, the Commonwealth found itself once more invaded by Clan forces.

The Golden Ordun of Malvina Hazen flooded across the border, striking along three main corridors. The first thrust struck at Melissia and nearby worlds, tying up Lyran forces throughout the theater. The second thrust began with assaults on Zanderij, Santana, and Sargasso. It quickly became apparent that this thrust was targeting Coventry and what few LCAF units remained in the region were scrambled to blunt the invaders' advancement. The final thrust, led by Malvina herself, struck through the better-defended Donegal Province, much of which had only been reclaimed by the Lyrans

in the wake of Clan Wolf's abandonment of their OZ several years earlier. On the world of Apostica just a few weeks after the start of the invasion, Malvina demonstrated just what kind of mercy those who opposed her could expect. Despite the surrender of the local garrison, a number of resistors to the Falcon conquest continued operating on the sparsely populated desert planet. In retaliation against those she painted as terrorists, Malvina poisoned the entire world's water supply with material from several of her nuclear devices. Facing the full consequences of the Mongol Doctrine, several Lyran worlds preemptively surrendered to Malvina's forces rather than risk the same fate.

Malvina Hazen continued her conquests as 3142 wore on. Just a couple of months after the invasion began, she transferred to the Coventry corridor to oversee the Hell's Horses, who found themselves stymied on several planets by the combined defenses of the Kell Hounds and Wolves-in-Exile. With so many Lyran units having been moved to the Wolf Empire border, the defenses along a long stretch of the border were largely propped up by mercenaries and loyal Clanners. Though they still had not fully compensated for the loss of Wolf's Dragoons three years earlier, nine decades of holding the border against the Falcons had given them an edge that more than made up for the lack of additional support from the LCAF. In several cases, Malvina was forced to take dramatic action to punch through their resistance, as when she used indiscriminate orbital bombardment to effectively wipe out the entire Kell Hounds regiment on Timkovichi, despite the collateral damage she inflicted upon her own Horses allies. Even with the destruction of the Hounds, the Exiles were strong enough and valiant enough to slow the invasion almost by sheer force of will.

With the Jade Falcons and Hell's Horses tearing up the coreward provinces of the Commonwealth and the Wolf Empire bulging like a tumor into the rimward side of the realm, Archon Vedet was caught between a rock and a hard place. The decision about how to best divide his forces soon became moot when the Wolves launched a new invasion in November. The Falcon/Horse advance had turned aside at Coventry, bypassing the defenses hastily assembled for that world, and aimed their invasion directly at Tharkad. With the very real possibility that Malvina might seize the Lyran capital, the Wolf warrior council voted to continue their expansion into the Commonwealth in an attempt to reach Tharkad first. Khan Seth Ward and Galaxy Commander Alaric Wolf led two prongs towards Tharkad while saKhan Garner Kerensky blooded three reserve Galaxies full of inexperienced troops to seize former Republic worlds. The race was on.

When Malvina shifted the target of the Coventry thrust towards Tharkad, the LCAF was caught flatfooted, having assembled a large task force to defend the heavily industrialized world. With their defenses stripped, the worlds of Krievci and Incukalns fell quickly to the Golden Ordun. By the time the Clan force reached Pobeda and Upano, however, the Lyrans had managed to pull enough forces away from Coventry to present a meaningful defense of the approach to Tharkad. Horneburg and Westerstede were successfully baited for the Clans, who soon found themselves bogged down as most of the regiments once slated for Coventry were poured into the fight. Numerous Lyran units were destroyed in the attempt to halt the Clan advance long enough for Tharkad to be reinforced. The fighting lasted for more than six months, during which time Malvina held back her arsenal of nuclear weapons, perhaps having decided that they would be useful during the assault on the capital world. However, this proved to be a mistake.

With the Falcons and Horses tied up at Horneburg and Westerstede, and many Lyran regiments being pulled back to defend Tharkad, the Wolves found their path far more open than they had anticipated. World after world fell to their advance. Not even the arrival of the First Davion Guards, sent by First Prince Caleb Davion to assist the Lyrans, could stem the tide. Nor were they able to prevent the loss of one of the most effective commanders on the Lyran side when Anastasia Kerensky was taken captive by Alaric Wolf during the Lyran retreat from Smolnik in early 3143.

By mid-year, the Wolf forces were on the doorstep to Tharkad. With three Clans so close to the capital, the population was in a panic. Alaric Wolf jumped his Beta Galaxy into the system on 2 July and transmitted his desire to present his batchall to the defenders in person. We do not know exactly what took place within the palace that day but when Alaric traveled down to the capital city he was met by Melissa Steiner, apparently restored to the throne of the Commonwealth. Vedet Brewer was nowhere to be found, but would resurface some months later in the Timbuktu Theater, still claiming to be Archon. The Wolves challenged for possession of the capital city itself and the continent of Bremen, leaving the rest of the planet for the Falcons, who were expected at any time.

Callandre Kell, the highest ranking surviving Kell Hound, was given command of the city's defenses. On 15 July, the Wolves struck. Alaric Wolf led his Beta Galaxy into the capital city, where they clashed with Julian Davion's First Davion Guards and the Lyran defenders. The Shadow Wolves managed to tie up the defenders in the city streets, trapping them among the fleeing populace so that they couldn't fire without risk of civilian casualties. Though they themselves were trapped as well, Beta thus held open the door while Alpha Galaxy conducted a drop near the palace and, opposed only by the defenders' reserve troops, pushed through to the target. Elementals from the Fourth Striker Cluster entered the palace and killed Melissa Steiner when she refused to surrender.

At the same time, the Jade Falcons had finally extracted themselves from the fighting on Horneburg and Westerstede. Leaving their Hell's Horses allies to keep the Lyrans engaged and away from Tharkad, they arrived to challenge the Wolves for possession of the planet. However, the Wolves pointed out to Malvina that they did not possess four-fifths of the planet and the Falcons would instead have to face the Lyrans. A few days later, in fact, the Wolves requested hegira from Trillian Steiner in her new role as acting Archon, and removed their forces from Tharkad entirely. The Falcons managed to seize the Tatyana Islands before the Wolf withdrawal, but realized that without the other Clan's presence to split the defenders' forces,

they would not be able to stand against the Lyrans, especially with a dead Archon to inspire them to vengeance. Reluctantly, Malvina withdrew her troops back to Westerstede. Acting on orders from the High Command, the defenders who had fought so hard to stall the invasion at Horneburg and Westerstede were pulled back to Tharkad to reinforce the capital world against further Clan aggression.

Two days before the Wolves requested hegira from Tharkad, Khan Seth Ward was assassinated in the palace by Loki agents. Upon returning to Gienah, Alaric Wolf fought and won a Ward Bloodname and then was elected Khan of the Wolves. At the ceremony to install him in his new position, he dropped a bombshell on the Lyran people and the Inner Sphere at large: his birthmother was none other than Katherine Steiner-Davion, the former Archon who had triggered the Federated Commonwealth civil war and had been subsequently exiled among the Wolves shortly before the Jihad. This birthright, he asserted, gave him a claim on the Lyran throne as Archon Alaric Steiner. Though his claim was not taken seriously by the Lyran government nor most of its people, it gave him a (very) thin veneer of legitimacy to those Lyran citizens now residing on worlds of the Wolf Empire. On Tharkad, the Archonship was granted to Trillian Steiner—who, as a granddaughter of Peter Steiner-Davion, was therefore a cousin to Alaric—and she wasted little time in beginning the rebuilding process for the LCAF while at the same time using the press and popular media to undermine Alaric Ward's claims to the throne.

ARCHON'S TRIAL

Their ambitions for Tharkad curtailed for the moment, the Falcons turned their attention to subduing the worlds they had seized from the Lyran Commonwealth over the previous year. Complicating the matter were the numerous raids and assaults launched by Lyran forces against the occupying troops. A number of these attacks were carried out by mercenary units hired by the throne or by small militia companies from nearby systems. For the most part, they were more of a nuisance than a major threat to the gains the Falcons had made. One unit, however, was an exception to this general rule and provided no end of frustration to the Falcon commanders for their uncanny ability to strike at the weakest parts of the Clan's defenses, and then fade away before they could be confronted and destroyed. The Falcons' anger grew even stronger when they learned that the unit in question was calling itself the Kell Hounds; the assumption was that the Hounds had died on Timkovichi in August 3142 when Malvina Hazen had targeted them with an orbital bombardment. Beginning in November, these Hounds made fools of the Falcon and Horses garrisons all throughout the occupied territory time and time again. What took the Clanners a while to figure out was that this unit—which they had almost written off as pretenders using the Kell Hounds name for psychological purposes—was made up of retired Hounds brought back into action, new recruits, and the few survivors, all under the command of Callandre Kell, niece of the last Hounds commander, Evan Kell. The destruction of the Kell family mercenary unit had driven Callandre to extremes of grief, and she was determined to make the Falcons pay. Accompanying her was Julian Davion, who, despite the pleas of Archon Trillian to stay, had temporarily given up command of his First Davion Guards in order to remain by his friend's side. Together the two gifted commanders ran circles around the Clan forces.

At the same time, the LCAF brought every unit it could spare to reinforce the new borders with the Clans on both sides of the realm. The First Davion Guards, commanded by brevet General Edward Nanava during Julian Davion's absence, operated in close conjunction with Lyran regiments to bolster what remained of the Donegal Province. In several instances, these regular forces capitalized on the chaos created by the Kell Hounds and pushed the Falcons or Horses off worlds they only tenuously held. Along the border with the Wolf Empire, the defense was entrusted more to local forces backstopped by highly mobile units such as the Steiner Strikers and Stormhammers.

The raids by the Hounds continued into the new year, and were an increasing source of agitation for Malvina Hazen. Her brutality grew in parallel to her frustration, and entire cities were subjected to punishing retaliations for the slightest grievance. The inability of her forces to pin down and eliminate the Hounds and the increasing boldness of the Lyran attacks against the occupied worlds drove Malvina to seek a more telling show of strength to prevent the Wolves or other rivals from viewing her as weak and ripe for attack. Trillian was alerted to Malvina's plans by Loki agents on Arcturus, who got word to the Archon in September 3144 that Malvina planned to seize the factories of Hesperus II.

Knowing she did not possess the strength to oppose a Clan conquest of Hesperus while maintaining adequate defensive positions along her borders, Archon Trillian came up with a desperate plan. Again utilizing the skills of Loki, she leaked word of Malvina's plans to Alaric Ward on Gienah, correctly judging that the Wolf Khan would feel bound to prevent his Falcon counterpart from gaining the tremendous resources of the factory world. By the end of the year, both Clans had maneuvered their forces to striking positions and would launch their assaults against Hesperus any day. In the meantime, the LCAF had surreptitiously pulled back as many of their defensive units from Hesperus as they could without revealing that they knew what was coming. In January 3145 the main defense of the planet was in the hands of the Eridani Light Horse mercenary regiment, which had been hired three months earlier by the Lyrans for the express purpose of garrisoning the world, and several smaller mercenary units. The only actual Lyran forces on planet were local militia and a company from the Third Royal Guards.

When Malvina's assault came a few days into January, the inadequate defensive forces crumbled against the might of two Clans. Acting on standing orders from the Archon, the planetary militia and Royal Guards abandoned the planet after putting up a token resistance, leaving the mercenaries to face the full brunt of the attack. Lieutenant General Wilfred Eichler of the Eridani Light

Horse rallied the defenders near the Defiance Industries factory in the hopes of pulling inside the factory's mountain complex and holding out there until reinforcements could arrive. Defiance's president, however, refused permission for the mercs to enter the safety of the complex. Realizing they had been abandoned by the Lyrans, many of the smaller mercenary outfits attempted to surrender to Malvina's troops, only to be cut down without mercy. The Eridani Light Horse themselves launched a last-ditch charge through the Hell's Horses line in an attempt to reach their DropShips in Maria's Elegy, but fell short when the Raptor Keshik, personally led by the Chinggis Khan, swooped in and tore through them like paper. The few mercenaries who made it through this assault scattered into the mountains, where the Raptors took cruel delight in hunting them down to the last man over the following weeks. To the best of our knowledge, none survived.

While the Falcons and Horses mopped up the mercenary defenders, the arrival of a Clan Wolf flotilla at a pirate point close to the planet signaled the next phase of the campaign. Spearheaded by the Third Wolf Guards, the incoming forces dropped just behind Malvina's front line. The fierce fighting that followed saw the Wolves break through the Falcon units towards the factory. However, the arrival of Hell's Horses reinforcements prevented the Wolves from assaulting the factory directly and both sides were forced to withdraw to lick their wounds. And thus began what would become nearly two months of bitter stalemate.

Having withdrawn all forces from Hesperus at the start of the hostilities, the LCAF gathered a large assault force on Canonbie in the later weeks of January. Many of her generals felt that Trillian Steiner had abrogated her responsibilities as Archon by abandoning Hesperus, and two in particular—Margraves Gareth Dineson of Melissia and Diego Widmer of Timbuktu—demanded that she be removed from the throne in favor of a military junta. The tension got so bad over the course of the first week in February that Trillian was forced to barricade herself in a hotel in fear for her own safety. It is likely that only the loyalty of several key regiments and generals prevented another coup by the LCAF. The arrival of General of the Armies Roderick Steiner defused the crisis, though many of the rebellious generals still held a low opinion of their ruler. With Roderick's backup, the Archon presented her plan for retaking Hesperus once the three Clans assaulting the planet had worn themselves out against each other. Towards the end of the month, Trillian's Loki contacts once more passed her crucial information, and she made the decision to launch Operation JOTUNHEIM.

Over the course of more than a month, the stalemate between Malvina's horde and the Wolves had bogged down to the point where both sides were nearing exhaustion. Determined to end the fighting once and for all, Malvina began openly discussing the possibility of deploying her nuclear arsenal and simply removing the contested factory from the equation. Loki agents operating near her headquarters in Maria's Elegy got word to a courier JumpShip waiting at a pirate point and informed the task force assembled at Canonbie that their time had come. Fortunately for the Lyrans, Malvina had not yet decided to give up on winning the treasures of the Defiance factory and was holding off on the use of nuclear weapons. This gave them a narrow opening in which to act.

On 23 February, Malvina's forces made one last attempt to breach the Wolf line and reach the factory complex. Hazen ordered that the majority of her nukes be readied for launch if the assault failed. The events of the next few hours are unclear, but apparently Khan Beckett Malthus, long known as a reluctant follower of the Chinggis Khan, attempted to assassinate Malvina during a rare period when she was not accompanied by her Raptor Keshik bodyguards. We do know that a general retreat went out over the Falcon and Hell's Horses communications bands but later testimony from captured Clanners revealed some confusion over whether Malvina was being reported as dead or merely injured. At any rate, the incapacitation of their leader threw the Falcon and Horses lines into disarray. Adding to the turmoil was the arrival by sheer coincidence of the Lyran liberation force, which found itself combat dropping onto tired Wolf troopers and demoralized Falcons and Horses already in the early stages of a panicked retreat. The fresh Lyran forces easily routed both Clan sides and within a week Hesperus was once more firmly in Commonwealth hands.

On the strength of this victory, Trillian Steiner bought herself more time as Archon, showing her people that she had what it took to be their bulwark against Clan aggression. By defeating not just one but both Clan bogeymen—Alaric Ward and Malvina Hazen—she won a much needed propaganda victory. Her enemies tried to point out that the Lyrans had beaten two exhausted Clan forces who had been fighting each other for over a month, but the spinmeisters on Tharkad were able to successfully defuse their attacks. Khan Ward chose to adopt a casual reaction to the loss of Hesperus, even going so far as to send a message of congratulations to the Archon for her deserved victory. As for Malvina Hazen, though we would not learn this until later, she had survived Malthus' assassination attempt, but would be in a coma for the next several months.

SAVAGE TUMULT

After five decades of instability and inconclusive fighting over the worlds of the so-called Draconis Reach, the Combine had finally come out on top with the help of Wolf's Dragoons. Not willing to accept this new status quo, Duke Corwin Sandoval requested aid from New Avalon to take back the lost systems and push farther into the Combine's underbelly. First Prince Caleb Davion, engrossed in his plans to invade the Capellan Confederation, refused his cousin's request, leaving Sandoval no choice but to scrape together every spare soldier he could get from the Draconis March and rebuild all of his units to full strength or beyond. In April 3141, Sandoval's forces launched attacks against a stretch of the border from Barlowe's Folly to Cassias. These attacks caught the Combine defenders off-guard; after the fierce fighting of the previous two years, the last thing they were expecting was a counterassault from the Federated Suns. The AFFS regiments rapidly pushed farther into the Combine, but their advance began to slow as the Combine leadership reinforced defen-

sive positions throughout the region. Within three months, the invasion had bogged down on planets such as Huan, New Aberdeen, and Irurzun. The Ryuken and Wolf's Dragoons anchored the Combine's defense, and more than earned their honors. While they were not strong enough to completely push the AFFS forces back across the border, they had more than enough strength to slow or even prevent their progress much beyond the original bounds of the Draconis Reach. At its fullest extent, the Federated Suns counterattack reached Matsuida and Annapolis, though they only remained on-planet for no more than a few weeks before being forced to retreat. Calls to the capital for reinforcements to expand the scope of the assault went unheeded; Caleb Davion was angry that Corwin Sandoval had proceeded without his approval, and withheld troops out of spite. It looked as if the Duke's hoped for thrust into the belly of the Dragon would turn into a war of attrition that neither side could truly afford.

Sandoval's offensive might have ended in just a few months if it hadn't been for an unforeseen turn of events that proved a major distraction to the Dragon. With the attention of the DCMS on the border with the Federated Suns and on the assimilation of the few remaining Republic worlds, Clan Nova Cat saw an opportunity and pounced upon it. Since the terrible events of early 3137, they had provided safe haven to Emi Kurita, the last surviving child of Coordinator Vincent and the only remaining heir of the main ruling line. The close relationship between the Nova Cats and the Order of Five Pillars, of which Emi was the Keeper of House Honor, meant that the Cats leadership was firmly in Emi's camp against Yori Kurita, whom they perceived as a usurper under the control of *Kanrei* Matsuhari Toranaga. Though rumors of Emi's survival had circulated for years, and it was even suspected that she had sought sanctuary somewhere in Irece Prefecture, the ISF had been unable to pierce Nova Cat security and had no idea that Emi had given birth in 3138 to a male child she named Daisuke. The Nova Cats considered him to be the legitimate heir to the Dragon throne, and they waited for several years for a chance to help Emi regain the throne and thereby help themselves.

Seeing the Dragon preoccupied with Duke Sandoval's assault, the Nova Cats chose that moment to rebel against the Combine. The rebellion began with the capture and execution of the DCMS garrison force that had been stationed on Irece since the end of the Second Dominion War over forty years earlier. This unit, which had been a source of great shame for the Nova Cats for decades, was put to death without mercy or honor by the Clan warriors. Though Khan Jacali Nostra and Emi Kurita attempted to reign in the Cats' emotions, they had been oppressed by the Combine for so long that their resentment and anger exploded in an orgy of destruction. Their assault on Xinyang a few weeks later was a calmer affair; with the initial rush of excitement behind them, the Cats' leadership was able to impress upon the eager warriors the need for honorable conduct in their rebellion if they hoped to succeed.

The first months of the rebellion went according to the careful plans developed by Khan Nostra and her advisors. The Combine had been caught by surprise, and some shuffling of forces was needed before they could adequately respond. The presence of several Nova Cat Galaxies in the conquered Republic territories meant those worlds were among the first and quickest to fall to the Clan rebels. By August, nearly half of the Combine's conquests in that region were in Nova Cat hands. By that time, the *Kanrei* had reoriented a number of regiments that had been earmarked for the fighting along the Federated Suns border, and was preparing to launch a counterattack against the Cats. His response was undercut, however, when Warlord Katana Tormark of Dieron District announced her support for the rebellious Clan on 18 August.

Tormark was widely disliked among the higher echelons of the DCMS, especially by the *Kanrei* himself and the Director of the ISF. She had been appointed Warlord by the late Coordinator Vincent, and remained loyal to his family in the aftermath of the events of 3137 and Yori Kurita's ascension to the throne. Biding her time until she could exact her revenge against those she blamed for the death of Vincent and his family, she was surprised by the revelation that Emi Kurita had survived among her Nova Cats allies, and realized the time had come to rise up against Toranaga and the usurper on the throne. Suspecting that her loyalties might lie with Emi rather than the throne, the Nova Cats had deliberately avoided antagonizing Tormark's forces in the early weeks of their rebellion, and it paid off in mid-August. Those Dieron District regiments loyal to Tormark struck out into the Benjamin District to alleviate the risk of a rear assault against the Nova Cat positions.

The next year saw the Nova Cats and their allies secure most of the worlds between Fortress Republic and Benjamin. Most of the DCMS reinforcements were drawn from those units that had been held in reserve for the planned invasion of the Federated Suns that had been preempted by Duke Sandoval's attack. Not wishing to risk his plans, Toranaga had held back most of these regiments, leaving the defense in the hands of the Ryuken and Wolf's Dragoons, which left a large force available for putting down the Clan rebellion. Toranaga unleashed his troops against the rebels in early 3142, initially identifying Warlord Tormark's forces as the weakest point in the rebels' lines. The battles for Proserpina, Cylene, and Al Na'ir pierced the heart of the rebel forces, while a smaller thrust from the coreward prefectures of the Combine made their way through Nova Cat lines towards Irece.

Khan Nostra had deliberately avoided threatening Luthien directly during the early stages of the rebellion, reasoning that such an action would bring down the full might of the Dragon against her troops before they were ready. When the Cats struck at the capital, it would be with an assurance of victory and with a swath of worlds in their possession that they could claim as their new territory. However, *Kanrei* Toranaga's release of his reserves now undermined those plans, and Nostra realized they could wait no longer. Accordingly, the Cat Galaxies began abandoning the worlds they had seized in Dieron District and pulling back towards Irece Prefecture. Warlord Tormark argued against this course of action, and maintained the fight in her district even after the bulk of the Cats had pulled back.

DECLAWING THE CAT

The rebellion of the Nova Cats was doomed from the start, with almost no chance of succeeding against the might of the Combine, even distracted as it was by the Federated Suns' counterattack. Whether the Cat leadership truly understood this, or whether they decided there would never be a better time, I don't think we'll ever know. The result of their failed bid for independence was the complete effacing of the Cats from the Inner Sphere.

Of the military forces of the Nova Cats, there is little to say. None of them survived. The regiments of the DCMS were ruthless in tracking down every last Star and Point and showing no mercy to the defeated warriors. The sole cluster that managed to escape the Combine's retribution made the mistake of crossing the border into the Rasalhague Dominion. Hailing the garrison at Rubigen, Star Colonel Yusuf Rosse requested asylum for his demoralized and exhausted warriors. Rather than answer them, the Bears mercilessly destroyed the incoming DropShips, and followed that up by seizing the Cats' JumpShip and spacing the crew.

The Nova Cat civilians fared a little better than the warriors. At least they got to keep their lives. With no one to protect them, the civilian castes were rounded up and subjected to forced sterilization before being scattered across the Combine as members of the Unproductive class. Many committed suicide rather than face such a fate. Men, women, and children alike suffered at the hands of the DCMS and the people of the Combine—to their eternal shame—permitted and even encouraged it. The Coordinator never once spoke out against such treatment. In a few short decades, there will likely be no one left who can claim to have once been a proud Nova Cat.

The only bright spot in this tragedy is Mystic Kisho Nova Cat. Just before the final battle on Irece, he gathered a large number of civilians and any warriors who could be spared and fled from Combine space, ostensibly headed towards the Clan Protectorate in the Free Worlds League. However, it has been nearly three years without any news of these survivors. We do not know what has happened to them, but our hope is that they some day find their way to the safe haven offered by their brethren.

December 3142 proved to be the decisive month in the rebellion. The Cat withdrawal had been costly, but their remaining forces now gathered on a crescent of worlds surrounding Luthien in preparation for their assault on the capital world. With the total Cats' strength at barely more than two Galaxies, Khan Nostra realized she had miscalculated, and that they stood little chance of winning against the forces Toranaga had gathered on the capital. In a partial Clan council hurriedly assembled on Irece, she offered her resignation as Khan in expiation for the hubris that had led to the rebellion. Her offer was unanimously rejected, and all present voted to fight to the death for their freedom. Nostra personally took command of Alpha Galaxy, and sent word by courier JumpShips for the assault on Luthien to begin. Unbeknownst to her, however, the Cat forces on Leiston, Avon and Cyrenaica had already met the DCMS in battle and had all been defeated. The victorious troops had shown no mercy to the defeated Cats, hunting them down and killing them to a man. Only the clusters gathered on Kagoshima and Irece remained of the once mighty Nova Cat clan.

On 23 December, a Combine force arrived in the Irece system and burned towards the planet at nearly two gravities. The incoming DropShips broadcast proof of the defeat of the Cat forces on other worlds in an attempt to demoralize the defenders. When they landed on 29 December, they were met by Khan Nostra and her remaining troops, who fought valiantly, but in vain for two days. The Khan herself fell defending the central genetic repository in Cem Passos when a Combine aerowing took it out using a tactical nuclear device. Before the new year, over ninety years of Nova Cat presence on Irece had come to an end.

The final actions on Kagoshima were almost an anti-climax. Just a single cluster remained on that planet and they posed little challenge to the First Amphigean Light Assault Group. The action there in early January signaled the death of the Nova Cats.

Katana Tormark still remained in open rebellion against the throne. However the loss of the Nova Cats, who had formed the bulk of the forces of the rebellion, left her severely understrength and unable to engage in offensive actions. Accordingly, she began pulling back her troops in December, until she had assembled a formidable defense on the worlds of Piedmont and Chichibu. When the DCMS assault came in late January, the defenders held out for five weeks before surrendering to the inevitable. Those units who had supported Tormark were stricken from the rolls and all officers were executed. Katana Tormark was taken captive by the victorious *Kanrei*, who had personally overseen the battle just for that specific purpose. She was hauled back to Luthien and presented to the Coordinator in chains on 12 March, when she was sentenced to life imprisonment at the Dragon's mercy. Tormark has not been seen since, and we do not know if she still lives.

As for Emi Kurita and her son Daisuke, they were both found in the ruins of Irece City after the fall of that world. Apparently, Emi had administered poison to her son and herself in the final hours of the battle. We can only speculate on her frame of mind at the time, but it seems likely that she wished to avoid the humiliation of being paraded before her victorious rival—or worse. With the deaths of Emi and Daisuke, the line of Hohiro Kurita came to an end, and Yori Kurita's position on the throne was secured against her most legitimate rivals.

SETTING SUNS

The end of the Nova Cat rebellion at the start of 3143 gave the DCMS an opportunity to refresh itself in preparation for the resumption of *Kanrei* Toranaga's plans for the Federated Suns. By the end of the year, the AFFS counter-invasion had worn itself out after over two years of banging their heads against the unmov-

able obstacles of Wolf's Dragoons, the Ryuken, and the defensive wall they had set up along the border. In December, the order to withdraw was given by Duke Corwin Sandoval, and the exhausted March forces pulled back across the border with no exchange of territory to show for their efforts.

Toranaga had used the intervening year to great effect, launching a massive logistics program to rebuild units that had suffered casualties in the Cat rebellion, and also to replenish resources expended in keeping the Federated Suns at bay. Within three months of the AFFS withdrawal, the Dragon coiled and struck with a rapidity and ferocity that the still fatigued Suns troops did not expect. The invasion proceeded along three corridors into the heart of the Draconis March, aimed at Cartago, New Ivaarsen, and Crossing. Duke Corwin sent insistent messages to New Avalon and the March capitals requesting assistance, but apart from a few Crucis Lancers units, little was forthcoming. Duchess Amanda Hasek cited a wariness about the Capellan Confederation's intentions as her excuse for not sending troops to aid her fellow March Lord, and Bernard Marsin in the Periphery March had few troops to spare. The strange silence from New Avalon, however, was the most frustrating to the Duke. The tenacity of the Draconis March defenders prevented the invaders from making swift progress towards Robinson. Holding actions at Rochester and Lucerne kept the front tied up and enemy regiments away from the capital world. In May, the Periphery corridor reached Chanute, and Victoria Sandoval decided the better part of valor was to flee Woodbine. Unable to seek refuge with her brother on Robinson, the Duchess made her way to Filtvelt, where she engaged in a series of productive talks with President John Joseph Gardiner.

Meanwhile, First Prince Caleb Davion had been shocked to learn of the Combine invasion. Having spent the past couple years planning an invasion of the Capellan Confederation, he found it inconceivable that anyone would steal his thunder or have the temerity to assault the Federated Suns. Within weeks of the invasion news reaching New Avalon, Caleb began relocating the bulk of the forces he had assembled for the planned Operation SUNSHOWER to a secret staging planet from which he intended to lead a strike towards New Samarkand that he expected would change the course of the war. The Prince called in his Raven Alliance allies, with Khan Sterling McKenna promising a Raven flotilla that would accompany Caleb's task force. The secret mustering at Palmyra continued throughout the spring as the invasion progressed, and the pleas for help from Robinson

increased. Allegedly, Caleb was awaiting the arrival of the Snow Ravens before launching Operation MANDRAGORA. Whether that is true or not, on 19 June the decision was taken out of his hands.

Palmyra was one of the few worlds in that region of space with a working hyperpulse generator, which was one reason why it was chosen as the muster site. On the morning of the nineteenth, the HPG station was rocked by a massive explosion that took out the generator core and cut off Palmyra from the AFFS hub at Tsamma. The explosion also severely damaged planetary communications, rendering it difficult for the assembled forces scattered across the surface to talk to one another. Timed to within seconds of the explosion, waves of JumpShips materialized at several pirate points near the planet and unleashed massive amounts of aerospace forces, including a large number of Pocket WarShips of Combine design. Simultaneously, over a dozen commercial JumpShips parked at the standard jump points revealed themselves as carrying civilian DropShips altered to carry military forces. With swarms of hostile aerospace fighters suddenly appearing in their midst, several of the AFFS JumpShip captains panicked and simply removed their vessels from danger by conducting emergency jumps out of the system. Not only did this deprive the defenders of any forces loaded onto those ships, but for all intents it also blockaded the system as well. Those who remained put up a good fight, but were hopelessly outclassed. Many of the ships that fled were fully loaded with ground troops, and their absence in the days to come would be a crucial factor.

The Combine forces that arrived near the planet were able to use the element of surprise to effectively eliminate the aerospace assets of the gathered Suns regiments. The mercenary McFadden's Sky Storm almost single-handedly slew the *Fox*-class FSS *Lucien Davion*; that vessel's destruction was a major blow to both the capabilities and the morale of the defenders, and marked a turning point in the battle above the planet. With the skies secure, the invaders shifted their attention to the surface. Pocket WarShips crisscrossed the planet, seeking out any large gatherings of troops and turning their weapons upon the helpless groundpounders. Thousands of Federated Suns soldiers died without ever seeing the face of their attackers or even knowing they were under attack. A number of converted civilian DropShips grounded at the planet's two major spaceports released several regiments of DCMS forces that secured the primary cities of Judd and Sawle. After nearly a full day of bombardment by the enemy air forces with almost no ability to respond, AFFS forces finally got a chance to fight back when six regiments of Combine troops arrived and began a systematic campaign to wipe out the survivors. The next week saw battles on every one of Palmyra's six continents. In the end, roughly a single regiment of soldiers—of the thirteen gathered by Caleb—remained to be taken prisoner by the victorious forces of the Dragon.

DCMS troopers were under strict orders to not harm the First Prince should they encounter him during the ground phase of the Palmyra assault. By some miracle, Caleb had actually survived the day of raining death, and was leading the remnants of the First Royal Cavaliers when they ran across a Combine patrol unit in the Tower Mountains north of Sawle. In the resulting firefight, the Prince's Marksman tank was cornered by a company of BattleMechs from the Fifth Sword of Light. When Caleb opened his radio and broadcast his identity to the enemy MechWarriors, hoping to go down fighting, they instead backed away and alerted the command center in Sawle. No matter what aggressive action Caleb took, no DCMS 'Mech would attack him. Amazingly, the Prince's crew crippled three Sworder 'Mechs while the rest maintained a respectful perimeter around the tank. Finally, *Chu-i* Fernan Arretxe lashed out at the Marksman when his *Shiro* lost an arm to a Gauss hit. The seventy-five-ton 'Mech's foot caved in the tank's turret and stilled its attacks. Nervous infantry checked on the vehicle's occupants and reported that First Prince Caleb Davion was dead. When *Kanrei* Toranaga, having personally overseen the Palmyra operation, arrived a few hours later, he publicly berated *Chu-i* Arretxe for his disobedience of orders, which lead to the young officer's *seppuku* the next day.

With the death of Prince Davion and the destruction of such a significant portion of the AFFS at Palmyra, the way into the interior of the Federated Suns was opened for the invaders. A few weeks after Caleb's death, the DCMS conquered Tsamma to use as a forward hub for further campaigns both deeper into the Federated Suns and against the rear of the Draconis March. At the same time, the Raven Alliance seized three worlds along the border—Haynesville, Diboll, and Inner End—just a month after the conquest of Palmyra. Combined with the seemingly peaceful transfer of Sinope, Zalaf, and Bad News from the Combine to the Alliance, we must seriously question the involvement of the Snow Ravens in the Federated Suns' misfortunes. In the Draconis March, Caleb's death had little effect on the fighting. Duke Corwin was already having to get by without assistance from the crown, and his position was becoming increasingly perilous. Rochester fell in late July, and Lucerne followed a week later. By mid-August, it was clear that an attack on Robinson was soon to come. On 23 August, Combine forces touched down on the Canaan continent and began a march towards the capital city of Bueller. Four days later, while defending a strategic intersection against the Ryuken-go, Duke Corwin Sandoval fell. The city soon followed, and Robinson belonged to the Dragon.

News of Caleb Davion's death swept across the Inner Sphere as fast as possible in our post-Blackout universe. Remnant agents helped the news along, so that it reached Julian Davion a little over a month later. Though obviously distraught at the news, he was in the midst of a campaign against the Jade Falcons and could not break away for several months. It wasn't until October that he felt able to leave Callandre Kell to carry out her mission of vengeance. Julian rejoined the First Davion Guards at Porrima, where they had been engaged in actions against the Hell's Horses. At that time, he was informed of the latest news out of the Federated Suns: Julian had been selected as First Prince by

the Privy Council. Erik Sandoval-Groell, in his capacity as Prince's Champion, was acting as regent until his return. Preparations for their leave-taking occupied most of November as the First disengaged from the fighting, despite increasingly urgent requests from the Archon to stay. When word arrived in early December that the Capellan Confederation had taken advantage of the distraction provided by the Combine's onslaught to launch their own invasion of the Federated Suns, Julian knew further delay would prove fatal for his nation, and on 8 December he led his regiment out of the Lyran Commonwealth.

CELESTIAL REWARD

The invasion of the Capellan March—dubbed Operation CELESTIAL REWARD—began on 11 November with a massive assault on Victoria and a two-pronged incursion directed at Tikonov and New Syrtis. The fierce fighting on Victoria allowed the Capellans to work out the anger they still felt forty years after Amanda Hasek's seizure of that world during the brief war she launched shortly after succeeding her aunt as Duchess. In the end, the fighting wasn't even close, and the Capellans reclaimed the planet and inflicted significant casualties on the March forces. The last of the AFFS troops engaged in the battle for Victoria withdrew by the end of December. The Tikonov thrust began with an assault against New Hessen, spearheaded by a contingent from the Second McCarron's Armored Cavalry under the command of *Sao-shao* Danai Liao-Centrella. While the defenders were hopelessly outnumbered by the invaders, they put up a valiant resistance that was ultimately not strong enough to hold out for more than a few weeks. The Capellan victory was somewhat marred by the viciousness of the troops under Liao-Centrella's command, who followed their leader's example in showing little mercy to downed pilots or surrendered soldiers. Given that the *sao-shao* had never exhibited such bloody-mindedness before and has not exhibited such behavior since, something else must have been involved to make her—and, by extension, her unit—act in such a way, but what that something might be we have no idea. December also saw the conquest of several other worlds stretching from Basalt to Chesterton.

The New Syrtis offensive was conducted in a different fashion altogether. Rather than link up with the Victoria thrust to conquer the systems of the Sirdar and Altair PDZs, or spread out laterally along the border to create a wider base for an invasion into the heart of the March, the Capellan forces leapfrogged over one another in their haste to reach New Syrtis, creating a narrow salient aimed right for the Hasek capital. By early January, the blitzkrieg had reached Taygeta, where they expected to find a spirited defense, but instead learned that Duchess Hasek had pulled most of the troops back to defend New Syrtis. Several CCAF commanders advocated digging in on Taygeta and allowing Hasek to essentially lock up her own forces under threat of an attack, thus freeing up the Capellans to use Taygeta as a forward base for further operations. However, news that Chancellor Daoshen Liao himself was journeying to the front spurred the invasion commanders to go all out and assault New Syrtis with every unit they could spare. The attack came on 12 January, and inaugurated four weeks of hellish fighting on every continent and against every major city. Amanda Hasek, the aged and beloved duchess of the Capellan March for so long, bravely rallied the defenders with nightly public addresses that were broadcast to her beleaguered troops across the planet. Capellan strategists attributed much of the defenders' reticence and staying power to the morale boosts the duchess provided, so a plan was hatched to bring her nightly addresses to a halt. In a daring raid during an assault on Saso on the night of 25 January, a Death Commando unit entered the Hasek Ancestral Palace and abducted the duchess from her bed. The Commandos were forced to fight their way out when they were interrupted and they triggered the destruction of the centuries-old palace to cover their getaway. The revelation to the public of their duchess' capture caused the defense of New Syrtis to collapse, though fighting continued in some remote areas until mid-February. The worse was yet to come, however. Arriving on 31 January, Chancellor Liao presided over a mockery of a trial at which prosecutors presented a case against Duchess Hasek for her actions against the Confederation in the Victoria War and since. To her credit, Hasek refused to participate in her own defense, choosing not to give the Capellans the satisfaction of seeing her play their game. With the Chancellor acting as judge and jury, he pronounced her guilty of crimes against the Confederation and his own person—as the embodiment of the nation, any attack against a Capellan world was considered an attack against the Chancellor—and ordered her to be put to death. Duchess Amanda Hasek was executed by beheading in the central square of the capital city.

UNCERTAIN FUTURE

The final few months of 3145 would not prove to be any easier for the Federated Suns or the Lyran Commonwealth. Of all the major states in the Inner Sphere today, these two—once joined in a strong alliance that seemed likely to inherit the legacy of the Star League after three centuries of devastating Succession Wars—are in the most precarious positions. Each faces an existential crisis that could spell the end of their ancient dynasties.

The Lyrans may have prevented Hesperus from falling into the hands of the Jade Falcons, but in doing so the cracks in Trillian Steiner's realm have begun to widen. The brief mutiny led by Gareth Dinesen and Diego Widmer is likely only the beginning of her troubles with the LCAF, though the victory at Hesperus probably bought her a few more months. The Archon has the support of popular commanders, such as her cousin Roderick or Jasek Kelswa-Steiner, but paradoxically, the more she relies upon these men, the more ammunition she gives to her enemies who continue to claim that she is unsuited for the throne. At least the recent quiet along the Jade Falcon border will give her some room to breathe, but probably not for much longer.

Falling victim to saKhan Beckett Malthus' cowardly attack during the climactic battle on Hesperus, Malvina Hazen was saved by the warriors of her Raptor Keshik,with their quick response in getting her to medical attention likely saving her life. She recently emerged from a five-month-long medically-induced coma, but it is too soon to tell what effect Malthus' treachery and her injuries may have had on the bloodthirsty Khan. It definitely did not lessen her need to cruelly punish her enemies, as she ably demonstrated just four weeks after awakening, when she challenged Malthus to a Trial of Grievance. After toying with the older man for nearly an hour, and inflicting dozens of minor but painful wounds, she finally finished him off and left his body to rot on the ground where he fell as an example to all who would cross her. That was the last anyone has seen of the Chinggis Khan in public, but I'd bet my left eye we'll be hearing from her again soon.

Part of the reason for Malvina's low profile of late is the growing rift between the Falcons and the Hell's Horses. Malvina's version of the Mongol philosophy held an attraction for the Horses at first, but her actions during the Rending in 3136, and especially during the invasion of the Commonwealth, caused many Horses warrior to question their alliance with the mad Khan. When she fell on Hesperus and a retreat was ordered, many Horsemen took it as a sign and abandoned the Golden Ordun for the worlds of their own Occupation Zone. What began as a slow trickle soon escalated as Malvina's coma stretched on for months. Now that she is awake, she faces a full-scale exodus of her allies, and there is little doubt that her ego will not allow this to go unpunished.

The fall of both Robinson and New Syrtis has seriously hindered the Federated Suns' attempts to fight back against the dual invasions plaguing them. Neither the commanders of the Draconis March nor those of the Capellan March can spare troops to assist the other, and probably wouldn't anyway even if they could. The Periphery March maintains most of its forces, but Duke Bernard Marsin remains unsure where to commit his troops and with little central command left, there is no one to tell him what to do. The deaths of Caleb Davion and several high-ranking generals on Palmyra may yet prove to be the moment when the Federated Suns truly died, and everything that follows is just its death throes.

With two of their three primary targets achieved early in the year, the Capellan Confederation turned its attention towards Tikonov. An assault in May by Warrior House Dai Da Chi and two CCAF regiments was turned back, but at the cost of Duke Aaron Sandoval's life. The Prince's Champion, Erik Sandoval, is valiantly trying to hold the Draconis March together by sheer force of will. Already his forces have all but abandoned the March and fallen back to worlds just inside the Crucis March border. The Dragon inches closer and closer to New Avalon.

There is some hope for the Suns, however. This past September, the tiny Filtvelt Coalition, which broke away from the Federated Suns during the Jihad, and has maintained a cautious paranoia ever since, sent a contingent of troops to Anjin Muerto to offer their assistance to the AFFS in recognition of their shared heritage and hatred of the Dragon. Many of these Filtvellian troops are in fact citizen-soldiers who personally chose to do so and were given minimal training and equipment by the Filtvelt Militia.

An even brighter hope for the Federated Suns is its new First Prince, Julian Davion. After leaving Porrima in November 3144, Julian and the First Davion Guards made their way here to Callison, having fought their way through several Falcon and Wolf systems along the way, and requested our aid in refitting his regiment to travel back to New Avalon. His determination and drive touched many of our troopers of Davion descent as well as the Third Principes, who had served alongside Julian in Prefecture III several years ago. They pledged themselves to Prince Davion's cause and filled the depleted ranks of the First Davion with enough left over to form a fourth battalion. Julian also negotiated with saKhan Andreas Sutherland of the Sea Fox Tiburon Khanate. In exchange for three Federated Suns worlds to be named later and a few other concessions, he secured Tiburon's help to ferry his troops home through Capellan territory. The final component of Julian's task force is made up of several small mercenary units he hired. By mid-October, Julian was ready and the Sea Fox CargoShip *Caleuche* led a small flotilla of JumpShips away from Callison on course for the Capellan Confederation. We wish the brave men and women of Taskforce Navarre luck.

BEHIND THE WALLS

The greatest mystery of all is what lies behind the walls of Fortress Republic. I sometimes think that is the most common topic of gossip among the mess halls and social clubs here on Callison, even more than the origins of the Fidelis. At least once a day I hear someone bring up the question.

The theories bandied about range from the practical to the outlandish. If I had to guess, I'd say most people believe Jonah is building a massive army with which he'll one day burst out and bring peace to the Inner Sphere at the point of a sword. I may not know him as well as some, but that doesn't seem like the Jonah Levin I remember. But then, none of us are the same as we were ten years ago, are we?

Some feel that Devlin Stone himself sits behind the Fortress walls, watching everything turn to shit. Whether he is crying because of man's inhumanity to man, or laughing because none of us can get by without his guiding hand, those who believe this theory inevitably see him emerging from behind the barrier to bring peace to the Inner Sphere at the point of a sword. Are you beginning to see a pattern?

For myself, when asked, I have but one answer: Hope. I do not know what the future will hold for the Republic or the Great Houses or the Clans. But it must be better than this.

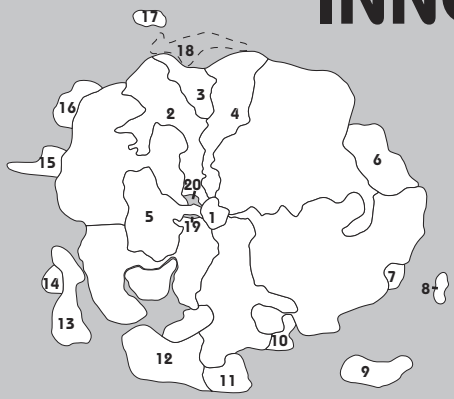
Even with Davion's force underway, though, the course of the invasion continues. The latest reports we received last month indicate that Tikonov has fallen to a second Capellan assault, and the Combine pushes deeper into the Kestrel and Achemar Combat Regions. As well, the Raven Alliance has begun seizing more worlds in the Milligan PDZ and, surprisingly, in the Kaznejov Prefecture of the Combine.

The rest of the Inner Sphere seems to have quieted down for now. The Rasalhague Dominion in 3144 sent troops to garrison several Lyran worlds that were cut off from the rest of the Commonwealth by the Jade Falcons. Though they are not yet calling it a formal annexation, it seems clear that's exactly what it is. This action linked the Dominion to the Vega Protectorate, which has since entered into a pact with their parent Clan that allows them a certain degree of semi-autonomy while bringing them back into the fold. The Bears did not manage to grab all of the cut-off Lyran worlds, however; Port Moseby was seized by the Combine before the Bears could move in, and four more systems were contested with the Jade Falcons.

Jessica Marik and the Free Worlds League are in the midst of efforts to recover from the Lyran and Wolf invasions. The peace treaty with the Wolf Empire shows every sign of holding, at least for now. The Wolves seem more interested in the Commonwealth and in picking fights with our forces than in the fledgling League. Tensions are still high between the League and those former League provinces that did not join its new incarnation. Andurien and Magistracy forces conducted several raids against Oriente during the early days of the Capellan invasion of the Federated Suns, but the frequency of those raids appear to have now dropped off of late. Lester Cameron-Jones continues to rail against Jessica at every opportunity; I doubt he'll ever be able to accept the spawn of the false Thomas as Captain-General, so we can count Regulus out of the new League until one or both changes its leadership.

And that just leaves the Remnant. In us, the Republic endures.

INNER SPHERE - 3145



Inner Sphere Powers

1) Republic of the Sphere
2) Clan Jade Falcon
3) Clan Hell's Horses
4) Rasalhague Dominion
5) Wolf Empire
6) Raven Alliance
7) Filtvelt Coalition
8) Tortuga Dominions
9) Calderon Protectorate
10) Taurian Concordat
11) Fronc Reaches
12) Magistracy of Canopus
13) Marian Hegemony
14) Lothian League
15) Rim Collection
16) Rim Territories
17) Chainelane Isles
18) The Barrens
19) The Remnant
20) Galatean League

Draconis Combine

Pesht Military District
1) Albiero Prefecture
2) Bjarred Prefecture
3) Qandahar Prefecture
4) Ningxia Prefecture
5) Kagoshima Prefecture
6) Irece Prefecture

New Samarkand Military District
7) Oshika Prefecture
8) New Samarkand Prefecture
9) Matsuida Prefecture
10) Barlow's End Prefecture
11) Kaznejov Prefecture
12) Tancredi Prefecture

Benjamin Military District
13) Buckminster Prefecture
14) Xinyang Prefecture
15) Benjamin Prefecture
16) Proserpina Prefecture
17) Irurzun Prefecture

Dieron Military District
18) Algedi Prefecture
19) Dieron Prefecture
20) Al Na'ir Prefecture
21) Ashio Prefecture

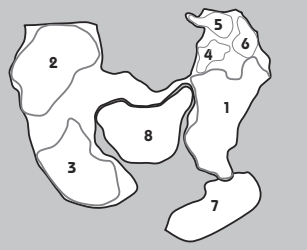
Federated Suns

Draconis March
1) Robinson Operational Area
2) Tancredi IV Operational Area

Capellan March
3) Kathil Operational Area
4) Sirdar Operational Area

Crucis March
5) Markesan Operational Area
6) Chirikof Operational Area
7) Minette Operational Area

Periphery March
8) June Operational Area
9) Anjin Muerto Operational Area
10) Woodbine Operational Area



Free Worlds League

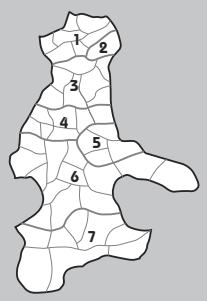
1) Oriente Protectorate
2) Duchy of Tamarind-Abbey
3) Rim Commonality
4) Clan Protectorate
5) Covenant Worlds
6) Augustine Alliance

Former Free Worlds League

7) Duchy of Andurien
8) Regulan Fiefs

Lyran Alliance

Provinces
1) Donegal Province
2) Arc-Royal Theater
3) Coventry Province
4) Bucklands Theater
5) Buena Province
6) Timbuktu Theater



Capellan Confederation

1) Tikonov Commonality
2) Chesterton Commonality
3) Sarna Commonality
4) Capellan Commonality
5) Sian Commonality
6) St Ives Commonality
7) Victoria Commonality

LEGEND
30 LIGHT YEARS
120 LIGHT YEARS OR 36.8 PARSECS
Region capital
District capital
National capital
MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS
Coreward
Spinward
Rimward
Anti-spinward
Map compiled by COMSTAR.
From information provided by the COMSTAR EXPLORER CORPS
and the STAR LEAGUE ARCHIVES on Terra.

THE REPUBLIC OF THE SPHERE

History will judge the Republic of the Sphere as either a noble failure brought low by the vicissitudes of fate and the ambitions of petty men, or as a hubristic monument to one man's obsessions and the ease with which desperate people can be drawn into any wild scheme that promises comfort from their troubles. I know which one I prefer, but I'm not quite sure whether the passage of time will agree with my assessment. And if that sounds overly pessimistic, well, such is the world we live in post-Fortress.

As I write these words in January of 3146, it has been more than ten years since Exarch Levin raised the walls of what has become known as Fortress Republic, and we are no closer to penetrating its mysteries than we were then. The invisible barrier behind which the core worlds of the Republic sit remains impassable to all who try, and there have been more than a few. For every vessel that has attempted to leap through the wall, we have a nearly endless array of results, all fatal. In a decade of trying, not a single ship has managed to cross the wall and return to tell what lies on the other side. The number of attempts seems to have trailed off the last couple of years, as everyone comes to accept that penetration is just not possible. We will enter the Fortress when those inside choose to let us, and not a moment before.

The real question we should be asking is this: Is traffic through the Fortress wall blocked from both sides, or can ships jump out? Here we are on less certain ground, Damien. While you and your knights were told you would not be able to get back out once the walls went up, there's no proof that this was due to whatever effect causes the jump barrier rather than being a prohibition from a higher authority. Perhaps you would have been able to exit, perhaps not. It's certainly strange that we haven't seen any refugees leave if they can; surely not everyone is happy about being trapped within one small Prefecture? So it seems like the walls prevent travel in both directions.

But then there's the matter of the new equipment we've seen in recent years. Undoubtedly this "R.I.S.C. tech" comes from the Republic, specifically, the Institute for Strategic Combat that Exarch Levin founded just weeks before the Fortress was created. The distribution pattern we've seen with these new weapons systems and the general instability many of them exhibit indicates they are most likely prototypes or early models. It almost feels like someone is using the Territories worlds as one big munitions lab. I'm not sure I like that. Especially if the so-called Colossal-class 'Mechs we've encountered on a few occasions come from the same source. What worries me most about these behemoths is that I can easily see the influences from the Word's "Omega" Superheavy design; has the Republic really fallen so far? What's next, the resurrection of the Celestials?

If indeed the Fortress is permeable from the inside, why hasn't Levin sent someone to help those of us stuck out here? I think we've done an admirable job holding the line against the darkness, at least considering the limited resources we have to work with. But the slow whittling away of the Remnant is only going to get worse, not better. We've extended our assistance to as many worlds as we can reasonably take care of, though that help has not always been welcomed. Tara and Kristoff have spent considerable effort gathering all the loyalist troops and Knights they could find outside the Fortress walls and forging them into something to be proud of. Even so, there's only so much we can expect our personnel to endure and the steady trickle of desertions continues unabated.

And it goes without saying that we need all the manpower we can muster. The Wolf Empire continues their encroachment. I honestly think they are toying with us to an extent, perhaps using our forces as a convenient means of preventing their own warriors from dulling while they await whatever it is Alaric Ward expects to happen. We lose another world to them every few months; at this rate, they'll be at the doorstep to Callison itself in only a few years. The Empire isn't the only threat, either. The new Free Worlds League has begun sniffing around, and we'll likely have to defend against their grasping reach soon enough. Maybe we could somehow get them to face off with the Wolves instead.

I know that it has been rough on you these last ten years, Damien, holding everyone together with vague promises of future help from Terra that may or may not actually come. It can't have been easy on you mentally, emotionally, or physically. I know it hasn't been easy on me. But please remember that we are all that stands between Stone's Dream and utter ruin for the Republic. One day—hopefully a day very soon—our labors will be ended and our hardships will be vindicated.

Ad securitas per unitas!

SEVENTH HASTATI SENTINELS

When the HPG Blackout struck the Inner Sphere, the Seventh Hastati Sentinels were in the middle of a tour of the worlds in their Prefecture and found themselves on Kalidasa with no contact to their chain of command or baseworld. For the first several months they stayed put, hoping that communications would be reestablished before too long. By the end of 3132, however, Colonel Veronica St. Martin made the decision not to return to Irian, but instead to reinforce the Republic's frontier with the Marik-Stewart Commonwealth, based on reports of increased activity on the other side of the border. Spreading their battalions between Alkes, New Home, and Stewart, the Seventh awaited the invasion they knew was coming.

They waited in vain through all of 3133 and most of 3134. By August of that year, Colonel St. Martin decided to return her unit home to Irian. About a month after the Seventh's leavetaking from Stewart, a four-way battle broke out between forces from Clan Sea Fox, the Marik-Stewart Commonwealth, and planetary partisans loyal to either the Republic or the Commonwealth. Stuck in transit, St. Martin did not find out about the invasion until arriving at Remulac in late October. While recharging their JumpShips there, the Seventh learned about the so-called "Faction War" raging on Irian and anticipated rescuing their homeworld. This too was not meant to be, however. Two days before their scheduled jump to Acubens, the Seventh's main JumpShip blew a helium seal, stranding them until they could procure a replacement from a passing Sea Fox aimag. By the time they did so, the war for Irian was over and the Republic had decided to write off the world for the time being in light of other, more pressing crises.

When Fortress Republic was enacted, the Seventh chose to remain outside the walls and flocked to Damien Redburn's call immediately. They formed the solid core of the Remnant's forces, and still do so today.

THIRD PRINCIPES GUARDS

Most RAF line units maintain a close relationship with their home Prefectures, and become rather attached to their baseworlds. This is especially true with the Principes Guards regiments, and the Third is no exception. Stationed on Scheat, David, and Sadalbari at the time of the Blackout, the High Command ordered the Third to pull back to Cylene and Markab, where they could more rapidly respond to troublespots throughout the Prefecture. With the Dragon's Fury and Spirit Cats both operating in the region, they had plenty to occupy them in the first years of the Blackout era. With help from the Highlanders regiments that Tara Campbell was building, they managed to keep a lid on the worst of the violence for many months.

By 3135, however, increased pressure due to the relocation of most of the Highlanders to Terra and Skye forced the Third to fall back to Towne and Small World, effectively conceding the rest of the Prefecture to the Dragon's Fury. The Senate rebellion dispatched strong forces to Ozawa and Markab, from which they spread out to several other worlds, including the Third's garrisons. When Julian Davion arrived on Ronel with reinforcements against the Senators, Colonel Romeo Serrano gladly joined the Third with his forces and helped destroy the rebels.

When Exarch Levin announced a recall of RAF troops, the Third chose not to retreat into what would become the Fortress, staying with Julian Davion instead. Even after Julian and the First Davion left for the Lyran Commonwealth and the Federated Suns claimed Ronel, the Third held out on Addicks and Small World. It wasn't until the Davions rolled over the remaining free worlds in the region in 3142 that they finally picked up stakes. After nearly a year of travel through occupied territory, they arrived at Marcus and signed on with the Remnant. However, when Julian Davion stopped off at Callison to prepare his return to the Federated Suns, many of the Third chose to go with him.

EIGHTH TRIARII PROTECTORS

When RAF Commanding General Elijah Hopewell permitted line regiments to adopt unit-specific nicknames and insignia in 3114, the Eighth Triarii had no doubts about what theirs should be. Their overly emotive reaction to their victories during the Capellan Crusades had already earned them the unofficial nickname of "The Exultant Eighth" and they designed an appropriate emblem to go along with it: a BattleMech silhouetted against the Republic banner with its arms raised triumphantly into the air. Their commander at the time, Colonel Wade J. Grant, is said to have posed for the artwork.

The years after the Crusades were mostly quiet for the Eighth Triarii on their homeworld of Denebola. Once the Blackout hit, however, they were rapidly shifted to shore up the Republic's borders with the Oriente Protectorate and Capellan Confederation. They met the first wave of Operation GREAT FLOOD on Suzano, where they were successful in keeping the invaders from establishing a foothold. Unfortunately, during the two decades of peace, the Eighth had seen its ranks whittled down to a minimal deployment, and they did not have the resources to pursue the Capellans back across the front lines. The Eighth held onto Suzano for several years, preventing both the Capellans and the Orienters from ever taking the system.

In the run-up to Fortress Republic, many of the Eighth's personnel chose to ignore Exarch Levin's call to pull back, owing to the time they had spent and blood they had spilled in defending Suzano. They likewise declined the gathering of our Remnant forces on Callison and Marcus, finally agreeing only in 3143, when it became clear that the Confederation was finally willing to devote sufficient forces to take Suzano. Not wishing to inflict more hardship on the people of the planet, Colonel Oisín Fegan negotiated a peaceful retreat with his Capellan counterpart, and the Eighth came to join us.

FIDELIS

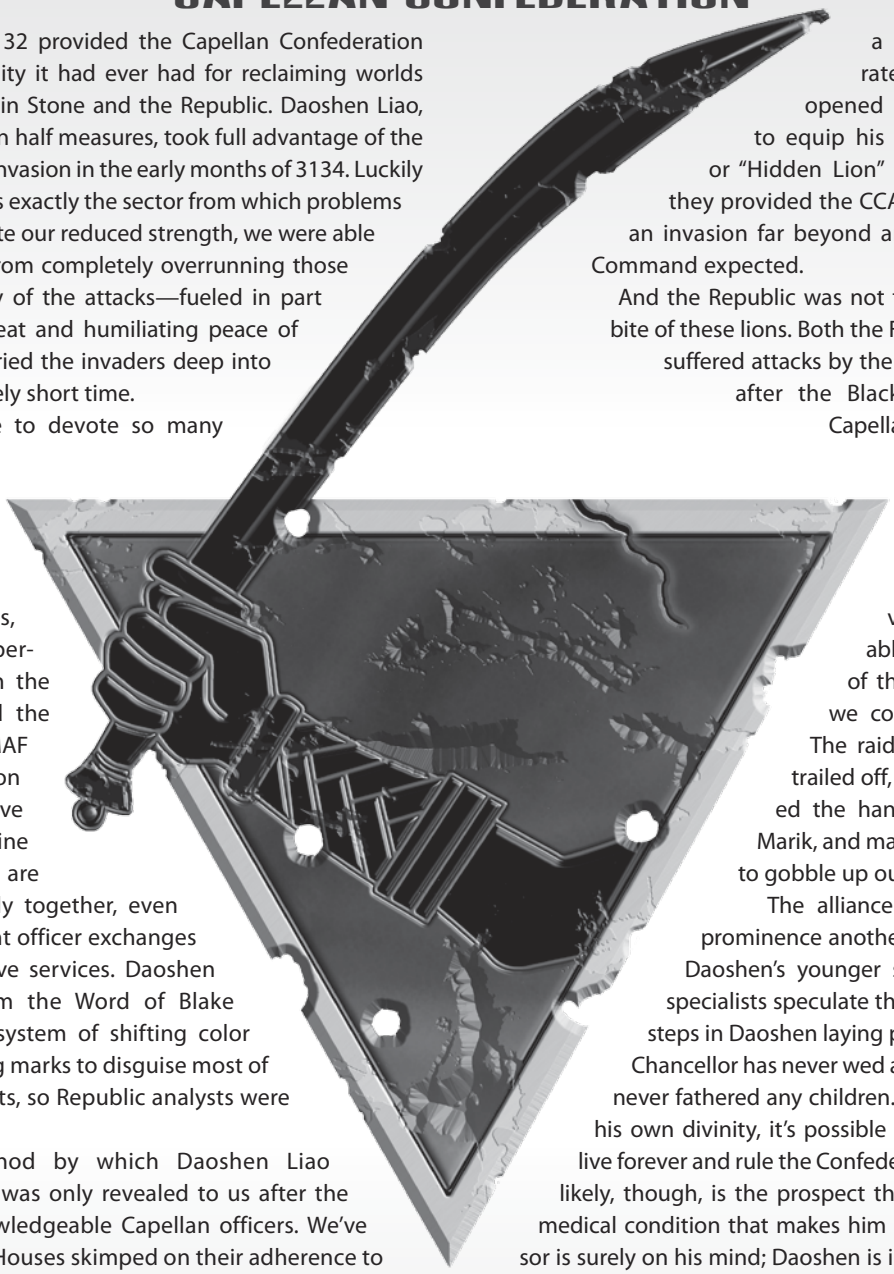
Among the many surprises of the post-Fortress era is the existence of the Fidelis. These mysterious and hyper-competent warriors have been a great help in numerous actions throughout the Republic Territories since their unveiling a decade ago. In addition to the use of their troops, they have supplied our efforts with some of the most knowledgeable and skillful techs I've ever seen. Their ability to take the most run-down and battle-damaged equipment and not only repair it to its original state, but do so with improvements to nearly every system has enabled us to continue to field units that otherwise would have been given up for dead years ago.

Not that their fighting prowess is any less remarkable. We don't know where these troops have come from—though speculation over the past decade has covered every imaginable scenario—but their forces have been in the thick of every major action the Remnant has engaged in. Many times, they have provided a crucial component of the battleplan. Their troopers follow orders unquestionably and execute their assignments with an alacrity and competency that shames so-called professional soldiers. The presence of their WarShip, the *Flatus*, has often given us an advantage that cannot be underestimated. And their training regimen, modified for outsiders, has improved the efficiency of our regular RAF forces by several percentage points. I can honestly say that without the assistance of the Fidelis, we probably would not have lasted as long as we have.

The Fidelis have always displayed an extreme animosity towards the Jade Falcons and their fighting in recent years against Clan Wolf has, if anything, been even fiercer. Whether this confirms or disproves the theory that they descend from the outcast Clan Wolverine is for others to decide; I am just happy they are on our side.

CAPELLAN CONFEDERATION

The Blackout of 3132 provided the Capellan Confederation with the best opportunity it had ever had for reclaiming worlds it saw as stolen by Devlin Stone and the Republic. Daoshen Liao, never one to do things in half measures, took full advantage of the chaos and launched an invasion in the early months of 3134. Luckily for the Republic, this was exactly the sector from which problems were expected, so despite our reduced strength, we were able to keep the Capellans from completely overrunning those Prefectures. The ferocity of the attacks—fueled in part by revenge for the defeat and humiliating peace of 3113—nevertheless carried the invaders deep into the Republic in a relatively short time.



Daoshen was able to devote so many forces to the invasion for two main reasons. Drawing on the Confederation's long relationship with the Magistracy of Canopus, not to mention his personal connections with the Magestrix, he acquired the use of a number of MAF units to act as garrison troops to free up native Capellan units for frontline duty. The two nations are used to working closely together, even to the extent of frequent officer exchanges between their respective services. Daoshen also took a page from the Word of Blake playbook and used a system of shifting color schemes and identifying marks to disguise most of these troop deployments, so Republic analysts were taken unawares.

The second method by which Daoshen Liao achieved his successes was only revealed to us after the capture of several knowledgeable Capellan officers. We've always known that the Houses skimped on their adherence to Stone's Military Materiel Redemption Program and its related reforms, using a variety of techniques to hide their non-compliance. It seems that Daoshen—or, more accurately, his father—outdid the other states by at least a factor of three. We'll probably never know just how many regiments' worth of BattleMechs and combat vehicles Sun-Tzu stashed away in the years after the founding of the Republic. Some of them were no doubt reported as losses during the foundation wars. Coming out of the devastation of the Jihad, there was plenty of opportunity for squirreling away extra materiel for a rainy day and the Chancellor was a rather wily fellow. At any rate, these secret stashes were opened up by Daoshen and used to equip his so-called *yǐncáng de shīzi*, or "Hidden Lion" units. The sudden growth they provided the CCAF enabled them to launch an invasion far beyond anything like the RAF High Command expected.

And the Republic was not the only enemy to feel the bite of these lions. Both the Federated Suns and Oriente suffered attacks by the Capellans during the years after the Blackout. Though the former Capellan worlds of the Republic were naturally the focus of Daoshen's grasp, several systems in the other two realms were subjected to assaults of varying strength. We were able to lend a hand on some of them, but for the most part we could not spare the troops. The raids into Oriente space soon trailed off, in fact, as Daoshen extended the hand of friendship to Jessica Marik, and made common cause with her to gobble up our worlds.

The alliance with Oriente brought to prominence another member of the Liao clan, Daoshen's younger sister Danai. Our Capellan specialists speculate that this represented the first steps in Daoshen laying plans for his succession. The Chancellor has never wed and, as far as we can tell, has never fathered any children. With his apparent belief in his own divinity, it's possible that he truly thinks he will live forever and rule the Confederation as a living god. More likely, though, is the prospect that he suffers some kind of medical condition that makes him sterile. Grooming a successor is surely on his mind; Daoshen is in his seventies and nearing the age at which his father contracted the disease that allegedly killed him. (Unless, of course, you believe the tales from Liao of the Ascendant Sun-Tzu.)

In the course of her diplomatic travels, Danai has formed a close friendship with Nikol Marik, now the Warden General of the new Free Worlds League. How this friendship will affect the relationship between the two nations, especially if each woman succeeds their current ruler, is cause for speculation, but the promise of a solid alliance between Oriente and Sian holds a great deal of danger for the Republic, or whatever is left of it in the years to come.

SECOND MCCARRON'S ARMORED CAVALRY

The Second MAC has been the command unit of the overall organization since before the Jihad, and maintained that role by default after the destruction of the First during the fighting against the newly founded Republic in the early 3080s. *Sang-shao* Rhamses McCarron carried a massive grudge against the Republic for the death of his twin sister Faith ever after, but never got a chance for vengeance. He led the MAC at the head of the Second through the brief Victoria War, where the anger the unit still felt nearly twenty years later was channeled against the Federated Suns. The MAC as a whole, and the Second in particular, racked up an impressive record in this conflict, but ultimately had to retreat with the rest of the Capellan forces.

Rhamses McCarron died in 3109 after suffering complications from a stroke and was succeeded as commander of the MAC by his son, Xavier. Spearheaded by the Second, the MAC achieved victories on Hunan, New Aragon, and Halloran V, among other worlds. The Second was stopped by the strong defense of Kansu and spent six months bogged down in that campaign before being pulled out by the general retreat. Maintaining the family tradition, Xavier's eldest son Cyrus entered service in the Second with the first batch of replacement troops after the war's end, with his younger son Terrence following suit ten years later.

The Second was a major component of Operation GREAT FLOOD, seeing action on Gan Singh and Liao in the initial stages of the invasion. With *Sang-shao* Cyrus McCarron spending most of his time at his father's side being groomed to one day take over the MAC, command of the Second was given to Shaiming Tao over Xavier's youngest son, which caused some tension in the ranks. Successes on Pleione, Shensi, and St. Andre under Tao's leadership quelled most of that dissent.

As part of the initial wave of Operation CELESTIAL REWARD, the Second led the way on New Hessen, Yangtze, and Alrescha, and was part of the second, successful takeover attempt on Tikonov.

WARRIOR HOUSE IJORI

The fierce fighting between the Republic of the Sphere and the Capellan Confederation just after the former nation's founding took its toll on many military units, long-standing and newly born alike. The significance with which the Capellans imbued this fight can be seen in the fact that those CCAF units lost against the Republic in 3081-3085 were stricken from the rolls as destroyed in the Jihad. Warrior House Ijori was among the forces that faced the nascent RAF, and paid with their utter destruction; opposing the landing of Stone's Brigade on Liao in late 3084, the Ijoris were wiped out to a man.

Almost fifty years later to the month, House Ijori rose again. Mai Uhn Wa, a former officer in the Fifth Confederation Reserves, was sent by Daoshen Liao on a mission to foment rebellion against the Republic on Liao in 3126 and though he failed, he established a grassroots movement calling itself Ijori de Guang, the Light of Ijori, to carry on his work. This movement engaged in low-level disruption across the planet for the next several years, until the Blackout and rising Capellan sentiments brought them out into the open in 3134. Mai Uhn Wa, who returned to Liao with the Chancellor's promise to resurrect House Ijori should he succeed, used the movement he had created as the core of a new Warrior House based on the tenets of the fallen Ijoris.

Since the return of Liao to Capellan control, House Ijori has established their stronghold and reconstituted a training program derived from the old Ijori philosophies as studied by *Shaio-zhang* Mai Uhn Wa. Ten years after their rebirth, they were ready for action, and House Ijori was awarded a prominent position in the invasion of the Federated Suns. Ijori forces were instrumental in the taking of Demeter at the end of 3144.

TAU CETI LANCERS

Between the fighting against the newly born Republic that ended in 3085 and the launch of the Capellan Crusades in 3111, the CCAF undertook a reorganization of a number of its regiments in order to more efficiently operate in a military climate influenced by Stone's reforms. Among the units subject to this reorganization was the Fourth Tau Ceti Rangers, a long-standing member of the Citizen's Honored brigade. Under the command of *Sang-shao* Artemus Jax, the Rangers were cut down to battalion size and stripped of all BattleMechs heavier than the medium weight class. The difference was made up with the inclusion of fast ground vehicles and air assets to rebuild the unit—now renamed the Tau Ceti Lancers—as a fast-strike force intended for hit-and-run operations.

The Lancers first saw action in the early 3100s, conducting a series of raids on Republic worlds to test their new unit modus operandi. On Palos in 3108, they very nearly wiped out a battalion of the Fifth Triarii and earned themselves the nickname "The Bronze Age" for their traditional paint scheme (which they had maintained since their Ranger days) and the way in which they swept over their inferior foes. During the active part of the Crusades beginning in 3111, the Lancers were at the forefront of the invasion, usually leading the way for heavier units to follow up on the Lancers' initial strikes.

After the peace of 3113, the Tau Ceti Lancers formed the pattern for the creation of a sister unit, the Canopian Lancers. The two units trained together for nearly five years, and frequently exchange officers to this day. They did not fight side-by-side until the invasion of the Republic, when both were used in the conquest of Yunnah, Second Try, and Pleione. The Tau Ceti Lancers have so far seen only limited action in the Federated Suns.

FIFTH SIAN DRAGOONS

With the introduction of his so-called "Hidden Lion" regiments, Daoshen Liao took the opportunity to reactivate a number of Capellan units that had not been on the active rolls in decades, or in some cases, centuries. The Fifth Sian Dragoons were one such, a unit from the Star League era that had been destroyed and deactivated during the long and harsh Succession Wars. The newly reborn regiment was deployed as part of Operation GREAT FLOOD, and saw successes on Algot and Buchlau in the early stages of the invasion.

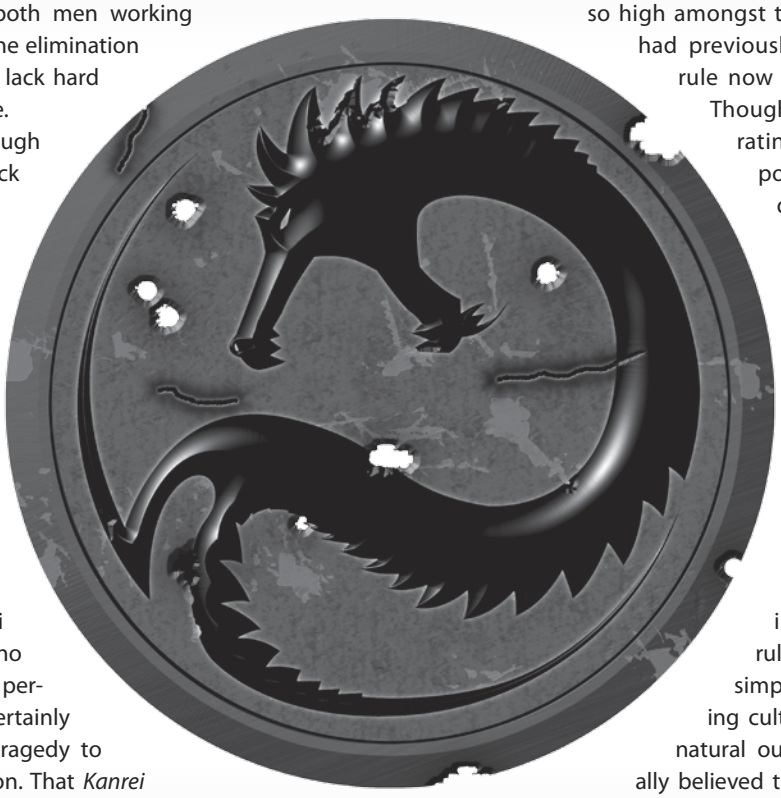
Later, the Dragoons would strike against Algol, but bypass Kansu for the rich mining world of Slocum. The battle on the latter world would last seven months before the creation of Fortress Republic spurred the withdrawal of most Republic defenders from the region. The commander of the Dragoons, *Sang-shao* Erlinda Reyes, personally led the march into the capital city of Fewers and accepted the surrender of the planetary governor. They were then assigned to garrison Slocum and Azha while lending sub-units as supplemental forces for various raids and conquests in nearby systems.

The securing of former Republic space freed the Dragoons to participate in Operation CELESTIAL REWARD, the invasion of the Federated Suns. They were part of Danai Liao-Centrella's task force that took New Hessen at the end of 3144, and also played an important role in the second, successful assault against Tikonov last October.

In a little more than a decade, the Fifth Dragoons have proven themselves to be among the most successful of Daoshen's "Hidden Lion" units. Since the completion of the Tikonov campaign, we have lost track of the Dragoons; they were last thought to be en route to Yangtze, but have not shown up there as of the end of the year. This likely presages a renewed thrust into the heart of the Suns.

DRACONIS COMBINE

The turnover of a ruling dynasty can be a traumatic event for a feudal nation, especially when that turnover occurs as the result of violence wiping out the ruler and all his heirs in quick succession. The death of Theodore Kurita in January 3137 while trying to pierce the Fortress signaled the beginning of the end for the main Kurita line. When the former Yori Sakamoto assumed the throne in May of that year, every descendent of Hohiro Kurita had died in suspicious circumstances, culminating in the bombing that killed Coordinator Vincent and his son, as well as the simultaneous murder of Theodore's pregnant widow. We now suspect that either *Gunji-no-Kanrei* Matsuhari Toranaga or ISF Director Ramadeep Bhatia—or maybe both men working together—was responsible for the elimination of the ruling family, though we lack hard evidence in either case, of course.



The new Coordinator, though still able to trace her ancestry back to Theodore Kurita, hailed from an illegitimate branch of the family that had fallen on hard times since the Jihad. More damning, however, was that she was seen as a mere puppet dancing on the strings of Warlord Toranaga, who suddenly found himself elevated to the rank of *Kanrei*, a position which had not existed for over three decades. Even more so than the general populace, the other Warlords thought Yori to be a mediocre MechWarrior who was in over her head and, while perhaps not personally involved, certainly took advantage of a national tragedy to raise herself far above her station. That *Kanrei* Toranaga seemed to be calling all the shots in the first few months of Yori's reign only cemented that opinion.

The first order of business for Yori was to combat this perception of herself as a weak leader. Maintaining the strategy set by her predecessor, she continued the reclamation of former Combine worlds in the Republic. However, merely holding the course would not be enough to remove the doubts about her legitimacy. Accordingly, the Dragon embarked on a new campaign. Hiring Wolf's Dragoons away from the Lyrans was a coup for the Combine and their eagerness to demonstrate their still-potent prowess was instrumental in finally conquering the disputed Draconis Reach. This conquest was intended to presage an even greater undertaking, the invasion of the Federated Suns, but the sudden challenge to her rule posed by the Nova Cat rebellion intervened.

The revelation of Emi Kurita's survival threw Yori's ascension to the throne into doubt, yet ironically presented the new Coordinator with a means to strengthen her hold on it at the same time. A legitimate survivor of Vincent Kurita's line naturally held a greater claim to the Imperial Throne than a cousin from a bastard line. Yori went on a publicity offensive almost immediately upon the start of the rebellion, playing up Emi's alliance with the Clanners who had lived among the Combine for so long and been the cause of so much trouble. This campaign to sway public opinion against the legitimate heir seems to have worked; distrust and fear of the Nova Cats was so high amongst the populace that many who had previously questioned Yori's right to rule now switched to supporting her. Though she enjoyed high approval ratings in the beginning, Emi's popularity began to plummet quickly. By the time of the final battles that saw the death of the Nova Cats, Yori was the clear favorite across nearly the whole Combine. The people now saw her as a valiant young woman who had defied the hated Clans and prevailed.

Similarly, the invasion of the Federated Suns in early 3144 gave Yori a boost in public acceptance of her rule. For the most part, this was simply the result of long-standing cultural animosities finding their natural outlet, but many citizens actually believed that the Coordinator who had declawed the Nova Cats was setting her sights on the other ancient enemy of the Combine. Her popularity rose with every DCMS victory. It is almost a certainty that Yori herself had little to do with the prosecution of the war, but she definitely reaped the benefits of its successes.

It is hard to assess the state of the Draconis Combine as reflected in its ruler, since it is hard to know which policies derive directly from Yori, and which result from *Kanrei* Toranaga's control over his protégé. I believe that, through fortuitous circumstances and a wise choice of actions, the *Kanrei* has turned his puppet into one of the most popular Coordinators since before the Jihad. What he does with that popularity after the war against the Federated Suns runs its course will be the true indicator of the Combine's future.

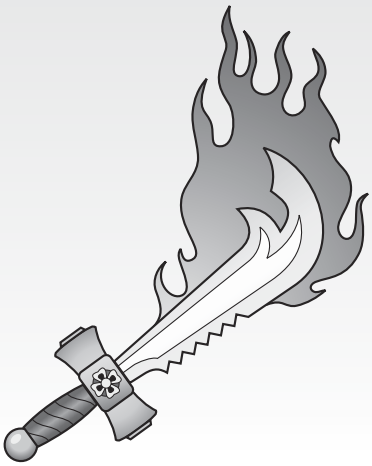
RYUKEN-GO

Destroyed on Matsuida in 3068, the Ryuken-go were inactive for nearly two decades after the end of the Jihad before being reconstituted in 3099 during the Second Dominion War. The simultaneous uprising by the Black Dragons and the invasion of Irece Prefecture by the Ghost Bears strained the Combine's available strength and necessitated the reactivation of several regiments that had paid the ultimate price in earlier wars. Ryuken-go's first assignment was the rooting out of a nest of Black Dragons on Awano. Noting that this planet was the ancestral home of the founder of the Ryuken, Minobu Tetsuhara, *Tai-sa* Axl Johnson took the assignment as a sign that the rebirth of the regiment was divinely inspired. Ryuken-go performed above expectations in their first mission and after the war's end they assumed their rightful place with the other Ryuken regiments.

During the next several decades, Ryuken-go spent most of their time in the chaos of the no-man's land known as the Draconis Reach. The fighting there was inconclusive and planets changed hands sometimes day-by-day. The hiring of Wolf's Dragoons in 3139 met with much anxiety in the DCMS but Ryuken-go, recognizing the shared history of the two organizations, welcomed the Dragoons and fought alongside them, finally managing to conquer the Reach.

The invasion of the Federated Suns five years later saw Ryuken-go once more fighting with the Dragoons in the first wave. They were among the regiments that struck Robinson towards the end of the first wave and claimed the kill on Duke Corwin Sandoval when the March Lord fell while defending the capital city of Bueller. Ryuken-go received a well-earned rest while the second wave launched at the end of 3144. Tori Ishihara, the former commander of Ryuken-go and current *Tai-shu* of all the Ryuken regiments, personally awarded *Tai-sa* Reynaldo Zapata the Bushido Blade for his actions on Robinson.

FIFTH SWORD OF LIGHT



During the Jihad, the Fifth Sword of Light spent much of their time hunting down and executing traitors. As a result, they came through the war the strongest of the surviving Sword of Light regiments, and were stationed along the border with the Ghost Bear (later Rasalhague) Dominion. They were on Kiamba when the Second Dominion War broke out, and leaped at the chance to pay back the Bears for years of minor raids. Their years of experience against the Bears proved crucial, and they racked up more victories in the war than any other Combine unit. Afterward, they were one of the units appointed by Coordinator Hohiro Kurita to watch over the dismantling of the remaining Nova Cat industry and the relocation of many Nova Cat civilians to "cultural preservation districts." This earned them the undying enmity of the Cats.

After the Blackout, the Fifth was used in several actions against the crumbling Republic. It was scheduled to be used for the Dieron campaign, but the defenses on that world broke so swiftly that the DCMS was able to shift some units around to hit other worlds instead. The Fifth drew assignment to Vega and led the Forty-fourth Benjamin Regulars to probe the defenses of the new Vega Protectorate. The mission did not go well, though the information they acquired convinced the Combine it was best to avoid Vega.

The Combine's invasion of the Federated Suns brought the Fifth their next chance for action, and they were among the task force that struck at the staging ground on Palmyra, where First Prince Caleb Davion was killed and a large portion of the AFFS was destroyed. After this unexpected victory, the Fifth was sent against Mauckport and Gambier before joining the assault on and capture of Tsamma in mid-3145.

SEVENTH NEW SAMARKAND REGULARS

For the third time in fifty years, the DCMS had to purge its rolls of disloyal Black Dragon sympathizers in the aftermath of the Second Dominion War. Among the units disbanded because they were gutted so badly were two New Samarkand Regulars regiments, necessitating the creation of a new one to take their place. The Seventh Regulars was raised and stationed on Valentina near the border with the Raven Alliance in the early 3100s. In their very first action as a coherent unit, they were part of the thrust that seized several Federated Suns worlds, most notably Tancredi IV and Lyceum, while that nation was distracted by the Victoria War.

This auspicious start was followed by a brief stint in the Draconis Reach, where they fought against Sandoval-backed mercenaries on Cassias and Udibi. After just a year of this duty, however, they were transferred back to Valentina just in time to blunt a series of Raven Alliance raids against Kaznejov Prefecture. The Seventh sat out most of the next couple of decades in their garrison on Valentina, and it wasn't until the invasion of the Federated Suns in 3144 that they again saw action against a greater enemy than mere pirates.

Originally included as part of the Crossing thrust, the Seventh Regulars were soon pulled off the front lines and shifted to the planned strike at Palmyra. *Tai-sa* Henrietta Margolis received the Bushido Blade for her actions in that assault. The Seventh was then placed as part of the Tsamma assault, and fought in that campaign before being pulled back to Kesai IV for rest and refit.

FIRST GENYOSHA

Tai-sa Diablo Reid of the First Genyosha is the fourth member of his family to serve with the unit since its founding just before the Fourth Succession War. His great-grandfather, *Chu-i* Ambrosius Hale, was one of Yorinaga Kurita's original recruits, and his tales of fighting the Kell Hounds in the personal contest between Kurita and Morgan Kell were enshrined in the family's official history. Diablo grew up with these tales as inspiration, and he has taken his ancestor's life as a guideline for his own.

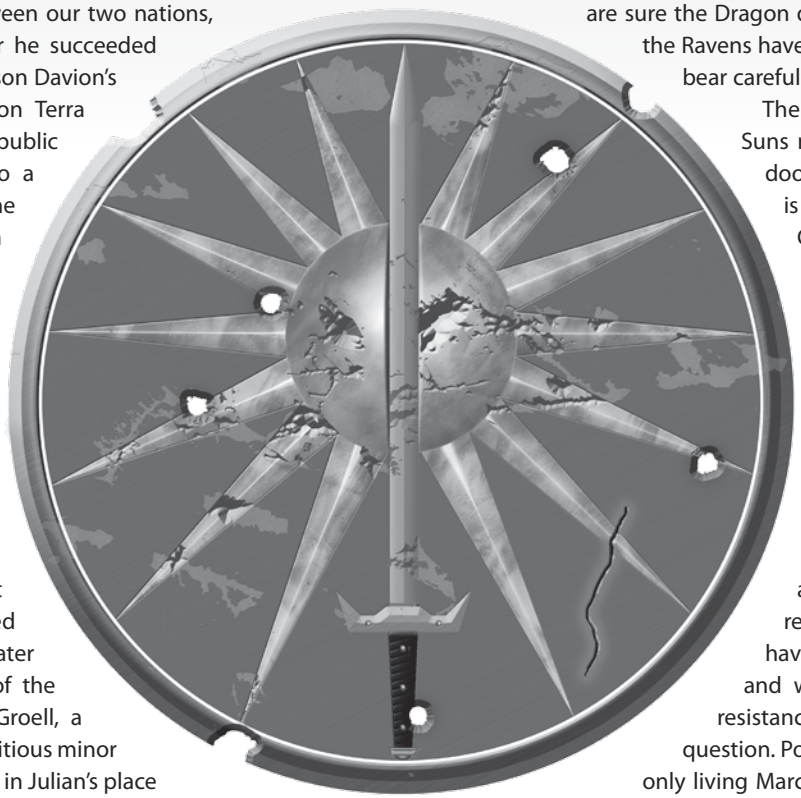
Reid rose to command from within the ranks of the First Genyosha just in time for the Combine's invasion of the Republic. With their reputation for battle prowess and victory, the First was at the forefront of the invasion, leading the conquest of Chichibu, Ashio, and Al Na'ir in quick succession. During these conquests, *Tai-sa* Reid repeatedly clashed with Katana Tormark, leader of the Dragon's Fury insurgent group, and developed an intense dislike of the woman. When Tormark supported the Nova Cat rebellion in 3141, Reid and the First welcomed the chance for payback of every slight they felt she'd delivered to them over the preceding five years. However, *Kanrei* Toranaga ordered them to return to the Combine and drive directly for Irece in a bid to cut off the head of the rebellion.

The First did get a measure of revenge when they smashed a former Fury unit—now on the rolls as an auxiliary battalion for the Seventh Legion of Vega—on Algedi. From there, they faced and forced a Nova Cat Cluster to retreat on Benjamin. The First then went silent and disappeared for several months before briefly reappearing on Luthien before making for Irece and the deciding battle of the rebellion. In the end, the Cats were destroyed as a fighting force, and the First was able to take a much-needed rest. *Tai-sa* Reid gave his life to bring down a Cat Star on the outskirts of New Barcella in the final days of fighting.

FEDERATED SUNS

It is always hard to watch a trusted friend go through troubles and not be able to help. The Federated Suns was, until recent years, a close ally to the Republic for over eight decades. Only with the accession of Caleb Davion to the throne did that relationship change. Even though we do not possess the strength or the resources to grant our assistance to the Suns in their time of need, our hearts go out to them as brothers and sisters.

We're not sure exactly why Caleb Davion turned his back on the long relationship between our two nations, but it happened shortly after he succeeded his father as First Prince. Harrison Davion's unfortunate accident while on Terra and the raising of Fortress Republic soon after meant the end to a number of joint efforts in the planning stages. Exarch Levin had hoped that Julian Davion, whom Harrison had privately confided was his choice for heir, would continue those efforts, but Caleb's coronation, and especially his transparent disdain for his cousin, dashed those hopes almost immediately. Instead of using Julian's loyalty and skills to the benefit of the Suns, Caleb marooned him in the Territories, and later sent him to the other side of the Inner Sphere. Erik Sandoval-Groell, a capable, if perhaps overly ambitious minor player until then, was elevated in Julian's place as Prince's Champion.

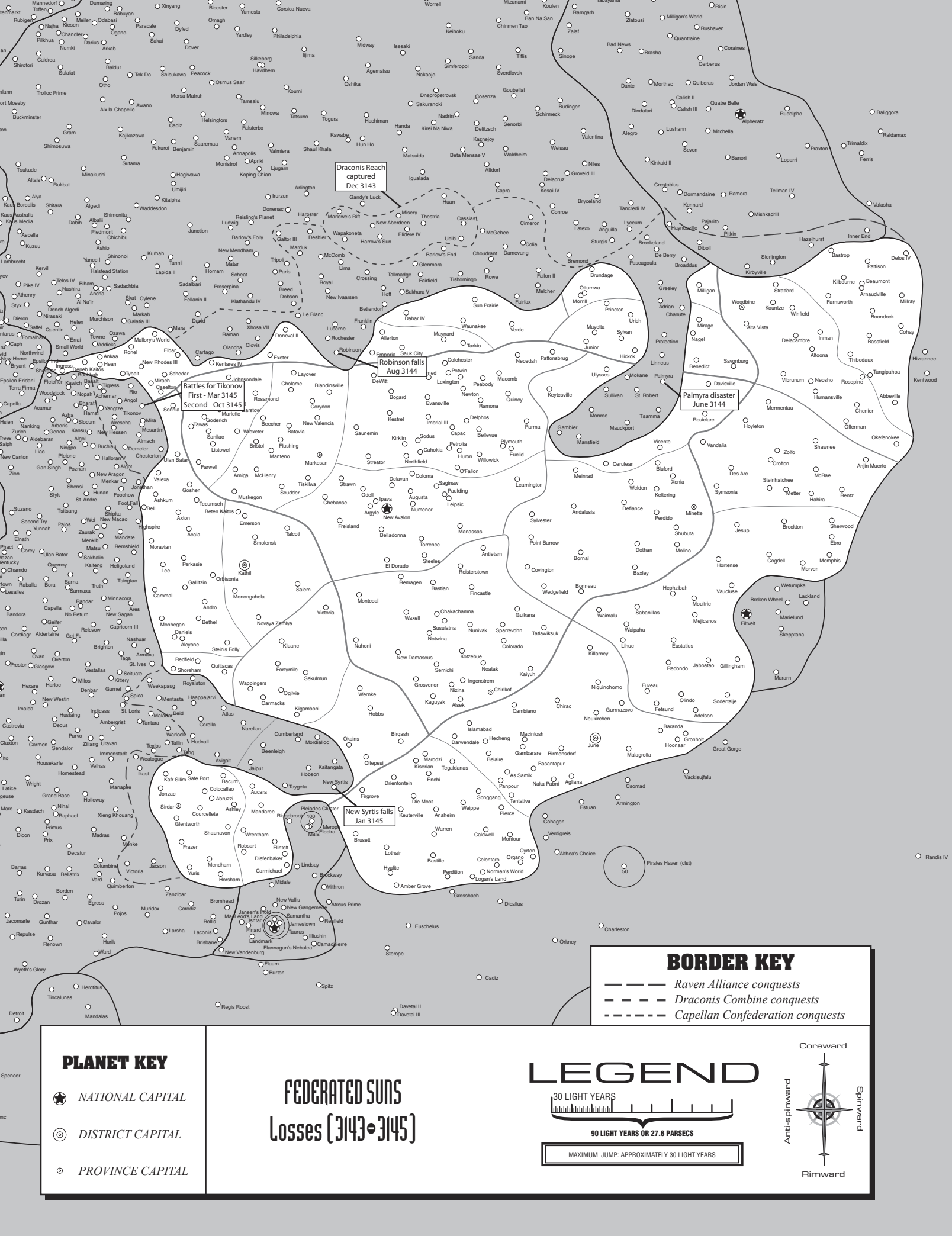


In fact, many of Caleb's actions in the first years of his reign seemed to be directed at his father, whether usurping something he had enjoyed (e.g., a relationship with the Raven Alliance Khan) or destroying what he had worked to achieve (e.g., the alliance with the Republic) or planning for actions Harrison himself was not considering (e.g., preparing an invasion of the Capellan Confederation). That so obvious a love/hate relationship with his father should have been the driving force behind major policy decisions is troublesome, to say the least. The fixation Caleb seems to have fostered with regard to the Capellans is another area in which his personal issues blinded him to the needs of his realm. Perhaps if he had not been so caught up in his preparations, he would have noticed the buildup in Combine forces that presaged their invasion. Or at least, he might have listened to the advisors who surely warned him of the danger.

At any rate, Caleb and the AFFS made the mistake of underestimating the Dragon, and it has cost them dearly. We continue to have suspicions about Caleb's death just three months after the start of the invasion; the unusual circumstances around the Snow Raven absence from Palmyra coupled with their almost immediate seizure of three Davion worlds triggers all sorts of alarms for our analysts. Likewise, the accuracy with which the DCMS struck at Caleb's staging position hints at a level of knowledge we are sure the Dragon did not come by on its own. If the Ravens have turned against the Suns, they bear careful watching.

The last thing the Federated Suns needs is another enemy at its doorstep. Already Erik Sandoval is hard-pressed to hold off the Combine and the Capellans, who timed their opportunistic invasion just right. The loss of a second March Lord in less than a year has been a devastating blow to the Suns' morale. Though Alexander Hasek has recently resurfaced on Narellan, his mother's continued prominence in March affairs after giving him the day-to-day responsibilities means that few have any strong opinions of him, and whether he can rally enough resistance to the invaders is a good question. Poor Bernard Marsin remains the only living March Lord whose capital world is currently free, but the forces he can add to the fight are few. The recent and unexpected military aid from Filtvelt in the form of the Thumpers Assault Regiment and several ad-hoc battalions of citizen-soldiers has fallen under his command by default, but many in the High Command doubt his ability to effectively utilize them. Unless the disorganized AFFS can be brought under a strong hand, the Federated Suns may fall.

Hope now lies with Julian Davion. Since leaving Callison just three months ago, we have heard little word of his progress. His plan is a bold one, but fraught with much risk, not the least of which are his allies. While I have little doubt the former RAF forces he took with him would be so fickle, can he depend upon the Sea Foxes and mercenaries accompanying him to stay the course? And what happens when (or if) he finally reaches the Federated Suns? Will Erik Sandoval so easily give up the power that has been dropped in his lap?


Draconis Reach captured Dec 3143
Robinson falls Aug 3144
Battles for Tikonov First - Mar 3145 Second - Oct 3145
Palmyra disaster June 3144
New Syrtis falls Jan 3145
Pleiades Cluster
Randis IV
Pirates Haven (clst)
Althea's Choice
Great Gorge
Vackisujfalu
Charleston
Orkney
Cadiz
Euschelus
Spitz
Regis Roost
Davetal II
Davetal III
Sterope
Flannagan's Nebulea
Camadierre
Illushin
Landmark
Pinard
Taurus
Jamestown
Samantha
New Gangemese
New Vallis
Atreus Prime
Dicallus
Grossbach
Amber Grove
Logan's Land
Norman's World
Perdition
Hyallite
Lothair
Bastille
Celentaro
Organo
Cyrton
Monfour
Caldwell
Warren
Brusett
Verdigreis
Cohagen
Estuan
Armington
Csomad
Niquinohomo
Fuveau
Olindo
Sodertalje
Fetsund
Adelson
Gurmazovo
Neukirchen
Cambiano
Chirac
Hobbs
Kaguyak
Alisek
Nizina
Chirikof
Ingenstrem
Grosvenor
Semichi
Noatak
Kaiyuh
Kotzebue
Colorado
Killarney
Lihue
Eustatius
Waipahu
Baxley
Bornal
Covington
Point Barrow
Dothan
Molino
Shubuta
Jesup
Brockton
Sherwood
Ebro
Cogdell
Memphis
Morven
Hortense
Vauclusse
Hephzibah
Wedgefield
Bonneau
Fincastle
Bastian
Remagen
Steeles
Antietam
Reisterstown
El Dorado
Belladonna
Torrence
Manassas
Sylvester
Andalusia
Deliance
Minette
Perdido
Xenia
Bluford
Cerulean
Meinrad
Leamington
Vicente
Vandalia
Zollo
Crofton
Shawnee
Des Arc
Steinhatchee
McRae
Hahira
Metter
Rentz
Symsonia
Weldon
Kettering
Rosiclare
Hoyleton
Offerman
Okefenokee
Mauckport
Gambier
Mansfield
Monroe
Tsamma
Sullivan
St. Robert
Keytesville
Ulysses
Mokane
Palmyra
Davisville
Benedict
Savonburg
Linneus
Hickok
Junior
Sylvan
Urich
Princton
Morrill
Ottumwa
Brundage
Fallon II
Melcher
Fairfax
Sun Prairie
Dahar IV
Waunakee
Verde
Maynard
Tarkio
Allerton
Emporia
Sauk City
Robinson
Franklin
Bettendorf
Le Blanc
Lucerne
Rochester
Mayetta
Protection
Nagel
Mirage
Alta Vista
Delacambre
Inman
Bassfield
Altoona
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Hivranee
Kentwood
Tangipahoa
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Filtvelt
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Mejicanos
Sabanillas
Waimalu
Waipahu
Eustatius
Lihue
Killarney
Redondo
Jaboatao
Gillingham
Mararn
Fetsund
Adelson
Gurmazovo
Neukirchen
Baranda
Gronholt
Hoonaar
Malagrotta
Gambarare
Birmensdorf
Basantapur
Naka Patni
Agliana
As Samik
Fanpour
Songgang
Tentativa
Welppe
Pierce
Keuterville
Anaheim
Die Moot
Firgrove
Drienfontein
Enchi
Tegaldanas
Kiserian
Marodzi
Oltepesi
Belaire
Darwendale
Hecheng
Macintosh
Islamabad
Birqash
Okains
Cumberland
Mordialloc
Beenleigh
Kaitangata
Hobson
New Syrtis
Taygeta
Jaipur
Avigait
Tallin
Hadnall
Warlock
Taylos
Weatogue
Ikast
Velhas
Housekarle
Homestead
Manapire
Holloway
Xieng Khouang
Raphael
Nihal
Grand Base
Wright
Latice
Kasdach
Mare
Madras
Menke
Prix
Primus
Dicon
Purvo
Ziliang
Uravan
Sendalor
Carmen
Claxton
Ito
Cordigar
Aldertaine
Gei-Fu
Relevow
Capricorn III
Brighton
Nashuar
Armaxa
Taga
St. Ives
Overton
Ovan
Preston
Glasgow
Vestallas
Milos
Harloc
Hexare
Denbar
Gurnet
Kittery
Weekapaug
Spica
Mentasta
Happajarvi
Imalda
New Westin
Hustaing
Indicass
St. Loris
Malabar
Beid
Atlas
Castrovia
Decus
Ambergrist
Tantara
Corella
Narellan
Andro
Bethel
Monhegan
Daniels
Alcyone
Stein's Folly
Kluane
Redfield
Shoreham
Quittacas
Fortymile
Sekulmun
Wappingers
Ogilvie
Carmacks
Kigamboni
Royalston
Weekapaug
Spica
Kittery
Scituate
St. Ives
Taga
Armaxa
Weatogue
Tallin
Hadnall
Warlock
Taylos
Tang
Avigait
Jaipur
Kaitangata
Hobson
New Syrtis
Taygeta
Bacum
Sale Port
Kafr Silim
Jonzac
Cotocallo
Aucara
Abruzzi
Ashley
Mandaree
Sirdar
Courcellette
Glentworth
Shaunavon
Wrentham
Robsart
Flintoft
Diefenbaker
Carmichael
Yuris
Mendham
Horsham
Midale
Lindsay
Rockway
Mithron
Zanzibar
Bromhead
New Vallis
New Gangemese
Atreus Prime
Redfield
Jamestown
Samantha
Taurus
Illushin
Camadierre
Flannagan's Nebulea
New Vandenburg
Ward
Wyeth's Glory
Herotitus
Tincalunas
Detroit
Mandalas
Burton
Flaum
Ward
Quimberton
Vard
Columbind
Victoria
Jacson
Barras
Kurvasa
Bellatrix
Decatur
Borden
Turin
Drozan
Egress
Pojos
Muridox
Corodiz
Jacomarle
Gunthar
Cavalor
Repulse
Renown
Hurik
Larsha
Laconis
Brisbane
Rollis
Jansen's Hold
Leod's Land
Ishtar
Pinard
Landmark
Mandalay
Ramsay
Maria
Pleiades Cluster
Ridgebrook
Merope
Electra
Lyons
Ramsay
Mandalay
Maria
Ridgebrook
Pleiades Cluster

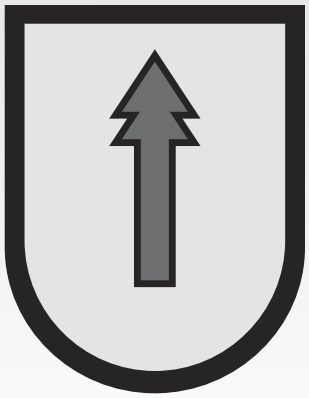
FIRST DAVION GUARDS

The First Davion Guards is a storied and fortunate unit, having faced death or near-death on several occasions and come out stronger for the experience. After being nearly completely destroyed during the Jihad, they adopted the phoenix as their unofficial emblem and took up position on New Avalon as Princess Regent Yvonne Steiner-Davion's bodyguard unit. Under First Prince Harrison Davion, the First traveled the width and breadth of the Federated Suns with their liege, and found themselves engaging in many mock battles with the likes of Snow Raven Clusters, Republic line brigades, and even a battalion from the Second Taurian Pride during a diplomatic exchange with the Calderon Protectorate in 3106.

However, by 3110 Prince Harrison felt he had little need for a bodyguard unit with the general peace that had fallen across the Inner Sphere, and the First Davion was relocated to Markesan to guard the Davion estates there. Though the reassignment was presented as an honor, most saw it as a slap in the face for decades of exemplary service, and unit morale plummeted. When Julian Davion was named Prince's Champion and Lord Markesan in 3132 and given honorary command of the First, he found slack discipline, poorly maintained equipment, and a once-proud regiment gone to seed. Within six months he had whipped them back into shape and earned their undying loyalty.

On account of that loyalty, the First has suffered many indignities in recent years, from being exiled on Ronel in the aftermath of Fortress Republic—ostensibly to "safeguard the friendship" between the Republic and House Davion—to being thrown into the grinder of the Wolf invasion of the Lyran Commonwealth. Though they served the Archon well against the Clans, when Julian Davion chose to return home and claim the throne he had inherited, they naturally went with him. Picking up a number of RAFers of Federated Suns descent during their stay on Callison, the First was last seen leaving with Julian's flotilla on its journey into the heart of the Capellan Confederation.

SECOND ROBINSON RANGERS

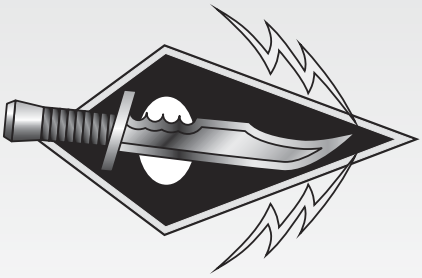


As the primary field force of the Draconis March, the Second Rangers were frequent combatants in the no-man's land of the Draconis Reach during the five decades of its existence. In fact, the Second was reborn by splitting off a battalion from the First Rangers in the 3090s by Duke Jerome Sandoval solely for the purpose of countering Combine activity in the Reach. The regiment had previously been folded into the First after taking heavy casualties against DCMS units during the Jihad, and Duke Jerome chose to recreate it as a pawn in his struggles with his cousin Tancred for control of the March. With the unit's history in mind, the soldiers of the reborn Second jumped into action on Barlowe's End in 3094, rapidly securing the planet and reclaiming it for the Federated Suns.

Since that initial campaign, the Second Rangers have been the sharp point of the spear thrust into the Combine's underbelly. Every major action the Sandovals have undertaken in the Reach has involved a large contingent from the Second, and their reputation among their opponents in the DCMS is one of a respected, if hated, foe.

Ironically, during the Combine's final push to seize the Reach in 3139, the Second was laid up on Robinson for a lengthy rest and refit, and their transport assets had been temporarily reassigned to other units. By the time they were able to enter the fighting, it was over, thanks to a rapid, eight-month conquest led by Wolf's Dragoons. The Second was able to prevent the Combine from also seizing Glenmora the next year, but was denied a final victory by the arrival of Ryuken-go to rescue the outmatched Dragoons.

When the Combine launched its invasion in early 3144, destroying the Second was one of the main goals of the first wave. They fought valiantly to defend Robinson and the Duke but failed on both counts. The survivors of the Second Rangers retreated to Markesan to recover.



SYRTIS AVENGERS

Formed in the aftermath of the nuclear bombing of New Syrtis by Taurian forces, the Avengers were intended by Field Marshal Nathaniel Hasek as a way to channel the anger felt by many under his command in the Syrtis Brigades. In its first couple of decades, the regiment gained a reputation as hotheaded and quick on the trigger, often finding themselves engaged in tough combat even before they had deployed all of their assets. This fiery temper also extended to difficulties working with their fellow Brigade units; more than once during the fighting against the Taurians in the late 3070s the Avengers found themselves at odds with their operations commander or other regiments assigned to the same action.

The Victoria War of 3103 presented the Avengers with another opportunity to prove themselves to the rest of the AFFS. Though their performance in the war was adequate, they became somewhat better known for the ferocity with which they hounded retreating Capellan units, even to the point of ignoring orders to stop. After the third reprimand against the Avengers' commander for the unit's actions, the regiment was redeployed to New Syrtis to sit out the rest of the war. Duchess Amanda Hasek protested to New Avalon, but the First Prince was adamant about reining in the unit. The bad blood continued to fester for decades, not even abating when Harrison Davion arranged to have his own son posted to the Avengers as a field armor commander.

The Capellan invasion in November 3144 gave Duchess Hasek an excuse to unleash the Avengers. Rushed to the front, they engaged the Capellans on Royalston, and it was there they learned of the fall of New Syrtis. The Avengers abandoned their posting to race back to New Syrtis, but arrived too late to save their Duchess. While attempting to land on Mawreddog, they were completely wiped out by the Capellan air superiority.

SEVENTEENTH AVALON HUSSARS

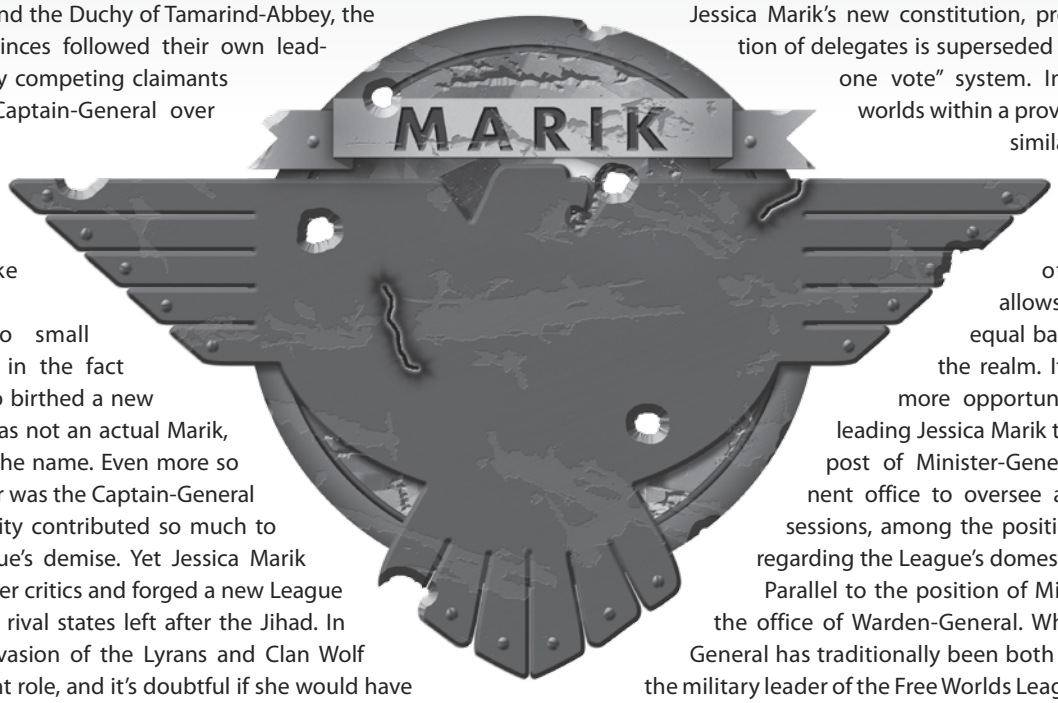
The Jihad and its aftermath saw many changes come over the militaries of the Inner Sphere. For almost two hundred years, the Seventeenth Avalon Hussars had been stationed along the border with the Draconis Combine, which earned them the nickname "Dragon's Bane." In the reorganization and rebuilding initiated after the Jihad by Princess Regent Yvonne Steiner-Davion and Marshal of the Armies Jon Davion, the Seventeenth was transferred to the Capellan border and stationed on Spica. It was a hard adjustment, but the leadership shown by General Cassandra Dzuiba and her staff made the transition as easy as possible under the circumstances. The Victoria War of 3103-4 was the first opportunity the Seventeenth had to show off their understanding of their new antagonists.

Unfortunately, they did not do as well as they had hoped. Advanced to Kittery to support the forward thrust of the Fourth Crucis Lancers, the Seventeenth was caught by a sudden and overwhelming Capellan counterattack and, though they held on for four months, they ultimately were forced to give up the system. The High Command placed no blame on the unit for their loss, but the men and women of the Seventeenth took it hard. There followed several years of lackluster objective raids and minor skirmishes across the border until General Daman Zibler took command in 3116. Under his command, the Seventeenth was molded back into a prime fighting outfit. When Zibler led the Seventeenth to Warlock to punish the First St. Ives Janissaries for raids against Mentasta and Beid, they inflicted serious damage to the defenders and even absconded with a *Lung Wang P2* assault DropShip for their troubles.

Zibler's retirement and emigration to the Republic in 3122 was a blow to the Seventeenth, but new commander Pakpao Suttikul continued the work he had begun. But no amount of morale building or training could prevent the Capellans from overrunning Spica in the early days of Operation CELESTIAL REWARD, and the Seventeenth was once more forced to retreat in the face of Capellan aggression.

FREE WORLDS LEAGUE

More than any other Successor State, the Word of Blake Jihad was devastating to the Free Worlds League. While the other realms of the Inner Sphere were hit hard by the Blakists and took years to recover, the Word of Blake's infiltration of the League's government and subversion of a large part of the FWLM left the realm in tatters once the war was over. Already divided over the primacy of the Marik clan even before the war broke out, many provinces of the League refused to have anything to do with any members of that family afterward. While the Mariks held onto their core Commonwealth and the Duchy of Tamarind-Abbey, the other major provinces followed their own leaders. Squabbling by competing claimants for the title of Captain-General over the next several decades made the dream of a reunified League seem like mere fantasy.



There is no small amount of irony in the fact that the ruler who birthed a new League in 3139 was not an actual Marik, despite claiming the name. Even more so because her father was the Captain-General whose false identity contributed so much to the original League's demise. Yet Jessica Marik has confounded her critics and forged a new League from many of the rival states left after the Jihad. In large part, the invasion of the Lyrans and Clan Wolf played a significant role, and it's doubtful if she would have accomplished her feat so easily without such an outside threat to unify everyone. Still, this new League is missing two major components of its predecessor, and the likelihood of Jessica finding any issue to bring Regulus and Andurien to the table is miniscule.

Even without two of the oldest and largest provinces of the old League on board with her new realm, Jessica's diplomatic and military efforts have expanded the League beyond its initial borders. The Lyran invasion and the later founding of the Wolf Empire carved a swath into the League, but the subsequent troubles the Commonwealth has had with the Wolves in the past several years have allowed the League to reclaim much of the territory it lost antispinward of the Empire. With the extension of the border to Penobscot and Cavanaugh II, the League finds itself again in possession of a number of worlds lost even before the Jihad. Diplomatically, negotiations with the Senate Alliance resulted in the creation of a new province, the Augustine Alliance, and several prominent ministerial positions for the Republic secessionist senators.

The new Free Worlds League differs from the original in several significant ways, perhaps most importantly in how its parliamentary delegates are apportioned. The old League used a province's tax contribution to the nation's coffers to determine how many delegates would represent the province, thereby granting greater representation to the larger, richer provinces at the expense of the smaller regions and the independent worlds. Under Jessica Marik's new constitution, provincial distribution of delegates is superseded by a "one planet, one vote" system. In practice, most worlds within a province tend to vote similarly on any given issue, but this more representative form of democracy allows for a far more equal basis for governing the realm. It also creates far more opportunities for debate, leading Jessica Marik to create the new post of Minister-General as a permanent office to oversee all parliamentary sessions, among the position's other duties regarding the League's domestic affairs.

Parallel to the position of Minister-General is the office of Warden-General. While the Captain-General has traditionally been both the political and the military leader of the Free Worlds League, Jessica's new system lessens that office's duties in the latter arena, due mostly to her own lack of relevant background. Instead, the Warden-General functions as a liaison between the Captain-General and the FWLM's League Central Coordination and Command group. While not required, the first two Wardens-General—the late Thaddeus Marik and Nikol Marik—both engaged in field campaigns in addition to their administrative and strategic duties.

Though it is barely more than five years old, the new League has already survived the crisis of a Clan invasion. The extended peace treaty signed with the Wolf Empire in 3140 gave the new realm a bit of breathing room to build its strength. But with the Regulans, Anduriens, and Capellans as evidence that it isn't only Clanners they need to be wary of, the worlds of the League live in a heightened state of preparedness for whatever the universe decides to throw at them next.

FIRST COVENANT GUARDS

The collapse of the Republic accelerated into high gear with the formation of the Fortress, but it also had help from traitors and craven opportunists. Thaddeus Marik, once a proud and trusted member of the inner circle of Republic government, betrayed his oaths by enacting secret plans to carve out a series of independent realms—almost all of which consisted of former Free Worlds League systems—that he could later unify and claim sovereignty over. Thankfully, his plans fell apart due to a combination of factors, but his actions directly led to those worlds, which had been stolen from their rightful nation, becoming a part of the new League created by Jessica Marik.

The Covenant Worlds was the main statelet set up by Marik, and they rewarded him with the title of Warden. The former Paladin gathered a unit of ex-militia supplemented by trainees from the Covenant Worlds and a few select mercenaries hired for their organizational expertise. These First Covenant Guards soon grew to be the strongest military presence in that region of space, and they offered their protection to the nearby Protectorate Coalition (another statelet established by the traitor) and the independent worlds in between.

After the formation of the new League, the Covenant Guards were folded into the FWLM and, with Thaddeus' marriage to Jessica Marik and appointment as Warden-General, they assumed a central position in the rebuilt military. With the death of Thaddeus against Clan Wolf just months after the League's founding, the Guards have lost some of their prestige but remain a key component of the border defenses. Their current commander is General Jodene Tillens, a former Hastati officer from Savannah. In recent years, she has overseen the expansion of the Guards to two regiments, with the two periodically trading off deployments to the Covenant Worlds and duty elsewhere in the League.

SILVER HAWK IRREGULARS

The formation of the Republic in 3081 was opposed by elements of the shattered Free Worlds League, many of whose worlds were claimed by the new nation. The Silver Hawks Coalition, an alliance of smaller provinces forged in 2966, protested what they felt was the theft of their worlds by seizing New Hope mere days after the Republic Formation Treaty was signed. This triggered military action that resulted in the Republic absorbing six of the ten Silver Hawks worlds and the Coalition's military force, the Silver Hawk Irregulars, disbanded with an admonition that reforming them would be considered an act of war. And there things stood for over fifty years.

In 3135, desperate to save the Marik-Stewart Commonwealth from invasion by the Lyrans, Captain-General Anson Marik recreated the Irregulars, reasoning that since the remaining Coalition worlds were certain to be among the first hit by the invaders, raising a native force to defend them would give them an edge. Sure enough, the Irregulars, staffed by individuals with ties to the former Coalition, performed well against the Lyrans and, surprisingly, their Wolf allies. They were ordered off Stewart just before that planet fell, and carried on the fight on several other worlds for many months. Eventually, the commander of the Irregulars began negotiations with the Protectorate Coalition to join their new union. As part of this small state, they once more joined the Free Worlds League when it was recreated by Jessica Marik. Unfortunately, they could not prevent the seizure of Rochelle and Kalidasa by the Lyrans, nor did they derive any satisfaction later when the Wolf Empire took those worlds in turn.

The Irregulars now garrison Alkes and New Hope, which have recently been incorporated into the Covenant Worlds. They regularly receive influxes of materiel and personnel from the federal government, though those shipments have begun to shrink of late, leading their commanders to wonder if they are being abandoned.

PROTECTORATE GUARDIANS

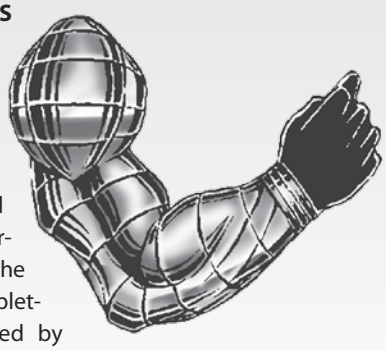
The establishment of the Clan Protectorate brought six new systems under the care of both the Sea Fox and Spirit Cat forces on Marik, stretching them far too thin to effectively cover on their own. In order to meet the obligations they had agreed to in forming the Protectorate, the Clanners needed a quick and reliable way to expand their number of available warriors. Luckily, neither the Foxes nor the Cats are among the most hidebound of the Clans, and they both accepted the necessity of opening the rolls to native, freeborn troops. The Protectorate Guardians is the result.

Organized along traditional Clan lines, the two Clusters that currently make up the Guardians are commanded almost exclusively by Spirit Cat officers, with a few Sea Foxes inserted to safeguard their investment. The bulk of the unit, however, consists of native soldiers from the various worlds of the Protectorate. To enter the Guardians, an Inner Sphere-born candidate must pass a grueling Trial of Position only slightly altered from the Clan norm. Training is harsh, and the Clan instructors have little sympathy for those who cannot keep up. The result, though, is a unit that is not only trained in the best Clan methods, but that also possesses strong ties to the Protectorate worlds and incentive to defend them.

During the Nova Cat rebellion, the leaders of the Protectorate offered sanctuary to any Nova Cats who wished to leave Combine space. Many among the Guardians, even some of Spheroid birth, proclaimed their readiness to assist the rebellion, though realistically their location, size, and prior commitments to the League would have prevented any such aid.

The Protectorate world of Angell II has recently been the site of several Trials of Possession declared by the neighboring Wolf Empire. Though a cease-fire between the Empire and the League currently exists, language in the official agreement gives both sides permission to conduct such trials. So far the Guardians have acquitted themselves well against the Wolves, though many Guardian commanders suspect they are not facing the best troops the Empire has to offer.

FIRST REGULAN HUSSARS



With a history stretching back well before the first Star League, the Regulan Hussars have served their nation through good times and bad with loyalty and determination. At the end of the Jihad, the Hussars were depleted in strength but buoyed by their righteous campaign of vengeance against the Blakists. Despite tangling with Oriente and suffering some embarrassing defeats in the early years after the League's sundering, the First Hussars retained its pride of place as the best the Regulan military has to offer.

In the decades since the Jihad, the First Hussars have mostly remained on post on Regulus itself, leaving the pursuit of grudges against the other Free Worlds statelets to the other Hussars regiments. The First functioned as the Captain-General's personal bodyguard unit during Titus Cameron-Jones' reign, and continued in that role under his son, Lester. On occasions when the First did venture off Regulus, they acquitted themselves like the premiere unit they are, earning numerous commendations and a patent of nobility for more than one officer. Colonel Wojtek Petrovski, a longtime friend to the Captain-General, was promoted to command of the First Hussars in 3130.

The events surrounding the reformation of the Free Worlds League saw the First enter the fighting alongside the other Hussar regiments. Honing their rusty skills against the forces of the Rim Commonality, the First was soon transferred to head the seizure of Atreus in the chaos following the death of Anson Marik. Making that planet the First's new baseworld, Lester ordered them to make ready for the Oriente assault everyone knew would be coming. But when it did come, the Hussars faced not only troops from Oriente, but also units from every state that had agreed to join Jessica Marik's new League. Faced with the collective might of Operation HOMECOMING, the Hussars were forced to retreat or be destroyed.

LYRAN COMMONWEALTH

The Lyran Commonwealth has seen a great deal of tragedy in recent years, and nearly all of it can be laid at the feet of its own leadership. The dramatic missteps and misunderstandings of Melissa Steiner's reign have brought the Commonwealth to the brink of irreversible disaster, and it remains to be seen if her successors can salvage the nation, or if we are now seeing the last days of the proud Lyran state.

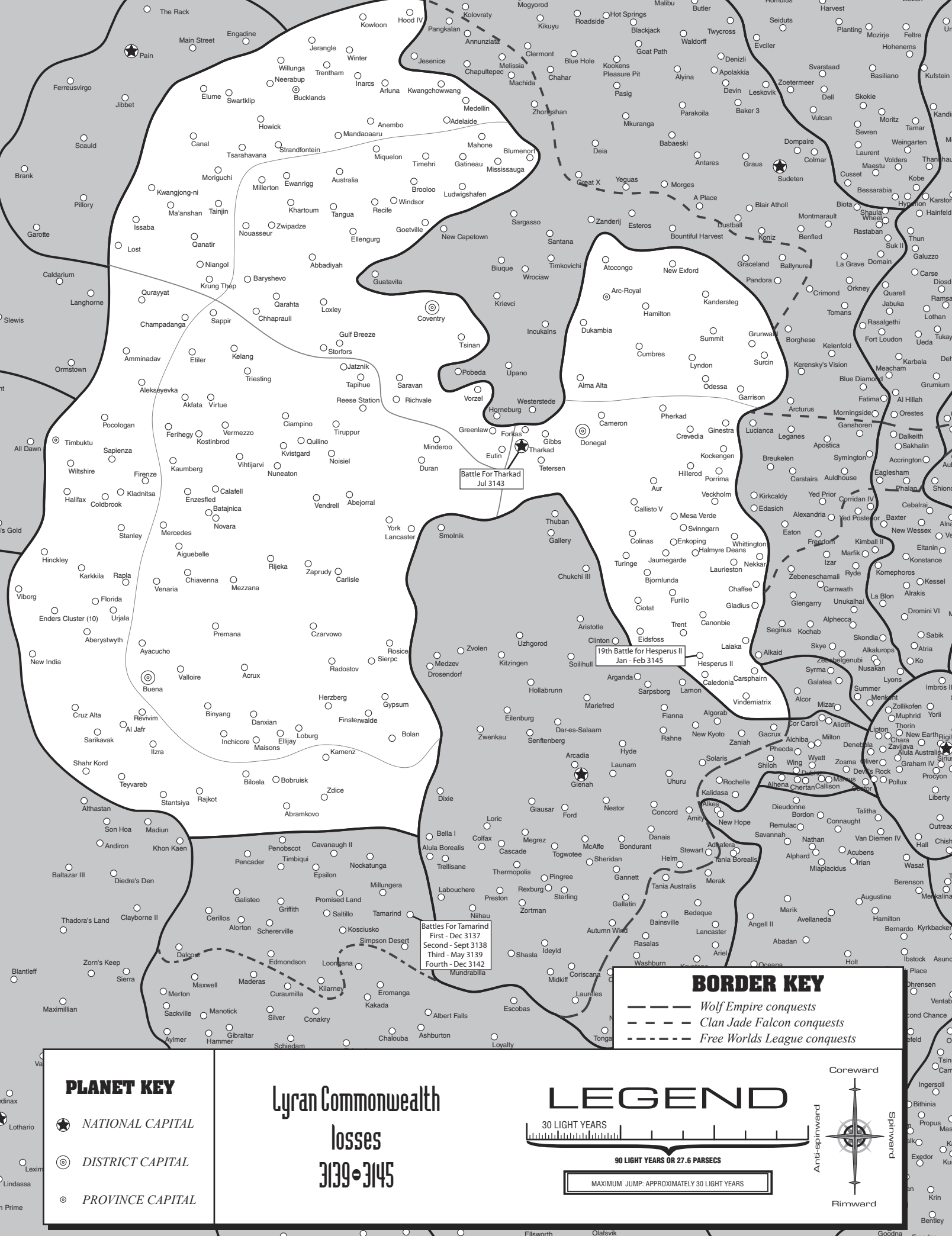
Though some may question the very idea of trying to tame a Clan and use them as glorified mercenaries, Melissa Steiner's attempt to ally with Clan Wolf was not a bad plan in and of itself. Where she went wrong was in not dealing with the Wolves in an honorable manner. That's not to say that they wouldn't have turned on her eventually, especially with such an ambitious and calculating personality as Alaric Ward holding a prominent position in the Clan, but in trying to strong-arm the Wolves into becoming more dependent upon the Commonwealth, she actually provided them with all the motivation they needed to make their eventual betrayal personal. The ferocity with which the Wolves tore a chunk out of the Commonwealth was a direct result of their anger at how Melissa's policies treated them as little more than hired thugs whom she could mistreat with impunity.

Perhaps Melissa's shortcomings as Archon were due to her having been far more interested in the business side of the Lyran national character than the military or political. Her propping up of ComStar's interests within the Commonwealth for so many years after the Blackout certainly put an undue strain on the Lyran coffers while returning little for the investment. Her treatment of the Wolves as hirelings rather than as allies also points in this direction, as does her apparent disdain for the career officers in the upper echelons of the LCAF. Tension with her nobles also contributed to a lack of support for the Archon within the realm. It was unsurprising to most when the military conspired to depose Melissa and place a more palatable noble on the throne, though Vedet Brewer's general incompetence eventually shone through, and Melissa was able to reclaim her throne. Of course, now that the LCAF has had a taste of king making, life will be quite difficult for Melissa's successors.

Sure enough, Archon Trillian has experienced an increased level of resistance from the generals with every move she has made to combat the looming threats to the Commonwealth. This general thinks his troops are being shortchanged manpower and equipment, that margrave chafes at being denied a green light for a major campaign against the Free Worlds League. If it wasn't for the support and obvious military acumen of her General of the Armies, Roderick Steiner, or the recently appointed Margrave of the Arc-Royal Theater, Jasek Kelswa-Steiner, Trillian's reign might well have ended last February in the run-up to the Hesperus action. Led by two other margraves, Gareth Dinesen of Melissia Theater and Diego Widmer of Timbuktu Theater, the Archon faced the very real possibility of a full revolt by a majority of the generals after ordering Lyran forces to abandon the factory world in the face of an assault by three Clans. Though the situation was defused and the campaign successfully kept Hesperus in Commonwealth hands, Trillian will undoubtedly face future trouble from the same commanders, none of whom were entirely mollified by the victory. The Archon's expressed willingness to sacrifice some parts of the nation to safeguard others considered more vital to the Commonwealth's long-term health does not sit well with the men and women charged with defending those parts. And it's not just the generals who are unhappy. Among the border worlds near the Wolf Empire, some citizens have begun to agitate for secession and a separate peace with the Clanners, even if that means annexation.

For the time being, however, the fight continues not only against the Empire, but also to liberate the territory seized by Clans Jade Falcon and Hell's Horses. Along the latter front, the activities of the Kell Hounds have kept the pressure up, but contributed to Malvina Hazen's need for a show of force, which led her to Hesperus. The continued loyalty of the Exiled Wolves is a point of open debate among the LCAF, but for the moment they seem more than willing to place their lives on the line for the nation that has given them shelter for almost a century.

The future of the Lyran Commonwealth depends now on whether the Archon can successfully balance external threats against her own inexperience and the internal tensions that stress her armies.


Battle For Tharkad
Jul 3143
19th Battle for Hesperus II
Jan - Feb 3145
Battles For Tamarind
First - Dec 3137
Second - Sept 3138
Third - May 3139
Fourth - Dec 3142
BORDER KEY
Wolf Empire conquests
Clan Jade Falcon conquests
Free Worlds League conquests
PLANET KEY
NATIONAL CAPITAL
DISTRICT CAPITAL
PROVINCE CAPITAL
Lyran Commonwealth
losses
3139-3145
LEGEND
30 LIGHT YEARS
90 LIGHT YEARS OR 27.6 PARSECS
MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS
Coreward
Rimward
Anti-spinward
Spinward

FIFTH LYRAN REGULARS

The Word of Blake Jihad destroyed many long-standing units across the Inner Sphere. One of those was the Fifth Lyran Regulars, which had seen its ranks rebuilt from the ground up following the Skye Crisis of 3034, and had shaken off a reputation as being a less-than-loyal part of the Lyran military machine. Despite four decades of exemplary service after the purge of disloyal elements, the Fifth was not reconstituted after its destruction during the Jihad. It wasn't until 3122, during Archon Andrew Steiner's brief reign, that the Fifth Lyran was entered onto the LCAF rolls once more.

This new Fifth was clearly intended as a provocation towards the Republic. Archon Andrew had no great love for Stone's nation—or the man personally—and staffed the Fifth with Skye partisans who wished to see the worlds of their ancestral province that had been "stolen" by the Republic returned to Lyran control. The commanding officer, General Stephen Harper, hailed from a long line of Skye patriots on Kirkcaldy; his great-grandfather had been among those soldiers of the Fifth who resisted the presence of Federated Suns troops in Skye during the 3034 crisis. Under his command, the unit gained a reputation as staunch defenders of Lyran pride and the honor of Skye.

Operation HAMMERFALL saw the Fifth participating in the early stages of the invasion on Niihau and Millungera. On the latter world, they came into conflict with the personnel of Roderick Frost's Broken Swords battalion, which flustered General Harper when the Swords received a slap on the wrist for the resulting brawl. Harper also clashed with Trillian Steiner, barely containing his low opinion of her as a "Stone-lover." The Fifth was sidelined on garrison duty for the rest of the invasion, and lost both worlds a few years later; Niihau to the formation of the Wolf Empire, and Millungera to reconquest by the new Free Worlds League.

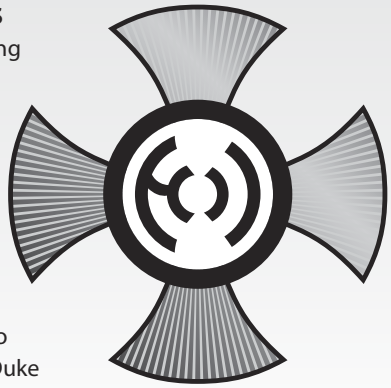
FIRST STEINER STRIKERS

The Steiner Strikers began life as a unit comprised of misfits and discipline problems assembled on the eve of the second wave of the Lyran invasion into the former Free Worlds states. Not a few of the personnel assigned to what was officially designated as Auxiliary Battalion B1 were plucked straight from an LCAF jail to serve under then-Leutnant Roderick Frost on special assignment with Trillian Steiner. Denying themselves a formal name until they proved themselves in battle, they answered to the nickname "Broken Swords," referencing an ancient tradition for disgraced soldiers. First deploying to the planet Labouchere, they quickly established an elite reputation for themselves, much to the chagrin of the many high-ranking officers who had written them off.

In addition to their battlefield activities, the Swords were also used by Trillian as a propaganda tool to combat the good press that Duke Vedet Brewer was gaining from his successes during the invasion. Though Hauptmann Frost was not pleased with this, he reluctantly recognized the political necessity. The revelation of his true identity just prior to the conquest of Tamarind was another calculated move, and one that drew his Swords more closely together in support of their commander. Soon after that campaign, they officially dubbed themselves the First Steiner Strikers, the name incorporating a nod towards the adventures of Roderick's grandfather, Archon Adam Steiner.

Since the betrayal of the Wolves, the Strikers have been at the core of the Commonwealth's defenses along the border with the Empire. For a time, they were absorbed by the Stormhammers due to losses both had suffered, but upon Roderick's acceptance of the position of General of the Armies, they were again split out into a separate unit and expanded to regimental size. They fought hard as part of the Hesperus task force, and currently occupy a posting on Furillo.

FIRST HESPERUS GUARDS



Formed in 3137 during Operation HAMMERFALL, the Guards were a ploy by Duke Vedet Brewer to create a unit loyal to himself that could balance out the creation of the Broken Swords by Trillian Steiner. Staffed almost entirely with officers who owed their positions to Duke Vedet, he directed their operations more out of political strategies than military, and they gained a reputation among those they fought alongside for always considering more than just victory on the battlefield when engaging the enemy. More than once, they sacrificed an easy win for one that would give Duke Vedet a better reception in the media.

The Guards fought throughout the invasion, seeing action on Shasta, Millungera, Bondurant, Helm, and Stewart, among other worlds. On the latter, they killed Captain-General Anson Marik in his palace, earning them a grudging public thanks from Melissa Steiner. The Archon repaid them, however, by assigning them to garrison posts along the border, where they faced League troops taking advantage of the betrayal of Clan Wolf. Duke Vedet blamed their defeat on Kalidasa in 3140 on a lack of sufficient support from Tharkad, playing into his plans to unseat Melissa and make himself Archon. When he finally managed to seize the Archonship the next year with the help of the LCAF High Command, Duke Vedet placed 'Mechs from the Guards in the ceremonial position behind the throne.

The Wolf assault on Tharkad two years later saw Archon Vedet lose his throne and flee the capital world with the Guards in tow. Rather than return to Hesperus, the disgraced Duke and his personal unit, now much smaller than it had been, fled to the Timbuktu Theater, where they were granted asylum by Margrave Diego Widmer. Currently stationed on Alekseyevka, the Guards have ignored several orders from Archon Trillian to return to Tharkad for reassignment.

EIGHTH LYRAN GUARDS

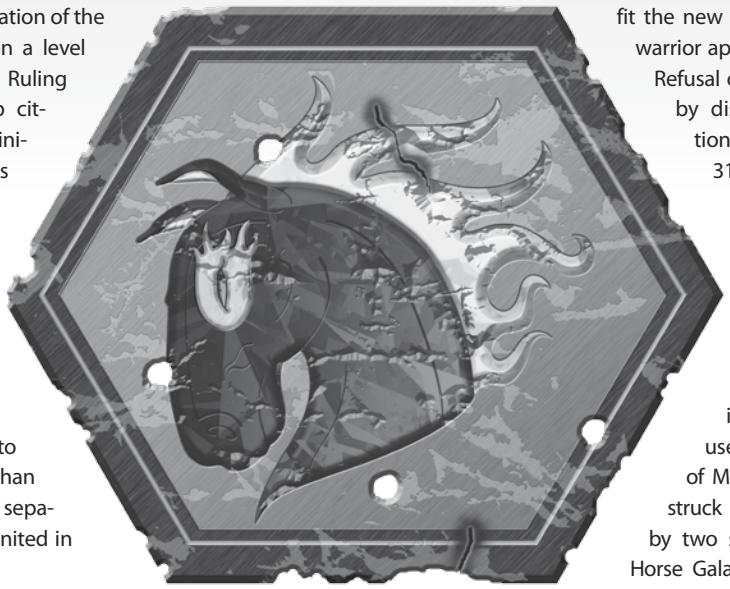
When Archon Melissa Steiner expanded the ranks of the LCAF in the early 3130s, she resurrected a number of units that had not been seen since the days of the first Star League. The Eighth Lyran Guards were a once-valued regiment that had lain dormant for several centuries after its death in the Succession Wars. The Guards were stationed on Porrima, less than two jumps from the Republic border, and organized like an RAF line regiment rather than a traditional Lyran unit. Other LCAF units then rotated through Porrima, training against the Eighth as an opfor. Melissa, who inherited her father's distrust of the Republic, defended this setup when called on it in the press and by Republic ambassadors by stating that in learning how to fight a Republic regiment, the Lyrans were learning how to fight *alongside* them as effectively as possible. Few, however, bought this explanation, and the media in the Lyran-facing Prefectures began painting the Archon as pushing the limits of friendship even as the two nations established a tighter economic relationship.

The Eighth might have remained as a thinly veiled stand-in for the RAF if it hadn't been for the Jade Falcon *desant*. Deliberately stopping on Porrima, the Falcons were able to test themselves against a reasonable facsimile of the forces they would be facing once they reached the Republic. The Eighth was woefully underprepared and overwhelmed by this attack, and were very nearly wiped out before they managed to lift off from the planet. To the surprise of the High Command, the Falcons did not garrison their conquest but moved on instead, though not before Galaxy Commander Aleksandr Hazen razed a suburb of Allison City in retaliation for the death of one of his warriors while thwarting an assassination attempt.

The Eighth returned to Porrima after the departure of the Falcons, but took little role in later conflicts due to their weakened state.

CLAN HELL'S HORSES

After pushing their way into the Inner Sphere during the early years of the Jihad, the Hell's Horses found themselves trapped between several powerful neighbors, and the post-war era offered them few chances to break out. The abandonment of their Near Periphery holding in the mid 3080s further restricted the size of their Occupation Zone while the Great Reavings reduced the size of their warrior caste. The Horses' unique interpretation of Clan society has worked in their favor, and their integration of the conquered worlds has succeeded on a level only bettered by the Ghost Bears. Ruling their territory from their "DropShip cities"—urban sprawls built around the initial semi-permanent camps the Horses established during the early days of their so-called Stampede—they adopted a hands-off method of dealing with the populace. Those Spheroid civilians, accustomed to the more restrictive and sometimes brutal ways of the Wolves and Jade Falcons, welcomed the lighter touch, and have even come to view the Horses as partners more than conquerors. The two societies are still separate in so many ways, but they are united in defense against outsiders.



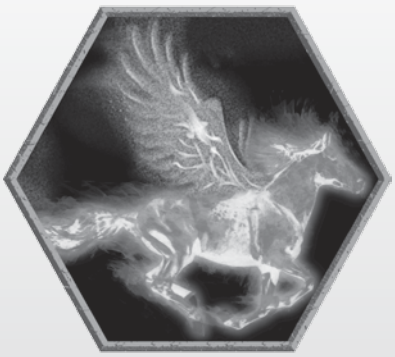
Stone's military reforms hit even the Clans, and the Horses were no exception. The reduction in the numbers of MechWarriors and their 'Mechs has seen the rise of more combined arms in various Clan toumans, and this means that the Horses were perfectly positioned to gain an early advantage over their neighbors. In practice, however, any edge they hoped to enjoy was minor at best. The Khans, seeking to grow their fighting strength while adhering to the agreed-upon limits to their touman, initiated several research programs intended to give them options. The development of a new phenotype, the TankWarrior, has seen some success, with Horses vehicle crews on average possessing a slight superiority to similar warriors from the other Clans. The QuadVee project, on the other hand, has not been as successful.

Essentially a transforming BattleMech—a ground-based analog to the old Land-Air 'Mechs—the QuadVee attempts to fuse the strengths of a four-legged 'Mech with those of a tracked combat vehicle. Since these new designs require the use of two warriors (a pilot and a dedicated gunner) the Horses are perhaps the only Clan that can realistically utilize them, given their emphasis on teamwork over personal glory. The QuadVee project is still ongoing and has been for at least a decade and a half, with minimal deployment in the field. The difficulties in perfecting a "tank that walks like a 'Mech" (as one Sea Fox wag labeled a prototype seen in a Trial on Harvest a few years ago) may never be overcome but the Horses are apparently determined to prove the viability of the unusual unit, with at least three design models now known to exist at this time.

The major development among the Horses' warriors is the Mongol doctrine. Originally propounded by Star Colonel Domnall Seidman of the 666th Mechanized Assault Cluster in the late 3080s, it was meant as a new methodology of combat that would take advantage of the limited resources left to the Clan after their migration and further reductions in the touman. After the successes shown by the new First Horde Cluster in trials against the Jade Falcons and Clan Wolf, the Khans bought into the doctrine wholeheartedly and gave the order to rework nearly the entire touman to fit the new philosophy. Not every Hell's Horses warrior approved of the changes, and Trials of Refusal or Grievance continued to be issued by disgruntled warriors as the innovations swept through the touman. By the 3110s, most of the Clusters had been converted over, and resistance had largely ceased.

That it was the Jade Falcons who subsequently adopted and perverted the Mongol doctrine was an insult to the Horses, but one they were prepared to dismiss as inconsequential until Malvina Hazen used her own special interpretation of Mongol tactics to terrorize the worlds struck during the Falcon *desant*. Attempts by two successive commanders of the Fire Horse Galaxy—the leading practitioner of the doctrine—failed to rein in Malvina's excesses and the capitulation of Khan Amirault to the Mad Falcon's demand for an alliance meant the past decade has seen the Horses become a party to corrupting their own battle philosophy. Many among the warrior caste feel that their Clan has sold its soul to a truly evil force, but they saw little hope to save themselves.

With Malvina's failure at Hesperus, however, the Horses finally have a chance to extricate themselves from her grasp. Almost immediately upon the news of her coma reaching the troops, Horses commanders began pulling their forces back, citing clearly phony but defensible reasons for their actions. The election of Fulk Lassenerra as saKhan further illustrates their desire to break free; once an enthusiastic supporter of the alliance, he has since become a strong voice against it.



FIRST HORDE CLUSTER

Struggling to rebuild its shattered touman after the twin hardships of their invasion of the Wolf OZ and the fight against Word of Blake, in the late 3080s the Hell's Horses began casting around for a new tactical doctrine that could take advantage of their limited resources. Star Colonel Domnall Seidman of the 666th Mechanized

Assault Cluster received approval from the Clan Council for his proposal of what came to be known as the "Mongol Doctrine", a highly mobile and startlingly efficient style of warfare. To showcase this doctrine, the Khans granted Seidman command of a new unit, the First Horde Cluster.

Consisting of two Trinaries and an attached support supernova, the Horde took its cues from the ancient Mongols and their steppe-born style of engaging enemy forces. Mangudai Trinary is made up almost entirely of light vehicles and 'Mechs, with very few in the medium weight class. This enables it to move swiftly and use hit-and-run tactics to draw the enemy out of position and into the waiting jaws of Tulughma Trinary. That unit, made up entirely of heavy and assault machines, is used as the hammer to strike into the back of the enemy once they have been drawn out by the Mangudai. The Support Supernova contains the Horde's few infantry, and is expected to assist wherever needed.

Initial successes against both the Jade Falcons and the Wolves inspired the Horses to expand the Mongol program to a larger scale and the Fire Horse Galaxy was born, with the Horde as its centerpiece. Domnall Seidman, now elevated to Galaxy Commander, was particularly effective at this type of warfare, and enjoyed a long string of victories, particularly against the Falcons, who had trouble adapting to what they saw as dishonorable tactics. The Horde led the way during the offensives of the early 3100s, and provided the basis for a near-total reworking of the Horses' touman.

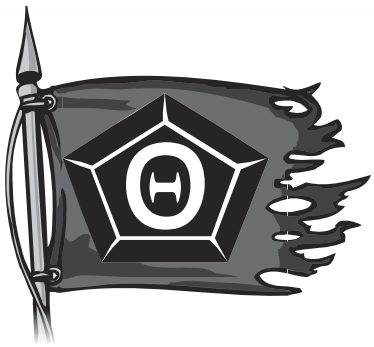
666TH MECHANIZED ASSAULT CLUSTER

After the Fire Horse Galaxy, the Hell's Horses units most entangled with Malvina Hazen's madness were the Clusters of Beta Galaxy. Led by Galaxy Commander Giron Fletcher, the Apocalypse took Hazen's changes to the Mongol doctrine to heart, and more than lived up to their name. During the fighting to claim worlds of the abandoned Wolf Clan OZ, Beta's Clusters were particularly aggressive, none more so than the 666th Mechanized Cluster. Star Colonel Charo Seidman wielded the five Trinaries of the 666th—including two full Trinaries of ProtoMechs; the largest concentration of the miniature terrors in any Clan touman—like a blunt instrument, little caring who or what got in their way. If Malvina's interpretation of the Mongol doctrine was about using ostentatious violence to compel submission, the 666th was determined to be the most ostentatious of all.

During the invasion of the Lyran Commonwealth, Beta Galaxy found itself on the wrong side of Malvina's lack of sentiment for her allies when she called down an orbital bombardment on the Kell Hounds without any concern that several Beta Clusters would be lost as collateral damage. The 666th escaped that fate and viewed their survival as a sign that they were truly favored by the Chinggis Khan, completely overlooking the fact that they were several kilometers outside ground zero. The destruction of most of their own Galaxy paradoxically made the 666th more enamored of Malvina, not less.

Even after the impasse on Hesperus, when the rest of the Hell's Horses re-evaluated their relationship with Malvina and began abandoning her banner, the War Cluster strengthened their bond with the mad Falcon Khan by volunteering to act as honor guard for transporting her comatose body back to Sudeten. Though Malvina's own Raptor Keshik took pride of place, new Star Colonel Marguerite Grimheald and the 666th formed the rearguard. They remained on Sudeten until Malvina's awakening, at which time they relocated to Derf to maintain a close presence to the Hell's Horses capital of Csesztreg. Many among the Horses' leadership worry that they may soon be forced to battle their kinsmen at Hazen's behest.

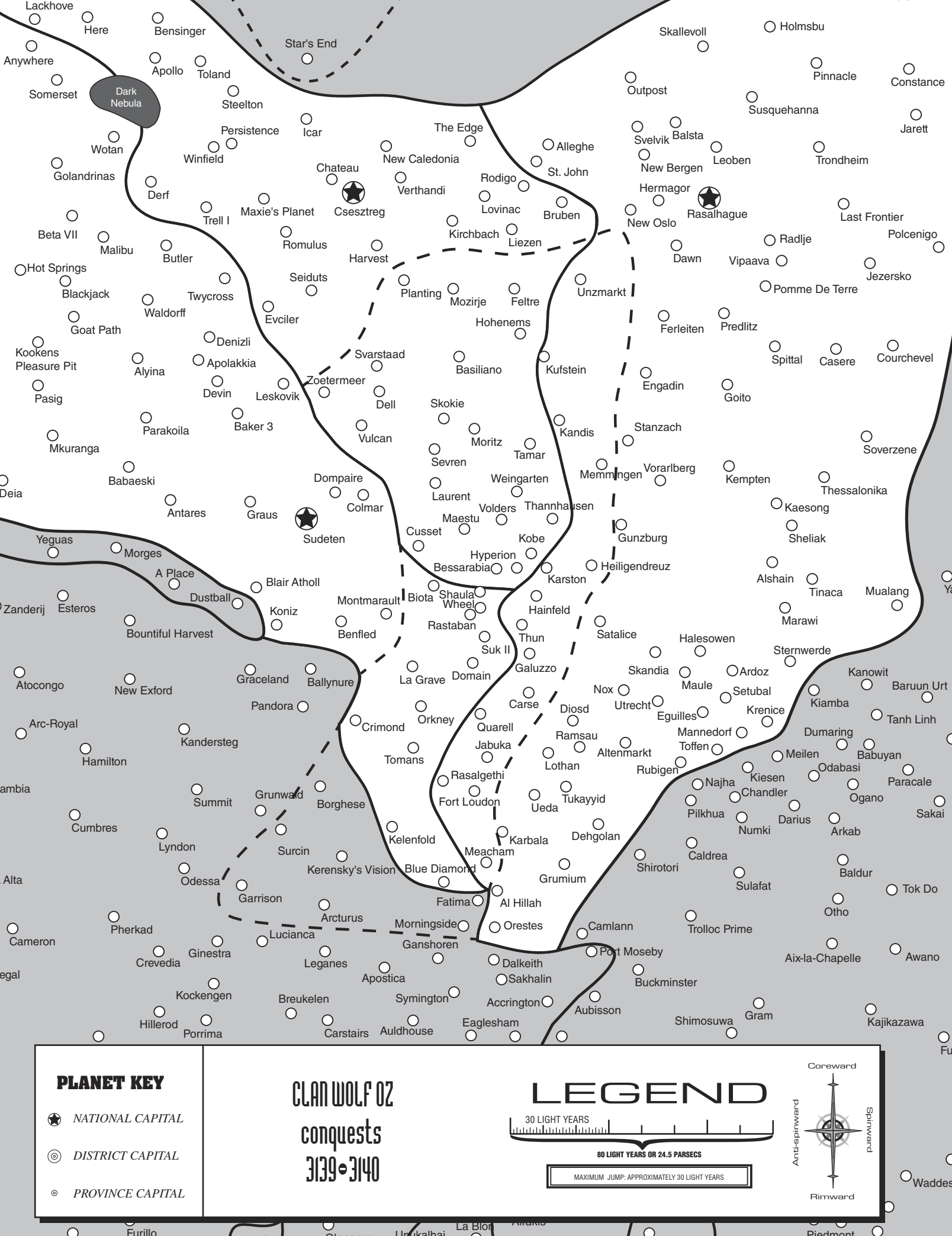
FORTY-SECOND BATTLEMECH CLUSTER



The Forty-second BattleMech Cluster of the Hell's Horses Theta Galaxy may only be a garrison Cluster, but if a Cluster's role in the Clans were determined by its pride and self-image, it would be the personal bodyguard unit of Nicholas Kerensky himself. This inflated sense of their own worth derives in large part from the fact that the Forty-second was the unit that brought down the infamous Khan Vladimir Ward of Clan Wolf in 3083. Even six decades later, the trial on Rodigo is considered the high point of the Cluster's history.

However, that pride does not extend to the rest of the Horses, who have denied the Forty-second the prestigious assignments and impressive personnel they feel they deserve. The unit has consistently suffered from a lack of good recruits, usually being stuck with the lowest performing warriors to pass their Trial of Position. But at least these lackluster Horses do not have the weight of an important posting to bear them down; Theta Galaxy's Clusters usually receive garrison duty on worlds along the Horses' nebulous border with the Barrens. While there is a steady stream of foes to fight in that region, they are mostly pirates or ragtag bandits barely able to scratch together a company of jury-rigged 'Mechs or ancient internal combustion vehicles.

Star Colonel Farouk Cobb actually issued a Trial of Grievance against Khan Amirault for the Forty-second's exclusion from the invasion of the Lyran Commonwealth. His reward was the Cluster being included in the fighting for Hesperus II, during which time it became clear that the Khan was getting his revenge by utilizing the unit as cannon fodder against the Wolves. When the identity of the Cluster facing them became known, the Wolf warriors multiplied their efforts to destroy them. To their credit, the Forty-second performed well and came through the fighting reasonably intact. In fact, they were the first to abandon Malvina's cause when the news of the attack on her by Beckett Malthus broke. As the Horses fled back to their OZ, the Forty-second briefly fought Falcon forces on Blue Diamond and Hyperion before returning to their posting on Feltre.


Lackhove
Here
Bensinger
Star's End
Skallevoll
Holmsbu
Anywhere
Apollo
Toland
Somerset
Dark Nebula
Steelton
Outpost
Pinnacle
Constance
Susquehanna
Jarett
Persistence
Icar
The Edge
Svelvik
Balsta
Wotan
Winfield
New Caledonia
Alleghe
New Bergen
Leoben
Trondheim
Golandrinas
Chateau
St. John
Derf
Verthandi
Rodigo
Hermagor
Maxie's Planet
Csesztreg
Lovinac
Rasalhague
Last Frontier
Trell I
Bruben
New Oslo
Beta VII
Kirchbach
Liezen
Polcenigo
Malibu
Romulus
Harvest
Radlje
Butler
Dawn
Vipaava
Hot Springs
Jezersko
Seiduts
Blackjack
Planting
Mozirje
Feltre
Unzmarkt
Pomme De Terre
Twycross
Waldorff
Evciler
Hohenems
Ferleiten
Predlitz
Goat Path
Denizli
Spittal
Casere
Courchevel
Kookens
Pleasure Pit
Svarstaad
Basiliano
Kufstein
Alyina
Apolakkia
Engadin
Zoetermeer
Goito
Pasig
Devin
Leskovik
Dell
Skokie
Parakoila
Baker 3
Kandis
Stanzach
Vulcan
Moritz
Soverzene
Mkuranga
Tamar
Sevren
Memmingen
Vorarlberg
Kempten
Babaeski
Weingarten
Thessalonika
Dompaire
Laurent
Deia
Volders
Thannhausen
Kaesong
Antares
Graus
Colmar
Maestu
Sudeten
Cusset
Gunzburg
Sheliak
Yeguas
Kobe
Morges
Hyperion
Bessarabia
Heiligendreuz
A Place
Karston
Alshain
Blair Atholl
Tinaca
Mualang
Dustball
Biota
Shaula
Montmarault
Zanderij
Esteros
Wheel
Hainfeld
Koniz
Rastaban
Marawi
Bountiful Harvest
Benfled
Thun
Satalice
Halesowen
Suk II
Sternwerde
Graceland
Ballynure
Galuzzo
Skandia
Ardoz
Kanowit
Atocongo
La Grave
Domain
Maule
Baruun Urt
New Exford
Nox
Setubal
Kiamba
Pandora
Carse
Utrecht
Diosd
Eguilles
Krenice
Tanh Linh
Arc-Royal
Orkney
Crimond
Quarell
Ramsau
Mannedorf
Dumaring
Kandersteg
Jabuka
Toffen
Meilen
Babuyan
Hamilton
Tomans
Altenmarkt
Lothan
Rubigen
Odabasi
Rasalgethi
Najha
Kiesen
Paracale
Grunwald
Summit
Borghese
Fort Loudon
Ueda
Tukayyid
Chandler
Ogano
Cumbres
Pilkhua
Darius
Sakai
Kelenfold
Karbala
Dehgolan
Numki
Arkab
Lyndon
Surcin
Meacham
Caldrea
Kerensky's Vision
Blue Diamond
Shirotori
Baldur
Odessa
Grumium
Sulafat
Garrison
Tok Do
Fatima
Al Hillah
Otho
Arcturus
Pherkad
Morningside
Orestes
Camlann
Trolloc Prime
Lucianca
Cameron
Ganshoren
Port Moseby
Aix-la-Chapelle
Awano
Ginestra
Crevedia
Leganes
Dalkeith
Buckminster
Apostica
Sakhalin
Kockengen
Symington
Breukelen
Accrington
Aubisson
Shimosuwa
Gram
Kajikazawa
Hillerod
Porrima
Carstairs
Auldhouse
Eaglesham
Waddes
PLANET KEY
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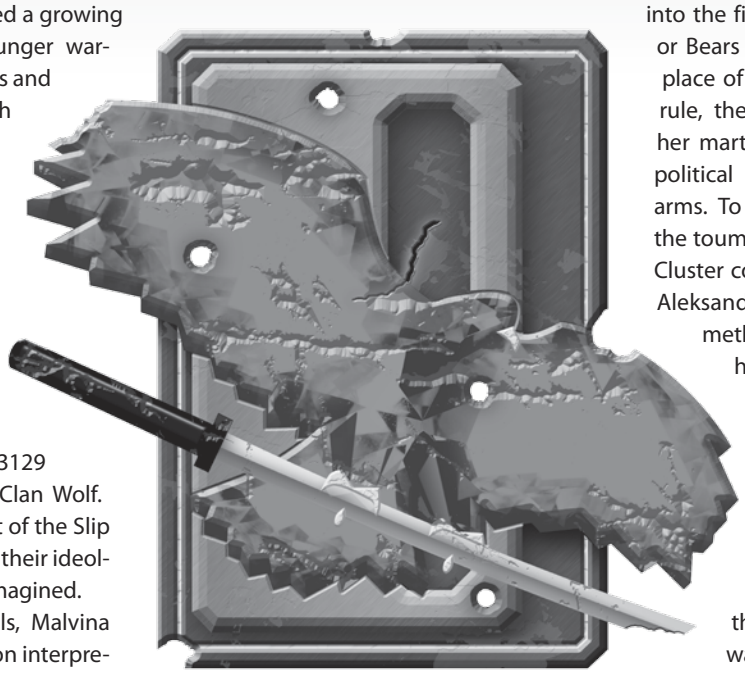
3139-3140
LEGEND
30 LIGHT YEARS
80 LIGHT YEARS OR 24.5 PARSECS
MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS
Coreward
Anti-spinward
Spinward
Rimward

CLAN JADE FALCON

There is no question that the Clans have changed over the nearly one hundred years since their return to the Inner Sphere. If the Ghost Bears and Snow Ravens represent one extreme of those changes, Malvina Hazen inhabits the opposite end of the spectrum. She embodies the demonic image of the Clans that was our initial impression of them during their original invasion of the Successor States.

But the roots of the current madness infecting the Jade Falcons can be traced back even earlier. Jana Pryde and Beckett Malthus, in their quest to win the Khanship for Pryde, encouraged and invigorated a growing division amongst the Clan's younger warriors. The two sides, known as Slips and Jesses, differed in their approach to the traditional Crusader philosophy, with the former championing an aggressive assault against the Houses and the latter advocating a more cautious action taken only after sufficient preparation. The tension between these two factions contributed to the instability of Khan Ruel Chistu's rule, and made him ripe for removal in 3129 after a failed campaign against Clan Wolf. Malvina Hazen comes directly out of the Slip movement, though she has taken their ideology to lengths even they never imagined.



In addition to the Slip goals, Malvina also incorporated a uniquely Falcon interpretation of the Hell's Horses Mongol doctrine into her mélange of influences. In truth, the two philosophies have little in common beyond the name. Her use of extreme and ostentatious violence as a weapon harkens back to the days of the Smoke Jaguars, whose infamous brutality earned them annihilation at the hands of the Second Star League. But whereas the Jaguars used such tactics against their enemies, Malvina is not above utilizing them against her own people.

For that reason, after the successful conclusion of her challenge to Khan Pryde, she found herself at the head of a greatly reduced touman. Dropping a dying WarShip on top of her own council seat eliminated a great number of warriors who had opposed her, but it also wiped out a large portion of her strength in one fell swoop. Following that up with purges of the warrior caste by the Watch—previously turned into an effective secret police force by her predecessor—further sapped the Falcons' strength. The forces in the Falcon's Reach also acted as a drain on the warrior ranks, but in this case to Malvina's political benefit; the vast majority of those who relocated to the Reach were less than enthused about her Khanship, and chose what amounted to exile rather than face her wrath.

To rebuild her touman, Malvina was forced to turn to several unorthodox avenues. First, during her rebellion she had promised Trials to any lower castes who wished to enter the touman, and she kept her word. A sizeable influx of new warriors, many of whom initially washed out during their own cadet days, bought Malvina some breathing room. Her second method was one that had been well-tested by Falcon Khans dating back to the famous Marthe Pryde; using the sudden vacating of their OZ by Clan Wolf as an excuse, Malvina threw older sibko cadets into the fire as combat against the Horses or Bears for former Wolf worlds took the place of the usual Trials of Position. As a rule, these young warriors also favored her martial ideas and provided her with political support as well as strength of arms. To facilitate their acclimation into the touman, Malvina expanded the mixed Cluster concept pioneered by her brother Aleksandr during the *desant*. The final method by which Malvina increased her warrior ranks was by a system of harvest trials against her ostensible allies, the Hell's Horses. This eventually benefited the Horses themselves, as most of those taken by Malvina were among her strongest supporters, leaving the Horses with a strong core of warriors who could better see the folly in their alliance with the Falcons.

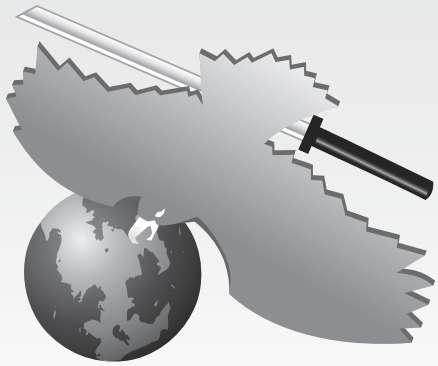
The rebuilding of the wounded Falcon touman occupied the better part of five years. During this time, the rise of Alaric Wolf and his Clan's dealings with the Lyran Commonwealth attracted Malvina's attention. Her decision to invade resulted in an expansion of Falcon territory the likes of which hadn't been seen since the original invasion. Her frustration at being outmaneuvered at Tharkad led her to rampage across several conquered worlds, brutalizing any and all resistance to her rule. Callandre Kell's lightning attacks on numerous worlds of the occupied territory further enraged Malvina, driving her to assert her Clan's strength by assaulting Hesperus II. Her actions since Tharkad, especially her willingness to use nuclear weapons to destroy the valuable Hesperan factories, has stimulated feelings of unease among many of her warriors that was exacerbated by her months spent comatose and removed from oversight of the Clan. Whether that unease will continue to grow now that she has emerged from her coma and asserted her dominance again or whether it will wither before her prodigious rage remains to be seen.

RAPTOR KESHIK

When Malvina Hazen returned to Sudeten to issue her challenge to Khan Pryde, she brought with her elements of all three Galaxies present in the Falcon's Reach: Alpha, Delta and Zeta. Together with supporters she picked up back in the Occupation Zone, she established a new Galaxy, loyal to her alone and embodying the cream of her Mongol followers. This new Omega Galaxy was a key player in her winning of the Khanship and the warriors who flocked to her banner were granted the honor of being appointed the new Khan's personal unit. The Raptor Keshik was formed from the most elite of those warriors and replaced the Turkina Keshik as the premiere Jade Falcon Cluster.

During the rebuilding of the Falcon touman after Malvina's challenge, the Raptors sat out most of the fighting, instead working in conjunction with the Watch as the Khan's hatchetmen in ridding the Clan of remaining opposition. As such, they gained a reputation as brutal, merciless thugs and the lower castes on many Falcon planets developed tales to scare their children of warriors bearing Malvina's "Eyes of the Falcon" insignia. Under the command of Star Colonel Filip Mattlov, the Raptors carried out Malvina's every command ruthlessly and without question.

The Keshik was at the forefront of the invasion of the Lyran Commonwealth and fought hard on Tharkad before the Khan ordered a retreat. Disappointment at the denial of a glorious conquest drove their actions for the next nineteen months as the Falcons, led by the Raptors, struck at numerous Lyran worlds. On Hesperus, the Keshik took on the most dangerous tasks, including acting as bodyguard for their Khan. Though they were unable to prevent the assassination attempt by saKhan Malthus, it was through the efforts of two Raptor warriors that Malvina was saved from death and Malthus was taken prisoner.



TURKINA KESHIK

The Turkina Keshik has long been one of the choicest assignments in the Jade Falcon touman. Named for the legendary companion of founding Khan Elizabeth Hazen, the Keshik has served as the personal unit of the Falcon Khans since the earliest days of the Clan. Many Khans have risen from the ranks of the Keshik, including the late Jana Pryde. During the reshuffling of the touman that took place in the decades after the end of the Jihad, the Turkina Keshik formed the core of a new Alpha Galaxy to serve as the garrison for the capital planet of Sudeten, even lending their name to the larger unit. Galaxy Commander Beckett Malthus led elements of the Turkina Galaxy, including the Keshik, into the Republic of the Sphere as part of the Falcon *desant* in 3134, with his position filled by Hastur Chistu during his absence.

During the *desant*, many among the Keshik felt horror at the increasing violence perpetuated by Malvina Hazen, though not all. Those who supported her Mongol philosophy accompanied her back to the Falcon OZ to challenge Khan Pryde, and most were soon incorporated into the new Omega Galaxy she created. Members of the Keshik who did not agree with her actions were either killed in various Trials or were exiled to the Falcon's Reach, which had become a dumping ground for warriors who questioned Malvina's path for the Clan.

The few remaining warriors of the Turkina Keshik currently sit in the Reach under the command of Galaxy Commander Noritomo Helmer. Estranged from their own Galaxy and from their traditional role with the Jade Falcon touman, a blanket of malaise has settled upon most of the warriors. They briefly entertained the idea of traveling to Sudeten to rescue saKhan Malthus from his imprisonment, but Galaxy Commander Helmer convinced them of the foolishness of this idea and Malthus' execution by Malvina soon made it moot anyway.

NINTH FALCON TALON CLUSTER

Stationed on Colmar after the Jihad, the Ninth Talon sat out most of Gamma Galaxy's actions against the Exile Wolves and was prevented by order of several successive Khans not to stir up trouble with the Crusader Wolves. Over the course of the next few decades, the Ninth grew complacent and lazy. By the early years of the new century, they were wholly unprepared for the challenges they faced upon reassignment to Trell I. A major offensive by the Hell's Horses was launched just eight months after they took up their new position, and the Ninth was unready to meet the assault. Though other Falcon units likewise had to fall back from their worlds during this period—a total of seven worlds fell to the Horses in nearly as many years—the Ninth took the loss especially hard, and the embarrassment they felt drove the warriors to shape up.

Within two years, the Ninth was ranked near the top of the Falcon touman. They fell staunchly into the Slip camp in the ideological conflict with the Jesses, and supported the rise of Jana Pryde. The rise of the Mongol philosophy seemed to pass by the Ninth without leaving much of a mark, so Malvina's rending came as a shock to them. They continued to support Khan Pryde until her defeat by Malvina. Though he could at first make little sense of her new doctrine, Star Colonel Yaroslav (of the Buhallin Bloodhouse) pledged the allegiance of himself and his unit to the new Khan. During the invasion of the Lyran Commonwealth, Yaroslav and his warriors began to see the attraction to the Mongol doctrine as world after world capitulated rather than face Malvina's wrath. As the Ninth began to practice the same tactics, they ran smack into the Exile Wolves on Sargasso, and though they successfully drove off the defenders, they suffered severe casualties, including their Star Colonel.

FIRST MIXED CLUSTER

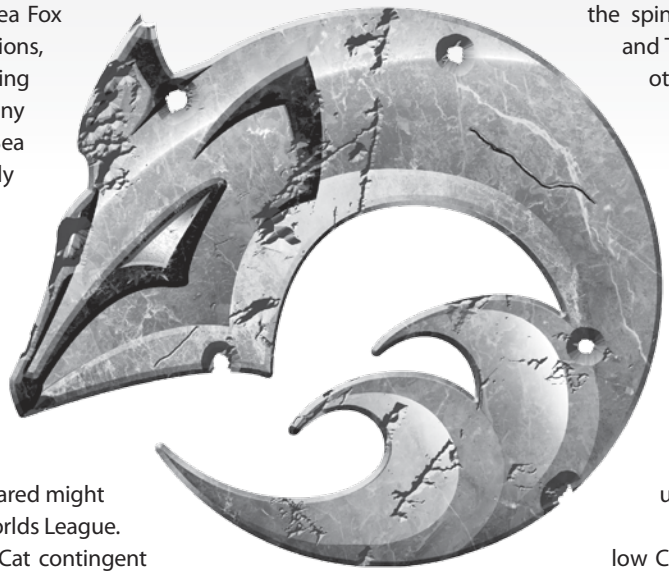
Though the Jade Falcon *desant* into the Republic was placed under the command of Beckett Malthus, leadership of the two Galaxies sent along with Turkina Keshik fell to the two Hazen siblings, who trialed for and won their positions shortly before the launch. Despite its tainted reputation, Aleksandr Hazen chose to trial for Zeta Galaxy, accepting the greater challenge of turning the dezgra unit into a formidable and respectable part of the Falcon touman. The warriors of Zeta were a hodge-podge bunch, mostly consisting of green Eyrie Clusters and over-the-hill Solahma Clusters. To benefit both of these undesirable types, Hazen undertook a bold move.

The First Mixed Cluster is the exemplar of Hazen's methods. He disbanded all of the Eyrie and Solahma Clusters in his Galaxy and recombined them into new units. These mixed Clusters would provide seasoning for the green troops while at the same time hopefully inspire the older warriors with memories of how life used to be. In this way, Hazen hoped to combat the weaknesses of both sets of warriors and build a stronger Galaxy for it.

For the most part, his strategy seems to have worked. Zeta Galaxy's Clusters fought well during the *desant* and more than exceeded the expectations of outside observers, especially his co-commanders on the expedition. There was a little resentment from the line Clusters of the other Galaxies, but after several Trials of Grievance, the grumbling quieted down. The mixed Clusters have formed a core part of the defenses in the Falcon's Reach since the return of Malvina Hazen to Sudeten. The First, in particular, has become a key Cluster in Noritomo Helmer's arsenal, giving a good showing against Wolves, the Republic, and several mercenary raids out of Galatea at various times.

CLAN SEA FOX

If any one faction has actually benefitted from the collapse of the hyperpulse generator network, it would be Clan Sea Fox. The merchant-warriors have long had their fingers in many pies across the Inner Sphere, and the crash of the interstellar communications grid and the subsequent economic downturn have given them plentiful opportunities to increase their reach.



In every corner of the Inner Sphere, Sea Fox Aimags have stepped up their operations, building on existing markets and opening new channels for their network. On many planets, in fact, regular visits by a Sea Fox trading vessel represents the only contact with other worlds they have had since the crash of the HPG grid. Worried about this expansion of Sea Fox power, the Senate had begun implementing policies to regulate such contacts prior to the raising of Fortress Republic, but the past ten years have largely undone their work.

An example of what the Senate feared might happen can be seen in the new Free Worlds League. After providing assistance for a Spirit Cat contingent to seize the world of Marik, Spina Khanate, under the leadership of then-ovKhan Petr Kalasa, was convinced to extend their protection to several nearby worlds. The creation of the Clan Protectorate is a new direction for the Foxes. Though they have long held enclaves on numerous worlds throughout the Inner Sphere, and have maintained full possession of three worlds since the 3060s, the evolution of the Khanate/Aimag system around the turn of the century seemed to have been a repudiation of tying themselves too closely to physical territory. If, in this post-Blackout era, the Foxes have decided to now start accumulating planetary possessions, they are uniquely positioned to gain territory in many strategically beneficial regions across the Inner Sphere. The contract terms of Tiburon Khanate's aid to Julian Davion are another example of the Clan's new willingness to expand its groundside holdings within other realms. For the past five decades, most states have been reluctant to permit them to claim too much territory within their borders, but the economic and political conditions existing today make it difficult to resist Sea Fox encroachment.

The acquiring of territory outside their usual stomping grounds also illustrates another facet of the evolving character of the Sea Fox Clan and its component Khanates. When Khans Nagasawa and Hammond set up the current system, they intended that the resulting competition between the Khanates would ultimately benefit the Clan as a whole. Under Mori Hawker's leadership of the Foxes, this spirit of competition has persisted, and at times she has deliberately fostered an aggressive rivalry. Each of the four Khanates maintains an extensive territory in which it operates, with incursions by other Khanates strictly negotiated as needed. This is why, for instance, saKhan Andreas Sutherland had to make certain concessions to his counterpart, Arkady Sennet, before his Tiburon Khanate could agree to transport Julian Davion's forces home to the Federated Suns; Skate Khanate travels the space lanes in the spinward regions of the Inner Sphere, and Tiburon's presence in the area would otherwise be seen as an intrusive breach of their traditional markets. Among those concessions was a sharing of the worlds Davion promised to the Tiburon saKhan as partial payment of his debt to the Foxes. Tiburon Khanate will receive three worlds to be named later—within, of course, certain restrictions and after proper analysis of trade potential and market viability—two of which they will have to operate under joint control with the Skates.

Sea Fox relations with their fellow Clans run the gamut from cordial to antagonistic, with most falling more towards the former end than the latter. The establishment of the Wolf Empire presented them with an opportunity for massive arms sales as the Wolves rebuilt from the conflicts that birthed the new state. In contrast, there is still a lot of resentment towards the Jade Falcons (and, to a lesser extent, their Hell's Horses allies) for their role in the conspiracy to assassinate Khan Hawker over a decade ago. On top of that, many within the Fox merchant ranks feel that Malvina Hazen's reign will turn out to have a detrimental effect on their future business dealings by reversing decades of work towards making the Clans a more accepted part of daily life in the Inner Sphere. Relations with the Ghost Bears are very close, while the Foxes and Ravens enjoy a certain kinship on account of the former's space-oriented culture.

DELTA AIMAG, ILKHANATE

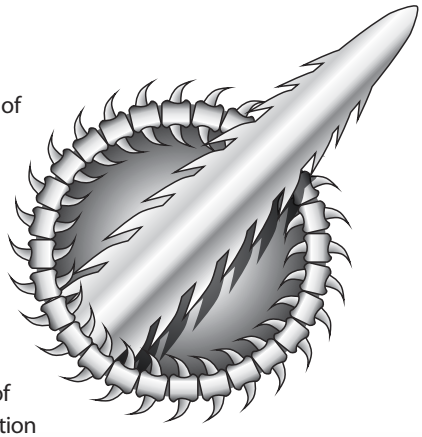
Hark Nagasawa is the longest-serving ovKhan in Clan Sea Fox, having led the ilKhanate's Delta Aimag since the final evolution of the Diamond Sharks into their current form in 3100. His genemother was Naomi Nagasawa herself, the architect of most of the changes the Clan has undergone

since the Jihad. Perhaps it is this connection that gives Nagasawa the confidence to lead an Aimag known for its unorthodox methods. Every Khanate and Aimag in the Clan has a number of independent traders who loosely operate under the auspices of the larger organization, and Delta claims more of them than any other. Though Nagasawa permits a looser structure in his Aimag, he does insist on yearly gatherings at predefined locations. These so-called "Delta musters" are used to set a coherent, though sometimes nebulous, policy for all of his far-flung traders.

From the decks of the CargoShip *Coriolis*, ovKhan Nagasawa has led his Aimag to such exceptional profits over the decades that he has faced few challenges to his leadership. A brisk rivalry exists with Gamma, led by ovKhan Ginny Clarke and the *Maelstrom*, but the two Aimag leaders have a long and personal history between them that prevents the competition from escalating out of hand.

Of all the five ovKhans in the ilKhanate, Khan Mori Hawker counts on the advice of Hark Nagasawa more than any other. In many ways, he functions as the second-in-command for the entire Clan, though the Sea Foxes' dispersed structure precludes any such position. Khan Hawker does not seem bothered in the least by the greater freedoms Nagasawa allows to his merchants. The two leaders are old friends of roughly the same age and experience, and they share the easy camaraderie of veterans in the dual battlefields the Sea Foxes frequent.

DELTA AIMAG,
SPINA KHANATE



Under the leadership of ovKhan Petr Kalasa, Spina Khanate's Delta Aimag pursued an aggressive, though not always successful, course through the murky economies of the Inner Sphere. Kalasa had a long-standing rivalry with ovKhan Sha Clarke of Beta Aimag and the competition between the two frequently resulted in lost opportunities or overreaching deals that fell through. By the mid 3130s, Delta was consistently taking a back seat to the successes of Beta. One way in which ovKhan Kalasa combatted his perceived failures was to encourage a greater degree of freedom among his Aimag's Scientist Caste. Though they were never really successful in achieving any great breakthroughs to profit their Aimag, the Scientists and other lower castes appreciated Kalasa's trust in them, and this gave Delta a much more coherent esprit de corps than most other Sea Fox Aimags.

Petr Kalasa won great renown after the events of 3134, and was on the fast track to greater rank within the Clan when he was contracted by a group of Spirit Cats looking for transport to Marik, which their visions had suggested could be a safe haven for their cult. Seven months later, they were again contracted by the Spirit Cats on Marik, this time to provide military assistance in exchange for a portion of the planet to use as a clearinghouse world. Subsequently, the two Clans were convinced by emissaries from Jessica Marik to provide protection to nearby system in exchange for favored trade relations and the Clan Protectorate was born, earning ovKhan Kalasa election to the position of saKhan.

Since 3139 Delta Aimag has spent part of every year shuttling between the Protectorate worlds and performing their traditional mercantile expeditions. The relationship between the Aimag and their client worlds has enriched both sides, leading other Sea Fox Aimags to consider emulating Delta's success. Kalasa's successor as ovKhan, Fergus Sennet, now represents the Aimag in the League's Parliament.

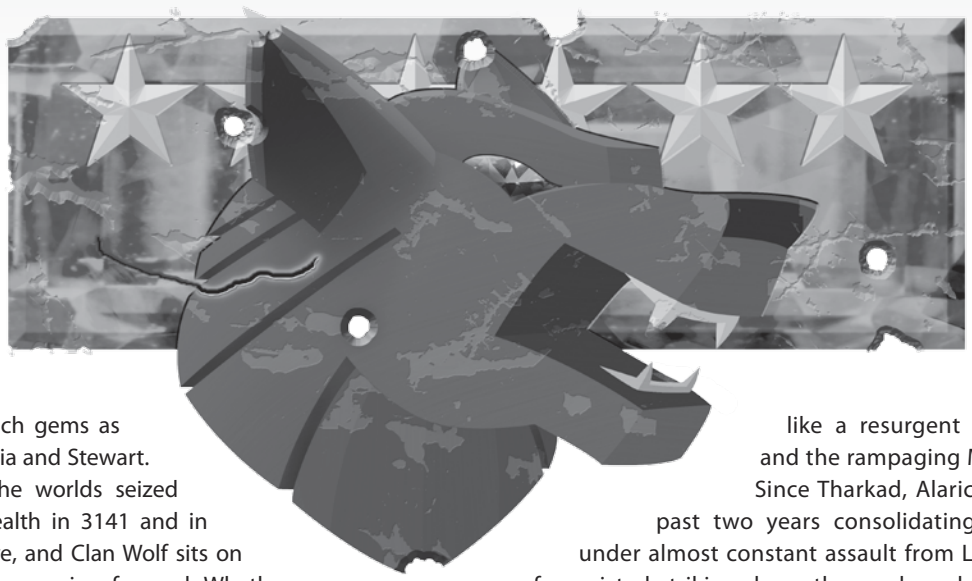
GAMMA AIMAG,
TIBURON KHANATE

Tiburon Khanate spends most of its time in the coreward-antispinward quadrant of the Inner Sphere, a territory encompassing most of the Lyran Commonwealth as well as much of the Clan Occupation Zones. As such, Tiburon is probably the strongest Khanate militarily. Gamma Aimag, led by ovKhan Antoinette Labov from the CargoShip *Caleuche*, has the distinction of being the strongest Aimag of its Khanate, with an unequalled string of victories in the Ritual of Combat, traditionally held whenever two or more Aimags encounter one another. Partially this is due to ovKhan Labov's history; she spent the first five years after leaving the sibko as part of a Clan reserve unit in Prefecture II of the Republic before joining Tiburon and working her way up through the ranks of the merchant-warrior side of the Sea Fox Clan. Since being elected to the position of ovKhan, Labov has further strengthened Gamma's martial strength while not neglecting its mercantile prowess.

Gamma Aimag's strength is likely why it was assigned by saKhan Andreas Sutherland to accompany Julian Davion back to the Federated Suns. Davion's plan will take him deep into the heart of Capellan space, and he will need every bit of help he can get to survive. In preparation for the journey, the *Caleuche* shuffled DropShips around with Tiburon's Beta Aimag, commanded by ovKhan Samson Rodriguez, replacing nearly all of its detachable cargo DropShips with an equal number of pocket WarShips. Though this effectively strips Beta's *Naglfar* of much of its protection, saKhan Sutherland felt that the added danger Gamma would face required taking extraordinary precautions. Of course, the cost for these changes—mostly lost revenues from having to shift Aimag travel patterns to bring together all the necessary vessels—were included in the contract signed with the new First Prince.

WOLF EMPIRE

1 January 3142 marked the birth of a new power on the Inner Sphere stage, a nation carved out of the heart of the Lyran Commonwealth far beyond any existing Clan territory. This Wolf Empire was born of betrayal and treachery and perfectly illustrated why trying to work with Clanners always has a high probability of failure. Melissa Steiner learned the hard way that dealing with Wolves is a dangerous game, and her people have paid the price for her lack of foresight.



The end result of a massive migration of the Clan's infrastructure and population, the Empire began life in a strong position. Almost as many former Free Worlds League systems were encompassed by the Empire's initial territory, including such gems as Keystone, New Olympia and Stewart. Couple those with the worlds seized from the Commonwealth in 3141 and in the late 3142 offensive, and Clan Wolf sits on a large economic base moving forward. Whether their rather limited Clan-oriented viewpoint is quite ready to fully exploit such this market isn't clear to us yet, but the potential is definitely there.

And under their new Khan, the Wolves seem poised to play the long game. Unlike his counterpart among the Falcons, Alaric Ward actually appears to think out his moves several steps ahead. It is probably due to his mother's training, but the young Wolf Khan knows his way around politics. Look at his public declaration of his parentage and his claiming of the Lyran Archonship on the basis of that parentage. Of course, nobody within the Commonwealth takes his claim seriously; the idea of a Clan-born Archon is simply ludicrous. But a curious thing is happening within the Wolf Empire. Lyran nationals, who by all rights should be foaming at the mouth to unyoke themselves from their conqueror, are instead far more placid about their new overlords than would be expected. Our analysts are somewhat at a loss to explain this. One theory, which I do not entirely buy, is that by revealing himself to be a Steiner by blood and laying out a claim to the throne on that basis, Alaric has presented the populace with an easy route to acceptance of Clan rule. The capital this has given him within the Empire's borders is enormous. Though her crimes are obvious to all who study the history, Katherine Steiner's popularity within the Commonwealth has never quite gone away. A son of hers on the throne, even if only by a weak claim that everyone knows is more bluster than substance, is a convenient fiction that allows the citizens to still feel as if they are loyal to the "true" Commonwealth while at the same time reducing their desire to resist integration into the Clan. Not to mention that with the failures of the Archons who have ruled from Tharkad in recent years, Alaric could be counting on the people choosing a strong Clanner over a weak House Lord to protect them against threats like a resurgent Free Worlds League and the rampaging Malvina Hazen.

Since Tharkad, Alaric Ward has spent the past two years consolidating his realm. Though under almost constant assault from Lyran raids, he has so far resisted striking down the weakened Commonwealth. The treaty signed with Jessica Marik in 3140 has held for five years now, and the Wolves give no appearance of breaking it any time in the near future. Instead, most of the Clan's energies seem to be reserved for two opponents: Malvina Hazen's Jade Falcons and our own Republic Remnant. The brutal fighting on Hesperus II ended in a draw, though Alaric did not seem too overly upset by the failure to gain such a vital planet. I suspect he was only there to prevent Malvina from getting her claws on it. As for the Remnant, the Wolves have been steadily challenging our forces on several worlds. They appear to treat it almost as a game, as they don't always commit as many troops as they could and some of the forces used seem to be cadets or at least newly minted warriors. One gets the feeling that we're being used as part of an elaborate training exercise for the next few generations of Wolf warriors, and I for one don't like it.

In general, the Wolf Empire gives off an air of uncertainty about the future. Khan Ward rules his domain from Gienah, but has yet to make any overt plans that we have been able to suss out. It's almost as if he is waiting for something, but what that something might be is a damn good question.

Porrima
Aur
Veckholm
Carstairs
Auldhouse
Phalan
Kirkcaldy
Yed Prior
Corridan IV
Callisto V
Mesa Verde
Edasich
Alexandria
Yed Posterior
Baxter
Lancaster
Thuban
Svinngarn
Whittington
Eaton
New Wes
Smolnik
Gallery
Colinas
Enkoping
Freedom
Kimball II
Halmyre Deans
Marfik
Turinge
Jaumegarde
Izar
Laurieston
Nekkar
Ryde
Komephoros
Chukchi III
Zebeneschamali
Bjornlunda
Carnwath
Chaffee
La Blon
Furillo
Glengarry
Unukalhai
Ciotat
Gladius
Alphecca
Aristotle
Trent
Canonbie
Seginus
Kochab
Skondia
Eidsfoss
Uzhgorod
Laiaka
Skye
Alkalurops
Rosice
Zvolen
Clinton
Alkaid
Zebebelgenubi
Medzev
Kitzingen
Soilihull
Hesperus II
Syrma
Nusakan
Drosendorf
Arganda
Carsphairn
Galatea
Lyons
Caledonia
Hollabrunn
Sarpsborg
Lamon
Summer
Alcor
Vindemiatrix
Menkent
Mariefred
Mizar
Zollikofer
Fianna
Algorab
Eilenburg
Muphrid
Cor Caroli
Alioth
Dar-es-Salaam
Thorin
Bolan
Zwenkau
Senftenberg
Rahne
New Kyoto
Gacrux
Lipton
Zaniah
Alchiba
Milton
Chara
Hyde
Phecda
Denebola
Zavijava
Arcadia
Solaris
Wyatt
Alula A
Launam
Shiloh
Wing
Zosma
Oliver
Graha
Rochelle
Devil's Rock
Gienah
Uhuru
Marsus
Alhena
Chertan
Callison
Pollux
Castor
Dixie
Kalidasa
Alkes
Giausar
Ford
Nestor
Concord
Amity
Dieudonne
Talitha
Loric
New Hope
Bordon
Connaught
Bella I
Remulac
Colfax
Megrez
Danais
Savannah
Van Diemen IV
Alula Borealis
Cascade
McAffe
Bondurant
Nathan
Adhafera
Togwotee
Stewart
Acubens
Trellisane
Sheridan
Tania Borealis
Alphard
Irian
Thermopolis
Helm
Miaplacidus
Pingree
Gannett
Merak
Tania Australis
Labouchere
Rexburg
Preston
Sterling
Augustine
Gallatin
Marik
Zortman
Bedeque
Hamilton
Niihau
Avellaneda
Tamarind
Bainsville
Angell II
Autumn Wind
Lancaster
Bernardo
Rasalas
Abadan
Simpson Desert
Shasta
Ideyld
Ariel
Holt
Ibstock
Washburn
Keystone
Oceana
Mundrabilla
Coriscana
Asellus Australis
Park Pla
Midkiff
Campbelton
Dickinson
Asellus Borealis
Sorunda
Ling
Drusibacken
Laureles
Kirkenlaard
Lungdo
Escobas
Gomeisa
Sophie's World
Nova Roma
Albert Falls
McKenna
New Olympia
Ashburton
Chalouba
Tongatapu
Loyalty
Ionus
Tiber
Alterf
Home
Clipperton
Jasmine
Coreward
Anti-spinward
Spinward
Rimward
PLANET KEY
NATIONAL CAPITAL
DISTRICT CAPITAL
PROVINCE CAPITAL
WOLF EMPIRE
Birth and growth
[3140-3145]
LEGEND
30 LIGHT YEARS
70 LIGHT YEARS OR 21.47 PARSECS
MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS
BORDER KEY
Post-Hammerfall border (3140)
Wolf Empire Founding border (3142)

HOWL KESHIK

Clan Wolf was among the members of Devlin Stone's Coalition who donated troops to the fledgling Republic upon its founding in 3081. The warriors of Delta Galaxy, under the command of Galaxy Commander Dirk Radick and at the prompting of Loremaster Katya Kerensky, settled in the Republic and more or less assimilated into the society of the new nation. Kerensky herself followed Delta in 3085, taking advantage of a policy that allowed anyone who fought with the Coalition to gain automatic Republic citizenship. The proud traditions of Delta would later find expression in Kal Radick's Steel Wolves splinter faction, but the Galaxy was kept off Clan Wolf's rolls.

Until 3134, that is. In that year, Khan Seth Ward created a new Galaxy that he tagged with the Delta designation. Many within the Republic's Clan analyst sections of the Sphere Intelligence Service regarded this as an indication that the Wolves were withdrawing their support from the Republic, even though it had been mostly ceremonial for decades. Interestingly, while the Galaxy name was resurrected, the individual Clusters within Delta received new names, such as the Howl Keshik for the command unit.

The Howl Keshik and the rest of Delta mostly sat out the actions of the late 3130s. They did not participate in the feint into the Republic that masked the Clan's migration. They were assigned to help set up the civilian communities in their new enclaves once the migration was ended rather than take part in Operation HAMMERFALL. Up until the formation of the Wolf Empire on 1 January 3142, they did not even have a full complement of Clusters. For the most part, they were a garrison Galaxy only.

Khan Ward did call up the Howl Keshik during the fighting for Hesperus II in early 3145, but it saw almost no action after running a gauntlet of Jade Falcon aerospace forces while landing on North Whitman to secure a few small outposts there.

FOURTH WOLF GUARDS CLUSTER

Khan Elsa Ward created the Fourth Wolf Guards Cluster in 3099 from a Wolf (in-Exile) Binary captured during the fighting to seize Arcturus. Filling out the roster with newly minted warriors fresh out of the sibko, she assigned the Fourth Guards to garrison duty along the border with the Ghost Bears, where it was hoped that the Bears would take advantage of the green unit and launch trials against them, which would either forge them into a strong fighting force or eliminate dead weight from the Clan's roster. Stationed on Quarrell and Carse, the Cluster faced twenty-seven trials in their first year of existence, and Khan Ward's plan seemed to work. The surviving warriors of the Fourth were a stronger and more coherent force than they had been a year earlier, and Ward proudly moved them to Weingarten to rebuild.

In the years since, the Fourth has become a crucial component of Alpha Galaxy's roster. Under Star Colonel Emmett Fetladral, they participated in the feint into the Republic to cover up the Clan's migration. Along with the 279th Battle Cluster, they served under Alaric Wolf in taking Nusakan, though the Wolves abandoned it shortly after. The Fourth served in several campaigns of Operation HAMMERFALL, earning honors for their actions on Sheridan, Sterling, Ideyld and Shasta. During the formation of the Wolf Empire they faced troops from the Exiled Wolves on two different occasions and made short work of their cousins. The 3142 invasion saw them arrow towards Tharkad as part of Khan Seth Ward's thrust to take the Lyran capital.

Since the withdrawal from Tharkad, the Fourth has garrisoned Smolnik, where they have staved off a number of assaults by Lyran forces. They were not included in the initial troop allocation for Hesperus, but Khan Alaric Ward had issued orders for them to be called up when the fighting there ended, following the Falcons' retreat.

271ST WOLF GUARD ASSAULT CLUSTER

While Clan Wolf's Alpha and Gamma Galaxies feinted into former Republic territory as a distraction, the other Galaxies of the Wolf touman escorted the Clan's civilians on their migration into the Lyran Commonwealth. Gamma, commanded by Jun Vickers, took point in this operation under the direction of saKhan Garner Kerensky. The 271st Wolf Guard Assault Cluster was given rearguard duty and charged specifically with protecting the fleet from opportunistic attacks from the other Clans that would be flooding the abandoned Wolf OZ. For the most part, this was easy duty, as none of the other Clans had any idea what the Wolves were planning, and only came to realize it too late to take advantage. There was one close call with a Sea Fox JumpShip that entered the Tamar system immediately after the last of the civilians had jumped out. To be on the safe side, the 271st Guard declared a Trial of Possession for the JumpShip's sensor data and handily defeated a mixed Cluster of Tiburon Khanate warriors in a brief battle on an outer moon.

Once the Wolves were set up in their new homes, the 271st itched to join the Lyran invasion of the Free Worlds states, but lost out on several opportunities to the Clusters of Alpha and Delta Galaxies. Their chance for glory finally came with the assault on Arcadia, where the 271st faced off against Roderick Steiner and his First Strikers. Despite the confidence of the Lyran defenders, the Wolf force prevailed and secured what would become a border world in the new Wolf Empire.

THIRD WOLF GUARD BATTLE CLUSTER

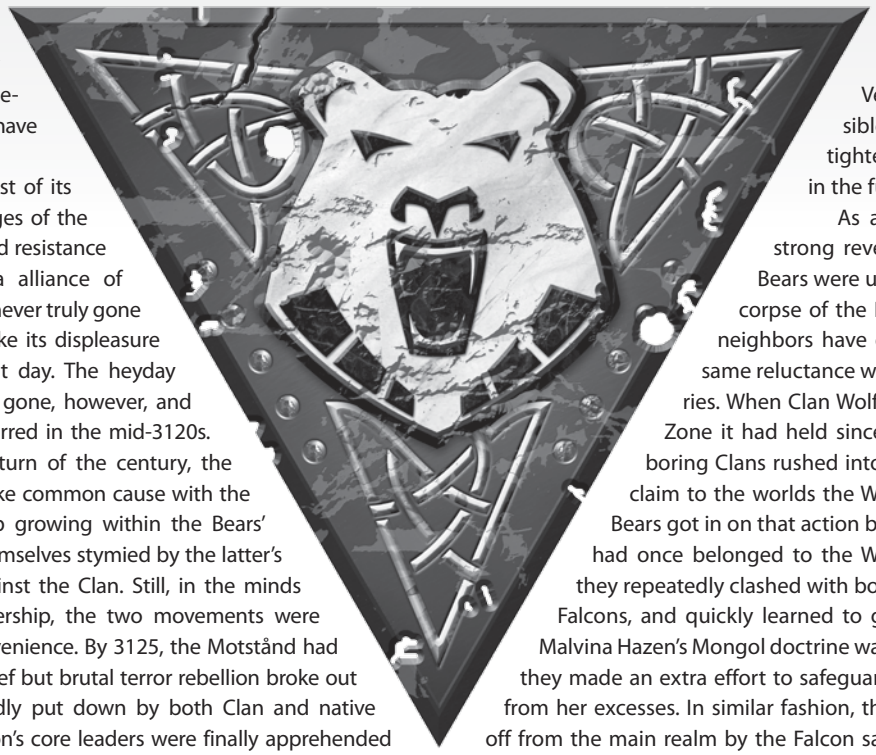
Alpha's Third Wolf Guard Battle Cluster is often used as the first unit on the ground when the Galaxy engages enemy forces. A large part of the reason for that is the Solar Wind, a medium aerospace Binary with the highest kill ratio in the Wolf touman. Star Captain Emilio Leroux leads a group of warriors who barely fit the standard image of a Clan pilot, with their effectiveness in combat providing them a measure of laxity in their behavior. Four successive Star colonels have attempted to rein in the wilder tendencies of the Binary's pilots, but Khan Seth Ward repeatedly chose to reassign those officers instead. Whether this leniency will continue under Khan Alaric Ward isn't clear yet.

The Third took an active role in several assaults during Clan Wolf's feint into the Republic, most notably on Corridan IV. Though the Solar Wind was used to great effect in that campaign, their prowess more often had a detrimental effect on the Cluster. On several occasions, the fighter Binary was bid away by commanders hoping to gain an advantage over rivals bidding for the same action. Not only that, but the entire Cluster sometimes found itself sitting on the sidelines because the removal of the Solar Wind made it easier for the rest of the unit to also be pulled when the cutdown was made.

The Third saw much more action during Operation HAMMERFALL and the subsequent invasion of the Commonwealth. On both Tongatapu and Kirkenlaard, the Third led the conquest and received the glory. During the push for Tharkad, the Cluster was part of Seth Ward's thrust, though they didn't participate in any actions on the capital world itself. They more than made up for it on Hesperus, though, where the Third was deep in the fighting during the entire campaign.

RASALHAGUE DOMINION

Among the members of the Council of Six Clans, the Ghost Bears have remained relatively quiet for most of the past five decades. Since the end of the Second Combine War in 3101, the Bears have maintained an insular existence as they completed their evolution from Clan warriors lording over a conquered population into a true partnership of equals. The only real conflicts they have experienced during that period have been internal.



Though it has lost most of its effectiveness since the purges of the 3080s and '90s, the Motstånd resistance group—really an umbrella alliance of many smaller groups—has never truly gone away, and continues to make its displeasure known even to the present day. The heyday of the organization is long gone, however, and its last major activities occurred in the mid-3120s. Beginning just before the turn of the century, the Motstånd attempted to make common cause with the Freeminder dissident group growing within the Bears' civilian ranks, but found themselves stymied by the latter's refusal to use violence against the Clan. Still, in the minds of much of the Bear leadership, the two movements were linked in an alliance of convenience. By 3125, the Motstånd had overreached itself, and a brief but brutal terror rebellion broke out across the Dominion. Rapidly put down by both Clan and native troops alike, the organization's core leaders were finally apprehended and sentenced to death for their several decades' worth of crimes under Dominion law. Since then, the movement has laid low in order to avoid further retaliation, restricting themselves to distributing propaganda, as they did in their early days.

The Freeminders, on the other hand, have continued to grow. These mainly civilian dissidents advocate for a looser restriction on inter-caste relations—particularly in the realm of family and mating—and more mobility between the non-warrior castes. The last major Freeminder push in the Dominion Council came in the 3110s, but they were quickly put down, and many of the leaders were rounded up. It is obvious that they were not exterminated as many Bear warriors had hoped, and Freeminder values were a direct influence on the formation of the Vega Protectorate.

The establishment of a satellite state in the former Prefecture I initially caused some concern among the Bears. Galaxy Commander Isis Bekker's defiance of her orders and determination to join herself personally to Vega distressed many of her peers in the Dominion, though civilian members of the Council urged a light touch in dealing with the separatists. Since late 3136, that more enlightened approach has borne beneficial dividends for the Dominion. Soon after the Protectorate's formation, the Bears began shipping off any and all Freeminders they could get their hands on. A massive influx of lower castes produced a boom in Vega's economy, and the little statelet soon was reluctantly welcomed as a first-class trading partner for their parent Clan. The cautious approach the Bears took toward their wayward kin appears to have paid off; the absorption of the Protectorate back into the Dominion—though with an unusual measure of semi-autonomy guaranteed by the Council—not only reflects their hands-off policy towards Vega, but also points to a possible shift in attitudes towards tighter Clan-Spheroid integration in the future.

As a consequence of their still-strong reverence for Devlin Stone, the Bears were unwilling to help carve up the corpse of the Republic, as nearly all of our neighbors have done. They do not have the same reluctance when it comes to other territories. When Clan Wolf abandoned the Occupation Zone it had held since the 3050s, its three neighboring Clans rushed into the sudden vacuum, laying claim to the worlds the Wolves left behind. The Ghost Bears got in on that action by seizing fifteen systems that had once belonged to the Wolves. During these actions, they repeatedly clashed with both the Hell's Horses and Jade Falcons, and quickly learned to give the latter a wide berth. Malvina Hazen's Mongol doctrine was abhorrent to the Bears, and they made an extra effort to safeguard former Rasalhague worlds from her excesses. In similar fashion, the group of Lyran worlds cut off from the main realm by the Falcon salient into the Republic have recently requested Dominion protection. Though they have yet to formally annex those eleven worlds, each has received a garrison contingent to guard against Falcon aggression.

Other than that effort, the Dominion is making pains to remain above the chaos the rest of the Inner Sphere is descending into. Envoys from our Remnant have been politely rebuffed, and initial efforts by the Hell's Horses to make an alliance against Malvina Hazen have likewise fallen short. They have even closed their border to Nova Cat refugees from the failed rebellion against the Combine; a Cluster which tried to escape to Rubigen was swiftly and completely destroyed by the Bears without mercy.

EIGHTH BEAR CUIRASSIERS

With Delta Galaxy decommissioned in the wake of the Jihad, the Eighth Bear Cuirassiers were incorporated into Alpha Galaxy. Beginning in the 3060s, this Galaxy had been involved in some of the toughest fighting the Ghost Bears had seen, and the Clusters were among the toughest in the touman. Star Colonel Dana Vishio had led the Cuirassiers since the original invasion, and the unit functioned as if the warriors shared one mind. The Eighth's dedicated aerospace Binary, the Black Wing, died in the fighting on Skondia while ensuring that the ground forces could land safely, and so the remaining members of the Cuirassiers commemorate their loss by painting a black wing on each shoulder of their 'Mechs or flank of their vehicles.

Stationed on Tinaca after the war, the Cuirassiers were among the first Bear units to jump the border when hostilities broke out against the Draconis Combine in 3098. They were engaged by the defending Nova Cats on Mualang almost from the moment they disembarked from their DropShips, but nearly completely destroyed the Nova Cat Hussars after two days of fierce combat. Only the fortuitous arrival of the Nekoryu Keshik pushed the Bears back just long enough that the surviving Hussars could be extracted. Still, the Hussars were too decimated to be rebuilt, and the survivors were used to beef up other Nova Cat units during the war. With the defenders lifted off world, the Cuirassiers held Mualang for twenty months before being ordered onward to Asgard. There, they hooked up with the rest of Alpha, but the combined force was unable to crack the Cats' defenses, and retreated under the terms of the ceasefire in 3101. The Cuirassiers were pulled back to Mualang, which they still hold for their Clan today.

SECOND TYR ASSAULT CLUSTER

The integration of the native population of the former Free Rasalhague Republic with the conquerors of Clan Ghost Bear is perhaps the most illustrative example of how Spheroid/Clan relations can develop in a mutually beneficial manner. In large part, this integration was driven by the military, which is only to be expected where a Clan is concerned. The integration of the KungsArmé into the Ghost Bear touman, despite some hiccups encountered in the beginning, has served to show the civilian populations of both peoples how symbiosis can be achieved without either side losing what makes them distinct.

The Rasalhague Galaxy is the oldest and most integrated of the Galaxies staffed with native-born warriors, and as such, it functions in a leadership role for those troops. That Galaxy's Second Tyr Cluster, formed in the years following the Second Dominion-Combine War, reflects an increase in the number of native Rasalhaguians wishing to serve alongside their Clan neighbors. The creation of the Second was, of course, protested by those who maintain malcontent beliefs against the union, but public reception for the most part was positive. Unfortunately, the Second's attempts to prove themselves worthy of inclusion in the touman were hampered by a lack of opponents to fight. They initially engaged in actions along the Periphery border, but were kept away from any Trials against other Clans until the late 3110s. Though the Second Tyr was caught off-guard by a Wolf challenge for possession of a brand-new *Vanir* DropShip recently assigned to the unit to replace their decrepit *Overlord*, they successfully defended against the Seventh Battle Cluster and retained their property.

During the Motstånd resurgence of 3125, the Second faced off against the First Snapphanar on Balsta and dealt a deathblow to the rebel fighters. Having proven both their prowess and their loyalty, the Second Tyr has occupied a series of important border garrisons ever since, posted right alongside their Clan brethren.

FIRST VEGA REGULARS

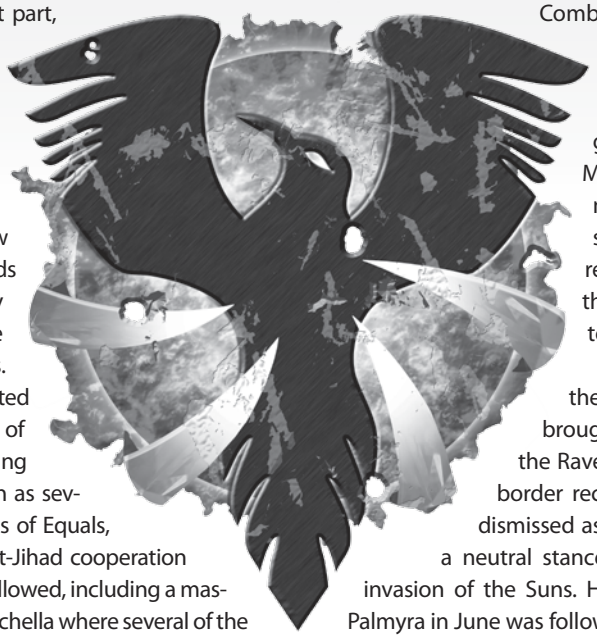
When the Ghost Bears' Omega Galaxy arrived on Vega in 3135, they found its militia shattered, and the planet under the thumb of several brutal warlords. However, within hours of landing in the temporary capital city, they were introduced to a ragtag group of militia survivors engaged in a guerrilla campaign against the warlords. With the assistance of this group, the Bears secured Vega and captured the last of the men who had plunged the former Prefecture capital into chaos. To recognize the valor of their allies, the provisional government set up by the Bears created the Vega Regulars, a native unit equipped with whatever they could scrape together and trained by the Bear forces.

Over the course of the next year, the First Regulars—consisting of IndustrialMechs; the Second would be raised a few months later and comprise actual armor assets—worked side-by-side with the warriors of Omega Galaxy and in some cases forged close friendships with those warriors. By the time the Draconis Combine attempted to seize Vega late in 3136, the Regulars had progressed to a capable force that stood strong with the Bears and earned their planet its safety. In the aftermath of the failed Combine invasion, the First used salvage and captured equipment to upgrade to actual BattleMechs.

In the years since, the First has become the premiere non-Clan defensive unit on Vega. Under the command of Captain Tupolov-Hall, they have even toured the other worlds of the Vega Protectorate as a demonstration of the benefits of joining the Clan-influenced state. During a visit to Konstance in early 3142, they faced a raid by a Jade Falcon force out of Kimball II. Though the battle was close, they persevered long enough to exhaust the Falcons, who left Konstance without the resources they had come for.

RAVEN ALLIANCE

The Raven Alliance has evolved into a unique symbiosis of a Periphery nation with Clan overlords. Unlike the Rasalhague Dominion, the original population of the Outworlds Alliance is not viewed by Clan Snow Raven as equals or partners in a joint venture; there is no doubt in anyone's minds just how lopsided the balance of power in the Alliance truly is. However, for the most part, the populace doesn't seem to care that they have relinquished their freedoms in exchange for military protection. Though the Alliance Charter was subjected to a universal referendum in 3083, only about thirty-five percent of Outworlders even bothered to vote. With the Raven Khan now placed on equal footing with the Outworlds President, the Clan took over all military matters while also beginning to restructure civilian life to better fit with their needs. One of the first major civic projects completed under Clan direction was the construction of a new capital city on Alpheratz. Incorporating allowances for warrior caste traditions such as several public parks that also double as Circles of Equals, the city stands as a monument to the post-Jihad cooperation between the two peoples. Other projects followed, including a massive drydock facility built in orbit around Mitchella where several of the Clan's WarShips were converted—with Sea Fox help—into transport vessels for use in setting up the many Raven enclaves that dot nearly every world in the Alliance.



Demonstrating their willingness to play the long game, the Ravens initiated the final phase of their quiet takeover in the early years of this century. After working alongside the Outworlds government, which had been reinstated and revitalized after the war, for more than two decades, the Khans pushed a restructuring through that saw the Khanship elevated above the office of President. Even though this final evolution in 3105 legitimized the power the Ravens already held over the Outworlders, there were surprisingly few protests in response. This is most likely due to the fact that despite having enclaves near just about every major population center throughout the Alliance, the Clanners still keep themselves separate from the populace to a great extent.

The Ravens have been rather quiet in the past few decades. Only the occasional raid or skirmish with the Draconis Combine has marred the peace they've maintained since the 3090s. The Ravens have avoided any extensive hostilities with their Spheroid neighbors, and are far enough away from the other Clans that they have no feuds with any of them. The only regular contact they have with another Clan is with the Sea Foxes, whose Ramora enclave is a major source of foreign trade for the Alliance.

This absence of hostile entanglements is one reason why the rumors that began circulating in early 3135 about the Clan reactivating much of its mothballed fleet caused so much consternation among the intelligence wonks of the Federated Suns and the Combine. Khan Sterling McKenna's personal relationship with First Prince Harrison Davion was seen as a sign that any aggression on the part of the Alliance would be directed towards the Combine, but neither realm felt the rake of the Ravens' claws. The death of Prince Davion seems to have changed all of that. While there may have been genuine affection between Harrison and McKenna, there appears to have been none between the Khan and Harrison's successor, his son Caleb. In that case, the relationship was purely manipulative on the Khan's part, though Caleb was clearly too thick to pick up on it.

The inflamed conflict between the Suns and Combine in the early 3140s brought confirmation of the rumors regarding the Raven fleet. Worlds along the entire Alliance border received reinforcements, which the Khans dismissed as merely precautionary. They maintained a neutral stance in the early months of the Combine invasion of the Suns. However, the death of Caleb Davion on Palmyra in June was followed by a naked land grab as they quickly occupied Haynesville, Diboll, and Inner End. The First Prince's death itself bears indications of Raven manipulation. Two Clan WarShips were scheduled to rendezvous at Palmyra in preparation for accompanying AFFS forces in their counterattack. They never showed. Khan McKenna claimed blown helium seals prevented the flotilla from assisting, but the timing is suspect. Could the Ravens have tipped off the DCMS generals as to Caleb's whereabouts and plans? The peaceful transfer of three systems from the Combine to the Alliance barely a month after the Palmyra disaster smells suspiciously like payment for services rendered. As always, the Ravens bear close watching.

ALLIANCE NAVAL STAR

The relocation to the Outworlds Alliance and the symbiotic evolution of that nation into the Raven Alliance lessened Clan Snow Raven's need for a dedicated naval transport Star after about 3090. When Khan Nagasawa of the Diamond Sharks proposed an unusual trade the next year, debate amongst the Raven warriors was conten-

tious, but ultimately came down on the side of taking the deal. And so four of the Eden Rose Naval Transport Star's vessels were traded away in exchange for an equal number of Diamond Shark WarShips. The *Bonaventure* and *Eden Rose* were assigned to independent transport duty and a new Alliance Naval Star consisting of the four rechristened vessels—the *Nightlord*-class *Lynn McKenna*, the *Essex*-class *Marshal Ney* and *Mulhacén* and the *Fredasa*-class *Kutkh*—was stationed at Dante. Within ten years, however, the Ravens had mothballed the majority of their fleet, and only the *Lynn McKenna* and *Marshal Ney* remained active to represent Alliance.

Since its creation, the Naval Star has mostly patrolled the border with the Draconis Combine. It engaged in numerous skirmishes with Combine forces and ships from the Star won the McKenna Wheel twelve times between 3095 and 3134. Under the command of Star Admiral Loretta Gilmour—successor to Iqbal Lankenau after his election to saKhan in 3132—the Star formed a crucial part of the Alliance's defenses against their two Inner Sphere neighbors.

The reactivation of the mothballed fleet saw the return of the *Mulhacén* and *Kutkh* to the Star, as well as the addition of the *Whirlwind*-class *William Adams*. The integration of these vessels did not go well, and the Star was sent to conduct training exercises on the spinward frontier of the Alliance for over a year. When that year was up, they continued to hunt pirates in the region and later mysteriously vanished for sixteen months, reappearing at Dante just in time for the Combine's invasion of the Federated Suns.

FOURTH RAVEN WING CLUSTER

Star Colonel Mahavir of the Fourth Wing Cluster is an oddity among the Snow Raven touman. Born Mahavir Desai on New Samarkand, he attended the Sun Zhang academy, and became a brilliant fighter pilot in the First Sword of Light. Downed by the Ravens during fighting on Schirmeck, he so impressed the Clan pilots he had flown against that he was taken as a bondsman. Once he was accepted as a warrior, he quickly rose to the top of the Fourth, receiving appointment as Star Colonel in 3119. And so, for the last twenty-five years, the most skilled—yet, paradoxically, most dismissed—aerospace Cluster in the Raven touman has been led by a freeborn warrior of Spheroid origin.

One reason he was given his command was the low esteem in which many of the Ravens held the Fourth. During the Jihad, the Snow Ravens seized the opportunity to lay claim to five Combine systems: Valentina, Weisau, Budingen, Schirmeck, and Goubellat. Once the war and the early years of reconstruction were over, the Dragon turned its attention to reclaiming those lost worlds. The Fourth was among the units blamed for losing Schirmeck and the other planets, which sank their reputation even as the skills of their individual pilots were lauded. Some blamed it on poor leadership, others on a lack of teamwork, but at any rate, the Fourth was considered tainted by the stain of ignominious defeat.

Since assuming command of the Fourth, however, Star Colonel Mahavir has expended a great deal of effort in rehabilitating the unit's reputation. Having worked closely with Star Admiral Iqbal Lankenau during clashes with the Combine on Alegro and Dindatari, Mahavir parlayed that relationship into a series of second-chance assignments for the Fourth once Lankenau won election as saKhan in 3132. The aerojocks of the Fourth more than proved their abilities during these assignments, and also proved they could work together to achieve victory. They are not yet afforded the prestige their skills demand, but there has been definite progress toward that goal.

FIFTH RAVEN STOOP CLUSTER

The Wind Riders of Beta Galaxy were stationed on the frontier world of Risin after the Jihad, and spent many years there fighting pirates before it became quite clear to the bandit gangs that the Snow Ravens were not to be trifled with. During the fighting around the turn of the century, the Fifth Stoop led the way in the conquests of Kazarka and Tabayama that expanded the Alliance's borders deep into the heart of the New Samarkand Prefecture. They ended this conflict garrisoning Ramgarh, where they remained for the next couple of decades as a bulwark against Combine attempts to reclaim their lost territory.

Though many expected the Alliance to take advantage of the Combine's invasion of the Federated Suns in 3144 by expanding their border towards New Samarkand, the peaceful transfer of Zalaf, Sinope, and Bad News took everyone by surprise. The Fifth was one of the Clusters stationed on these new worlds, leading to speculation of deliberate provocation by the Raven Khans. So far the Clan seems content to hold that vague threat over the Dragon's head, but *Kanrei* Toranaga—himself a native of New Samarkand—has reinforced the district capital with every unit he can spare, which unfortunately isn't many. Recent reports of exploratory raids in the Ban Na Sam, Mizunami, and Chinmen Tao systems indicates a good possibility that Alliance forces are attempting to encircle New Samarkand.

Star Colonel Markus Cooper commands the Fifth from the cockpit of his *Dark Crow*, "Magpie." He has continually refused offers to upgrade to an OmniMech, stating that he prefers the certainty of his second-line machine to the bewildering array of choices a more easily configurable design would give him. Galaxy Commander Gretchen Howe suspects he is merely being contrary, but his performance in the odd 'Mech has apparently earned him some leeway in her eyes.

PERIPHERY STATES

The worlds of the Periphery were hit just as hard as the Inner Sphere by the HPG collapse, but seem to have weathered the resulting storm much better. Perhaps it is because of the numerous centuries they have labored under more primitive technological levels than the pampered citizens of the Great Houses. Maybe they simply breed a hardier lot out in the boondocks. Whatever the true reason for their resilience, from all the evidence we can gather, the Periphery nations have not experienced the same kinds of fractional infighting and opportunistic invasions that have characterized the Inner Sphere's reaction to the crisis.

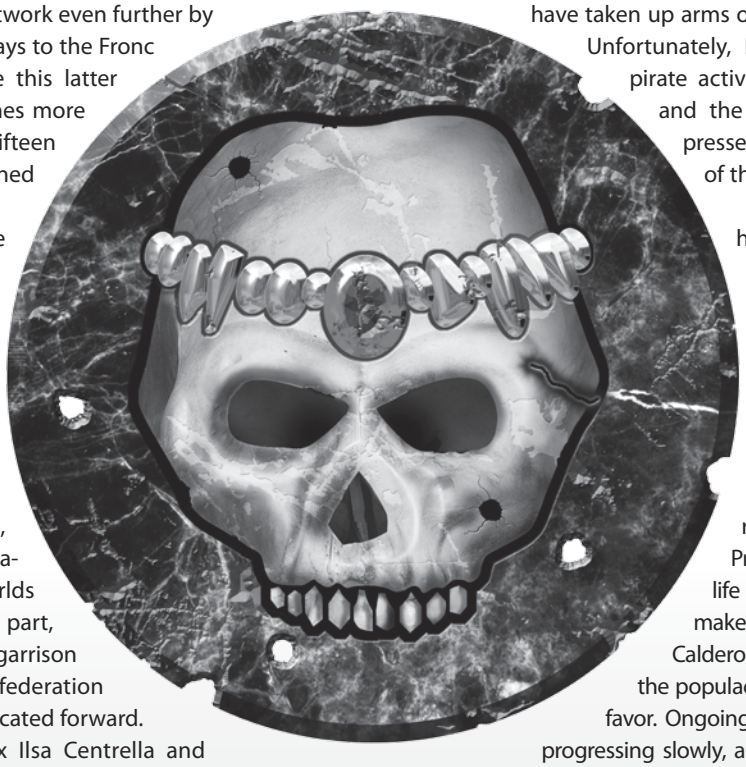
Of course the Magistracy of Canopus, with its close ties of both blood and friendship, has been able to rely on the support of the Capellan Confederation in dealing with the loss of communications. The *Guójiā xìnshǐ fúwù* ("State Messenger Service") set up by Sian includes the Canopian realm among its appointed routes, and the Magistracy extended the network even further by offering their own JumpShip relays to the Fronc Reaches. Some cynics may see this latter effort as a ploy to tie the Reaches more closely to Canopus, but nearly fifteen years of service has yet to be turned to sinister purpose.

The aid doesn't just go one way between the Magistracy and the Confederation, either. Much as they've done several times in the past, MAF forces fought alongside the CCAF during the Capellan invasion of the Republic in 3134. Though the majority of the troops on the frontlines were Capellans, the Canopian Lancers accompanied their sister unit against worlds in Prefecture VI. For the most part, however, MAF units took up garrison positions throughout the Confederation while the native forces were relocated forward.

The marriage of Magestrix Ilsa Centrella and Duke Ari Humphreys of Andurien has so far yielded little in the way of material benefit to either nation. So far, Humphreys has resisted his wife's offer of military assistance in the face of the threat posed by new Free Worlds League. The true reasons behind this unusual alliance have yet to be revealed, but we're fairly certain Ilsa was not acting solely on her own initiative in arranging the marriage.

The Marian Hegemony has spent the years since the Blackout in a relative state of quiet. With their military spent from years of fighting in the Lothian territories, they are in no position to take advantage of the lack of communications with aggressive action against their neighbors. Reports of pirate raids along the Periphery borders of the former Free Worlds states increased steadily for years, with some evidence, but no hard proof, pointing the finger at Ignatius O'Reilly's government as the secret supplier of the bands. Since the founding of the new League, however, those raids have seemingly trailed off for the time being.

Moving towards the spinward realms, the Filtvelt Coalition has recently been providing support—both official and otherwise—to the embattled Federated Suns. In addition to the Thumper Assault Regiment, dispatched by Prime Minister John Joseph Gardiner to assist the AFFS on Anjin Muerto this past September, numerous volunteer militia companies raised from the Coalition citizenry have taken up arms on behalf of their ancestral nation. Unfortunately, Filtvelt has seen an increase in pirate activity along their Periphery border, and the Citizens' Militia has been hard-pressed to deal with them in the absence of their full strength.



Finally, the two Taurian nations have seemingly come to a crossroads in their long and contentious relationship. The Concordat has been under military rule since 3127, when the secession of Atreus Prime and that world's use of force to take Mithron with it prompted the deposition of Protector James Urratia. Kaff Doru's rise from the ruling junta to become Protector and nearly two decades of life under martial law would seem to make reconciliation with the democratic Calderon Protectorate an impossibility, but the populaces of both sides are increasingly in favor. Ongoing talks held on neutral Sterope are progressing slowly, and without any promise of results, but reunification movements within both states grow stronger every day. The Taurian peoples, no matter what their political affiliation, have tired of fighting their brothers and sisters. Being cut off from even the limited contact they have with each other has highlighted just how much they share a common history and culture. In a strange twist of events, the same Blackout that is causing nearly every other realm to fall apart may just save the Taurians.

FIRST CANOPIAN LANCERS

The close relationship between the Capellan Confederation and the Magistracy of Canopus that developed in the 3060s has always had a military component to it. When the reorganized Tau Ceti Lancers proved to be a success during the Capellan Crusades, the Magestrix Command Center elected to create a similar unit within the MAF and the Canopian Lancers were born.

The first five years of the unit's existence saw them stationed alongside the unit that inspired them in the Confederation before they were relocated to Kossandra's Memory where recent raids by pirates suspected to be operating out of the Marian Hegemony had struck a number of times. The next time the pirates raided a Magistracy world, Ebon Magistrate operatives captured one of them and extracted information on the band's base, enabling the Lancers to mount a punitive assault in return. The Lancers swept down on the unsuspecting pirates and cleaned out their nest, but were unable to find any information tying them to the Marian government.

Over the next several years, the Canopian and Tau Ceti Lancers engaged in an officer exchange program to strengthen the ties between the sister units, a program that continues to this day. During the Capellan invasion of the Republic, the Lancers were loaned to her brother by Magestrix Ilsa, and fought on such worlds as Yunnah, Second Try, and Pleione. They did not accompany any CCAF units in Operation CELESTIAL REWARD, instead maintaining garrison positions on several former Prefecture V worlds to free up Capellan units for the invasion.

Colonel Valeria Centrella-Tompkins is a distant cousin of the Magestrix (and, by extension, Daoshen Liao) who hails from a branch of the family that lost an astounding eight prominent members during the Andurien War of 3036. She is not pleased by Ilsa's marriage to Duke Ari Humphreys of Andurien, and has not been shy about saying so publicly.

SECOND CALDERON GUARD

Over the course of the long but low-level civil war between the two halves of the Taurian nation, the Second Calderon Guard has been tasked with being the first unit to garrison new Protectorate worlds, whether by colonization—like Fylovar, Albaracht, or Franmalin—or through transfer of allegiance from the Concordat, as in the case of Carvajal or Mirfak. The Second takes this duty very seriously, as they feel that their performance and behavior sets the tone for a world's relationship with the Protectorate as a whole. Usually backed up, at least for the first crucial weeks, by the *CPS Redemption*, the Second is frequently the first representatives of the Protectorate that most inhabitants of new member worlds meet. The men and women of the Second consider themselves not just a military unit, but also ambassadors of their nation and their training regimen incorporates diplomacy, etiquette, and cultural sensitivity training alongside traditional martial exercises.

The Second's commanding officer is Colonel Temperance McGill, a native of Albaracht. When that world was colonized by an obscure Christian sect from Diik in the late 3090s, the four-year-old girl was captivated by the soldiers who provided protection from pirate raids to the new colony for the first few years. As she grew older, she decided to emulate the heroes of her childhood by entering the CPM and joining the same unit, the Second Guard. Now in her third decade of service in the Second, Colonel McGill sees her unit as an essential tool in the Protectorate's preservation of the "Taurian soul." Her zeal for her mission has rubbed off on most of the officers under her, and this gives the Second a coherency of vision unmatched by any other Protectorate regiment. On the few occasions when the Second has had to fight against a Concordat unit, the Colonel has always felt the need to seek penance from her personal confessor afterwards.

PUNIC LEGION

When the Fifth Legion rebelled against the Marian Hegemony's treatment of the Lothian worlds—particularly the condoning of the Dragonslayers' horrific assault on Valerius—Prefect Gaius Dillford issued a call for all Lothians to rise up against Marian oppression. But once the reformed League was recognized by the Republic and its independence was established (if not completely assured), he turned himself over to Hegemony forces for court-martial as a traitor. Though his men begged him not to do this, Dillford felt honor-bound in this matter, much as he had when he acted after the Day of Retribution. In 3091, after four years of imprisonment, Dillford was executed, and the Fifth Legion renounced all ties to the Hegemony.

Now enrolled in the Lothian League's military and renamed the Punic Legion, after Rome's traditional enemies, they strengthened the garrisons of the Lothian worlds against invasion. For the most part, this aggression took the form of simple objective raids across the border, though the occasional full-on assault was met with determined defense by the Legion and the native troops they trained. Caesar Cassius O'Reilly finally decided to teach the League a lesson and invaded in 3106, only to die fighting on Logan Prime. His son Lucian also died there twenty-two years later, leading his son Ignatius to declare that world forever free from the threat of Marian conquest. The Legion immediately set up its headquarters on Logan Prime and used the Hegemony's promise to turn the system into a massively fortified camp that the Marians probably couldn't conquer now even if they wanted to.

Though they have not been part of the MHAF in over sixty years, the Punic Legion still maintains a Marian rank structure, as do most of the League's forces. Grand Mistress Clarissa Logan has recently launched a committee to explore changing the rank titles to something less Romanesque.

THUMPER ASSAULT REGIMENT

The former Thumpers mercenary outfit has served the Filtvelt Coalition since the dark days of the Jihad, when a small group of neglected worlds seceded from the Federated Suns and went their own way. Hired to provide protection, the Thumpers ended up putting down roots, and, eventually abandoned the mercenary lifestyle for a more settled existence by the turn of the century. As a core unit in the Filtvelt Citizen's Militia, the renamed and expanded Thumper Assault Regiment gave the tiny nation's military arm the much-needed strength its other regiments lacked. This was especially welcome on the border with the Federated Suns, due to the Filtvellians' deeply held belief that the Suns would be coming to reclaim their worlds by force at any day.

Though that invasion never happened, the Thumpers rotated through a series of postings on several border worlds, shifting to new assignments as the systems of the Coalition rejoined the Suns one by one. Despite the fact that every single rejoining system did so voluntarily—and usually at their own request—the Filtvelt government was convinced that the AFFS would soon pour over the border, and that the Thumpers were their only salvation. Unfortunately for the Thumpers, the limited resources of the Coalition meant that their specialization in assault-class BattleMechs had to be downgraded to lighter-weight models, reducing some of the impact the unit once had in the field. The growth of the Thumpers to a full regiment was little compensation.

Their current commander is Colonel Ranjit Matta, a grandson of Buck Tripp from his daughter, who married the son of the zamindar of the city-state of Thanjavur on Skepptana. Last September, the Thumpers were sent by President Gardiner to Anjin Muerto, where they offered their services to combat the Combine invaders. They have not yet been placed in the field.

MERCENARIES

The decades since the end of the Jihad have been both a boon and a bane to the mercenary trade. The influence of the Republic and Devlin Stone's policies resulted in fewer opportunities for employment among the nations of the Inner Sphere and Near Periphery. Some units, such as the Chaos Irregulars, allowed themselves to be absorbed into national militaries, especially in the former Free Worlds states or the Periphery. At the same time, however, those same policies reduced the sizes of the national militaries, thus necessitating a high volume of mercenary employment when they were needed. As a result, most merc units that hadn't cashed out from lack of work found themselves barely scraping by during the downtimes, but raking it in when they did get hired. This also meant a more competitive market compared to the centuries of the Succession Wars, when a glut of mercs meant some units got all the good jobs while the rest fought over the scraps.

After the crash of the HPG network, the market rapidly expanded as everyone scrambled to shore up their defenses against the opportunistic attacks of their enemies. Hiring worlds such as Galatea experienced a boom unlike any seen since the Clan invasions of last century. With most of the larger units already tied up in long-term contracts—like Wolf's Dragoons with the Lyrans or the 12th Vegan Rangers in the Federated Suns—those who were still free agents, such as the 21st Centauri Lancers or the Ronin, were able to write their own tickets. Even some of the smaller units like Django's Djanisseries could be guaranteed a lucrative contract from some needy state.

But not all of the prominent mercenaries have continued to hire themselves out on regular contracts. After a series of smaller jobs, Hansen's Roughriders have decided to make a stand on Galatea and oppose any further Clan encroachment. Gathering a group of like-minded mercs, they have formed an unofficial "Galatean League" to not only defend that world, but also offer their services to nearby systems at a reduced rate. We first became aware of this League in late 3144, when Remnant forces attempted to defend Galatea against a Jade Falcon assault. Though our help was accepted at first, once the battle turned in favor of the defenders, we were informed in no uncertain terms that our services would no longer be needed and that we should vacate the planet. Within two months, envoys from the League were contacting planetary administrations all throughout the former Prefecture. Syrma and Mizar were quick to jump at the offer, but Menkent rebuffed the League's representatives. The arrival of a Jade Falcon garrison on Menkent in April, apparently welcomed with open arms by the planetary government, provided an explanation and points to a similar situation as the one that exists in the so-called Carnwath Coalition.

In other parts of the Inner Sphere, restless mercs have taken the opportunity presented by the chaos of the day to make changes to long custom. Wolf's Dragoons, based out of the Commonwealth's Arc-Royal Theater since taking refuge there in the dark days after the razing of Outreach, used the expiration of their contract to jump ship. Many younger Dragoons were tired of fighting Jade Falcons, and wished to show everyone that the Dragoons were still among the best in the business. The new contract they signed with the Combine gave them that chance and they repaid their employer by almost singlehandedly conquering the Draconis Reach, the no-man's land that had been contested with the Federated Suns for five decades. Then, in a reversal of their role in the Fourth Succession War, they held large swaths of the border while the Combine was rocked by the Nova Cat rebellion. These campaigns revitalized the stagnant Dragoons, and they more than proved it by acting as the spear point of the initial invasion of the Suns.

Operation HAMMERFALL and the Clan invasions of the Lyran Commonwealth that followed have provided plenty of chances for mercenary units to exercise their skills, but they have also taken a grave toll on the industry. On several worlds in the HAMMERFALL area of operations, mercenary units served as proxies for the two nations, sometimes with devastating results. A clear example of this is the defeat handed to Avanti's Angels by Kirkpatrick's Invaders on Promised Land; the Lyran-employed mercs fought a long, brutal campaign against the Angels, and it is an open question whether they can be rebuilt. The full number of small to medium-sized units chewed up by Mad Malvina's forces as she rampaged to Tharkad is unknown, but the most prominent casualty is the Kell Hounds. Nearly completely destroyed by an orbital bombardment, the survivors have thrown themselves against the invaders with reckless abandon. Without Julian Davion's calming influence, Callandre Kell looks to lead her family's outfit right into oblivion.

WOLF'S DRAGOONS

Much has changed in the last fifty years for the most famous mercenary unit in both the Inner Sphere and Clans. Reduced from the massive organization that once ruled its own homeworld to a single regiment, they have called Arc-Royal home since the Jihad. It is due in large part to the efforts of the Kell Hounds, Clan Wolf (in-Exile) and, to a lesser extent, the Lyran Commonwealth that the Dragoons have even survived to the present day. In return for this assistance, the Dragoons spent the majority of that time fighting against the Jade Falcons along the Lyran border. Occasional actions on the border with the former Free Worlds states kept them from becoming too much of a one-trick pony, but even so by the 3130s an increasing number of troopers, calling themselves Spurs, agitated for a chance to show everyone that Wolf's Dragoons is still the top mercenary outfit around.

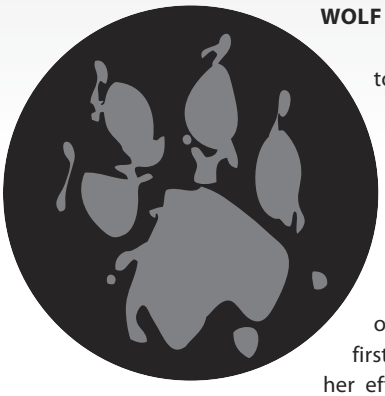
A succession of commanders drawn from within the Dragoon ranks, but not of the Wolf bloodline, have led the slow rebuilding of the unit. Keeping with Dragoon tradition, a large influx of war orphans after the Jihad gave them a pool of manpower to draw from and lucrative contract terms from the Lyrans kept them well-equipped. Gamma regiment was the first to be added to the rolls, which allowed Alpha to move to a more administrative function. Though Beta was reactivated more than thirty years ago, it only recently transitioned from a training regiment to active duty. Of Alpha's three battalions, only the first, the infamous Black Cats, is combat-active; second battalion is a training unit, and the third acts as a replacement pool for the Cats. The bulk of the unit's fighting strength is now to be found in several independent striker battalions. The Spider's Web, Tarantulas, and Wolfsbane battalions consist of combined arms companies with an emphasis on speed and punch rather than endurance. The Wolfsbane was formed after the initial Reach campaign, and differs from the others in the units it fields; Davion salvage makes up the majority of the equipment, and the 'Bane is the only battalion with integrated artillery assets.

KELL HOUNDS

Though ostensibly mercenaries, the Kell Hounds have been under exclusive contract to the Lyran state so long they are virtual House troops. Since before the Jihad, their mandate has been to protect the Commonwealth from Clan Jade Falcon, and they have served well in this capacity. Worlds changed owners along the border, but the fact that the overall balance remained constant for several decades can be laid largely at the feet of the Hounds and others operating out of Arc-Royal.

Of course, the emergence of Malvina Hazen's Golden Ordun has irrevocably changed the strategic situation. Hazen's initial moves within the Falcon OZ drew the attention of the Hounds' commanders and Colonel Kell began shifting resources around in anticipation of the threat. When the Ordun finally jumped the border, the Hounds were quick to meet them head-on, fighting as they've done for decades alongside the Warden Wolves. They suffered grave casualties along the entire front trying to blunt Malvina's advance. The destruction of the bulk of the regiment, including the entire command staff, on Timkovichi appeared to be a mortal blow to the mercenaries and media throughout the Commonwealth reported the death of the Hounds.

The aftermath of the battle for Tharkad saw the resurrection of the unit, however. Callandre Kell, niece of Colonel Evan Kell, assembled enough surviving Hounds to build a reinforced battalion. Striking against worlds seized by the Falcons and Horses, they engaged in a hit-and-run campaign designed to make the Clan pull back from deep within the heart of the Commonwealth. Their surprising successes in the face of much stronger Clan forces directly led to Malvina's plan to take Hesperus as a display of strength, which had the fortunate effect of reducing the garrisons the Hounds faced, making their mission even easier. While the Commonwealth presently lacks the strength to fully retake any of the worlds hit by Callandre, her attacks have succeeded in disrupting the consolidation of the occupied territory.



WOLF HUNTERS

When Anastasia Kerensky took over the Steel Wolves from Kal Radick, few expected her to pursue the path she did. Her initial attempts at conquest were ineffective, and so she apparently decided to change tack. Beginning with the rescue of Republic forces during the first battle for Skye, Kerensky put her efforts towards defense rather than conquest. The evolution of the Steel Wolves continued with their arrival on Galatea, where Kerensky proceeded to ruthlessly cut down the ranks. Those who failed to meet her exacting—and often mysterious—criteria were summarily dismissed. The few who remained endured months of non-stop training in teamwork and cross-specialization. By the time the newly christened Wolf Hunters were ready for action, Kerensky had remolded them into an unusual mercenary unit.

After a few contracts in the Territories, the Hunters were hired to anchor the defenses against Clan Wolf's migration attacks. Their successes led to them being hired by the Lyrans in 3141, when the Wolves turned against the Commonwealth. Even with Kerensky being given charge of the defenses, however, they were unable to break the Wolf advance, and Kerensky herself was captured on Smolnik.

The unusual nature of the Hunters' command structure as set up by Kerensky has great advantages in giving them increased flexibility in the field, but her capture revealed some serious disadvantages as well. With no clear chain of command below the Alpha, there was no predetermined succession plan; the Hunters, already suffering the loss of nearly two-thirds of their ranks in addition to Kerensky herself, experienced a brief but brutal struggle for leadership. By the time Dragan Fletcher asserted himself over the other contenders, the Hunters were being pressed into service again by the Commonwealth. For the past two years they have engaged Jade Falcon forces in a series of border raids. Deep suspicion remains among many in the LCAF, however, and only the insistence of the Archon and General of the Armies Steiner keeps them on the payroll.

COMSTAR

The end of the Jihad brought with it not only the destruction of the Word of Blake aggressors, but also the effective neutering of ComStar, the fount from which all of the trouble arose. In the decades since, ComStar has reinvented itself more along the lines of its original purpose as a bureaucratic and corporate institution rather than a religious creed.

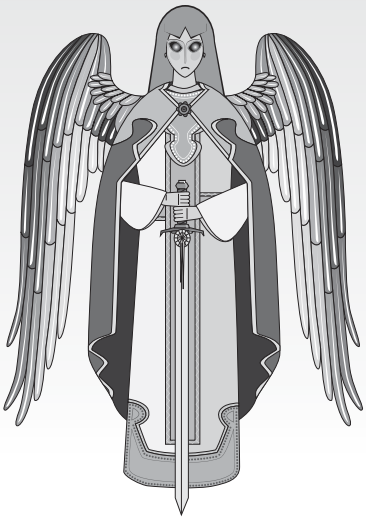
In many ways, the crash of the HPG network in 3132 represents an even greater existential threat to ComStar than the fratricidal struggle with the Word of Blake during the last century. At least they had a material foe they could fight back against in that case. With the collapse of the communications grid, however, ComStar has found itself at a loss how to proceed. None of their attempts at restarting the hyperpulse generators have succeeded on more than a limited basis. The DeBurke Institute is a seeming failure; its main purpose was to find a way to restore communications, but they had yet to do so as of the raising of the Fortress in 3135. I think it's safe to assume they have not had any better luck while locked away inside the Fortress.

Outside the walls, the once-great ComStar order finds itself in increasing danger of irrelevancy. With no interstellar communications, few people see any need for an organization whose sole purpose has been rendered pointless. In the early days of the blackout, many actually blamed ComStar for the crash. Memory of the Word's "whiteout" during the Jihad colored public reaction, and violent reactions against ComStar installations across the Inner Sphere were not uncommon. Despite the fact that ComStar has been hemorrhaging profits at an alarming rate since shortly after the crash, it seems incomprehensible to many less sophisticated individuals that the communications giant with a history of objectionable behavior is not in some way responsible for our current troubles.

Based on information gathered over the past couple of decades, perhaps they're right. I was only a Paladin for a short while before the Fortress went up, so I didn't have extensive access to the files, but even as a knight I was aware of a tension between ComStar and the Republic. Nothing overt ever came of it as far as I am aware, but when reports of new Com Guard units began surfacing in 3134, few among the Republic's inner circles were surprised. The death of Focht in May 3081 and Victor's removal from a leadership role left the Order in the hands of men like Gavin Dow who, while supportive of Stone's reforms, could never quite divorce themselves from the power they once held. The selection of Lisa Koenigs-Cober, a hero of the fight against the Word even before the Jihad, as Primus after Dow's death in 3091, was obviously meant to reinforce the image of ComStar as an organization dedicated to serving humanity, but it has became increasingly clear over the decades of her tenure that she is a mere figurehead. The true power in the Order resides with the First Circuit and a select group of Precentors.

The possibility of a resurgent Blakist temperament in ComStar should give everyone pause, especially with the revelation that they have access to unknown design and production facilities. My gut tells me that this is unrelated to the crash, but the mere fact of a reconstituted Com Guard indicates that ComStar has not been true to the Republic. They must have been planning and building for a couple of decades at least, and surely someone in the Republic's intel community was aware of it. If not, that's an even more chilling thought.

If the Blackout is not solved soon, ComStar could very well cease to exist. It may, in fact, already be too late. Archon Melissa Steiner's pumping of Lyran cash into ComStar's operating coffers was the only thing keeping them viable in the Commonwealth until the dual Clan invasions. In the new Free Worlds League, the Sea Foxes have begun buying up ComStar assets at fire-sale prices. The short-term cash influx this provides has so far kept them afloat in their temporary headquarters here on Callison, but being cut off from the main center of their Order has taken a rough toll. Defections and suicides are on the rise. With the Primus and the First Circuit cut off behind the walls, those outside are aimless. Fractures have appeared as regional concerns, and a lack of easy communication between stations pulls them farther apart. For better or worse, we may be witnessing the last gasps of a centuries-old institution.



FIRST DIVISION

The apparent rebirth of the Com Guards is one of the most terrifying revelations of the post-Blackout era. The first inkling we had of their reconstitution occurred on Wyatt, when elements of the First Division arrived out of nowhere to "rescue" Tucker Harwell from the various factions looking to seize him. Their appearance decades after ComStar was forced to disband its military assets was a shock to all involved, which is one reason why they were able to abduct Harwell with little resistance.

Much about this new Division remains unknown. I'm certain that people back on Terra have a thick dossier on the unit, but out here beyond the Fortress walls, we make do with what we can get. The DropShip that took Tucker Harwell away was painted in a white and black camouflage pattern and sported an insignia not recorded for any pre-Jihad ComStar or Word of Blake unit. The words "Sword of Focht" were seen painted near the insignia, but their significance is not understood. From other DropShips seen on Wyatt and also the JumpShip that parked at a pirate point during Harwell's extraction, we believe the Division's nickname to be the "Avenging Angels." So, is "Sword of Focht" a name particular to that one DropShip, or is it the designation of a sub-unit within the Avenging Angels? We just don't know.

Even more disturbing than the mere existence of this Division is the fact that it is equipped with several brand-new BattleMech designs and at least one new DropShip design. Of the two 'Mechs that appeared on Wyatt—one heavy and one medium—we can say little. The DropShip was a spheroid design, and from external observations likely has the capacity to transport a full Level II (in the old Com Guard/Word of Blake nomenclature).

MAJOR PERSONAS

THE REPUBLIC OF THE SPHERE

JONAH LEVIN

Title/Rank: Exarch of the Republic of the Sphere
Born: 3082 (63 in 3145)

To some the savior of The Republic, to others a dictatorial madman, in three short years Jonah Levin went from the newest Paladin to the man who created Fortress Republic. Born into a mid-level Lyran business family, Levin immigrated to The Republic with his family at the age of ten, and from the beginning exhibited a streak of conscience and duty that would see him earn his citizenship by the age of 18. Entering military service, he rose to the rank of Captain in the militia of his new homeworld of Kervil and many expected him to one day achieve even greater command. Levin's rising star in the RAF permanently switched paths with the Kurragin Incident of 3110, after which he was recognized by Devlin Stone himself, and joined the ranks of The Republic's Knights.

Two decades in service as a Knight prepared Levin for elevation to a Paladinship in 3132, shortly before the Blackout, but little could have prepared him for the bigger role he would undertake three years later. Elected as Exarch after Damien Redburn's term ended, Levin had the misfortune of inheriting leadership of a Republic already nearing the breaking point from both internal and external pressures. The Senate Alliance's attempt to overthrow his rule, and the invasion of The Republic by the Draconis Combine were the final straws, and Levin triggered a long dormant plan to seal off the central worlds behind an inpenetrable wall.

Levin's actions since October 3135—or even whether he is still the Exarch—are unknown to those of us outside the Fortress. Many on the planets abandoned by Levin curse his name, while others maintain hope that someday soon he will lead a rejuvenated Republic to reclaim its lost worlds. But history itself will be the ultimate judge of Jonah Levin as either savior or despot.

DEVLIN STONE

Title/Rank: Exarch of the Republic of the Sphere, 3081–3130
Born: 3043? (approx. 102 in 3145)

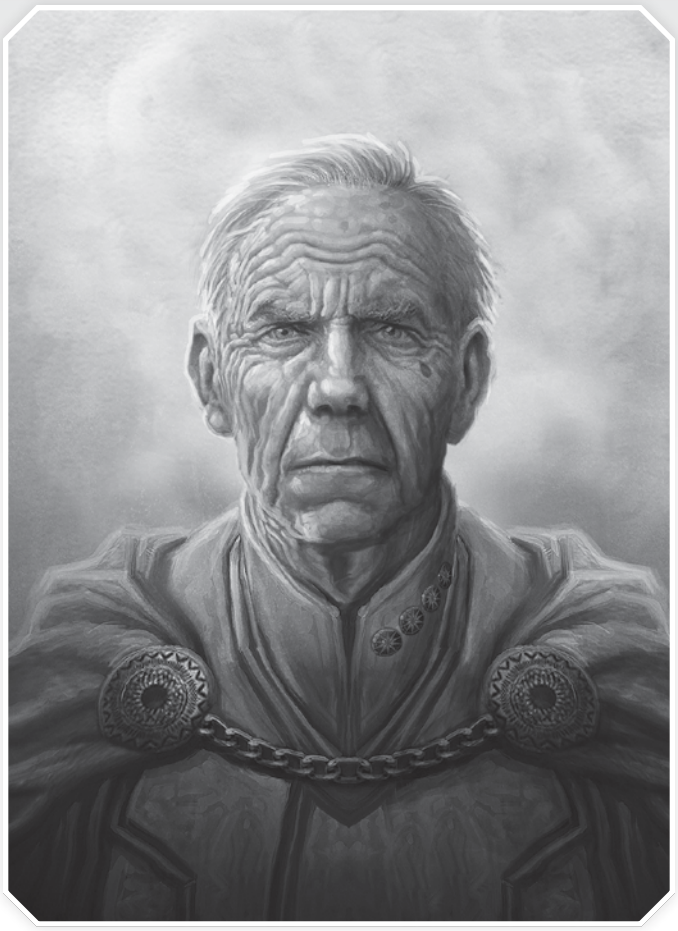
The revered founder of our Republic, Devlin Stone came from mysterious origins and left us under equally mysterious circumstances. The famous breakout from Word of Blake's RBMU 105 camp on Kittery in 3071 was the prelude to a movement that would grow across the stars, defeat the Blakist scourge, and create a model for a new society to inspire humanity.

And then he left us.

In retrospect, it should have been obvious that Stone was losing interest in the day-to-day mechanics of running an interstellar nation. The frequency of his public appearances had been steadily dropping for years, and he rarely interacted with any government officials outside of the Council of Paladins anymore. The death of David Lear in early 3128 was apparently the final straw. For so long, those two men had guided the Republic and shepherded its people through decades of peace. Now, with Lear gone, Stone was cast adrift. He became a virtual recluse, making only the most cursory nods towards his official duties. Many in the Republic began to grumble about our absentee leader. Tensions that had long bubbled under the surface began to rise once more, and yet despite it all Stone seemed unable to care.

Then things suddenly turned around. The dawn of 3130 saw a renewed Exarch. For the first time in nearly a decade, Stone attended the opening ceremony of a Senate session, greeting many Senators by name and acting like the man he had been decades before. And the revitalized attitude continued for months. If only we had known what was coming.

On the morning of 10 August 3130, Stone held an open-air assembly in Liberation Square in Geneva. Addressing his devoted followers and ardent critics alike, he praised the accomplishments of the Republic he had birthed and offered words of wisdom for the future. Then, without embellishment, he announced his resignation as Exarch. He left us with a promise to one day return should the



Republic truly need him, and then left the stage. Within hours, he had vanished from the capital, and no one has seen him since.

In the years since his disappearance, no trace of Stone has ever been found. Many citizens claim to have seen him in a small country town on Alioth, or a pleasure cruise on the seas of Fomalhaut, or prospecting in the asteroids of the Halstead Station, or on dozens of other worlds both within and outside the Republic, but none of the sightings come with hard evidence. For all intents and purposes, the man who gave us purpose and peace has ceased to exist, and we can only hope he truly meant his promise to return to us. If ever we needed him, the time is now.

DAMIEN REDBURN

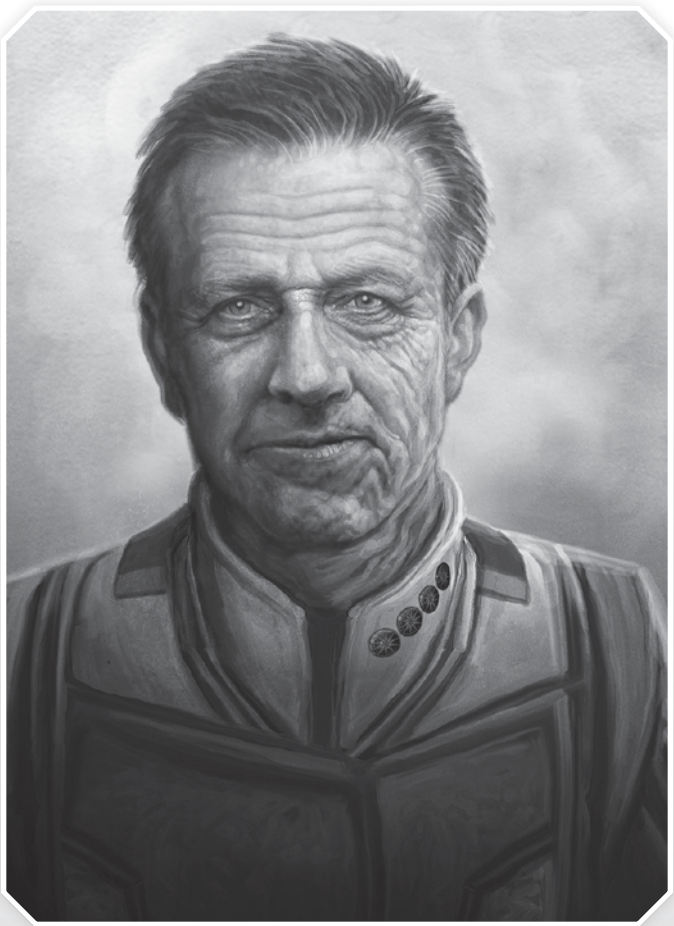
Title/Rank: Former Exarch of the Republic of the Sphere, 3130–3134

Born: 3085 (60 in 3145)

Damien Redburn comes from a family with a long history of service to the Republic. His great-grandfather, Andrew, was a hero of the Clan Wars, and fought alongside Devlin Stone in the latter days of the Jihad. His father, Theodore, was one of Stone's civilian leaders who helped shape the early Republic. Damien himself enjoyed a distinguished career in the RAF, and was personally selected by Stone to serve as a Paladin and his protégé. Upon Stone's retirement in 3130, Redburn was his handpicked successor as Exarch.

But his term in office was plagued with internal unrest almost from the beginning. With Stone's forceful personality and aura offstage, many groups with a beef against Republic policies began to come out into the open. Exarch Redburn dealt with them as best he could, but the Blackout in August 3132 was a blow from which he could never recover. By the time his term as Exarch ended, the Republic was teetering on the brink of irreversible disaster. Redburn passed the mantle of office to Jonah Levin and retired.

Or so he thought. Shortly before the raising of Fortress Republic, Redburn gathered a small group of loyal Knights and relocated outside Prefecture X. Though this meant they would be separated from their friends and family, Redburn convinced them that they would be needed to create a safe haven for Republic loyalists who were likewise cut off from their nation. Though hard at times, we have continued to hold fast to Redburn's path in the years since. He has created a haven for those who still believe in the Republic, but the toll it has taken on him has become increasingly obvious. Many of his people have begun to question whether the Republic will ever be restored. He maintains a steadfast demeanor, but his closest advisors fear for his continued health.



ARIANA ZOU
Title/Rank: Paladin of the Republic
Born: 3099 (46 in 3145)

Growing up the spaceport city of Hartzborg on Zaniah, Ariana devoured tales of the contemplative brotherhood of St. Marinus, the famous monastery for ex-MechWarriors hidden in the desert wastes of her homeworld. This obsession shaped her youth, leading directly to her pursuing enrollment at the Northwind Academy as soon as she was of age. There she excelled and was flagged for possible Knight training by the academy's commandant. Upon graduation, Ariana entered service with the Eighth Hastati, and distinguished herself against pirate raiders on Rochelle. She caught the attention of Paladin Otto Mandela, and was sponsored for knighthood in 3124.

Ariana returned to her homeworld as a Knight-Errant, and further enmeshed herself in the legends of St. Marinus House. She soon gained a reputation for intense spirituality and equilibrium, even in the face of the harshest challenges. Her promotion to full Knight after just four years brought with it an assignment to Exarch Stone's honor guard and unofficial command of the Tenth Principes. In this position, she became well known to most of the Council of Paladins, impressing them with her martial prowess, her centered spirit, and her devotion to the Republic.

Ariana was selected to ascend to a Paladinship upon the death of Meraj Jorgensson during the early actions of the Senate Rebellion. She was sent outside Prefecture X just before Fortress Republic was erected, which initially caused her some confusion and distress. With the establishment of the Remnant on Callison, however, she attached herself to Damien Redburn's service. Dubbed the "Last Paladin" by Remnant forces, she has served as Redburn's right hand for almost a decade. Though she still harbors a dream of one day retiring to St. Marinus, for the foreseeable future she is determined to keep the spirit of the Republic alive.

KRISTOFF ERBE
Title/Rank: Knight of the Republic
Born: 3101 (44 in 3145)

A native of Towne, the man now known as Kristoff Erbe grew up as Kristoff Batiste in the remote Zingara Province. His father was a respected legal advocate, and young Kristoff enjoyed a quiet childhood. In 3105, however, that peace was shattered when bounty hunters from the capital identified his father as Jacob Erbe, former Minister of Education who had been on wanted lists since the end of the Jihad for his role in administering a Word of Blake reeducation camp on Towne. Though Jacob was eventually acquitted of all charges for lack of evidence and witnesses able to definitively identify him, his business and life were ruined, and he committed suicide. Kristoff was orphaned when his mother followed with her own suicide three years later in 3111. The parentless boy was raised by an elderly aunt in Port Howard and excelled academically, eventually following his father's footsteps into the legal profession.

At the age of 31, he was selected by the Knights of the Republic for MechWarrior training. Kristoff accepted, but changed his surname to Erbe in order to honor his father. He showed enormous promise and likely would have graduated at the top of his class had fate not intervened. Desperately short-handed, the Exarch called up many cadets to active duty, promoting them to Knight-Errant and assigning them to numerous trouble spots around the Republic. Kristoff was posted to his homeworld and given the assignment of helping track down the notorious "Little Luthien" killer.

Knight Erbe was later tapped by Damien Redburn for a series of secret missions in the days before Fortress Republic. He has since become one of Redburn's most trusted lieutenants, acting as commander of the Knights who have flocked to the former Exarch's banner on Callison. His loyalty and dedication have helped us through some tough times, and Kristoff deserves every accolade that comes his way.

TARA CAMPBELL
Title/Rank: Countess of Northwind, Prefect of the Republic
Born: 3104 (41 in 3145)

The commander of the Highlander regiments is one of the most loyal Republicans to ever serve the Exarch. From her days as a poster child for the Diplomatic Youth Corps to her early graduation with honors from the Northwind Academy to her shouldering the burden of defending three Prefectures almost singlehandedly from the forces threatening to tear it apart in the wake of the Blackout, Countess Campbell has repeatedly demonstrated that everything else in her life comes second to the needs of the Republic.

All of which explains why she was outside the walls when Fortress Republic was enacted. Personally requested by Exarch Levin himself, Campbell was on a mission to Sheratan to secure a hidden armaments depot that was threatened with exposure if anti-Republic activities got too close. Though it meant being cut off from the bulk of her Highlanders when Levin raised the Fortress, she willingly did as he asked. I found her there, in command of a local militia unit she had cobbled together from the few loyalists remaining on planet, and assisted her in removing the depot to Callison.

Since her arrival here in the Remnant, Tara Campbell has served Exarch Redburn as the commander of his loyal RAF troops. As stragglers from around the abandoned territories found their way to Callison and the other worlds protected by the Remnant, Campbell organized them for the greatest efficiency and use of their skills and equipment. She successfully led our defense of Galatea in December 3144, and has worked closely with Kristoff Erbe's knights to build a strong force.

Still, as probably her closest friend here on Callison, I know the Countess misses her homeworld and worries about those Highlanders she left behind in the Fortress. Those who remained outside have long since flocked to join Campbell, and her Highlanders battalion is, man for man, one of our greatest assets.

CAPELLAN CONFEDERATION

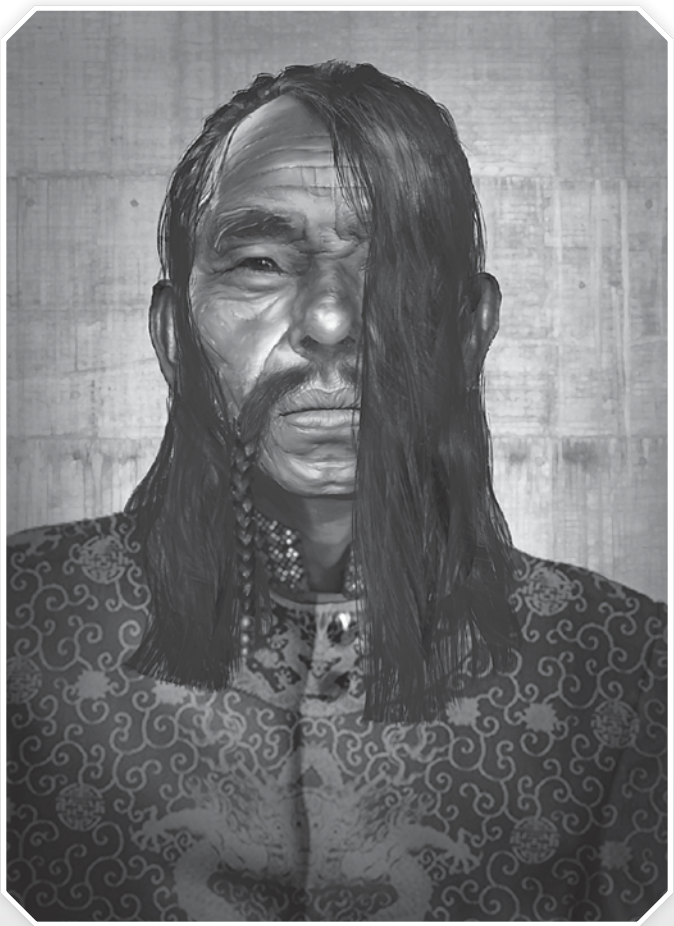
DAOSHEN LIAO
Title/Rank: Chancellor of the Capellan Confederation
Born: 3071 (74 in 3145)

Daoshen Liao represents the ever-present danger of the nobility believing their own hype. Raised on Sian under his father Sun-Tzu's influence, young Daoshen grew up hearing about the grand exploits of his ancestors and how they possessed a divine right to rule the worlds of the Capellan Zone. Rumors that his aunt Kali, who was kept under house arrest in the palace for many years after the Jihad, had a major hand in his upbringing cannot be verified, but given Daoshen's apparently fervent belief in his own divinity—a trait which his father, for all his flaws, never seemed to exhibit—they cannot be discounted either.

Daoshen began taking an active role in the affairs of state shortly before the turn of the century. Republic intelligence assets in the Confederation reported signs of some kind of internal tension or struggle within the palace in the aftermath of the Victoria War, but whatever problems might have existed between Daoshen and his father clearly did not threaten the security of the state. During the Crusades, Daoshen took over most of the day-to-day running of the campaign, leaving Sun-Tzu to occupy an inspirational position. The younger Liao officially succeeded to the Chancellorship upon the "ascension" of his father in March 3113, and negotiated an end to the conflict a few months later.

For years after, Daoshen was relatively quiet. The annual trip of the Capellan ambassador to Terra to demand the return of "stolen Confederation property" was the extent of his opposition until the Blackout gave him an opportunity for military action.

Chancellor Liao is a ruthless, vindictive, and capricious man. His rare alliances with other realms are always weighted towards the Confederation's benefit. And, as Amanda Hasek found out to her detriment, he can hold a grudge for decades.



DANAI LIAO-CENTRELLA
Title/Rank: *Sao-shao*, Third Battalion,
Second McCarron's Armored Cavalry
Born: 3108 (37 in 3145)

Much about Danai Liao-Centrella's life remains a mystery. Her mother, Naomi Centrella, was nearly seventy when she gave birth to her third child, to the surprise of the entire Inner Sphere. During her early life, she was raised mostly on Canopus, by her mother whenever the Magestrix was around, but more frequently by her aunt Erde. Many observers have remarked that Naomi had very little interest in or connection to her new baby, and did not seemed inclined to spend any time with her. Luckily for Danai, Erde Centrella took it upon herself to give the child the best possible education and life experience she could. While on St. Ives in 3110, the young girl was introduced to her cousin, Kai Allard-Liao, who must have sensed some kinship with Danai. After his death three years later, Kai's will granted possession of Yen Lo Wang, his famous *Centurion* BattleMech, to Danai when she came of age.

At the age of nineteen, Danai vanished from the Confederation, only to reappear on Solaris VII at the controls of Yen Lo Wang. Following in Kai's footsteps, she quickly made a name for herself in the arenas, causing a minor stir among the Capellan community. Though she was probably not champion material, she was still devastated when she was recalled to Sian by her brother and made to enlist in the CCAF. Danai chose McCarron's Armored Cavalry as her unit, and rose to command the Second MAC's third battalion in a short time.

Since the Capellan invasion of the Republic, Danai has held a conspicuous place on the front lines. She was briefly removed from duty to undertake a diplomatic mission to Oriente, but returned to continue the campaign. Danai has been at the forefront of the Capellan assault into the Federated Suns, and showed uncharacteristic ferocity during the conquest of New Hessen.

ISABELLE FISK
Title/Rank: *Sang-jiang-jun* of the CCAF
Born: 3083 (62 in 3145)

Ransom Fisk and his family were refugees from the Republic's seizure of Tsitsang when they settled on Sarna in 3085. With an older brother who died in the conflagration on Kansu during the Jihad and two siblings who died while fleeing from Stone's armies, young Isabelle was steeped in pro-Capellan attitudes almost from birth. It was while working on a park construction project with the *Liánghǎo de shèhuì jiàzhí* ("Good Community Values") youth group in the summer of her sixteenth year that she came to the attention of recruiters from the CCAF, who noticed the girl's natural aptitude for handling light IndustrialMechs and recommended her for a slot in the Martial Academy's fall enrollment. Fisk shot through the program in record time, and earned herself an early graduation and posting to the Fifth Confederation Reserves.

Though the Confederation was ostensibly at peace with the Republic, frequent raids across the border marked her first few years in service. She made a name for herself for her graceful control of her 'Mech, as well as her ability to see alternatives that others missed, which proved crucial to the Fifth's survival on numerous occasions. Fisk's career rocketed upwards with promotions and choice assignments coming like clockwork.

By the time of the Capellan Crusades, she held the rank of *zhong-shao* and was a junior staff member for *Sang-jiang-jun* Marko Sinković, the architect of the early successes enjoyed by the CCAF during that conflict. Fisk learned at his feet, utilizing the connections she made on Sian to propel her career ever higher. She earned her *jiang-jun* rank in 3125, and was Sinković's chosen successor upon his retirement three years later. Fisk learned much from her mentor, and those lessons have been apparent in the strategy she employed during the Capellan invasion of 3134. It is largely through her strategic planning that nearly two full Prefectures are now Capellan territory once more.

XAVIER MCCARRON

Title/Rank: *Sang-shao*, McCarron's Armored Cavalry

Born: 3064 (81 in 3145)

Born to Rhamses McCarron soon after he became a battalion commander in the Big MAC, Xavier McCarron grew up around the storied unit and experienced many of their highs and lows during the Jihad and afterwards. Early on, he decided he would command the entire unit one day, and set out to earn more qualifications than just being Archibald McCarron's grandson. Xavier excelled at the Sarna Martial Academy, and graduated at the top of his class.

Though too young to fight in the war against the formation of the Republic, Xavier secured a spot in an assault lance in the Second MAC, and proved himself against the many other enemies of the Confederation. As a battalion commander during the Victoria War, he racked up an impressive record of kills, and his strategic acumen earned commendation by the Strategios. When command of the entire MAC came open in 3109, Xavier was, both by birth and achievement, the only serious candidate for the position.

McCarron led his troops in the Capellan Crusades when they launched in 3111, gaining victories on Hunan, New Aragon, and Halloran V before coming up against the immovable force of the RAF's defense of Kansu. Despite every effort, the planet remained unconquered after six months, and the general truce in May 3113 meant that the MAC was forced to abandon the effort. McCarron was disappointed in this outcome, but publicly supported the new Chancellor's decision.

Now in his eighties, Xavier McCarron is the grand old man of the CCAF, valued as much for his long decades of experience as for his still-vigorous skills in the cockpit. He has groomed his eldest son Cyrus as his eventual successor, but gives no indication that he's ready to step down any time soon.

KI-LINN LIAO

Title/Rank: Mandrissa of Highspire and Wei

Born: 3115 (30 in 3145)

The Liao family is considered near-divine in the Capellan Confederation, and being born into it affords one many privileges in life. Ki-linn Liao was not only a member of the Celestial Dynasty, but was also the focus of adoration by the moribund Thuggee cult centered on her landhold of Highspire. Though this cult was ruthlessly suppressed by the Capellan government around the turn of the century, scattered pockets remain in the remote mountain valleys of their homeworld. As the great-granddaughter of Kali Liao, who was worshipped as an avatar of her namesake goddess by the Thuggees, Ki-linn was raised believing in her own godhood, but was kept on a short leash by her cousin Daoshen.

By the time she turned 19, Ki-linn was a fixture at the court on Sian. Rumors amongst the servitors who worked in the palace attributed an inappropriate amount of influence over the Chancellor to her, but this seems unlikely. During the post-blackout Capellan invasion of the Republic, she was granted additional landholds on Wei and ascended to a position in the Prefectorate, one of the youngest ever to do so. But her chief value to Daoshen came in 3134, when she was offered as a bride to seal the Chancellor's alliance with Jacob Bannson. Though initially reluctant to marry a non-Capellan and a commoner, she soon gave every appearance of actually being in love with her new husband, even publicly mourning for months when he fled the Confederation. The truth of the rumors that Ki-linn sicced Death Commando hit squads on Bannson has not been ascertained.

Ki-linn was one of the most strident voices in the House of Scions pushing for war with the Federated Suns in 3144. Her cheerleading of the war effort stirred up much public support, despite the slow advance of the invasion.

DRACONIS COMBINE

YORI KURITA
Title/Rank: Coordinator of the Draconis Combine
Born: 3113 (32 in 3145)

Young Yori Sakamoto never dreamed of amounting to much in her life. Raised on a humble estate on Isesaki, the girl had little idea she was related to the ruling family of the Combine until shortly after her eleventh birthday, when her family was paid a visit by agents of the District Warlord. These men exposed the family secret: Yori's father was the only child of Franklin Sakamoto, the bastard son of the legendary Theodore Kurita himself. The family was relocated to New Samarkand and given a generous stipend by Warlord Toranaga, who also sponsored Yori for entrance to the Galedon Military Academy for training as a MechWarrior.

Unbeknownst to Yori, she was a pawn in the schemes of the *Tai-shu*, and he delighted in parading his protégé in social situations where her presence would make the ruling family uncomfortable. Though they disliked her presence, Coordinator Vincent Kurita—Yori's first cousin once removed—insisted that familial obligation required them to make her welcome.

Her frequent presence at the court made it easier for her to be accepted when, after the deaths of Vincent Kurita and his immediate family, Yori ascended to the Dragon throne. Though many questioned the suitability of this young woman from an illegitimate lineage, she won over many doubters by continuing the conquest of former Republic worlds. Though some critics saw the hand of Matushari Toranaga—now promoted to Gunji no Kanrei—behind her decisions, none could deny that with her on the throne, the Dragon would hold the course. Persevering against the violent challenge to her position from the Nova Cats and Emi Kurita, Yori has silenced many of her detractors, as has the subsequent invasion of the Federated Suns. Whether or not she is truly her own person or is merely Toranaga's puppet, Yori Kurita's reign is the strongest the Combine has been in decades.

MATSUHARI TORANAGA
Title/Rank: Gunji no Kanrei, Warlord of New Samarkand
Born: 3089 (56 in 3145)

On the streets of New Samarkand, orphans and vagabonds of all ages eke out a threadbare living as thieves and thugs. Matsuhari Ito was condemned to this life by the deaths of his parents, middle-class proprietors of a local glass-blowing shop. Only seven years old, the boy quickly became one of the premier

pickpockets in Yamashiro. At the age of ten, he was caught up in a sweep by local authorities, and would have spent the rest of his life in a state home if not for the intervention of Saburo Toranaga, a retired *tai-sa* from the Sword of Light who saw something worthwhile in the young boy. Toranaga formally adopted young Matsuhari, and began training him in the tenets of *bushido*.

With his adoptive father's help, Matsuhari gained entrance to Sun Zhang and graduated with honors, earning assignment to the Genyosha as his first posting. He served in several actions against the Raven Alliance and skirmishes with the Ghost Bears, but chafed under the lack of true enemies for the Dragon to face and conquer. This restlessness gradually evolved into a hatred for Coordinator Vincent Kurita, and Toranaga resolved to one day get rid of his ruler. The opportunity came when Toranaga, now *Tai-shu* of the New Samarkand District, stumbled upon the true lineage of Yori Sakamoto and began grooming her to serve his ambition.

Years of scheming and plotting succeeded when Vincent Kurita and his line were killed off by various means and his protégé—now having claimed the Kurita name—ascended to the Dragon Throne. Toranaga used his influence over the new Coordinator to grant himself the title *Gunji no Kanrei* and prepare for war against the Federated Suns. Though the launching of this war was postponed for a couple of years by the Nova Cat revolt, when it came it advanced with great speed due to Toranaga's meticulous preparations.

RAMADEEP BHATIA

Title/Rank: Director of the Internal Security Force

Born: 3068 (77 in 3145)

Living a simple life among the Vaishnavite community of his birth on Kagoshima never appealed to Ramadeep Bhatia. As soon as he was able, he applied for admission to a trade school on New Samarkand that, unbeknownst to him and most of the public, was actually a cover for an Internal Security Force recruitment facility. His coursework and skillset recommended him to ISF proctors, and at the age of nineteen he was recruited into the Metsuke.

Within two years, however, Bhatia demonstrated to his superiors that he had been mis-categorized and would truly excel in more dangerous work. His tenure in the ranks of the Mokonete revealed a flair for cruelty and a delight in psychological manipulation that even scared some of his fellow agents. By the time he was thirty, Bhatia had risen to the number two position in the branch. Nothing has ever been proven, but many of his critics (of whom there are fewer every year) whisper that Bhatia was behind the scandal that brought down Sub-Director Klaas Cernak in 3102, elevating him to the top position in the Mokonete. From there, it was a short step into the Directorship in 3110, a position he has occupied now for over three decades.

Ramadeep Bhatia enjoys the notoriety his reputation brings him. Like a spider in his web, he sits on Luthien or New Samarkand and manipulates events to suit his goals of protecting the Combine, even against its own rulers. It was an open secret in the ISF that he despised Vincent Kurita as a weak Coordinator but his opinions of Vincent's successor Yori have been kept close to his vest. Rumors persist that Bhatia keeps Katana Tormark locked away on New Samarkand, where she is subjected to his darkest whims and tortures.

JACALI NOSTRA

Title/Rank: Khan of Clan Nova Cat

Born: 3089 (53 in 3142; DECEASED)

The chaos that the Second Ghost Bear/Combine War inflicted upon Clan Nova Cat made a deep impression on young Jacali when her sibko was forced to flee from Teniente ahead of a Black Dragon extermination squad. Though only ten years old at the time, she was determined to free her Clan from their ties to the Draconis Combine and, upon winning her Bloodname in 3114, she eagerly joined the Kesari. She quickly assumed a leadership role in the growing movement, and subsequently easily won election to Khan in 3120.

Years of careful negotiations with the Combine secured the right to rebuild the Clan's touman, though not to anywhere near the levels it had been in the previous century. Still, Khan Nostra experienced a huge swell of support and approval from her Clan for her successful efforts. By the early 3130s, Nostra began planning the next stage of her quest to remove the Nova Cats from Combine dominion. This kicked off with her support of Katana Tormark, whom she rightly saw as a potential thorn in Luthien's side. Granting the young Dragon's Fury leader material support even before the fall of the HPG network, Nostra was grooming a rival to the Kurita family and their leadership, which many among the Clan perceived as weak and ripe for usurpation.

This scheme culminated in the revolt of the Cats in 3141 and their support for Emi Kurita against the "puppet" Coordinator. With promises of an independent Irece Prefecture in the event of the rebellion's success, Khan Nostra let her Cats off the leash. Unfortunately the rebels had seriously underestimated the strength of their opponents, and their revolt was crushed. Instead of leading the Nova Cats to a glorious rebirth, Khan Nostra presided over their demise. She herself fell in the final defense of Irece, and never lived to see her Clan's ultimate fate.

EMI KURITA
Title/Rank: Keeper of House Honor
Born: 3101 (42 in 3143; DECEASED)

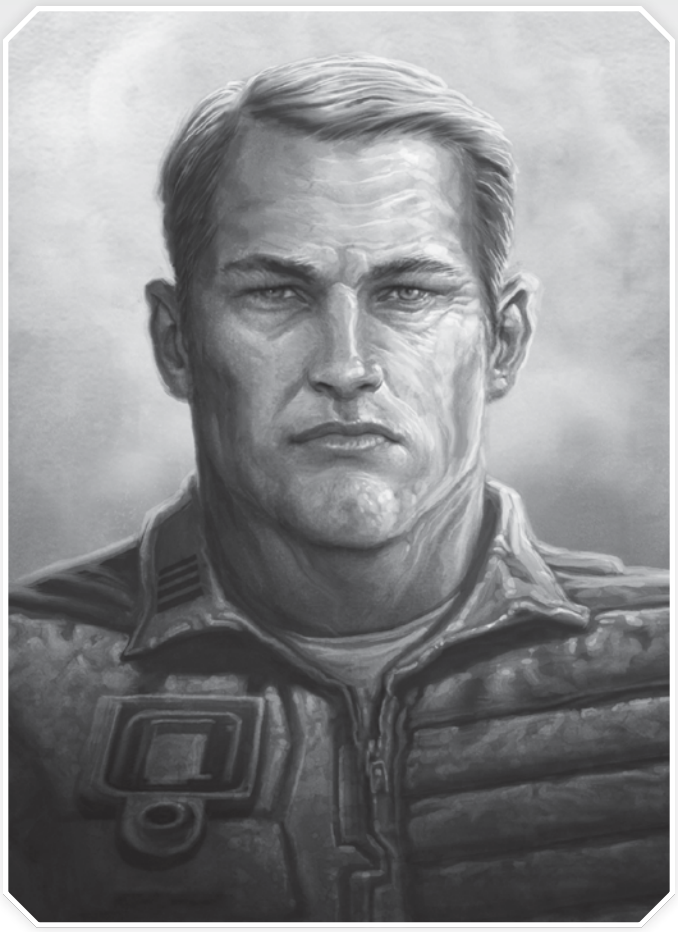
Third child and only daughter of Coordinator Vincent Kurita and his wife Ramiko, Emi was groomed from birth for the position of Keeper of House Honor. She was only eight years old when her mother was diagnosed with Parkinson's disease, and suffered the tragedy of being separated from her at a young age. This pain was made even worse a few years later, when her eldest brother was diagnosed with the same illness and was sent away to hospital. As a result, Emi and her remaining brother Theodore became very close growing up.

At the age of twenty-three, Emi was invested as Keeper of House Honor, and entrusted with the moral and social soul of the Combine. She performed her duties well, providing wise counsel to both her father and brother. Despite Vincent's seeming nonchalance, she worried about public opinion of the Coordinator, and tried to mitigate the worst of the gossip about him. Even so, many traditionalists within the corridors of power resented her interference.

In the final days of her father's reign, Emi became aware of a conspiracy against the Coordinator, and narrowly avoided an assassination attempt on her own life. With her parents and both brothers now dead, she had little choice but to flee Luthien and seek shelter amongst the Nova Cats, who still harbored loyalty and respect for her family from the days of her great-grandfather, the first Theodore Kurita. In hiding and constantly on the move, she dedicated herself to conceiving a new heir of the true Kurita line who could serve as a rallying point for her supporters in a quest to dethrone the pretender Yori.

Though backed by the Nova Cats and Katana Tormark, Warlord of Dieron, Emi's civil war never quite took hold in the Combine, and was suppressed easily and brutally. Rather than see her young son, Daisuke, murdered or paraded as an example, Emi took both their lives with poison.

FEDERATED SUNS



JULIAN DAVION
Title/Rank: First Prince of the Federated Suns
Born: 3107 (38 in 3145)

Steadfast and loyal, charming and graceful, Julian Davion is the epitome of the Davion ideal. As the grandson of Jackson Davion, hero of the Jihad, Julian was brought up on tales of his family's honor and adventures. He was first in his class at NAMA, and easily qualified for an exchange program at the Nagelring. There, however, he fell in with the unrestrained Callandre "Calamity" Kell, and soon found himself expelled and barred from the Commonwealth by order of the Archon. Though his patron, First Prince Harrison Davion, was able to smooth things over, Julian was embarrassed by this black mark for many years.

Never very close to his cousin Caleb, Julian became even more alienated from the heir when Harrison appointed him Prince's Champion, one of the youngest on record. Julian acted as his Prince's troubleshooter throughout the realm, soothing the wounded pride of minor nobles, fighting off Taurian incursions, and spending a lot of time at the court on New Syrtis. Duchess Amanda Hasek took an interest in the young man's life and career, and many court insiders warned Harrison that Julian could be subverted by the notoriously independent Duchess. The First Prince merely shrugged off all suggestions of disloyalty by Julian.

After Harrison's death, Julian's relationship with Caleb Davion became strained to the point of breaking. He spent several years in Republic space with the First Davion Guards, ostensibly helping the crumbling Republic hold onto their worlds, though this was essentially meaningless after the erection of the Fortress. Julian and the Guards were eventually sent to Tharkad, but proved of little use against Clans Wolf and Jade Falcon. The death of Caleb Davion brought the reluctant Julian the crown he never wanted, though the double invasion of the Federated Suns will require that he fight for his throne.

CALEB DAVION
Title/Rank: First Prince of the Federated Suns
Born: 3099 (44 in 3144; DECEASED)

The only child of First Prince Harrison Davion and his beloved wife Isabella Hasek, Caleb was born after many years of fruitless efforts by the young couple. The struggle to conceive and advice from her doctors not to try again made her little son very precious to Isabella, and she doted on him far more than Harrison preferred. The father and son became estranged as the boy grew

up, especially once Caleb failed to gain acceptance to NAMA as a MechWarrior cadet, being relegated instead to combat vehicle training. The death of his dear mother in 3130 put distanced the two men even more, as did Harrison's subsequent liaison with Khan Sterling McKenna of the Raven Alliance.

While the relationship between Harrison and Caleb was always strained, it appeared to worsen in the early months of 3135. His son did not accompany Harrison to Terra for Victor Steiner-Davion's funeral, arriving later and under tense circumstances. Many observers noted the closeness of Harrison and his young cousin Julian Davion, and speculation that Julian would be named the heir surely rankled Caleb. These tensions made it all the more suspicious that Caleb was the only person present when Harrison suffered the fall that led to a coma and his death a short while later.

Caleb's behavior after his father's injury marks a drastic change from Harrison's policies. Where his father was actively pursuing an alliance with the Republic, Caleb lay claim to Tikonov and the surrounding worlds. Almost to the exclusion of all other matters, the new Prince focused on how to expand his nation at the Republic's expense. Though some of our experts suspect he suffered from some form of mental illness, his actions in the early days of the Combine invasion show a competent, if not spectacular, ability for command. One wonders how things would have turned out had he lived.

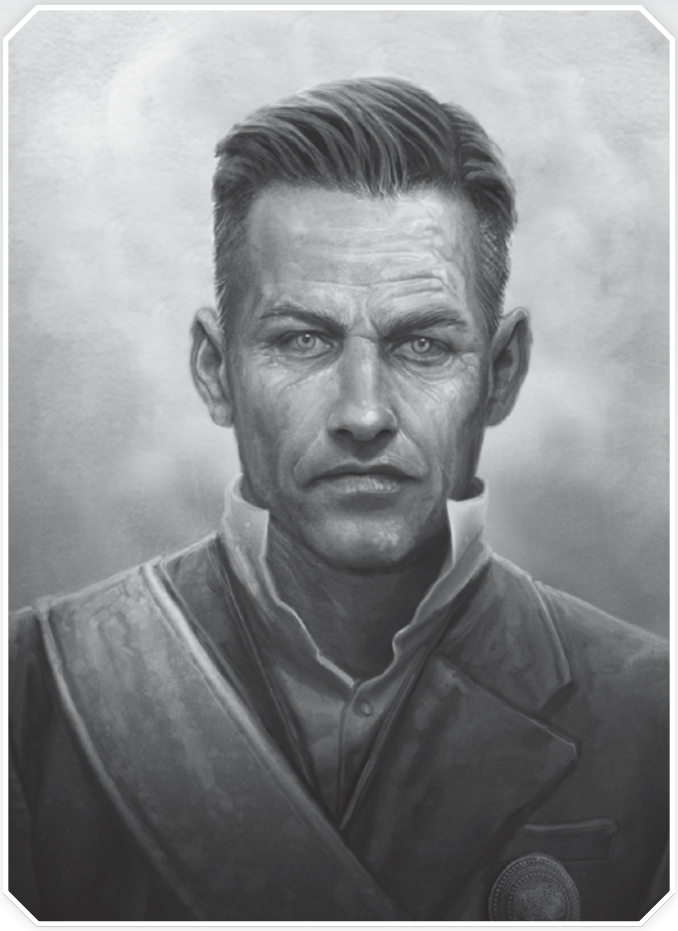
ERIK SANDOVAL-GROELL

Title/Rank: Prince's Champion, Regent of the Federated Suns

Born: 3105 (40 in 3145)

Erik Sandoval (he usually drops the Groell in common usage) was born on Robinson, the great-grandson of the legendary Duke James Sandoval's sister, Jessica. Though nowhere near the official line of succession, Erik was still considered a valuable member of the dynasty. He was raised mostly on Robinson, and had a particularly close relationship with his older cousin, Aaron. This would serve him well in the wake of the HPG crash, when Erik was sent into the Republic by Duke Corwin to reclaim the strategic world of Mara, which had been a long-time possession of the Sandovals in pre-Republic days. Though he failed at that task due to the interference of another cousin, Christine, Erik eventually found his way to service with Aaron, for whom he acted as a mobile troubleshooter in the early months and years of the Republic's collapse.

The increased involvement of the Federated Suns in Republic affairs after 3134 brought a parallel rise in Erik's fortunes. With the accession of Caleb Davion to the throne, Aaron Sandoval found himself pushed aside, and Erik stepped in to not only lead the Swordsworn, but also to receive the honor of being named Prince's Champion. He was placed in command of Davion forces in the Tikonov region, and fully supported his liege's desire to reclaim former Davion worlds from the crumbling Republic.



But it was Caleb's death in 3144 that really made Erik's star rise. The Suns' monarch was dead, and with the next member of the family in line away fighting Clanners in the Lyran Commonwealth, the Privy Council appointed Erik as Regent for Julian Davion. Soon after, the near-simultaneous Combine and Capellan invasions ensured that though Erik had almost reached the pinnacle of his ascent, it would not be easy to stay there. Though he maintains that he is merely holding the line for the return of the rightful First Prince, many observers suspect Regent is not Erik Sandoval's final goal.

AMANDA HASEK

Title/Rank: Duchess of New Syrtis

Born: 3069 (71 in 3145; DECEASED)

Born shortly before her father's assassination, Amanda Hasek grew up immersed in the court intrigue on New Syrtis, complete with retainers and minor nobility that suggested that Duke George Hasek's death was ordered by New Avalon. This atmosphere poisoned the young woman's mind against the Davion rulers of the

Federated Suns, and even spending several of her teen years in residence on the capital could not diminish her antagonism. Unlike her younger sister Isabelle, Amanda could never trust or feel safe with a Davion on the throne.

Upon the death of her aunt Angela in 3100, Amanda inherited control of New Syrtis and the Capellan March. She immediately began casting about for a way to assert her independence from New Avalon in such a way that the First Prince—himself still relatively new to the throne—could not object to. The fact that her sister was married to Harrison Davion perhaps restrained her ambitions to some extent, but the young Duchess was nevertheless determined to rebuild the glory of the Hasek name. Though the resulting Victoria War gained several great prizes for Amanda, she was rebuked by the First Prince for the loss of a number of March worlds, and became even more resentful.

Amanda dutifully continued the Hasek line, marrying a minor noble from Wernke and giving birth to two children, Alexander and Kym. She passed day-to-day leadership of the Capellan March to her son just before the HPG crash, but maintained a steel-firm grip on her power and influence throughout the March. Beginning in 3129, she made Julian Davion a pet project, guiding his career and attempting to groom him into a suitable rival for Harrison's son, Caleb. Unfortunately for her plans, Julian was always loyal to the throne and merely humored her kingmaking.

CORWIN SANDOVAL

Title/Rank: Duke of Robinson, Lord of the Draconis March
Born: 3080 (64 in 3144; DECEASED)

Though the undisputed head of the sprawling Sandoval dynasty, Duke Corwin always felt insecure in his authority, and sought to ensure the continued prominence of his family and himself by means both fair and foul. This insecurity more than likely stemmed from his father Jerome's usurpation of the ducal throne from his cousin Tancred in a bitter inter-dynasty struggle that occupied the last decades of the 31st century. Corwin was always acutely aware that First Prince Harrison Davion had a better claim to the Draconis March than himself, and pursued many schemes to bolster his power out of fear that Harrison would one day decide to take it back. For his part, the First Prince seemed completely disinclined to do so, but Corwin never allowed his guard to drop.

Corwin and his sister Victoria, the Duchess Woodbine, used the many members of their family to spread their influence from the Raven Alliance into the Republic, where a branch that had settled shortly after the Jihad still maintained close ties with Robinson. Perhaps his most ambitious project, but also the least effective, was his maintenance of the fighting in the Draconis Reach, a ten-world no-man's land of constant warfare between March troops (and several mercenary units) and their eternal enemy, the Combine. This effort was actually begun under his father and continued by Corwin, despite repeated demands to cease from New Avalon. In more than fifty years of fighting, very little of consequence was achieved, and tens of thousands of young men and women died or were grievously injured to feed the Duke's ambition.

Matters came to a head in the 3140s, as first Wolf's Dragoons led Combine forces in a final conquest of the Reach, and then the Dragon invaded the Federated Suns proper. Corwin led the defense of his March, but was unable to prevail, falling in battle on Robinson at the end of the invasion's first wave. The ducal title passed to Erik Sandoval, who seems content to be a loyal and faithful servant of New Avalon.

FREE WORLDS LEAGUE

JESSICA MARIK
Title/Rank: Captain-General of the Free Worlds League
Born: 3063 (82 in 3145)

Due to no small amount of irony, the most effective Marik in recent memory is no Marik at all. Lady Jessica was born to the man who for decades masqueraded as Thomas Marik, a man who was a ComStar agent put in place for purposes known only to that organization's innermost circle. The only one of his three children to survive the Jihad, Jessica was trained in the intricacies of statecraft from an early age, and she was more than ready to assume leadership of the Oriente Protectorate by the time of her father's death in 3097.

The first act of the new Captain-General was to reclaim the name her father had set aside, and Jessica Halas became Jessica Marik once more. To this day, however, the rulers of the other former League states refuse to grant her the name, and still refer to her by the surname adopted by Duke Thomas after the Jihad. Jessica has had to fight against the anger and distrust her father engendered once his masquerade was revealed as well, and her continued rule of the Oriente Protectorate has stood in the way of reunification for decades.

Jessica is determined that the new League she has forged will survive, even sacrificing her personal happiness to do so. She set aside her five-decade marriage to Philip Hughes for political expediency (though with the death of Thaddeus Marik they have since re-wed), and three of her four surviving children have been used to facilitate strong alliances with both the League's internal states and, in the case of Nikol's close friendship with Danai Liao-Centrella, with traditional enemies.

The long-term survival of the new Free Worlds League rests largely on Jessica's shoulders. The true test will be what happens when she is gone.

NIKOL MARIK
Title/Rank: Warden-General of the Free Worlds League
Born: 3110 (35 in 3145)

Nikol is the youngest of five children born to Jessica Marik and her husband. Many have remarked on the close resemblance of the young woman to her mother at the same age. Unlike her mother or her elder siblings, Nikol is a warrior; a talented BattleMech pilot and strategist. Fifth in the line of succession in the Oriente Protectorate, in many ways she was allowed to chart her own path in life. Yet the tragic death of her eldest brother, Janos, and the circumstances

of her other siblings have resulted in this headstrong and capable young woman being vaulted into place as her mother's heir.

With the rebirth of the Free Worlds League, Nikol took on the new position of Minister-General, in charge of domestic affairs, including presiding over Parliament when it is in session. Though she requested several times to be relieved of this duty, Jessica insisted that it was good training for the future captain-general. Despite her distaste for it, Nikol eventually settled in, bringing a no-nonsense sensibility to the often-stultifying proceedings. However, the death of Thaddeus Marik just months after the founding of the new League resulted in Nikol's appointment as Warden-General, an office much more suited to her skills and temperament.

Unlikely as it may seem, Nikol enjoys an unusual friendship with the younger sister of the Capellan Chancellor. Having met on Terra in 3135, Danai Liao-Centrella and she appear to be close confidantes, even above and beyond what is expected from their roles as chief representatives of the alliance between Oriente and Sian. It is too early to say whether this bodes well for future relations between the League and Confederation, but on a strictly personal level, the closeness of the two young women could prove beneficial in the long run.

LESTER CAMERON-JONES

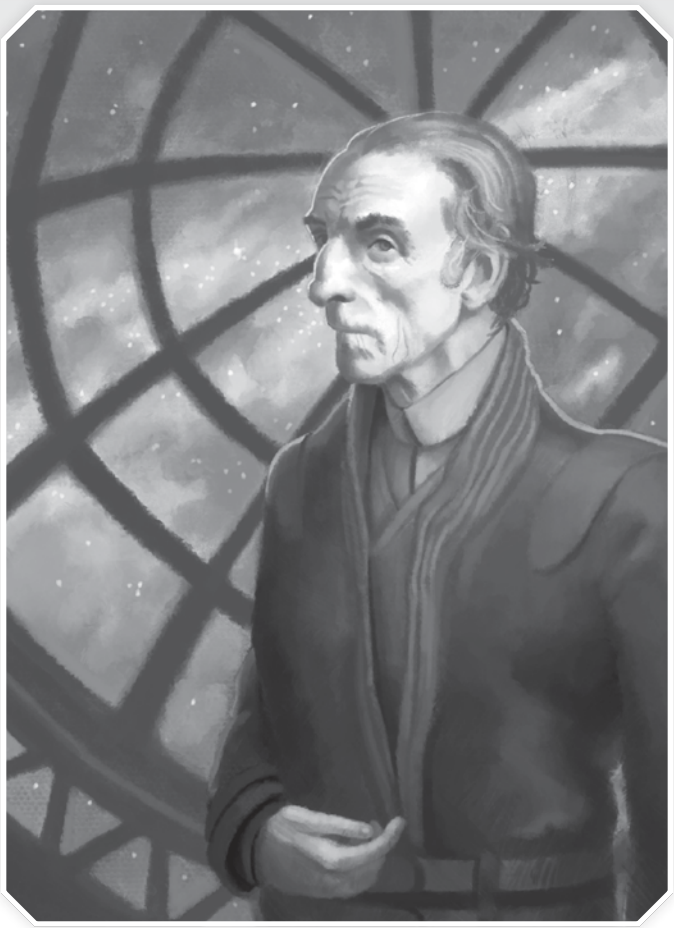
Title/Rank: Captain-General of the Regulan Fiefs

Born: 3074 (71 in 3145)

The Jihad had a devastating effect on many people, some more than others. Lester Cameron-Jones is the first of two children of Prince Titus and his wife Michelle Ryan during the war, but the only one to survive to see Stone's peace. When his mother and unborn sister were killed by Manei Domini assassins, the three-year-old Lester was left behind in a pool of his mother's blood. The experience traumatized the young child, resulting in a severe case of haphephobia, or the fear of being touched. Despite his disability, Lester grew up a strong and politically capable heir to his father's throne.

The shattering of the Free Worlds League after the Jihad led to several claimants to the title of Captain-General, and Lester continued his father's opposition to the "pretenders" from the other League states. His greatest vitriol was reserved for Jessica Marik, due to her father being revealed as a Word of Blake pawn. As the strongest claimant without a link to the Marik family, Lester became the figurehead for those nobles who felt that dynasty had outlived its usefulness.

The past few decades have seen the resources of Regulus occupied by Lester's two overriding obsessions: removing Jessica Marik from power and uncovering any Blakist holdouts in the former Free Worlds. Despite the insistence of his advisors that any such holdouts would be small in number and pose little threat, the Captain-General devotes a significant portion of the state budget each year to anti-Blakist operations.



Though his disability would seem to preclude it, Lester married Lady Emlia Tindale of Wallis, and the marriage appears to be a happy one. However, it is apparent that Lester's condition has prevented the birth of an heir to the Regulan throne. As Lester is getting up in years, this will undoubtedly become a problem in the near future.

KENYON MARIK

Title/Rank: Duke of Graham-Marik, Minister-General of the Free Worlds League

Born: 3115 (30 in 3145)

As the only child of the notoriously overbearing Anson Marik, Kenyon was intended to be his heir to the position of Captain-General of the Marik-Stewart Commonwealth. However, Anson's animosity towards Kenyon's mother spilled over into his relationship with his son, despite the boy's every effort to win his father's approval. By the time Kenyon was a cadet at the Allison MechWarrior Institute, he had become the focus of a conspiracy to replace Anson. The conspiracy was exposed in March 3136, and Kenyon was disinherited and, ironically, exiled to Loyalty.

Making his way to Tamarind-Abbey, Kenyon secured a position with the Thirtieth Marik Militia just in time to face the Lyran invasion. The Thirtieth was instrumental in defending Loongana against the invaders, and Kenyon earned several commendations for his actions in that battle, as well as the unit's participation in the liberation of Tamarind in 3138. In the latter campaign, his quick actions prevented the destruction of a Duchy command center, winning accolades from Fontaine Marik himself.

The death of his father a few months earlier spurred Kenyon to return to the Commonwealth, as Anson had no official heir. Welcomed by his former co-conspirator Duke Julio Graham-Marik, Kenyon used his name and war honors to help re-establish the old Duchy and married the Duke's only child, Ana. Though both men wished to liberate Marik from the Clan forces occupying it, they realized that the future was leaning toward Jessica Marik, and willingly joined her coalition to seize Atreus from the Regulans. With his participation in that campaign, and Duke Julio's retirement in favor of his new son-in-law thus ensuring his position in the new Free Worlds League, Kenyon has become a strong proponent of Jessica's rule, even as he continues to build his own power base among more traditional-minded nobles who still have qualms about her lineage. He succeeded Nikol Marik as Minister-General in late 3139.

ARI HUMPHREYS
Title/Rank: Duke of Andurien
Born: 3083 (62 in 3145)

Sandwiched between the more powerful states of Regulus, Oriente, the Capellan Confederation, and the Magistracy of Canopus, the Duchy of Andurien has spent the decades since the end of the Jihad quietly expanding its influence and territory. First under Evelyn Humphreys and then her son Ari, the Duchy has trod a middle path, neither tying itself too strongly to its neighbors nor conflicting too much with their interests. Ari Humphreys has thus earned himself a reputation as a boring little man, one who neither physically nor in terms of his personality resembles the common perception of nobility. But judging by how he has run his realm since succeeding his mother in 3120, he is quite accomplished at the intricacies of statecraft.

In the constant maneuvering and jockeying for advantage that has characterized the former League states since the Jihad, Duke Ari has successfully kept his realm out of major entanglements. Though each of the states has fought against the others at one time or another, Andurien maintains no long-standing grudges, due in large part to the Duke's skill. His greatest diplomatic coup, however, flies directly in the face of that policy.

March 3137 saw Duke Ari marry Magestrix Ilsa Centrella, cementing an alliance between their two nations and creating the potential for a close partnership with the Confederation. The long-term viability of this alliance is an open question, however, as Ari's bride is far too old to provide him an heir. Both parties have remained silent on this point since the wedding, causing much speculation in the press and among observers of the nobility.

Ari Humphreys is not a physically impressive man, though he enjoys the outdoors and especially the famous gardens of Jojoken. In fact, rumor has it that several scholarly articles appearing in the Andurien Botanical Society's annual newsletter have been penned by the Duke.

LYRAN COMMONWEALTH

TRILLIAN STEINER
Title/Rank: Archon of the Lyran Commonwealth
Born: 3108 (37 in 3145)

Trillian Steiner never expected nor wanted to be the Lyran Archon. As the granddaughter of Peter Steiner-Davion, she grew up outside the line of succession, raised in the household of Andrew Steiner alongside her older cousin, Melissa. From an early age, the two girls formed a close bond, one they shared with their other cousin Roderick after his father sent him to Tharkad to be raised. Trillian's parents died while she was still young, but unlike Melissa's parents, they always maintained a positive attitude towards Devlin Stone and his Republic, and Trillian was not influenced by the distrust that Andrew imparted to his daughter.

This difference in opinion regarding the Republic was one of the few areas where Trillian and Melissa disagreed and once the latter became Archon, Trillian soon occupied an important position as her cousin's chief diplomat and troubleshooter. In this capacity, she traveled from one end of the Commonwealth to the other, putting out fires and soothing sensitive nobles. After the HPG crash, such travels increased, as the blackout had everyone on edge.

Three events assisted the rising of Trillian's star. In 3134, she negotiated the assistance of Lyran forces to the beleaguered Republic world of Skye against a Jade Falcon invasion. Two years later, she conveyed Archon Melissa's proposition to the Wolves in Exile that they assist in acquiring the services of the other Wolf Clan for the Commonwealth. Shortly after, she accompanied Operation HAMMERFALL, and negotiated the surrender of the Duchy of Tamarind-Abbey.

Though never publicly disagreeing with her Archon, it is known that Trillian privately expressed her misgivings about working with Clan Wolf, but when that deal turned sour, she stood by her cousin to the very end. Before her death, Melissa made clear her desire that Trillian succeed her as Archon, which the younger woman has reluctantly done. In the two years since, she has demonstrated a deep desire to save the Commonwealth, even if that means cutting off parts of it to save the whole. This has not made her popular with either her generals or her nobles, but Trillian appears willing to let history judge her actions.

MELISSA STEINER

Title/Rank: Archon of the Lyran Commonwealth

Born: 3099 (44 in 3143; DECEASED)

The third Archon from the Somerset Steiner line, Melissa ascended to the throne upon the untimely death of her father, Andrew, from food poisoning contracted at the Tharkad City Liberation Street Fair. Only 28 at the time, and having previously shown more interest in the intricacies of commerce than affairs of state, the young woman was thrust into a world for which she was not adequately prepared. She initially surrounded herself with her father's aides before gradually coming to rely on her own people more. Chief among her advisors in the later years of her reign was her cousin Trillian, who functioned as an all-around troubleshooter/diplomat for the Archon.

Melissa had barely been in office when the HPG network crash suddenly made communications with the far-flung regions of her realm difficult. Whether to take advantage of the post-crash confusion or to give her realm something to focus on instead of disintegrating as the Republic had, Melissa began making plans to invade the states of the former Free Worlds League. By itself, this would not have been a major issue, but by choosing the double misstep of allying with Clan Wolf and then not handling them carefully, she invited the destruction of her own nation.

The Archon's lack of military experience showed in every action she took to stem the rising tide of chaos. For the first time, the LCAF took it upon themselves to play kingmaker and deposed the ineffectual Melissa in 3141, though the incompetence of their replacement allowed her to reclaim the throne two years later with the Wolves and Jade Falcons on the very doorstep of Tharkad.

In the end, Melissa Steiner sacrificed her own life for her people, giving herself up to allow Trillian and the rest of the Lyran leadership time to escape the capital in the face of the Wolf assault. Though she died in a futile gesture of defiance against Wolf Elementals, her final bravery earned her the respect of the Clan that killed her.

RODERICK STEINER

Title/Rank: General of the Armies

Born: 3115 (30 in 3145)

The pressure of living up to one's parents is endemic to each generation of the Great House families, and each person deals with it differently. In the case of Frederick Steiner, second son of Adam Steiner and his wife Heather Fyhne, that choice involved relinquishing the family name and making his way in the world on his own merits. Frederick Frost enjoyed an exemplary career in the LCAF, and passed on his strong sense of self and his independent streak to his son Roderick.

One area where Frederick leaned on his family connections was in the raising of his only child. With the accidental death of his mother in 3116 and his father's frequent deployments, Roderick spent most

of his childhood in the palace on Tharkad, where he formed close bonds with his cousins Melissa and Trillian. Archon Adam, who had never quite connected with his son Frederick, shared a special bond with his grandson. Young Roderick's grief over Adam's death in 3121 likely contributed to his decision to follow in his father's footsteps and set aside the Steiner name as he reached adulthood.

After graduating from Buena War College in 3135, Roderick was assigned as a Hauptmann in the Lyran Rangers, where he was involved in an unfortunate incident with the Jade Falcons that nearly torpedoed his career. He was saved from obscurity by Trillian, who not only chose him for a key role in Operation HAMMERFALL, but convinced him to reveal his true identity in order to lead the conquest of Tamarind. He later rose in the ranks and assumed an even greater authority during the conflict with Clan Wolf.

Since Trillian's ascension to the throne, Roderick has remained one of her staunchest allies. In return, she appointed him General of the Armies, essentially making him her right-hand man in saving the Commonwealth from the forces arrayed against it. His proven skills on the battlefield have served to mollify much of the criticism the new Archon has received from her generals, and he was instrumental in putting a quick stop to their mutinous stirrings after the initial abandonment of Hesperus in 3145.

PATRIK FETLADRAL

Title/Rank: Khan of Clan Wolf (in Exile)

Born: 3094 (51 in 3145)

It is a rare Elemental who rises to become Khan of their Clan, but Patrik Fetladral exhibits not only prowess on the battlefield, but a genuine talent for leadership that has served him well in the more than two decades he has led the Wolves in Exile. Born in an enclave on Kandersteg, Patrik drove himself to excel and live up to the example set by another famous member of his Bloodhouse, Evantha Fetladral. Though not directly descended from her, Patrik was inspired by her exploits during the Jihad and other conflicts the Exiles fought in. He passed his Trial of Position with two kills, and rose from Star Commander to Galaxy Commander in just seven years. After gaining his Bloodname in 3119, Patrick Fetladral became aide to Khan Josip Rhyde, and later shared leadership of the Clan as Rhyde's saKhan. Fetladral was himself elected to the highest position in 3125 after Khan Rhyde's death.

Under Khan Fetladral's leadership, the Wolves in Exile have prospered. They still hold the line against Jade Falcon adventurism and protect the border from their capital on Arc-Royal. Relations with Tharkad were maintained with trust and mutual admiration. In late 3136, Khan Fetladral hosted Trillian Steiner, and fielded a proposal from the Archon to mediate a deal between the Lyrans and Clan Wolf. Though wary, Fetladral took the deal to his counterpart Seth Ward, and came back with a counterproposal that saw the Wolves pull up stakes and relocate to the rimward region of the Commonwealth in preparation for an invasion of the former Free Worlds League. Fetladral and his Exiles continued working with both sides during Operation HAMMERFALL, but made their position clear when the Wolves snapped back and turned on the Lyrans. They quickly had more to worry about, however, once the Falcons jumped the border. Patrik Fetladral led his forces in opposing the Falcon invasion, but they were little match for the fierce Mongols of the Falcon touman.

GARETH DINESEN

Title/Rank: Margrave of the Melissia Theater

Born: 3093 (52 in 3145)

The Dinesen family has fallen far from the heights they enjoyed in the twenty-sixth century. Since being stripped of their lands and title as Dukes of Coventry, they have remained active both in politics and being the loyal opposition to Tharkad. Though they regained a title in the twenty-eighth century and a planetary landhold in the mid thirty-first, the Dinesens have remained largely sidelined in the affairs of the Commonwealth.

Gareth Dinesen is the count of Chapultepec, the hereditary holding of his family for the past three hundred years. Though Gareth never knew his grandfather Olaf, he has taken the older man's life as his template, rising to high command authority in the LCAF, then exceeding Olaf's achievements upon being appointed margrave for the Melissia Theater. However, if the late Archon Melissa thought to bind Dinesen more closely to her through gratitude, she was—as in many other aspects of her rule—sadly mistaken.

Dinesen was a main instigator of the coup that removed Melissa from the throne in 3141; though, like the rest of his co-conspirators, he quickly soured on the man they had chosen to replace her. Reluctantly admitting to their mistake, Dinesen supported the return of Melissa to power two years later. With her death shortly afterward, the top LCAF commanders preferred that one of their own assume rulership of the Commonwealth to face the several military threats against the realm, but Melissa's wish that her cousin Trillian succeed her was confirmed by the Estates-General.

In the run-up to the Lyran assault on the Clan forces battling on Hesperus, Dinesen, and Margrave, Diego Widmer of the Timbuktu Theater led the opposition to Trillian's plan. Though that minor rebellion was stillborn, Dinesen continues to agitate against what he sees as the new Archon's unsuitability for her position.

CLAN HELL'S HORSES

GOTTFRIED AMIRAULT
Title/Rank: Khan of Clan Hell's Horses
Born: 3083 (62 in 3145)

Gottfried Amirault is that rare Clanner who has advanced his career almost solely by political processes rather than by his prowess as a warrior. While he is by no means a weak warrior, he has found over the years that he can accomplish more with strategems in the Council chamber than with weapons on the battlefield.

Upon passing his Trial of Position with the minimum required one kill, Gottfried was assigned to pirate-hunting duty in the Barrens. Several years spent in this activity gained Gottfried a network of allies in important positions, which enabled him to enter the Bloodname competition with a powerful sponsor. Though he failed to win the first time he tried, three years later another Amirault legacy opened up, and this time he was successful.

Over the course of the next eleven years, Gottfried Amirault made connections and alliances that gradually moved him into position where he could be elected saKhan. Five more years brought him to the pinnacle of Clan leadership when Khan Teresia Cooper died during a Trial of Possession against the Jade Falcons on Waldorff.

Since his accession to the Khanship, Amirault has pursued a path of maintaining the status quo. Some of his younger warriors may chafe at the lack of opportunities for glory, but his policies have kept the Clan strong even while surrounded by deadly enemies. Among the other Clans, however, Amirault has become something of a joke. His capitulation to Malvina Hazen has damaged his standing among the warriors of the Hell's Horses, but her failures at Tharkad and Hesperus have given Amirault a little breathing room to begin extracting the Clan from this disastrous alliance. Whether the fallout from his mistake will harm Amirault, or if he can use his decades of political experience to save his position remains to be seen.

FULK LASSENERRA
Title/Rank: SaKhan of Clan Hell's Horses
Born: 3108 (37 in 3145)

Steeped in the Mongol philosophy of battle since birth, Fulk came out of the sibko with an appreciation for all roles in combat, and his cunning tactical mind to put them to good use. The young Star Captain made a name for himself in the Fire Horse Galaxy, attracting the attention of Galaxy Commander Tristan Fletcher, who made Fulk his aide. Eight years after passing his Trial of Position, he won the Lassenerra Bloodname after a close final round against a Snow Raven pilot.

In 3135, his whole outlook on the world changed. Following his Galaxy Commander into the Republic, Lassenerra was present on the *Bucephalus* when Fletcher challenged Malvina Hazen to a Trial of Possession for the Mongol doctrine. Fletcher's brutal defeat threw Lassenerra's worldview out of alignment. By the time he returned under the Fire Horse's new commander, Manas Amirault, he had re-examined his philosophy, and come to believe that Malvina's interpretation of the doctrine was correct. Though Amirault made an alliance with Malvina in order to correct her misunderstanding of the Horses' preeminent mode of warfare, Lassenerra was among those young warriors who fully embraced the Falcon version.

It was during the Golden Ordun's invasion of the Lyran Commonwealth that Lassenerra experienced his next change of heart. Though a faithful follower of the Chinggis Khan for six years, his resolve was weakened after the incident on Timkovichi. Malvina's temper tantrum across several Lyran worlds after the failed conquest of Tharkad further distressed her Horses followers, and when word got out that she had nearly nuked the factory complex on Hesperus, Lassenerra finally saw the madness behind her facade. The death of saKhan Jeronimo Cobb on Hesperus opened up the position, and Lassenerra found himself elected to give voice to those warriors dissatisfied with the Falcon alliance. With strong support in the Clan Council, the two Khans began divorcing themselves from Mad Malvina.

SACHIKO RAVENWATER
Title/Rank: Loremaster of Clan Hell's Horses
Born: 3063 (82 in 3145)

The current Hell's Horses Occupation Zone is the second such holding they have possessed in the Inner Sphere since the Clans returned. For a few short years, they had claim to three worlds in the middle of the Wolf OZ that they were eventually forced to relinquish after coming into conflict with the Ghost Bears. Sachiko Ravenwater is the sole surviving warrior decanted into a sibko on those worlds, and the oldest warrior in the touman. She has held the position of Loremaster for nearly five decades, and shows no sign of stepping down any time soon.

Though Sachiko and her sibkin were decanted on Stanzach, the loss of that world less than a year later meant they were raised back in the Homeworlds. We still know very little about what happened in the Kerensky Cluster over the next two decades, but by the time Sachiko tested out, the Horses had permanently relocated to the territory they had carved out of the Wolf and Jade Falcon Zones. As a young MechWarrior, she served with distinction against Clan Wolf, earning promotion to officer rank within a year. In 3086, she was part of an exchange program initiated by Khan Kabrinski that sent a Binary to observe how Horses warriors who had settled in the Republic were integrating. After two years, she returned to Czesztreg and won her Bloodname and the rank of Star Colonel.

When the First Horde Cluster was formed, she requested a transfer and accepted a demotion in order to fill an empty slot. Within five years, the success of the Horde and Ravenwater's increasing profile as a fountain of information on both Clan and Spheroid customs saw her elected to the position of Loremaster. She has advised many Khans over the past forty-seven years, and much of the Horses' success at forging a state from their conquests can be laid at her feet.

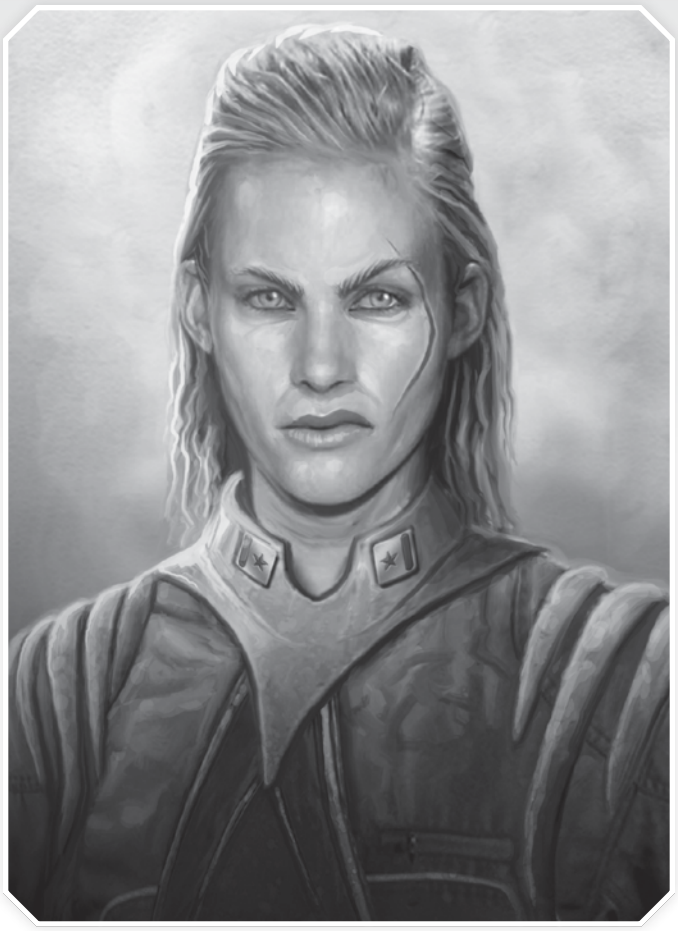
CLAN JADE FALCON

MALVINA HAZEN
Title/Rank: Khan of Clan Jade Falcon
Born: 3103 (42 in 3145)

Madness comes in many forms, some of them obvious and some of them disguised. Then there are those that should have been obvious, but were overlooked for one reason or another. Malvina Hazen, the mad Chinggis Khan, exhibited an early penchant for brutal violence well beyond what we expect from the typical Clan warrior. Subjected to systematic torment in the sibko on account of her small stature, Malvina made it through only with the help of her sibkin Aleksandr and her own talent for violence. She learned early on to never leave an enemy alive, and has held to that tenet throughout her life.

After passing her Trial of Position, Malvina became acquainted with the Falcon variation on the Horses' Mongol doctrine, and found a philosophy well suited to her personal mores. The concept of using extravagant violence as a tool first found expression when, as an unBlooded Star Captain, she ordered the deaths of five thousand men, women, and children during a labor mutiny on Wotan. This incident earned her a reputation that put her at the forefront of the Mongol movement within her Clan.

We suspect that Khan Jana Pryde chose Malvina and her brother as leaders of the Falcon *desant* in order to remove a couple of potentially powerful rivals from the occupation zone. During this campaign, her full capacity for violence was realized, with such planets



as Chaffee and Ryde paying the price. After the death of her brother on Skye, her brutality increased exponentially. Her actions in challenging Khan Pryde showed that she was willing to turn her worst tendencies against even her own people, justifying Pryde's caution.

In the months since awakening from the coma Beckett Malthus put her in, Malvina has been dormant. There is no doubt that when she fully recovers, her vengeance will fall upon her enemies—both Clan and Spheroid alike—with a ferocity that will make her earlier efforts look amateurish.

BECKETT MALTHUS

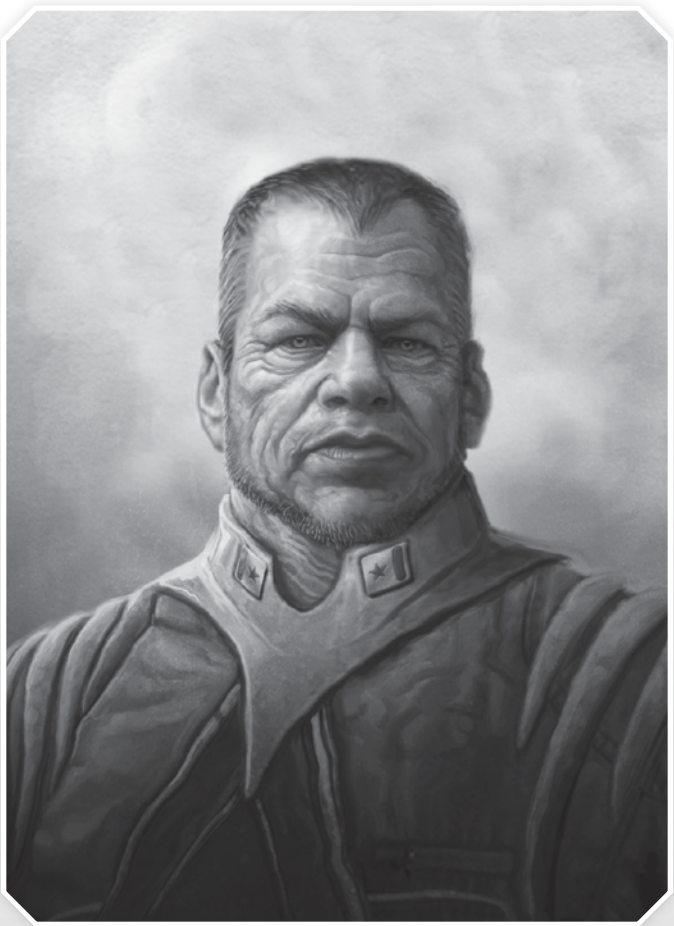
Title/Rank: SaKhan of Clan Jade Falcon

Born: 3081 (64 in 3145; DECEASED)

Beckett Malthus harkened back to another great Jade Falcon politician: the infamous seven-minute ilKhan Elias Crichell. Like that invasion-era leader, Malthus was a consummate manipulator and strategist both in the council chamber and the battlefield, earning him the nickname "the Crow." Unlike his predecessor, however, Malthus preferred to work behind the scenes, acting as mentor to several Falcon ristars while keeping his own presence on the sidelines. His two greatest such pupils, Jana Pryde and Malvina Hazen, had very different outcomes.

As a young warrior, Beckett exhibited promising skill in combat, but he always seemed reluctant to do any more than was necessary to maintain his position in the caste. Instead, he used an innate understanding of the weaknesses of his enemies to get what he wanted. Despite having participated in few actual battles, he rose quickly until he achieved the rank of Galaxy Commander of Turkina Keshik, the Khan's bodyguard unit. From this position, he closely observed three Khans and watched each new crop of warriors for one he could mentor to the highest office. Finding his candidate in a young warrior of the Pryde Bloodhouse, he shepherded her career until she became second to Khan Ruel Chistu. After a failed Falcon offensive against the Wolves in 3129, Malthus engineered the fall of Chistu, and Jana Pryde's reign began.

Within five years, however, Malthus found himself out of favor with Pryde, and was assigned to accompany the Falcon *desant* into the Republic, where he was gradually pulled into the orbit of Malvina Hazen. His initial sense of her as another young warrior he could groom came crashing down with her destructive challenge to Khan Pryde. Witnessing Malvina's madness firsthand, Malthus—who had been forced into the saKhan position—seized the opportunity to remove her during the stalemated campaign on Hesperus. His failure led directly to his death a few months later.



NORITOMO HELMER

Title/Rank: Galaxy Commander, Clan Jade Falcon
Born: 3104 (41 in 3145)

It must be hard being an honorable warrior among the Golden Ordun of Malvina Hazen. Noritomo Helmer, commander of Delta Galaxy after Malvina's return to Sudeten, is by all accounts one such man. Star Colonel of the 305th Assault Cluster at the time of the initial Jade Falcon *desant*, Helmer was a great admirer of Aleksandr Hazen. To Helmer, being a Clansman is about being the pinnacle of human achievement in warfare and demonstrating one's skill on the battlefield. When Aleksandr Hazen was killed in the initial attempt on Skye, Helmer's worldview was shaken. Aleksandr's sister Malvina, Helmer's own commanding officer, shook it even further as she began using tactics that had previously been considered dishonorable by Falcon warriors, and expected her officers to do the same.

The next year was a constant struggle for Helmer to maintain his honor under increasing pressure from Malvina to fall in line with her Mongol ideology. When Malvina left the Falcon's Reach to make her play for the Khanship, she left him, now holding the rank of Galaxy Commander, in command of the remaining forces, and ordered him to hold the Reach. Under his control, the conquered worlds were spared Malvina's excesses.

Many among the remaining warriors urged Helmer to abandon the occupied territory and return to Sudeten, but his honor held him to carry out the last orders of his rightful commander. However, as word trickled back about Malvina's increasingly brutal tactics, he began questioning his devotion to his orders. In the years since, Helmer has walked a fine line between obeisance to his Khan's will and adherence to his own sense of honor. His position holding the Reach has worked in his favor, as distance from Malvina has shielded him from her wrath. In fact, the Chinggis Khan seems to be using the Reach as a dumping ground for malcontents, providing Noritomo Helmer with a reserve of forces we can possibly work with against the mad Khan.

CYNTHY

Title/Rank: "Pet" of Khan Malvina Hazen
Born: 3130 (15 in 3145)

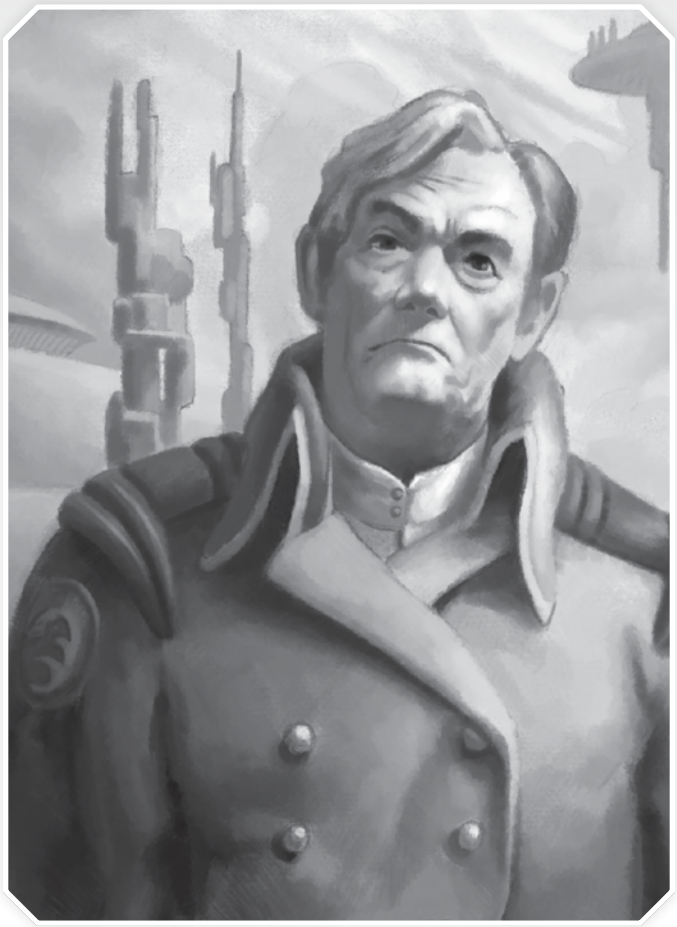
This poor girl. Whatever else she's guilty of, Malvina Hazen's greatest crime may be what she's done to the young girl she found on one of her conquered worlds and has "raised" for the last decade. I'm trying to be objective here, but I'm so disgusted that it is difficult.

As near as we can tell, the girl known to us only as "Cynthy" is a native of Skye. She first appeared in Malvina's entourage in late 3135, when she arrived on Sudeten to challenge Khan Pryde. Our agents have tried to search official documentation on Skye, but Malvina's orders to ransack much of the Prefectural and planetary offices has severely compromised all records. It is possible, though not certain, that Cynthy is really Cynthia Meijer of Portmeirion. Francis and Gemma Meijer were members of the Skye Standing Guard who died in the Jade Falcon conquest, and whose five-year-old daughter went missing afterwards. However, we have been unable to find any relatives or family friends who could positively identify the girl.

In the end, though, where she came from is of less importance than what has happened to her since. Malvina has kept this girl around like a pet, indulging her every whim and generally treating her like a lab experiment in social development rather than a human being. And given Malvina's own tendencies, who knows what horrors Cynthy has witnessed over the past ten years. Fleeting video footage of the girl from the aftermath of several battles during Malvina's rampage towards Tharkad shows us a teenager whose body language and physical reactions are, to quote Dr. Lambert in the psyops division, "textbook abuse victim combined with post-traumatic stress."

Oddly, Malvina has not forced Cynthy to enter warrior training in a Jade Falcon sibko, even though the girl was certainly young enough when she was first taken. Perhaps she is using the girl to work out some issues from her own childhood?

CLAN SEA FOX



MORI HAWKER
Title/Rank: Khan of Clan Sea Fox
Born: 3074 (71 in 3145)

The transformation of the Diamond Sharks into the semi-nomadic Sea Foxes is one of the most striking adaptations seen among the Clans that have made their home in the Inner Sphere. Mori Hawker has overseen this evolution for four decades. Despite his strong guidance, the Clan has begun to slip away from him in recent years.

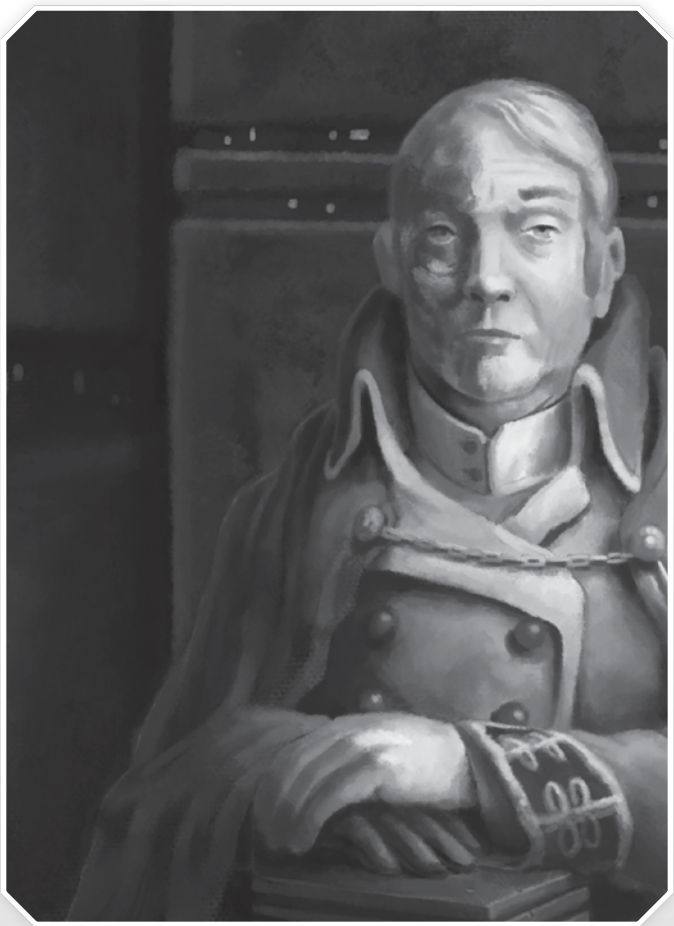
Born into a sibko on Itabaiana during the height of the Jihad, Mori is the spawn of Alan Hawker. Unlike his genefather, however, he has never had issues controlling his anger, nor was he mired in the ways of the past. After passing his Trial of Position in 3092, Star Commander Mori fully bought into the reforms being pushed through by Khan Naomi Nagasawa. During Hawker's Challenge the next year, he fought four trials in support of the reforms, winning every one. The gaps in the touman opened up by these losses gave him the opportunity to win a Bloodname much earlier than he otherwise would have, and his voice added to the Clan Council strengthened the position of Nagasawa's successor, Xoc Hammond.

Under the Great Reshaping, Hawker was given command of a CargoShip in the newly named ilKhanate. His mercantile successes catapulted him to the forefront of the Clan's leadership, and he was a lock for the Khanship upon Hammond's retirement in 3113.

In the years since then, Hawker has led his Clan to economic dominance of the Inner Sphere. In doing so, however, the freedoms he allowed each Khanate and its attendant Aimags to pursue on their own courses towards prosperity have led to their greater desire for freedom from central authority. A failed attempt to assassinate Khan Hawker with Jade Falcon collusion in 3134 led to a purge of the more vocal proponents of independence, though a strong undercurrent remains.

PETR KALASA
Title/Rank: SaKhan of Spina Khanate
Born: 3094 (51 in 3145)

The Kalasa bloodlines are known for their mercantile acumen, and the early part of Petr Kalasa's career resembled that of so many others of his lineage. His first years in a Skate Khanate sibko on Trondheim were uneventful, and he tested out as a



warrior with a single kill. While serving as a junior merchant on the CargoShip *Abyssal* he passed his Trial of Commerce by negotiating a deal to supply advanced personal data devices and the integrated network services necessary to use them to isolated communities on Xanthe III at a significant profit to his Aimag. The prestige he gained from this deal allowed him to compete for the next open Kalasa Bloodname, and inspired saKhan Mikel Sennet to declare a Trial of Possession to bring Petr over to Spina Khanate.

Assigned to Delta Aimag on the CargoShip *Voidswimmer*, Petr Kalasa continued his streak of successes, often in competition with another young merchant-warrior, Sha Clarke of Beta Aimag. The rivalry between the two men grew over the years, even as each rose in their respective hierarchies until they led their Aimags. By 3134, Clarke had begun trouncing Kalasa on a regular basis. Then Kalasa uncovered a conspiracy between Clarke and the Jade Falcons to assassinate Khan Mori Hawker. The conspiracy was stopped thanks to his efforts, and Kalasa gained increased stature among his fellow Foxes.

The culmination of his long rivalry with Clarke seems to have energized Petr Kalasa. Driven in part by several high-profile deals, the most notable of which was his shepherding of the *Mad Cat Mk IV* design to production, his star began rapidly rising amongst the Sea Fox Clan as a whole. He has risen to leadership of his Khanate in recent years, succeeding saKhan Sennet in 3140. His greatest achievement came with the founding of the Clan Protectorate substate of the new Free Worlds League.

ANTOINETTE LABOV

Title/Rank: OvKhan of Tiburon Khanate, Gamma Aimag

Born: 3112 (33 in 3145)

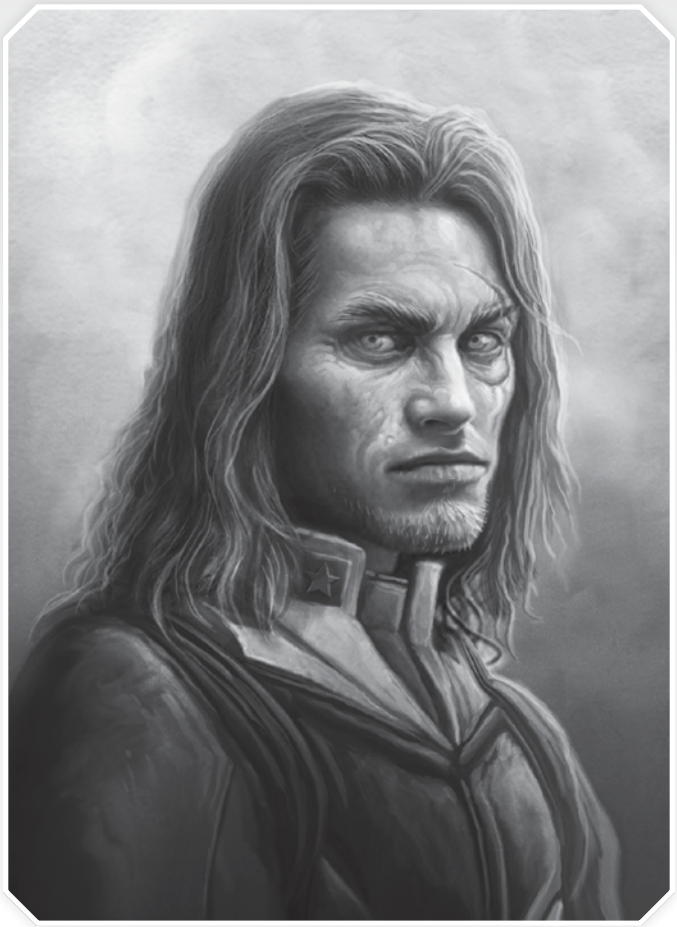
Tiburon Khanate has always had a close working relationship with the Republic, and ovKhan Antoinette Labov is a prime example. Born into the Foxes' Full Moon enclave on Shimonita, she achieved not only a successful Trial of Position (testing out as a Star Commander) but also gained her Republic citizenship after serving five years in her homeworld's Clan reserve militia. At the conclusion of this service, she transferred to Tiburon's Gamma Aimag, and began her rise through the ranks of the Khanate's merchant-warriors.

Under the guidance of ovKhan Orestes Hammond, Antoinette cut her teeth in one of the most ruthless markets of the Inner Sphere: the Lyran Commonwealth. With both the opportunities and obstacles so great, the young merchant rapidly progressed in her understanding of the intricacies of trade, and passed her Trial of Commerce to become a Master Merchant at the age of 28, just two years after winning her Bloodname.

The collapse of the Republic and the institution of the Fortress presented the Sea Foxes with many opportunities to increase their profit potential by providing necessities to prefecture worlds cut off from Terra. Gamma Aimag frequently operated in the anti-spinward Prefectures, occasionally clashing with Wolf or Jade Falcon forces occupying many of those worlds. One such encounter in 3143 with a Wolf Galaxy on Rochelle resulted in the death of ovKhan Hammond. As the next senior merchant present, Antoinette Labov took command and extricated the CargoShip *Caleuche* from the system with no further casualties. Her efforts won her election as the ovKhan two months later during a conclave at Dubhe.

Over the years, Antoinette has become quite friendly with Exarch Redburn and the other leaders of the Remnant. Their character references for Julian Davion—and the enormous profit potential to be gained—were instrumental in her decision to accompany his mission back to the Federated Suns.

WOLF EMPIRE



ALARIC WARD
Title/Rank: Khan of Clan Wolf
Born: 3111 (34 in 3145)

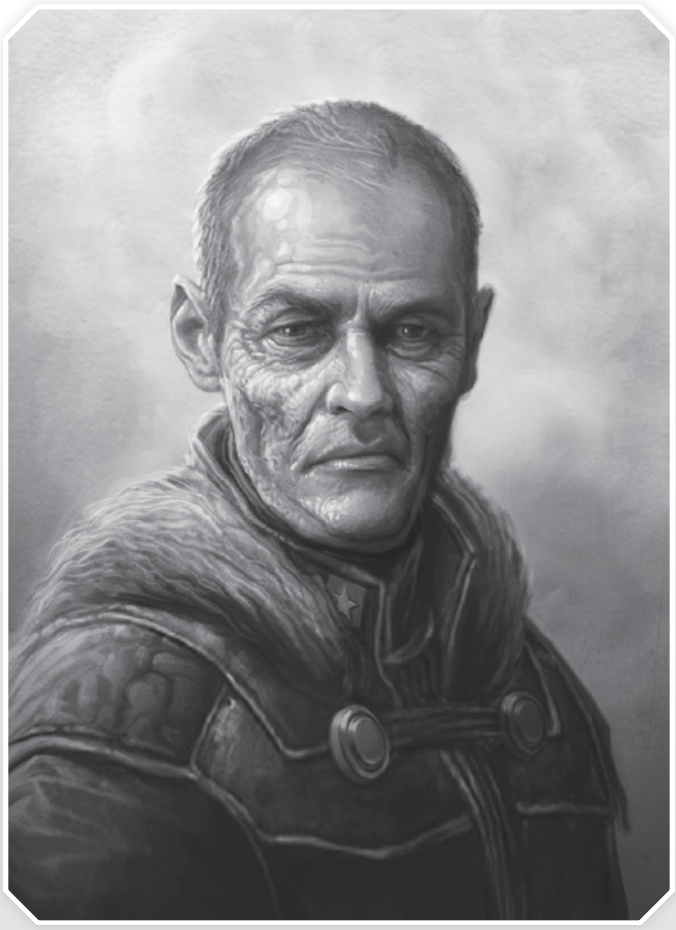
Without a doubt, Khan Alaric Ward is the biggest threat facing the Inner Sphere today. While Malvina Hazen may be more destructive or unpredictable, her defeat is possible through the application of overwhelming force. Alaric, on the other hand, possesses a calculating dynamism that defies easy analysis and renders his actions far more dangerous.

Alaric's origins, as publicly announced by the Khan himself, have given rise to much speculation. He acknowledges Katherine Steiner-Davion as his mother, but his father's identity is as yet unrevealed. He must have a connection to the Ward Bloodname, but exactly how he is linked remains a mystery. The Clans usually trace descent through the maternal line, which should make him ineligible for a Bloodname, yet somehow hasn't. We have heard rumors of something called the "Ironborn Sibko," from which Alaric is allegedly the only successful product, but what exactly it means is, again, unknown.

Whatever his origin, Alaric was a late bloomer. He did not take his Trial of Position until the age of twenty-four, well past the time other Clan warriors have done so, and nearing the time he should have been winning his Bloodname. Again, as with much of his early life, we don't know why he deviated from tradition. Once he had passed, winning rank as a Star Captain, his career began to rise. He accompanied the Wolf delegation to Terra for Victor Davion's funeral, and was instrumental in planning his Clan's migration into Lyran space. After spending a month as Anastasia Kerensky's bondsman, he was inexplicably allowed to return to his Clan, and they accepted him back. His leadership during the invasion of the Free Worlds states propelled him to Galaxy Commander, and his critical role in the invasion of the Commonwealth won him both a Bloodname and a Khanship. Since those events, Alaric has contented himself with securing the Wolf Empire and picking at Republic and Lyran worlds. His future goals, much like his history, are shrouded in mystery.

SETH WARD
Title/Rank: Khan of Clan Wolf
Born: 3087 (56 in 3143; DECEASED)

The spawn of Galaxy Commander (later Khan) Elsa Ward, Seth inherited his genemother's abilities in battle, but not her physical appearance. Pale and slender, with thinning hair and a face scarred by childhood acne, Seth had to make more of an effort than his



peers to prove himself worthy of being a Clan Wolf warrior. That he not only acquired the Khanship, but held it for two decades is a sure sign of his superior genes, regardless of what his external appearance had indicated.

As a result of his physical drawbacks, young Seth developed a cunning and ruthlessness that ensured he was the only one of his sibkin to pass their Trial of Position. His career as a warrior was littered with the defeats of those who stood in his way, and his winning of a coveted Bloodname in 3113 propelled him to greater heights. Sometime along the way, Ward fell under the spell of Katherine Wolf, and began a political relationship that would see him rise to the pinnacle of the Clan.

With the support of Katherine and the network of allies she had built up in the Clan during her decades among them, Seth Ward won the Khanship in 3122. Though his rule as Khan was occasionally harsh, he maintained good relations with the Wolves living in the Republic, acting as a trusted advisor during the social conflicts in the early 3130s.

The migration plan for the Wolves as presented by agents of the Lyran Archon dovetailed with plans Khan Ward had long harbored for kicking his Clan out of their complacency. He presided over the move and the initial invasion of the Free Worlds League before leading his Clan in their betrayal of the Archon. Ironically, the Khan known for manipulation and treachery was himself brought down by a Loki assassin in the palace on Tharkad.

GARNER KERENSKY

Title/Rank: saKhan of Clan Wolf

Born: 3101 (44 in 3145)

Though it still carries a massive weight of symbolic value among the Clans, the Kerensky Bloodname has been on the decline for the past five decades. Fewer sibkos are created from the Founder's bloodlines every year, and those cadets who emerge on the other side of their training fail to live up to the high standards established by the Bloodname's pedigree. Garner Kerensky, the current saKhan of Clan Wolf, is a rare exception to this downward trend. From his earliest years, he fought hard to excel, often taking risks others would shy away from in his efforts to succeed. As a young Star Captain, Garner won his Bloodname after progressing through the Grand Melee and, despite being the underdog, wrested victory in unaugmented combat against an Elemental. His exploits against the Jade Falcons and Hell's Horses propelled him ever higher, until he was elected to the position of saKhan following the death of Nicolau Vickers in 3134.

With the Wolf migration underway, saKhan Kerensky assumed much of the responsibility of keeping the other Clans ignorant of their relocation. As a result, control of the Wolf Watch gradually fell under his office, a violation of tradition that roused the ire of Loremaster Liam Ward, even though it was supported by the Khan. This inadvertent creation of a powerful enemy within the Clan appears to have escaped Kerensky's notice. During the past two years, he has been distracted by the arrival of Anastasia Kerensky. However much he might fail to notice the animosity of Loremaster Ward, the saKhan is acutely aware of the threat posed by the former mercenary leader. Reports of violent arguments between the two Kerenskys during the fighting on Hesperus last year have yet to be confirmed, but they resemble accounts relayed by Lyran agents on Gienah. Our Sea Fox friends speculate that Garner Kerensky may not be long for this world.

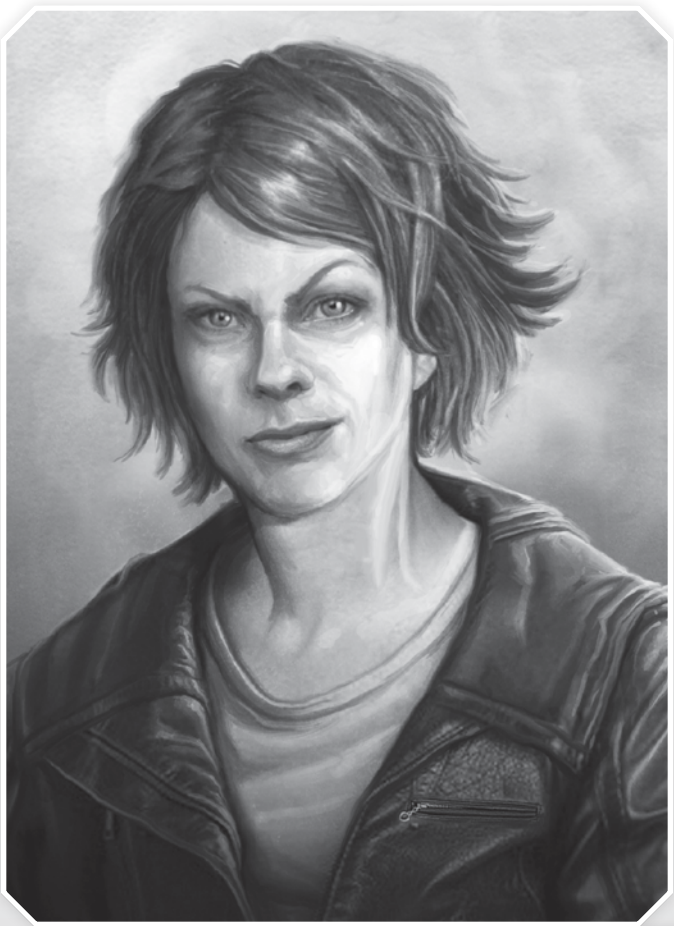
ANASTASIA KERENSKY

Title/Rank: Star Colonel, Second Wolf Assault Cluster

Born: 3105 (40 in 3145)

Anastasia Kerensky used to give our best analysts fits. From the day she arrived in the Republic, her motivations were often difficult to parse, especially since she seemed to vary them almost from week to week. The aimless bouncing from one goal to the next that characterized her actions in the mid-3130s caused many observers to question her mental state, with some claiming she seemed like a different person each time she popped up into the public eye. Over the last ten years, however, we've seen the emergence of a new Anastasia Kerensky, one more focused and less given to impulsive actions.

Her gutting of the Steel Wolves on Galatea in 3135 caught everyone unawares. As those she had cast aside or who could not stomach the changes she was making scattered to other commands or desperately tried to hang onto their identity as Steel Wolves, Kerensky was honing her remaining followers into an unusual mercenary unit. These new Wolf Hunters proved themselves on Irian, and formed a major component of the Republic's



defense against the Wolf migration the next year. It was during that campaign than Kerensky first encountered the future Alaric Ward. We are not privy to what went on between the two, but it is clear that something happened then that would inform their interactions during subsequent events in the Lyran Commonwealth.

When Kerensky was captured by Clan Wolf on Smolnik in February 3143, she effectively vanished from the stage for several months. She resurfaced as an accepted member of the Wolf warrior caste in September, evidently a loyal follower of Khan Alaric. What exactly inspired this change is unknown, but from all reports she appears to have integrated into her new Clan seamlessly. Kerensky led a Cluster during the fighting on Hesperus, and has since been sighted in operations on the antispinward side of the Wolf Empire.

RASALHAGUE DOMINION

DALIA BEKKER
Title/Rank: Khan of Clan Ghost Bear
Born: 3081 (64 in 3145)

Born into the Clawed Defender sibko on Satalice, Dalia was an unremarkable warrior who passed her Trial of Position with the minimum result. Where she excelled was in motivating her comrades to follow her, a trait that came in handy when she was assigned to garrison duty with the Sixth Bear Regulars. Shortly after her posting, the Second Combine-Dominion War broke out, and the Sixth found itself defending against strikes from the Nova Cats, the Kuritans, and the renegade Black Dragons in quick succession. Dalia's leadership skills rallied the overwhelmed Sixth long enough that they were able to hold out for reinforcements. After the war's end, Dalia was sponsored for and won a Bekker Bloodname.

Now transferred to a frontline Cluster in Rho Galaxy, Bekker used the judicious application of Trials and challenges to rise through the ranks. At the same time, she laid the groundwork for a political career by cultivating connections with a number of influential warriors. By the second decade of the century, she was on the verge of reaching the Khanship; all she needed was something to push her over the top.

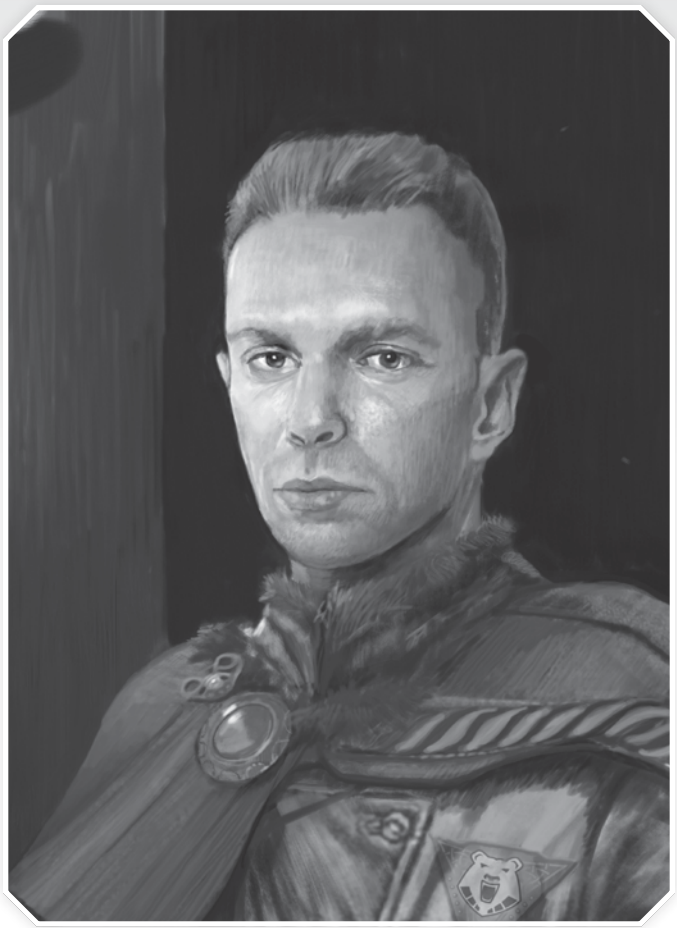
That something came in the form of the Motstånd resurgence of 3125. Galaxy Commander Bekker led Alpha against several rebel strongholds, finally cornering Cilla Amdahl on Vipaava. Bringing that ancient thorn in the Clan's side to justice provided Bekker the needed push over the top, and she won election as Khan the next year.

Dalia Bekker's rule as Khan has been one of re-entrenchment, as she has promoted a conservative agenda rooted in a reverence for the old Clan ways. Yet at the same time, she still possesses a reverence for Devlin Stone and the Republic that led her to send three Galaxies into the crumbling Prefecture I as a stabilizing force. This respect has kept the Rasalhague Dominion as the only surrounding power to not take advantage of the post-Blackout troubles.

HJALMER MIRABORG
Title/Rank: Prince of the Rasalhague Dominion
Born: 3105 (40 in 3145)

Hjalmer is the only child of Anders Miraborg, a distant cousin of the infamous Iron Jarl and a military hero in his own right for his actions during the Second Combine-Dominion War. Elected as Prince in 3109, Anders enrolled his son in a Ghost Bear freeborn training facility as soon as he was old enough. By the early years of the century, the hybrid nation of Rasalhague had settled on a successful formula for integration, and Hjalmer's experiences in the sibko program reflected those of thousands of native children whose parents wished them to enter the military as a path towards becoming part of the elite. The boy excelled at his training, passing a Trial of Position with a rank of Star Captain and entering service with the Taiga Galaxy as had his father.

This was during a time of peace for the Dominion, and opportunities for proving ones martial skills were few and far between, but Hjalmer seized every chance. During the Motstånd resurgence of 3125, his Cluster fought in one of the few stand-up battles, defeating the Second Snapphanar on Predlitz. In the aftermath of the resurgence, Hjalmer resigned from the military and took up



politics. Though his young age gave pause to some critics, he successfully painted the sitting Prince, Jens Negaard, as too lenient on the terrorists, turning public opinion against him. The Dominion Council voted to remove Negaard from office, and the people elected Miraborg as his replacement.

As the fourth Prince of the Rasalhague Dominion, Hjalmer Miraborg is the first to have been raised in a Clan-style sibko, and that background has had a demonstrable effect on his leadership. In many respects, he acts more like a Clan Khan than an elected Prince, and is notorious for favoring blunt, straightforward solutions to complicated political issues. This has won him the admiration of both the native Rasalhagian and the Clan populations.

LARS MAGNUSSON

Title/Rank: Galaxy Commander, Alpha Galaxy

Born: 3112 (33 in 3145)

When the Magnusson Bloodname was created by the Ghost Bear Council during the Jihad, it was restricted to just ten Bloodrights at first, with later legacies added through the use of a Trial of Propagation. Lars is the product of the second such expansion in 3111, when the Magnusson Bloodname received a full twenty-five-name complement. As a first-generation spawn of Ragnar Magnusson, Lars grew up well aware of the nobility in his blood, and knew that many in the Inner Sphere would accord him favor because of it. While his upbringing as a Ghost Bear rejected the idea, his innate aptitude for politics recognized the value it could have on the interstellar stage.

Upon testing out as a Star Commander, Lars entered service in Alpha Galaxy. Due to the circumstances of the day, he saw little action, mostly just raids back and forth with the neighboring Clan Occupation Zones. His unit was part of the contingency plans developed by the Bears in the pre-Blackout years, and Lars participated in many mock scenarios. An unexpected opening in the Magnusson Bloodhouse gave him a chance to win his Bloodname in late 3134, for which he received the sponsorship of Galaxy Commander Kolya Magnusson.

As a newly Bloodnamed warrior and a descendent of Rasalhagian nobility, Lars Magnusson was selected to accompany the Khan's entourage to Terra for the funeral of Victor Davion. There, he was able to set aside his warrior nature and connect with other young Spheroid nobles on a personal level. The friendships he formed led him to fight against both the Capellans and the Senate rebellion on behalf of the Republic before returning to the Dominion. In the interim, his Galaxy had been deployed to stabilize Prefecture I, and Magnusson joined them on Alrakis. His unit opposed the expansion of the Vega Protectorate, but ultimately retreated to Orestes on the orders of the Khan. Magnusson has since trialed for and won the rank of Galaxy Commander.

RAVEN ALLIANCE

STERLING MCKENNA

Title/Rank: Khan of Clan Snow Raven

Born: 3101 (44 in 3145)

Sterling McKenna was born just a few years before the final evolution of the Raven Alliance, and was among the first generation of Snow Raven warriors to experience the full benefit of the integration between the two cultures. She progressed through the sibko, showing promise as a top-notch aerospace pilot, and her Trial of Position results bore this out. Star Colonel Sterling entered service with the Fifth Raven Wing Cluster, and saw action on the Combine border during the 3120s. Gaining the rank of Galaxy Commander in 3128, she assumed command of Gamma Galaxy, which was positioned along the border with the Draconis Combine.

Sterling was a late bloomer in the political arena, a rare trait for a Raven commander. Neverthless, upon winning her Bloodname in late 3129, she demonstrated that she was every bit the equal of those who had been playing the game for much longer. Within two years she had

maneuvered herself into the Khanship, defeating a number of challengers along the way. At the same time, she forged a close alliance with Star Admiral Iqbal Lankenau, and once his election to saKhan was secured, the two led a powerful block in the Clan Council.

Unexpectedly, Khan McKenna forged a more personal collaboration with First Prince Davion in 3134, whose wife had died a few years before. Spending much of her time in his company on New Avalon, she relied on saKhan Lankenau to hold things together in the Alliance while she took care of both personal and diplomatic business with the First Prince. After Harrison's injury and death, she began a similar relationship with his son Caleb, though it was clear they didn't share as strong a connection. In fact, our analysts now suspect that Khan McKenna was likely responsible for the Combine attack which resulted in Caleb's death.

IQBAL LANKENAU

Title/Rank: SaKhan of Clan Snow Raven

Born: 3096 (49 in 3145)

Once the possessor of the largest WarShip fleet among the Clans, the Snow Ravens have seen their resources dwindle in the new era of peace. Along with the reduction of their active fleet, those Bloodhouses most associated with naval command have likewise experienced a loss of both numbers and power. The number of Lankenau legacies has shrunk in recent decades to less than half of the full complement of twenty-five, both as a result of the de-emphasis of naval power and the Great Reavings.

From his earliest days in the sibko, Iqbal held a strong desire to return the Lankenau Bloodhouse to its former prominence. He pushed himself to excel and passed his Trial of Position with three kills, earning him the rank of Star Captain. He served under Star Admiral Jacoby Sukhanov in the Conqueror Naval Star for six years before winning his Bloodname. After another six years, he rose to a command of his own and took up patrols of the Combine border with the Alliance Naval Star stationed out of Dante. While serving in this duty, he formed a close political alliance with Gamma's Galaxy Commander Sterling McKenna, that deepened when McKenna won election as Khan in 3131. A year later, and with the new Khan's influence, Lankenau gained the position of saKhan.

As the leaders of their Clan, McKenna and Lankenau function almost as if they share the same mind. During the time when McKenna was involved in relationships with Harrison Davion and then his son Caleb, saKhan Lankenau ran the Alliance according to the plans that he and his Khan had strategized. Over the past ten years, he has come to realize his deepest held goal. The Lankenau Bloodhouse, once seen as superfluous with the decrease in the size of the Raven fleet, has expanded in parallel with the reactivation of the fleet.

CHRISTIÁN AVELLAR

Title/Rank: President of the Raven Alliance

Born: 3110 (35 in 3145)

As part of the grand bargain that created the Raven Alliance, the Avellar family has maintained its hold on the Presidency, despite the decreased power that position entails. Christián Avellar is the latest scion of the family to occupy the presidential seat. The grandson of Mitchell Avellar, Christián has a strong sense of national pride and is a keen student of Outworlds history. However, the current circumstances of the former Outworlds Alliance leaves him little outlet for his patriotic sensibilities.

Christián succeeded his father Hugo in 3135 after the latter's suicide. At the age of twenty-five, he had already earned a reputation as a literary stylist, anonymously entering several writing competitions each year and winning a fair number. The majority of his work is satire, and deals with the often-confusing interactions between a race of giant birds and the humans who both provide for them and are ruled by them. The inspiration should be obvious.

As the second son of Hugo, Christián had little expectation of taking the Presidency, but was chosen by the Raven Council over his older brother Eustace, due to his rumored involvement with extremist anti-Raven organizations. In contrast, the younger Avellar's satirical writings were seen by Khan McKenna as a much lesser concern. The Khan's clear fondness for Christián and

her amused indulgence of his proclivities are not understood by many in the Council, but they have shielded him from retaliation over the years.

In addition to his literary excesses, Christián is a hedonist of the highest degree. His love of good food is legendary, as reflected in his morbid obesity. Even more than his humorous meditations on the state of the Raven Alliance, his physical condition makes him a figure of disgust to most Clan warriors.

PERIPHERY STATES

ILSA CENTRELLA
Title/Rank: Magestrix of the Magistracy of Canopus
Born: 3068 (77 in 3145)

Ilsa Centrella—who also uses Liao-Centrella when useful—is the daughter of Sun-Tzu Liao and Naomi Centrella. Born prior to the marriage between the two rulers, she was legitimized afterwards, and thus became heir to both nations. However with the birth of her brother Daoshen, she was removed from the Capellan succession. Though the loss of half her birthright must have had an effect on Ilsa during her formative years, she has always presented the face of a proud Canopian Magestrix, and shows no signs of coveting her father's throne.

Ilsa's relationship with her brother seems to have been a strange one, with many rumors of inappropriate closeness between the siblings over the years. Certainly the personalities of the two have helped foster all kinds of speculation. Ilsa inherited the worst traits of both sides of her family. Possessing every ounce of the same cunning shown by her father, she also wields the political opportunism of the Centrellas with deftness. Many ambassadors or foreign rulers have found themself outmaneuvered by the Magestrix, with most not even realizing it until much later. She gives every appearance of being an aloof and imperious woman, but at the same time, her charm can soften the hardest cynic.

Her recent marriage to Ari Humphreys of Andurien is a curious turn of events. Though the two nations have traditionally been friendly, even close allies at times, Ilsa's relation to the Capellan dynasty was thought to have poisoned that connection. What each side hopes to gain out of the marriage is unknown; Ilsa's age precludes the birth of any heirs, so the union's long-term viability is questionable.

Ilsa maintains a distant relationship with her other sibling, younger sister Danai, in part because of the great gulf in their ages. It is no doubt difficult to relate to a sibling young enough to be your own child.

KAFF DORU

Title/Rank: Protector of the Taurian Concordat

Born: 3089 (56 in 3145)

Not many people can claim to be descended from the military hero of two nations, but Kaff Doru takes an immense amount of pride in being one of them. As the great-grandson of Hadji Doru, he has always carried the burden of living up to his famous ancestor, but it has also pushed him to the position he finds himself in today. Kaff entered the Taurian Defense Force even before he was old enough, lying about his age in order to see service against the Capellan encroachment on Taurian space. His drive and innate skills served him well as he slowly but steadily rose through the ranks. By the time he was thirty-five, he had risen to Marshal of I Corps.

The crisis of 3127 presented an opportunity for a strong leader to seize control. Marshal Doru, though the youngest of the TDF's senior commanders, stepped forward and took charge. His calm leadership through the tense months of the crisis was credited with softening the blow of rule by military junta for most Taurians. A year later, he was confirmed as the new Protector by vote of the senior commanders, and has ruled the Concordat ever since.

Though he took power in a coup, Doru is concerned about the long-term negative effects of military rule on the populace. Realizing the need for a strong continuity of leadership, he has taken pains to begin establishing plans for his succession. These efforts have moved slowly, lest he spark rivalry and jealousy amongst the other members of the ruling junta, but Doru's intuitive grasp of public relations has given him insight into the best ways to make his case directly to the people. His ten-year-old daughter Reva is most probably intended to be his heir, if her father can continue to successfully navigate the tensions between civilian and military.

SAM CALDERON

Title/Rank: Protector of the Calderon Protectorate

Born: 3098 (47 in 3145)

When the beloved first wife of Erik Martens-Calderon died of a hemorrhagic fever before she could give him an heir, the Protector was pressured by his advisors and public opinion into marrying again, despite his obvious heartbreak. As a result, his marriage to Giselle Kithrong was an unhappy one, even after the birth of their son Sam. The boy was raised by a succession of nannies after his parents' divorce and the disappearance of his mother on a Far Looker expedition. Erik apparently could not be bothered to have anything to do with his heir, and as Sam grew to adulthood, the two rarely interacted outside of official matters. By the time Sam was twenty-two, his father decided to retire to a hermitage on Randis IV, leaving his nation a Protector barely older than he himself had been upon assuming the throne.

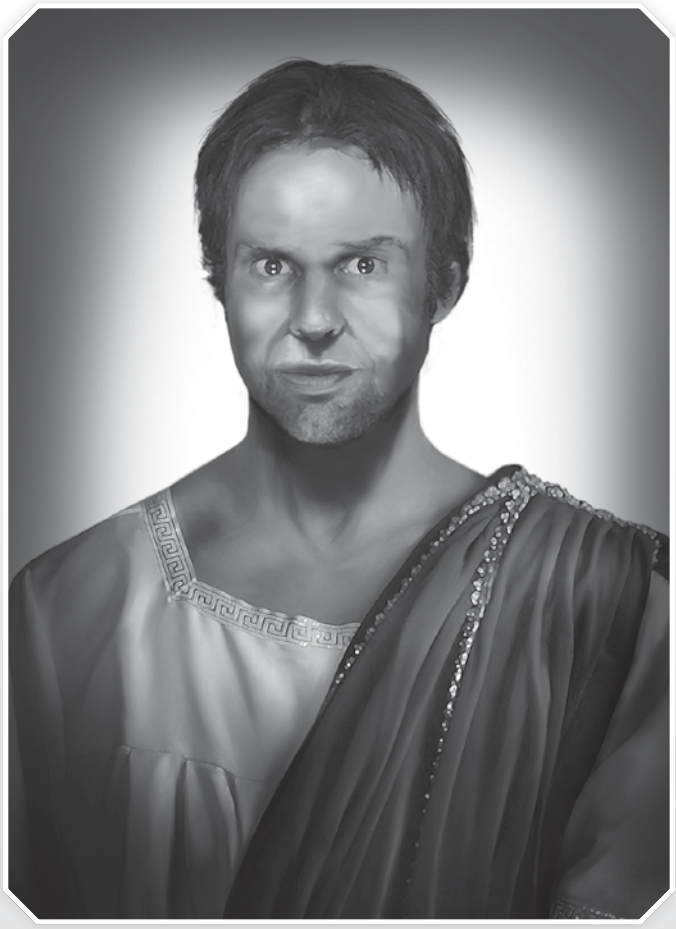
Despite his young age, Sam Calderon (he dropped the Martens almost immediately after assuming office) proved to be every bit the leader his nation needed. In the nearly quarter century since his accession, he has overseen a major improvement in the quality of life on the worlds of the Protectorate. Though a major part of the national budget is earmarked for military applications, Sam has endeared himself to the people by ensuring that their day-to-day concerns and needs have not gone unaddressed. "Our Sam," as the citizens call him, is nearly universally loved in the Protectorate, as is his new family. Marrying the former Coral Guidry-Rhys of Marknick, Sam welcomed a son, Bryant, into the world in 3139. It has not escaped public notice that the Protector's relationship with his young son is very much the opposite of that which he had with his own father. Since the birth of his son, Sam has increasingly discussed his desire for the peaceful reconciliation of the sundered halves of the Taurian nation.

IGNATIUS O'REILLY

Title/Rank: Imperator of the Marian Hegemony

Born: 3108 (37 in 3145)

The effective loss of the Lothian worlds in 3081 became the obsession of each successive Caesar of the Hegemony, and cost two of them their lives. Ignatius O'Reilly came to power upon the



death of his father, Lucian, in 3128 while fighting on the world of Logan Prime. Just twenty-two years earlier, the same planet had claimed the life of his predecessor, Caesar Cassius. One of the first pronouncements Ignatius made upon ascending to the throne was to renounce all claim to Logan Prime in perpetuity; henceforth that world would be cursed by the Marians, and the only Lothian planet they have no interest in retaking.

This announcement is indicative of the type of Caesar that Ignatius has been since he came to power. Given to impulsive decisions and rash judgments, he can be capriciously cruel at the worst of times. Yet there is another side to him, one that composes humorous poetry for sick children, or dedicates a botanical garden on Alphard for the free use of the public. Inhabitants of the Hegemony have a complex relationship with their ruler. Though many would decry him as a tyrant, few would deny that his rule has been good for the nation. Putting up with his mood swings and excesses seems a small price to pay for the prosperity they currently enjoy.

Perhaps strangest of all, Ignatius' wife is not a Marian by birth. Lady Adrijana Vouk of Goth Khakar was part of a 3129 embassy to petition the Caesar to put an end to pirate raids believed to be covertly supported by his realm. It was love at first sight for the young ruler and the Rim Commonality noblewoman ten years his senior. Despite disapproval from both sides, the two were wed mere months later, and six children have issued from the union. Their marriage is reportedly quite volatile, and it is not uncommon for them to spend months apart.

JOHN JOSEPH GARDINER

Title/Rank: Prime Minister of Filtvelt Coalition

Born: 3078 (67 in 3145)

Being a small nation founded by secessionists from the Federated Suns has given the Filtvelt Coalition an inferiority complex that many of its elected leaders have tried hard to combat, not always successfully. It is a little ironic, then, that the recent eruption of confidence and patriotism amongst the Coalition worlds comes on the heels of actions taken on behalf of the Suns. John Joseph Gardiner is the man who gets credit for this.

Born the son of a farmer on Marielund in the waning days of the Jihad, Gardiner went into public service at a young age. His first elected office was as district representative for his home province, and he soon parlayed that into ever higher positions until his election as world governor in 3111. As a staunch patriot, he attacked many of the problems faced by the citizens of his young nation, working tirelessly to improve the living conditions of all Filtvellians. Gardiner enjoyed massive popularity on Marielund, winning re-election to term after term. But part of his public rhetoric had always been that though they may have chosen to go their own way, the worlds of the Coalition shared a deep connection with the Federated Suns that should be cultivated and strengthened. He reasoned that only by doing so could the Coalition hope to remain independent in the long run.

The year 3138 brought Gardiner the chance to put up or shut up when he was elected to succeed outgoing Prime Minister Berko Okeke. One of his first acts was to initiate an education exchange program with several worlds of the Suns' Periphery March, and the trade deals he negotiated boosted the economies of nearly every Filtvelt world. But his biggest challenge came in 3144, when the Draconis Combine invaded the Federated Suns. With the Dragon within range of New Avalon, Gardiner sent Filtvelt troops across the border to strike at rear targets. Citing a shared cultural heritage with the FedSuns, Gardiner presented his case directly to his people, and was rewarded with near unanimous assent.

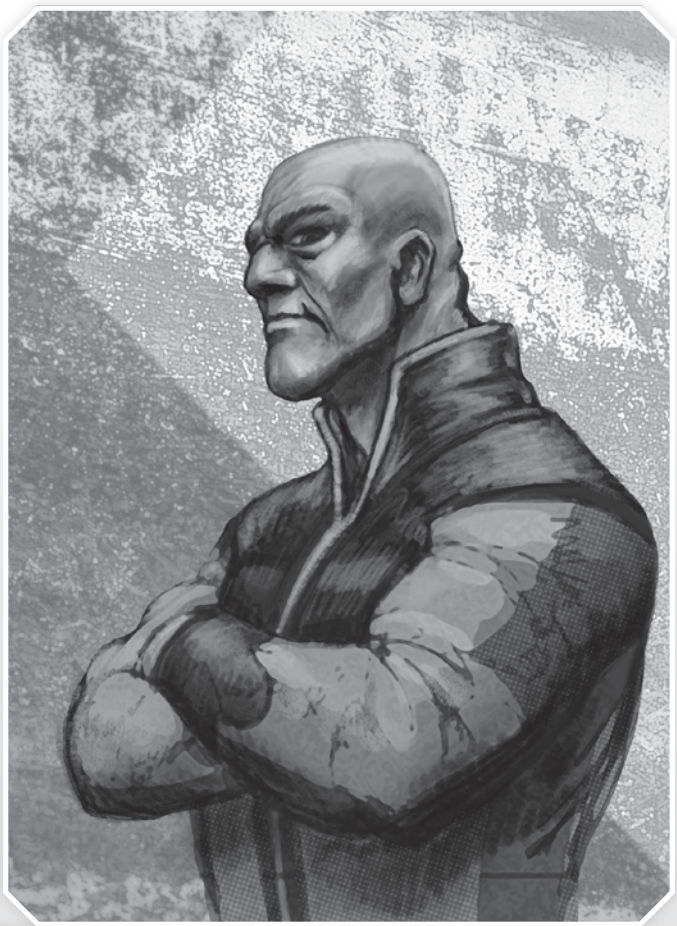
MERCENARIES

THOMAS BRUBAKER
Title/Rank: General of Wolf's Dragoons
Born: 3093 (52 in 3145)

The sibkos of Wolf's Dragoons have produced some spectacular warriors over the past century, and some who are merely good warriors, but better in other aspects. Thomas Brubaker falls into the latter category. Though he graduated from the Dragoons training program at the top of his ageframe, his skills on the battlefield, while formidable, have always been overshadowed by his gift for politics and administration.

In his first major action as an active Dragoon, the twenty-year-old Thomas saw combat on the Tamarind-Abbey border, receiving several commendations for his bravery and skills. His charge up Heron Hill on Delacour earned the notice of General Siena Cameron, who transferred Thomas into the Black Cats battalion after he won the Brubaker Honorname at the age of twenty-three.

By the time Brubaker was given command of the Cats in 3125, the Spurs movement within the Dragoon ranks had reached full blossom. Though he was not fully in their camp, he recognized the truth within their arguments and knew the future of the Dragoons lay in that direction. In time, the young Major became a top proponent of the Spur philosophy. Their support was in large part responsible for Brubaker's selection as General of Wolf's Dragoons upon Cameron's retirement in 3137.



Soon after earning command, Brubaker took the lead in renegotiating the Dragoons' contract and quickly came to believe that it was time to leave the Lyran Commonwealth. His leadership of the storied mercenary unit brought them back to the Draconis Combine in full force for the first time in over a century, and some among the ranks grumbled at the unexpected change. The success of the Dragoons in the years since, and especially the amount of combat they have seen on the Federated Suns border, have silenced his few critics.

EVAN KELL
Title/Rank: Colonel of the Kell Hounds
Born: 3083 (59 in 3142; DECEASED)

The famous Kell family has long held a special position in the Lyran Commonwealth, not just as one of many noble dynasties, but also as the backers of one of the Inner Sphere's most respected and celebrated mercenary units. Beginning with Morgan Kell, the leading members of the family have maintained dual positions as rulers of their homeworld of Arc-Royal and commanders of the Kell Hounds. The twin sons born to Morgan's daughter Caitlin provided an opportunity to split these duties in one generation, with Evan pursuing a military career while Martin followed a political path.

Upon graduating from the Nagelring, Evan entered service in the LCAF, choosing the regular military to establish himself apart from his family's history and reputation. He fought in numerous defensive actions against Jade Falcon raids, and participated in the Lyran conquest of several former Free Worlds League systems before retiring from Lyran service at the age of 31 to take up a command position with the Hounds. Again, Evan distinguished himself, quickly rising to second position behind Colonel Maria Allard. Eight years later, following the colonel's death while fighting Jade Falcons on Yeguas, Evan took up the family position as commander of the Kell Hounds.

As it had been for decades, the mission of the Hounds under Evan's leadership was mainly protecting the border from Falcon attacks. The Hounds worked closely with Wolf's Dragoons during this time, including a deep-penetration raid on Alyina, during which Evan suffered the loss of his left eye.

Evan Kell never married, and enjoyed a well-earned reputation as a libertine with a long trail of broken hearts—of both sexes—behind him. At the time of his death during the Falcon invasion of 3142, Kell was the subject of seven outstanding paternity suits. With no designated heir, command of the few remaining Hounds survivors fell to his niece, Callandre.

CALLANDRE KELL
Title/Rank: Colonel of the Kell Hounds
Born: 3106 (39 in 3145)

Callandre Kell has spent the majority of her life doing the exact opposite of what was expected of her. Born the daughter of Grand Duke Martin Kell and niece of the Kell Hounds' commander, Callandre had to live up to not only her immediate family's fame, but also that of her even more famous ancestor Morgan Kell. At times, her every move seemed calculated to engender the most aggravation in her family, from her decision to specialize in armored vehicles rather than piloting a BattleMech to her expulsion from the Nagelring in 3129. A brief and tempestuous marriage to Captain Keith Langenhaas of the mercenary group Kirkpatrick's Invaders—the result of an epic drunken revelry in Galaport—only served to exasperate her family even further, and contributed to her not-always-affectionate nickname, "Calamity."

In recent years, however, Callandre has had to mellow as she was hit with a series of devastating events. The near-loss of Tharkad to the Jade Falcons would be a blow to any Kell, but the almost total destruction of the Kell Hounds threatened to send her over the edge. Gathering a core of Hounds survivors, she recklessly plunged into action along the new border with the Falcon OZ, ignoring the pleas of her friends and family to take the time to rebuild the Hounds' strength. Despite the request of the new Archon, Julian Davion took leave from his Guards to accompany Callandre on her quixotic quest for vengeance. Developments in the Federated Suns forced him to leave her side in October 3144. By all reports, the parting of the two friends was amicable, with Callandre promising to see him again when they both had a chance.

Since the relocation of so many Falcon forces for the strike on Hesperus, Callandre's Hounds have enjoyed greater success. It is doubtful, however, that this will soothe the pain and anger in her fiery heart.

DRAGAN FLETCHER
Title/Rank: Alpha of the Wolf Hunters
Born: 3104 (41 in 3145)

Clan Hell's Horses fought alongside Devlin Stone's Coalition in the Jihad, and even gifted some troops to the nascent Republic upon its founding. The sole Horses enclave was located in the northern grasslands of Ruchbah, and was the home of some of the RAF's most prized infantry. Dragan Fletcher, however, hails not from this enclave, but entered service with the Steel Wolves in a more circuitous fashion.

Born into a sibko on Harvest, Dragan passed his Trial of Position with three kills, earning him the rank of Star Captain. He won his Bloodname at the age of twenty-two, and seemed on the verge of rising to a major role within his Clan when his career path was derailed. In a raid against a Clan Wolf supply depot on Zoetermeer in 3127, Dragan was taken as a bondsman. Two years later, he was fighting as part of Beta Galaxy on Ballynure when he was captured again, this time by the Exiled Wolves. Once more Dragan's skill earned him a place in the touman, and he fought as an Exile for the next four years under his former bondholder, the recently Bloodnamed Anastasia Kerensky. When Kerensky vanished and later reappeared in the Republic, Fletcher was part of a Star sent by Khan Fetladral to determine her intentions. Arriving just after Kerensky usurped the Steel Wolves from Kal Radick, Fletcher eagerly joined up with his former commander.

Fletcher remained a loyal follower through the Steel Wolves' varying fortunes over the next several years. Unlike many of his comrades, he supported the formation of the Wolf Hunters, and their hiring by the Lyrans gave him a chance to work with or against all of his former Clans. Kerensky's capture by Clan Wolf sparked a leadership struggle among the Hunters, and Fletcher came out on top. Despite his assurances, many in the LCAF are suspicious of his loyalties in the long term.

COMSTAR

MALCOLM BUHL

Title/Rank: Precentor Omega XVIII, Director of Special Projects (as of 3135)

Born: 3076 (69 in 3145)

Malcolm Buhl is somewhat of a mystery. The precentor in charge of ComStar's Special Projects was born in the midst of the Jihad, though the records of his birth—at least those we have access to outside the Fortress—are unclear on his parentage or homeworld. What is clear is that there has been a systematic attempt to obscure his origins. To what end we can only speculate, though the possibilities are not encouraging.

According to his official biography, Buhl was born to a husband and wife technical support team at the Cahokia HPG station in the Federated Suns. Records our agents have investigated at that station, however, make no mention of a Gerard and Elaine Buhl, nor of a child being born there in 3076. Wherever he actually came from, Malcolm enrolled in ComStar's advanced HPG programs on Terra upon graduating from an Order secondary school on Markesan, impressing his teachers with his innate grasp of the concepts and difficulties of interstellar communications. After stints as station chief on Odessa and Caph, he took charge of Communications Branch for five years before the Primus selected him to head up Special Projects Administration.

In the immediate aftermath of the Blackout, Buhl founded the Cassie DeBurke Institute for Hyperspatial Studies to research techniques to restore the fallen network. It was Buhl who sent the Institute's most promising graduate to Wyatt, where he succeeded in restarting the HPG. It was probably also Buhl who dispatched military forces under ComStar insignia to retrieve Tucker Harwell from Wyatt and squirrel him away somewhere beyond the Republic's sight.

We now suspect that Buhl has his own agenda, one possibly informed by Neo-Blakist ideology. Certainly his actions since early 3135 are suspicious in retrospect. I have our best technicians working on a way to get an automated message capsule through the Fortress walls. Hopefully we can get our research to someone on the inside before it's too late.

CAROLE ACKERMAN

Title/Rank: Precentor Alpha XXII, Director of DeBurke Institute (as of 3135)

Born: 3083 (62 in 3145)

Many longtime members of ComStar left the order in the wake of the Word of Blake Jihad, joining the new Republic of the Sphere or one of the Great Houses. The parents of Carole Ackerman, however, bucked that trend by enlisting with ComStar as part of the effort to repair the HPG network from the strains it had suffered during the war. Carl and Estelle Ackerman were technicians who had met and married as part of Devlin Stone's coalition, and they raised their daughter in an atmosphere that stimulated the young girl's mind and natural aptitude for technology. By the age of 24, she had achieved notice as one of the order's most talented K-F field specialists, and was being fast-tracked for further advancement.

Carole earned particular recognition for her work on hyperpulse generator efficiency modulation, and it was that work which brought her to the attention of Precentor Malcolm Buhl in the immediate aftermath of Gray Monday. Buhl had been tasked with assembling a research team to tackle the blackout, and placed Ackerman in charge of this effort. In order to give her access to the best minds ComStar had to offer, Buhl established the Cassie DeBurke Institute for Hyperspatial Studies outside of Sydney, and placed her in charge, with full staffing privileges. One of her first hires was a former student, Tucker Harwell, whose genius for hyperpulse mechanics exceeded even her own.

Unfortunately, the establishment of Fortress Republic has kept the rest of the Inner Sphere from accessing the benefit of the Institute's research. Prior to October 3135, however, Ackerman's team had made little progress. Harwell's method of starting the Wyatt HPG failed to work consistently on other worlds, and the DeBurke team was forced to scrap further efforts in that direction. With the raising of the Fortress, Ackerman and her team were cut off from the rest of the Inner Sphere. What progress—if any—they have subsequently made is currently unknown.

TUCKER HARWELL

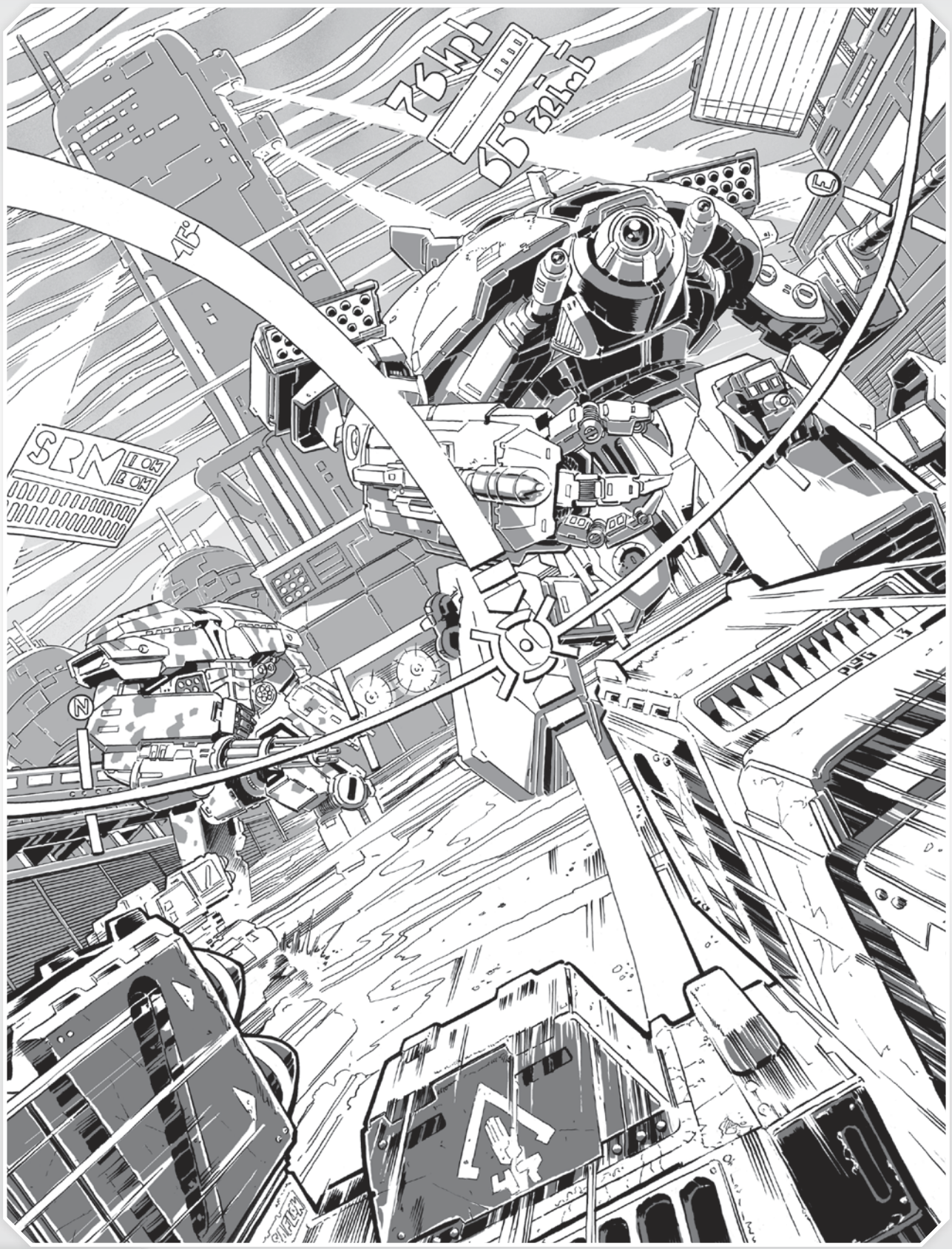
Title/Rank: Adept Alpha III (as of 3135)

Born: 3111 (34 in 3145)

Tucker Harwell is a seventh-generation member of a family that traces its involvement in ComStar back to the early thirtieth century. As a child, he exhibited prodigy levels of understanding of the most technical concepts, and earned his doctorate at the age of twenty-one. Just three months after his assignment to the Sydney headquarters, the HPG network crashed and Harwell found himself transferred to the Cassie DeBurke Institute for Hyperspatial Studies, where he completed an advanced course in Kearny-Fuchida theory and hyperpulse mechanics.

Tucker's performance and intuitive grasp of the theories earned him a reputation as a wunderkind, resulting in his selection by Precentor Buhl to attempt the reactivation of the Wyatt HPG. To everyone's delight, Tucker was successful, which made him one of the most wanted men in the Inner Sphere. Though guarded by two Republic Knights, he was snatched by unknown military forces sporting ComStar colors and previously unknown insignia. We are obviously hampered in our ability to hunt for him by the existence of the Fortress, but reports from Knights assigned to the hunt prior to October 3135 indicate very few clues had been turned up.

In addition to Tucker, all traces of his older sister Patricia vanished as well. Investigation into her background has turned up some disturbing information. The siblings are the grandchildren of Kari Harwell, a Com Guard Demi-Precentor who murdered nearly fifty fellow officers and defected to the Word during the Jihad. While Tucker's file appears clean, his sister spent a year-long tour of duty in the Kwamashu station before joining Precentor Buhl's special projects division as a researcher. Suspicions raised about her activities on Procyon on Gray Monday also give cause for concern. Finding Tucker Harwell is one of our top priorities, and we can only assume is an urgent matter inside the Fortress as well.


SRM

MUSEUM TECHNICA

The three decades spanning the initial Clan invasion of the Inner Sphere to the end of the Word of Blake Jihad marked some of the most fruitful years in the development of military technology since the golden age of the first Star League. In contrast, the years since the birth of the Republic of the Sphere saw this Sphere-wide technological renaissance nearly slow to a halt as the various powers devoted more of their resources to rebuilding from the last war instead of preparing for the next.

SHARING THE WEALTH

The fight against the Word and the desperation it engendered sparked a burst of creativity that dropped off just as rapidly once the threat had passed. The Blakists themselves were among the most prolific developers of new technology, but the victors of the war shunned much of their cutting-edge output, leaving it all to gather dust in top-secret databases on Terra. It helped that much of the Word's tech involved avenues of research that were abhorrent to its opponents, including terrifying cybernetic enhancements, biological and ecological weapons, or the forced "zombiefication" of unwilling subjects into human weapons. While more than a few of those technologies grew out of mainstream applications, the extremes taken by the Word's scientists had a detrimental halo effect on the original uses for those technologies. A prime example of this type of "guilt by association" was the general decline in the use of cybernetic replacement limbs in most Successor States, spreading what had been a common prejudice in the Free Worlds League for centuries across the rest of the Inner Sphere.

Converse to this visceral disgust was the increased desirability of Clan-developed technologies among all states. Ever since the initial Clan invasion, the advanced technologies fielded in battle by Kerensky's descendants proved attractive to the Inner Sphere realms. Even when those realms developed advanced tech of their own in the invasion's wake, concerted efforts continued to acquire as much Clan tech as possible from any sources available. The Jihad and Stone's Coalition provided an excellent opportunity for the Houses to get their hands on such equipment. Not only did Spheroid forces fight side-by-side with Clan troops, but the rising prominence of Clan Diamond Shark (now Clan Sea Fox) as a roving mercantile organization opened up previously closed avenues of trade to realms as far removed as the Capellan Confederation and major Periphery States. In the years since the end of the Jihad, Clan technology disseminated across the Inner Sphere in quantities undreamed of two decades before. Every realm now fields advanced equipment produced in Clan factories, some of it acquired through trade directly with neighboring Clans, but the vast majority of it purchased through deals with Sea Fox aimags.

The demand for Clan-spec technologies was not limited to finished products either. Many of the factories of the former Blakist Protectorate were ruined, or at least severely damaged during the final days of the war. As part of Devlin Stone's efforts to repair the damage done to the Protectorate worlds (and, in no small part, owing to the settlement of several lawsuits brought against Stone and the Republic by an alliance of corporations led by Krupp) he enlisted the help of the Ghost Bears and Diamond Sharks to rebuild many of those factories to Clan specs. As a result, the Republic's manufacturing capacity upgraded to a higher standard than that of most neighboring states and, for nearly five decades, turned out equipment roughly on par with that coming out of Clan factories.

NEW TECHNOLOGIES

The draw-down policies that led the Republic, and then the Inner Sphere to fielding smaller militaries also influenced the development of new technologies. The relative peace brought about by the focus on reconstruction left fewer opportunities for large-scale warfare between realms, limiting the need to acquire a technological edge over ones' neighbors. As such, reduced funding for research and development meant that most of the new weaponry of the past fifty years was more evolutionary than revolutionary, at least when compared to some of the fantastic new systems developed during the first two decades after the Clan invasion. In general, the progress of military tech advancement during the Republic era merely saw the standard production of weapons that had been classified as experimental or prototypical in the Jihad era.

That is not to say that *all* weapons development ceased during that period, of course, but merely that the newer systems introduced in this period—with few exceptions—were refinements and modifications made on existing technologies.

ARMOR

A number of new armor technologies arose in the Republic era, all of which were aimed at offsetting the effects of Jihad-era weapons and munitions that grew more common in the postwar period. Yet despite promises of superior protection, these defensive technologies are ultimately compromised by their specialized nature. Armor made to defeat the effects of incendiary weapons, after all, proves little more than a costly extravagance against enemy forces that rely less on Infernos and plasma weapons than lasers and Gauss rifles. For this reason, many of these new armor types still see only limited deployment today.

Anti-Penetrative Ablation Armor

Often shortened to "ablative" armor (despite not at all resembling the anti-laser style of personal armor that uses the same term), anti-penetrative ablation armor is specifically designed to thwart the effects of armor-penetrating autocannon munitions and tandem-charge missiles by enhancing otherwise-standard armor plates with an additional layer of "ribbed" steel that helps warp incoming penetrator rounds and explosives before they reach the internal structure. Unfortunately, this additional layer of protection is far less effective against lasers, particle weapons or raw kinetic rounds, and thanks to the added weight and cost resulting from its design process, "ablative" armor has seen limited deployment.

The Draconis Combine first tested anti-penetrative ablation armor during its low-intensity conflicts against the Federated Suns in the Draconis Reach. Though the DCMS was clearly unimpressed with the armor's performance and never deployed it beyond a few select commands, the technology was eventually duplicated by other realms across the Inner Sphere.

Heat-Dissipating Armor

While most armor types automatically feature a degree of heat-dissipation, flamers, plasma weapons, Inferno missiles, and other incendiary weapons can still overcome this ability and roast the target within. Clan technology perfected battle armor-scale countermeasures to this weakness in the late 3050s, but practical vehicular-scale heat-dissipating armor proved less than effective until the early decades of this century, when the Capellan Confederation debuted its new heat-dissipating armor technology.

Derived from the Clans' fire-resistant armor tech, heat-dissipating armor staves off the system-taxing effects of incendiary weapons and fire against BattleMechs, but can only do so as long as the armor is largely intact. This flaw is an unfortunate side-effect of the armor's up-scaled use; BattleMech-grade heat-dissipating armor has to protect a greater volume even when covering the arm of a light 'Mech than its battle-armor grade equivalent does when wrapped around an Elemental-sized shell, after all. As a result of this, the added layers of insulation and modified sealants that give this armor its thermal effectiveness can be compromised long before the armor stops protecting the 'Mech against conventional damage.

Impact Armor

As new armor types go, impact-resistant armor is arguably among the strangest. Developed originally for use in the arenas of Solaris VII and other gladiatorial venues, the goal of this armor type is to reduce the effectiveness of physical attack damage caused primarily by 'Mech-grade melee weapons, such as hatchets and swords. To accomplish this, the armor's underlayment uses a far more flexible sealant formula and interlocking rings designed to yield under pressure are used to help the armor "give" beneath broad-impact strikes. In addition, a thick, flexible outer shell—similar to combat vehicle tire and track treads—is layered over the armor along the broader surfaces.

The unique design of impact armor has the visual effect of making a 'Mech so equipped appear thicker and more robust than one using standard plate. Indeed, some impact armor types visibly resemble hardened armor well enough to give even a seasoned veteran pause—but these looks are completely deceiving. While this flexible, thickly cushioned armor does mitigate the crushing effect of wide-area impacts (such as a BattleMech's fist or a multi-ton mace), it is wholly ineffective against heavy weapons fire. For this reason, impact armor is almost never seen on battlefield units.

Ballistic-Reinforced Armor

Commonly referred to simply as "reinforced" armor (though many techs seem partial to the term "hardened light"), ballistic-reinforced armor was born as an attempt to combine and refine the features of Jihad-era hardened and reactive armor, both of which offered greater protection against ballistic weaponry, including autocannons, Gauss weaponry, and missiles. Of key interest was regaining the mobility loss typical of conventional hardened armor, while avoiding the catastrophic potential for explosive chain reactions that could occur with reactive armor.

The result—which debuted first in the Lyran Commonwealth, but quickly spread through trade—was a less bulky, lighter-weight version of hardened armor, with an added layer of non-myomer cable mesh that helps trap and warp the effects of direct-fire ballistic shells and explosives. Though this modified armor loses its improved effectiveness against energy-based weaponry, and has proven relatively difficult to maintain, its utility has been proven against cannon-and-missile forces.

WEAPONRY

The volume of new weapons that proliferated in the Jihad created something of a plateau in armament research for some time after the war. Increased parity between the Clans and Inner Sphere powers—mostly via Sea Fox intermediaries and Republic exchanges—provided such a boost to military arsenals, in fact, that it would take Inner Sphere engineers some time just to keep up with the technology they were already refining. Nevertheless, the following are two key weapon technologies that came to fruition in the post-Jihad period.

Re-Engineered Laser

The Federated Suns developed its "re-engineered" laser weapon in an attempt to mate the high-power effects of Clan heavy lasers with the enhanced accuracy and high-firing rate of a pulse laser. To the developing engineers' dismay, the initial concept weapon generated far too much heat for its size, and its limited reach would force its user to close into brawling range before it could be used effectively. Numerous revisions to address these flaws were made, each attempting to balance the heat, damage, and range factors.

The final result was a weapon scarcely more effective than standard-model lasers, but for one curious feature: the ability to completely defeat the beneficial effects of anti-laser specialty armors. This effect is largely due to a high-frequency/short-pulse compromise system developed in the laser's redesign process, which delivers a potent one-two punch to virtually the exact same point of contact with every trigger pull. The twin bursts, while not potent enough to produce a great deal more damage than standard hits, have the benefit of flashing away the reflective outer layers of glazed-type armors with the first hit and—nanoseconds later—striking the very same point with enough explosive force to make up for the damage potential lost in the first.

Despite this feature, the widespread use of RE lasers has remained relatively limited, largely due to the cost of such weapons relative to comparable—and far more accessible—armaments.

Tight-Stream EMP (TSEMP) Cannon

The Tight-Stream Electromagnetic Pulse cannon (TSEMP for short), was derived from abandoned Word of Blake research that was itself based on the original Star League's Centurion Weapon System project. As its name describes, the TSEMP is basically a targeted EMP generator, intended to shut down opposing machinery—including BattleMechs—without relying on a harpoon line and fusion surge like the Jihad-era Tasers did.

Early prototypes of this device were deployed by RAF units attached to the Materiel Oversight Division, to aid in its mission of enforcing the MMRP directives. Many dissenters resisting the call to surrender their outlawed military equipment quickly found themselves at the controls of inoperative machines when facing TSEMP-equipped MOD recovery teams. Given the MOD's mandate, it is no surprise that the various insurgent factions which arose soon after the Blackout fielded stolen RAF 'Mechs and vehicles that included a number of TSEMP-armed designs. Because the Republic was also not averse to selling this weapon to other realms, the TSEMP has proliferated far and wide. Though it is not by any means a common weapon in 3145, its use is not unknown either.

OTHER EQUIPMENT

And then there is the equipment that does not fit in any other category. Best known among these are the enhanced HarJel repair systems developed by the Sea Fox Clan and the poorly named Radical Heat Sink technology introduced by the Federated Suns.

HarJel Repair Systems

A recent development by the Clans was the introduction of the HarJel II and HarJel III systems, both produced by the Sea Foxes. Based on the original HarJel hull-sealing technology developed in the Homeworlds and utilizing a similar compound discovered in the Twycross system eighty years ago, the Foxes recently improved upon this technology by combining it with a revolutionary form of hyper-fast hardening epoxy compound that can be pumped through tubes laced just beneath the armor plates of any 'Mech-sized unit.

While undoubtedly expensive in the extreme, and requiring extensive modifications that include effectively "re-skinning" the vehicle or 'Mech being refit, HarJel II (and III) provides far more benefits than the early BattleMech HarJel systems developed in the 3060s. Indeed, in addition to providing the same anti-breach protection normal HarJel offers in hostile environments, these improved systems can coat the unit's armor "wounds" with a protective layer of compounds strong enough to actually resist light weapons fire. Though the amount of reinforced sealant is limited—and its application is *never* pretty—the result effectively "heals" a certain amount of armor damage in seconds. Though billed as a self-repair system, neither HarJel II nor HarJel III can actually restore functionality to destroyed components, actuators, or even internal structure. Even the armor protection recouped through its use is temporary, as the HarJel-epoxy compounds start to break down within hours of their application. Still, the ability to recover a certain degree of lost armor protection with each hit represents a remarkable innovation in battlefield technology.

Understandably, these HarJel repair systems are rarely seen outside of the Sea Foxes' own forces, mostly due to the Clan's monopoly on HarJel production and the sheer expense involved in its use.

Radical Heat Sinks

The so-called "radical heat sink" system is a misnomer in virtually every sense of the word, as it represents neither a radical new development in any way nor is it truly a heat sink technology in and of itself. More properly known as the reclaimed coolant flush injector, this system is, in effect, a logical upgrade to the same coolant pod technology prototyped by the Federated Commonwealth in 3049.

Where the original coolant pods proved to be one-shot devices, the reclaimed flush system improves its utility by—as the proper name implies—recycling and refreshing its coolant flush supply. This enables the 'Mech or fighter to make more frequent use of its coolant pod in battlefield conditions. The repeatability is not without some risk, however. Though the flush lines have been reinforced and better insulated to enable its functions, there exists a significant chance of rupture over time, especially if the warrior relies too heavily on the flush to keep his heat levels under control in an intense firefight. For this reason, many pilots and MechWarriors are cautioned to treat the "radical heat sink" system as if it has a more limited recharge supply, stressing that it be used only in cases of extreme emergency.

STRIDES THE COLOSSUS

Among the strangest reports to come from the Territories since the Fortress walls went up has been those referring to the so-called *Colossal*-class 'Mechs. First encountered in early 3136, these monstrosities were initially dismissed as either a deliberate hoax or more Blackout hysteria when amateur still images were leaked to the popular press. Subsequent analysis by IrTech and additional video and holo evidence soon demonstrated the reality that these machines were real, but even then it was hard for many to believe they existed. Nearly a decade later, analysts outside the Fortress walls still do not know much more than was known back then.

For lack of an official name, we have accepted the popular media name for these designs as the "Colossal" class. Remnant forces have observed or received reports of at least four different variants of this design, each dwarfing the largest known BattleMechs in both height and apparent mass. Their actual tonnage is unknown, of course, but estimates from video and seismic readings place these machines somewhere between 125 to 135 tons. Despite weighing less than the infamous *Omega* superheavies used by Word of Blake during its last days on Terra, these Colossals clearly move at a much slower rate of speed, which is likely a result of their odd tri-pedal design.

Indeed, combined with their great height and mass, the most striking feature about the Colossals is their three-legged body plan. While the Word's *Omega* was enormous, it still used a standard bipedal BattleMech configuration. Why the Colossals' designers chose not to go with a biped or even a quad configuration is unknown, though some of our people have noted that this format bears some similarities to the old Three-Man Digging Machine produced by Brooks during the late Succession Wars era. As with that superheavy IndustrialMech, the Colossals utilize three pilot stations, though it is unclear what each pilot's functions might cover (or if there is redundancy between their stations). Observations have shown that all three operators are seated in an expanded cockpit area atop of the design's body, and flybys and battlefield cameras have shown that these operators wear some form of advanced full-body coolant suits or armor that also hides their identities.

QUADVEES

Another truly revolutionary idea in military technology developed in recent years has been Clan Hell's Horses' QuadVee concept. Barely out of prototype phase as of this writing, this new unit type is—in a nutshell—the ground-based equivalent of the defunct Land-Air 'Mech, designed to create a 'Mech that can convert between alternative motive modes in the battlefield. That the Hell's Horses have pioneered this new BattleMech-vehicle hybrid should come as little surprise. Even before the post-Jihad reduction in BattleMech production throughout the Inner Sphere, the Horses were known for their tendency to treat 'Mech forces and vehicular units as equal partners in any combat force. Unlike their fellow children of Kerensky, the Horses placed great stock in the combined arms aspects of warfare and the benefits of teamwork on the battlefield, which is evident in virtually every aspect of the QuadVee's design, right down to the two-man crew tasked with operating one in battle.

At first glance, a QuadVee resembles a standard four-legged BattleMech, albeit one with pronounced rear legs that also feature a tank-like wheel-and-track system. Upon closer observation, additional differences will also become apparent, such as the larger-than-common cockpit canopies that rides above the torso, or the fact that the entire torso assembly can rotate through a full 360 degrees like a tank's turret. Combined with the leg tracks, it becomes clear at this point that the QuadVee is no standard BattleMech.

The QuadVee features two cockpit seats—one for a dedicated pilot and another for a dedicated gunner. This enables the Horses to mix and match for optimum skill needs across both their MechWarrior and "TankWarrior" subcastes. Free from the distractions of coordinating mobility and firepower at the same time, these dedicated crewmen can perform with greater accuracy and finesse in combat, like a well-trained tank crew. Still, in case of emergency, control redundancies in the cockpits allow either operator to perform the tasks of his co-crewman, so even an under-manned QuadVee can remain viable in the field.

The QuadVee's unique conversion system enables this machine to rapidly switch between the upright, four-legged, all-terrain mobility of a 'Mech, or the low profile, road-friendly configuration of a tracked vehicle. This becomes particularly handy in the event that the QuadVee is suffering from gyro or leg actuator damage, as the vehicular movement style is largely immune to such handicaps. Furthermore, because the QuadVee is built as a BattleMech, its vehicle configuration can even enter water features and operate in vacuum without extensive refit work.

Initially developed in the early 3130s, the QuadVee concept had yet to reach the live-fire testing phase when the Blackout fell across the Inner Sphere. The first confirmed reports of a QuadVee used in combat came during a Jade Falcon raid on Derf in 3136, where a full Star of QuadVee prototypes were fielded against the Falcon 'Mechs. Either due to the Horses' own unfamiliarity with how to apply these new units best, or some unspecified flaws in the prototypes, the QuadVees fared poorly against the seasoned Falcons. It is telling that there have been no sightings of QuadVees in the ranks of Malvina Hazen's Golden Ordun; the Chinggis Khan may have found the Horses' Mongol philosophies attractive, but her willingness to adopt that Clan's other battlefield innovations apparently has its limits.

WARSHIPS

One of the most impressive developments of the last century was the rebirth of the combat space vessel. Deployed in extensive numbers during the Star League era, the WarShip had died out in the Inner Sphere owing to the devastation of the Succession Wars. The arrival of the Clans in 3050 contained many shocks for the Inner Sphere powers, but none so much as the survival of WarShips among Clan forces. Though events during the initial invasion restricted the Clans' use of the vessels against Spheroid worlds, every House initiated rapid development programs to bring these spacegoing leviathans back from the dead.

A quarter century later, most of these fleets lay in ruins, thanks to the Word of Blake and their Jihad. Among the Clans themselves, they also suffered the loss of many ships during the turmoil that overran their Homeworlds around the same time; the Council of Six Clans here in the Inner Sphere never again fielded fleets as large as those we know they possessed a few short years earlier, even though in many cases we have no idea what happened to the missing ships. Rebuilding from the destruction of the war against the Word occupied much of the next few decades and resources were allocated towards other efforts. As a result, very few of these massive beasts sail the spaceways today. Even those WarShips that remain are rarely seen. In the wake of the Jihad, most powers decided to pull back their surviving ships and semi-permanently station them around strategic worlds. Oddly enough, the tiny Calderon Protectorate has one of the more active WarShips; the CPS *Redemption* regularly patrols the worlds of the Protectorate, engaging in combat with pirate forces when necessary.

One faction that still has use for a large fleet is Clan Sea Fox. Beginning during the mid-3070s the then-Diamond Sharks embarked on a program of converting several WarShips to civilian use as massive traveling trade and production hubs. After the Jihad, Khan Naomi Nagasawa and her successor, Xoc Hammond, beefed up this program. The conversion process involved the permanent attachment of DropShips and the removal of most weapons systems from the base WarShip. In some instances, the superstructures of these new "ArcShips" and smaller "CargoShips" were altered to accommodate up to twice the number of DropShips their original designs allowed. The entire Shark/Fox fleet—including several ships acquired through trade with the Raven Alliance—eventually underwent this same conversion process, with the last ArcShip leaving the Tukayyid docks around the turn of the century.

THE NEXT EVOLUTION

This report would be remiss if it did not spend at least some time discussing the non-technological developments made in the post-Jihad era. While most of the Inner Sphere focused on reconstruction and technical refinements both on and off the battlefield, the Clans have always made it a priority to improve the warrior himself as well.

Despite their failed crusade and the upheavals that followed—or, perhaps, *because* of those same events—the Clans have continued pursuing their efforts to attain some form of genetic advantage over their rivals and the Inner Sphere at large. The extended lull in major fighting across the Inner Sphere, even along Clan borders, brought with it a change in many aspects of Clan life. Many took this as an opportunity to launch new methods in how future generations of their warrior caste should be bred and reared.

STRIDES THE COLOSSUS (CONT)

In terms of capabilities, the Colossals bristle with weapons, though few weapons stand out as unusual or characteristic of any known faction. All share a basic loadout of weaponry distributed between the torso, two arms, and each of the three legs. The four different configurations of additional weapons that have been observed in the field could indicate four different models of Colossal or it could be that the Colossals actually use modular technology to allow swapping of mission-specific weapons. Tech experts tell us that the latter is not as likely as the Colossals seem to lack any telltale indicators of Omni technology (such as the external connections and mounting stations for mechanized battle armor) but, given all the other mysteries of these machines, even the techs acknowledge that such a lack may be meaningless.

The Colossal's body design, which sits atop the conjunction of the three legs, allows it to swivel its torso unimpeded, providing a full 360-degree arc of fire. In addition, Colossals have been repeatedly observed changing the direction of their movement by merely swiveling their bodies to face a new direction without actually reorienting their legs. This maneuvering benefit effectively gives the Colossals the ability to "turn on a dime," offsetting their lumbering ground speed, and may well be the core reason behind the tripod design.

Since their initial appearance, we have received a handful of reported contacts with Colossal 'Mechs every year. None of the four known Colossals—which have been tagged with the designations "Zeus," "Hera," "Hades," and "Poseidon"—have displayed any recognizable insignia, nor have any of the small auxiliary forces that always accompany them. On the few occasions when they have been observed retreating from a battlefield they have boarded what appear to be specially modified *Overlord* DropShips likewise lacking external identification. We have had eyes in the field for several of these sightings, but strangely the number of confrontations between forces using the mysterious designs and Remnant forces has been low. This suggests that they are somehow related to the Republic, and adds weight to our belief that these machines may, in fact, be affiliated with our countrymen behind the Fortress walls.

RISC TECHNOLOGY

No one hates a mystery more than intelligence analysts, and what we have in the so-called "RISC tech" that has seen increased proliferation throughout the former Prefectures of the Republic in the last ten years isn't so much what is it or who built it, but rather what's the point?

To answer the easy questions first, the Republic apparently built this equipment as prototypes for new weapons or new applications for existing technologies. One of Exarch Levin's last acts in the days before declaring Fortress Republic was the creation of the Institute for Strategic Combat, located at Sandhurst and placed under the direction of Paladin Kaffyd Op Owens. Due to the Fortress, we lack much detail on the ISC, but given the isolation that the core Republic worlds went into shortly after the Institute's founding, it seems clear that Levin intended it to serve as an R&D facility for new technologies that could help Republic troops in any future campaign to reclaim our conquered territory.

The individual pieces of "RISC tech" we have seen since 3135, though, represent anything but the kind of übertech one would expect given the apparent goals of the Institute. In fact, what we've seen to date simply isn't that advanced. If anything, the souped-up equipment we have seen or received reports of has proven only a little better than comparable "normal" gear, but with side effects that include catastrophic—often explosive—failure. One of the earliest reports of RISC weaponry that we saw involved a BattleMech equipped with what appeared to be some kind of "hyperlaser." Sure, the 'Mech equipped with this weapon system was able to achieve two one-shot kills against some pretty impressive foes, but its third shot caused an explosion that not only gutted the 'Mech, it left nothing for salvage teams to recover. Other equipment seen in action suffers from similar flaws. Even the few pieces of RISC tech recovered by us in pristine condition have experienced the same kind of use-it-and-lose-it flaws. So what was the point for its design?

The distribution of RISC equipment is another oddity we have been tracking; there is simply no consistency to it at all. We have observed or had reports of RISC gear appearing on machines fielded by the Sea Foxes (making them an initial candidate for the originators of this tech before the RISC designation became known), the Wolf Hunters mercenary unit, a Sword of Light regiment in Prefecture II, the Vega Protectorate, and Clans Jade Falcon, Wolf and Hell's Horses. Yet none of these attributions panned out when investigated further. An alleged Sea Fox *Goshawk*, for instance, was the source for the recovery of some kind of RISC coolant system from a Cor Caroli battlefield, but the Foxes deny any presence within sixty light years of Car Caroli during that time period. Then there was the case of a downed Wolf Hunter 'Mech that provided an undamaged example of a "viral decoy jammer." The equipment was recovered from Kessel, and the Hunters had indeed spent some months there, but the mercs departed weeks before the battle where the RISC salvage was recovered.

Perhaps a clue can be found in the fact that no pilot has ever been captured or even confirmed among the forces deploying RISC tech in the field. It is as if the originators of this technology are simply using the Territories as a lab of sorts, to field test new equipment while under the guise of other factions. The obvious reason for such a masquerade would be to hide the fact that troops are coming out of the Fortress, which is understandable. But why not connect with the Remnant here on Callison? Why shun those of us who are trying to maintain the Republic's ideals outside the Fortress?

THE MYSTICS OF CLAN NOVA CAT

Since throwing their lot in with the Second Star League and siding against their fellow Clans, the Nova Cats have experienced many setbacks. The price for following their consciences and visions was abjuration by the Clans, followed by savage persecution that even exceeded the standards of Clan law. To their horror, this suffering was rewarded by watching the Second League collapse less than ten years later. Still greater injustice was heaped upon them when they fell prey to the machinations of the Draconis Combine's reactionary Black Dragon Society not once, but twice in the span of forty years—both times ending in the Cats' humiliating defeats at the hands of the Ghost Bears. The gifting of three Galaxies and their surviving WarShip fleet to Devlin Stone after the Jihad left the Cats vulnerable to their Combine benefactors, whose final insult to the Clan was the establishment of their "cultural preservation districts" in the wake of the Second Combine-Dominion War.

It comes as no surprise then, that by the early part of this century, the average Nova Cat warrior openly questioned the foundations of his Clan, particularly its reliance on visions and mystical impulse. To combat this growing dissatisfaction and preserve what many still felt to be an important part of their heritage, the Clan's leaders, together with their allies in the Order of Five Pillars, launched a radical program to develop a new sub-caste within the Clan—the so-called Mystic Caste—to supply the Cats with more accurate visions and prevent the kind of catastrophes that had left them so humbled.

The exact details of the program's origins and development remain unknown to us, but a fairly coherent picture of the Mystic Caste can be assembled from the available evidence.

Mystic sibling companies (sibkos) are generated in much the same fashion as those of any Clan's trueborn warrior caste, combining carefully selected mating pairs and iron womb tech-

nology. For some reason—possibly an effort to speed up the eugenics process—these special sibkos are generated both more frequently and in larger numbers than that of the normal warriors, resulting in new batches of candidates decanted every four months rather than once per year. The selection of genes used to concoct each sibko, however, is apparently quite limited, given the numerous observations of relative invariance in the Mystics' physical features. The training is evidently just as unforgiving for the Mystics as it is for the normal warriors, in keeping with Clan traditions, and washout rates are reportedly quite high. In fact, rare is the Mystic who even survives to adolescence, thanks as much to physical demands of the training program as to its mental and emotional toll. Allegedly, these techniques are so extreme that even other Clans might find them barbarous, through the rumors and vague reports we have received along these lines are difficult to believe, especially given that O5P supposedly sanctions these practices as well.

Whatever the case, by the time a Mystic candidate reaches his thirteenth birthday, he is said to have survived conditions that have proven fatal to an overwhelming percentage of his fellow sibkin, at which point only one final test of his abilities remains: the Trial of Mysticism. Details of this Trial remain unrevealed to outsiders, including those from other Clans, but we speculate that it involves a great ordeal, perhaps even more grueling than a warrior's Trial of Position. Our Nova Cat experts speculate that as many as three-quarters of the candidates in the Trial fail and, in so doing, pay the ultimate price. Those who pass then begin a crash course in warrior training, as the Mystic must be both guide and protector of their Clan. A normal Trial of Position follows at the age of eighteen, at which point the successful cadets enter service with the touman.

And to what goal is this large-scale child torture in service of? What special abilities do Mystics possess that makes the process by which they are created so necessary? The official line from the Nova Cats and O5P is that Mystics possess "a heightened ability to perceive future potentialities and divine the most beneficial course of action to navigate the uncertainties of fate." From what our analysts have been able to figure out—and keep in mind that they are working from second-hand information and observation, since no Mystic has ever agreed to be interviewed or studied by an outside party—what they really have is a combination of an inborn ability to perceive patterns in random data, coupled with advanced training in probability analysis to (hopefully) make more accurate predictions about the future. The breeding protocols for the Mystic caste seem to emphasize mental acuity and an ability to hold more variables in mind at once than the average person. Thus, what they do is not alien to a baseline human mind, but they are able to do it with computer-like speeds and uncanny accuracy. Of course, this type of "precognition" has never been subjected to outside testing, so we cannot make any claims regarding their actual success rate in predicting future events, but the Cats clearly consider the program to be well worth the trouble.

Ironically, the creation of a caste that specializes in acquiring visions and making predictions that were once the hallmark of all Nova Cat warriors has actually *lessened* the general belief in such things among the Clan's population. Though Mystics accompany all Nova Cat military operations, many of their fellow warriors shun them as freaks or dismiss their abilities as pseudo-scientific nonsense. This attitude is especially prevalent among the ultra-pragmatic Kesari faction, a movement spawned by Nova Cats who felt that the pursuit of visions in the first place was what had led their Clan to ruin. Even so, the use of visions to drive the Clan forward is such an ingrained part of the Nova Cat identity that even the election of a staunchly Kesari Khan has been unable to completely dislodge it.

THE TANKWARRIOR EXPERIMENT

Other Clans of the Inner Sphere have pursued far less radical changes to their breeding programs. The Hell's Horses, originators of the powerful Elemental phenotype, used the opportunity presented by the Great Reavings of the late 3090s to develop a new breeding and training regimen specifically tailored for vehicle troopers. Dubbed the TankWarrior phenotype, the program made use of several mediocre MechWarrior and Elemental bloodlines, and was intended to give the Horses an additional genetic edge in their vehicle crews over those of their fellow Clans—in much the same way their long-standing traditions of training in combined arms operations initially gave them an advantage during the early years of the post-Jihad age. Several of the bloodlines used to create the TankWarrior were drawn from Bloodhouses that had seen their numbers dwindle since the mid-3070s, including two that were completely deactivated in the Great Reavings.

While sensible in theory, the use of lines that already failed to measure up to Clan expectations after centuries of breeding for one set of physical demands and skills resulted in a disappointing first batch of TankWarrior sibkos. True enough, these warriors combined superior physical resilience with squad-coordination skills and excellent reflexes—but many of their performances in battle scored only slightly better than vehicle crews the Horses were already producing through their older, secondary training programs. The first TankWarrior sibkos, decanted in 3106, made their public debut twenty years later with a performance against Jade Falcon vehicle units during a Trial of Possession on Waldorff. These warriors succeeded in preventing the loss of a Horses Trinary to the Falcons, but failed to ignite much interest among Horses commanders, especially as Khan Teresia Cooper died during that same Trial. Her successor, Gottfried Amirault, nevertheless allowed the TankWarrior program to continue, but with limited enthusiasm.

Today these warriors mostly fill slots in second-line Clusters on worlds deep within the Horses' OZ. Few of these trueborn warriors have risen beyond the rank of Star Captain, claimed a Bloodname, or earned a post in a front-line Cluster. This systematic dismissal of such warriors—itself an uncharacteristic failure

in the Horses' egalitarian traditions—has prompted many of them to band together politically. Interestingly, this could mean that these second-class trueborns may soon play a larger role in their Clan's internal politics as the Horses move away from their dealings with Malvina Hazen, especially as very few TankWarriors were selected to join Hazen's Golden Ordun, and were thus protected from the casualties suffered by the Clan during her frenzied campaigns against the Lyran Commonwealth and Clan Wolf. Of course, it is still early yet to predict what kind of impact these forsaken warriors might have, should they gain a greater vote in the Clan Council.

RISE OF THE ELSTARS

At the other extreme lie a series of projects conducted by the scientist castes of several Clans—projects that have the potential to raise the stakes in the eugenics program that lies at the heart of the warrior caste. These projects have no overarching name, but the warriors they have produced are commonly referred to as elite ristars, or elstars. Originating within the Jade Falcons before spreading to the Wolves and, within the last ten years, the Ghost Bears and possibly the Nova Cats, the elstars arise from a belief championed by some Clan scientists that the original Clan breeding system has needlessly restricted itself all along.

The premise apparently holds that, despite the dramatic changes produced after three centuries of eugenics, the Clans have nevertheless actively worked to avoid straying too far from the baseline human form. This restriction—primarily based on the Clan view that their iron wombs, selective breeding, and intensive training programs serve only to accelerate and direct the forces of natural selection—prevents the scientists from making use of the far more advanced biogenetic technologies that are already within reach. If true, then the goal behind the creation of the elstars is not merely to produce better MechWarriors by uniting the most promising bloodlines from the Clan's warrior caste and then testing the results to weed out the chaff, but to take a more active role by directly modifying the human genome itself.

Details vary from Clan to Clan and between phenotypes, but the general idea is that each elstar phenotype will physically embody a form best suited for its combat role. Fighter pilots, for example, would not merely have the slightly enlarged cranial capacity, larger eyes, and compact frames we have already seen, but also possess artificially augmented cardio-pulmonary systems and augmented skeletal frames to handle extreme acceleration, pressure differentials, and microgravity environments. Combined with their other features, which will also be enhanced by artificial means, these future elstar pilot phenotypes might look almost alien compared to a normal human—far shorter, with enlarged heads and torsos, outsized eyes, and limbs that might look almost vestigial, yet be possessed of unexpected strength and dexterity. Meanwhile, elstar MechWarriors might also be more tailored to their environs, their bodies enhanced for maximum dexterity and combat reflexes, their skulls reshaped for better neurohelmet interface, skin and nerves enhanced for better tolerance in high-heat conditions—perhaps going so far as to be completely hairless even into adulthood. Elstar Elementals, of course, would likely become true monsters in a few generations as well, dwarfing their present-day forebears in muscle mass, with far greater strength and resistance to injury, and perhaps even immunity to pain or improved healing capacities to encourage more daring actions under fire.

The final forms of any of these new and improved elstar phenotypes remain to be seen. The various elstar programs are all in their infancy, with each apparently following a different focus, using broadly different originating bloodlines to achieve them. What we can confirm at this time is that, even within their home Clans, the first generation elstar warriors we've become aware of are receiving a cool reception from their fellow warriors. This could be the result of their augmented nature and its implied threat to the Clans' "basic" warriors, or it could be due to some kind of unease toward the scientists who created these elstars (given a number of odd references our agents have heard alluding to "wild experimentation" during the Jihad).

To date, the performance of these elstars shows promise, but the results are far from conclusive. In most cases where they have taken the field, these strange warriors have proven themselves at least modestly more effective than their traditional counterparts. Just how far the Clans are willing to pursue these experimentations remains unknown at this time, but there is some evidence suggesting that the scientists responsible for the programs in the various Clans have begun to face increasing backlash for their troubles. Legends of the genecaste aside, it appears that humanity—even within the Clans' eugenics-driven society—is simply not yet ready to push the boundaries of science too far.

AD SECUNDAS PER UNITAS
REPUBLIC OF THE SPHERE

DARK AGE CAMPAIGN: 3145

The *Era Report: 3145* (*ER45*) rules herein provides an open-ended campaign framework that easily allows gamemasters and players to use a variety of published tracks to create their own unique gaming experiences using forces of their own creation. Each track is set up as a general framework to assist players and gamemasters in creating the opposing forces and adding other battlefield effects specific to that track. In addition, using the Warchest Point System (WP), player groups may choose what direction the campaign takes.

Because the player decides which route to take between tracks, this campaign can be replayed often with different tracks, forces, and even outcomes. Gamemasters and players decide how much detail they wish to go into and may create further scenarios to create sub-campaigns within the track framework. Ultimately, the route, gameplay, and depth of detail are up to the player.

Players will need the *Total Warfare* (*TW*) core rulebook, published by Catalyst Game Labs, in order to play. Additionally, many of the optional rules use advanced rules from *TechManual* (*TM*), *Tactical Operations* (*TO*), and *Strategic Operations* (*SO*). Complete record sheets for all BattleMechs, vehicles, and aerospace craft that players can use to recreate scenarios appear in any of the pre-filled Record Sheet PDFs for purchase found at www.battlecorps.com/catalog, including BattleTech *Record Sheets: 3039, 3050U, 3075*, and *Project Phoenix: Upgrades* (any of the previously published Record Sheet compilations by FASA and FanPro can be used). Illustrations and game statistics for most of these units appear in the various BattleTech *Technical Readout*s published by Catalyst Game Labs (or FASA/FanPro).

While not required to play *ER3145*, there are other BattleTech sourcebooks that can be used to add flavor and depth to a player's campaign. These include: *Technical Readouts 3050U* (*TR50*), *3057R* (*TR57*), *3060U* (*TR60*), *3067* (*TR67*), *3075* (*TR75*), *3085* (*TR85*), *3145* (*TR45*), *Era Digest: Dark Age* (*EDDA*), *Field Manual: 3085 (FM85), and Field Manual: 3145 (FM45)*.

Enterprising players can use the *ER3145* material to craft a roleplaying campaign using the *A Time of War* (*AToW*) ruleset. While providing details for such an endeavor is beyond the scope of this product, a gamemaster can use each track's information as a framework to create their own adventures.

Players and gamemasters may use *HeavyMetal Pro*, *HeavyMetal Vee*, *HeavyMetal Lite,* and *HeavyMetal Plus* software packages (available from RCW Enterprises) to print their own BattleTech record sheets. The *HeavyMetal Aero* package allows players to print their own AeroTech record sheets, while the *HeavyMetal Battle Armor* package allows players to print battle armor record sheets. Gamemasters and players may also create their own maps using the *HeavyMetal Map* program.

As always, the following rules supplement existing rules. They add variety to and enhance game play, but should not give unfair advantage, and so gamemasters and players should all agree on any supplemental rules before using them in play. Similarly, players should feel free to modify any rule that seems inappropriate for their campaign and/or for the era. All of these rules are considered Advanced, and may not be used in tournament play.

Note that while the *ER45* campaign rules are similar to those in the *Total Chaos* format, the tracks and missions presented here are not compatible with the situations and settings in that plot book.

If there is no rule for a particular situation, players should feel free to come up with their own; all players must agree to its use. As a last resort, players can roll a D6 to resolve any issues.

Mapsheet Terrain: When a terrain type such as Urban, Wooded, or Mountain is mentioned in these rules, the reference is to the *Terrain-Specific Mapsheet Tables* in *Total Warfare*. If a rule specifies Light Urban Terrain, for example, it specifically means the maps in *Table 7: Light Urban Terrain Table* on p. 263, *TW*. Unless specifically stated otherwise in a track, the number of maps used in play is up to the players involved. However, in general it is recommended that players use a ratio of 1 map per 4 units.

Miniatures Rules: While BattleTech is a board game that utilizes mapsheets, it is possible to play the game as a 3-D miniatures game with miniatures mounted on hex bases from Iron Wind Metals. Use the *Miniatures Rules* found on p. 386 of *SO* as appropriate, with all of the players consenting. The gamemaster and players will have to make accommodations to set up the terrain similar to what is found on the mapsheets mentioned in the track. Accommodations should also be made to define and declare how any special rules mentioned in the track will be handled before the game.

Terminology: The following rules use the term *unit* as it is used in *Total Warfare*, referring to a single battlefield unit such as a 'Mech or vehicle. *Force* denotes a large combat formation such as a regiment. A player's *total force* refers to all of the units ('Mechs, vehicles, infantry, aerospace fighters, etc.) that the player brings to the whole campaign. A player's *deployed force* refers to all of the units that a player brings to use in a track.

TRACKS

There are two types of tracks in *ER45*: Missions and Touchpoints.

A *Mission* track is recognizable by the title of the track, where the mission profile is simply stated—i.e. "Recon" is a generic track focused on reconnaissance. Mission tracks may be played as many times as the players wish.

A *Touchpoint* track is centered around a specific event or location. These tracks have more detail, such as defined objectives and suggested forces in play. *Touchpoint* tracks are played only once during a campaign, unless otherwise indicated. These Touchpoints are reached via the *Next Track* section of each description.

A *Mini-Campaign* deals with a series of important conflicts or events that occurred during the period of 3139-3145. Each mini-campaign is composed of two to four *Touchpoint* tracks, typically played in order. Each mini-campaign's description lists what *Touchpoint* tracks make up the campaign. The description also provides a suggested list of *Missions* that may be played (in any order or sequence) during the campaign arc.

Each track is broken into several sections: *Situation, Game Setup, Warchest, Objectives, Special Rules, Aftermath,* and *Next Track*. Force opposition is based on percentages between sides. This percentage must be applied to whatever system used to balance the forces. Players should feel free to use any system they prefer, such as *Battle Value* (see p. 302, *TM*), total tonnage, C-bill cost, and so on, as long as all players agree to its use.

The specific makes and models of most units a given force may field—whether supplemental forces provided by the scenario, or the opposing force—may be determined using the appropriate Random Assignment Tables (RAT) published in various sourcebooks to assist in designating forces, though no player should feel restricted to that medium. More detailed recommendations and guidelines on force selection may be included in each track. RATs that appear in current and older publications are valid, as long as all players agree to their use.

Players lacking access to these sources may alternatively use the standard RATs on pages 267–271 of *Total Warfare*. Gamemasters and players may use any RAT, as long as everyone playing agrees to the RATs being used.

For forces that are not specific to the player, roll the Tech level bonus to use when rolling on the appropriate RAT by referring to the Tech Level Table, below. Alternatively, a player may simply choose their Tech level, provided all players are in agreement.

GAME SETUP

Game Setup indicates what Terrain Tables should be used in selecting mapsheets for the track. If *Miniatures Rules* and terrain are being used instead, players roll on these tables and use the results to craft a battlefield that gives the same sense of terrain as those detailed on the maps.

TECH LEVEL TABLE

ROLL	TECH LEVEL
2	Player's choice
3	F
4	A
5	B
6	D
7	C
8	C
9	D
10	B
11	A
12	Player's choice

Player Force Size

The *ER45* campaign is designed primarily with small unit compositions in mind, as conflicts during the Dark Age Era rarely used large-scale forces. Company-sized units or smaller were considered an average force size; battalions and regiments were uncommon until the later years of the era. Any type of force—House, Clan, pirate, mercenary, corporate, or customized player unit—can participate in track campaigns.

For example, if the player chooses to use a House force, it might be detached from its parent command to serve as a ready reaction group. Clan players can detach forces from standard commands to assist the Clan Watch in intelligence-gathering efforts. Ultimately, gamemasters and players decide the details. Once the player has determined their force's origins, the gamemaster needs only spend a little time adjusting various elements to tailor each track to the player's campaign, such as the setting, the identity of the opposing forces, and even the time frame.

Opposing Forces

Most tracks list the player's force and the opposition in terms of percentages of the player's deployed force, as opposed to a specific roster. This allows individual campaign flexibility and keeps each track fair and balanced within the storyline.

The player's *total force* encompasses all units at the player's disposal, whether 'Mechs, vehicles, aircraft, battle armor, or infantry platoons; supplemental forces assigned by an employer or granted in the track rules do not count towards this number unless specifically stated otherwise.

The player's *deployed force* represents the percentage of their total force that will be used in the current track. The percentage listed in a given track is the maximum percentage of the player's total force that can be used in that track. A player may elect to take fewer forces at their own discretion, however.

Opponents should always calculate the size of opposing forces using the player's deployed force, never the total force the players have at hand.

WARCHEST AND OBJECTIVES

The *Warchest* section of a track describes in detail how many Warchest Points (WP) a track costs and additional bonus options that may be used to add difficulty, and as a result, earn the player more WP upon track completion. The track cost is an abstract number that reflects the combination of travel, distance, time, reputation, and other intangibles considered at the time of the track's occurrence. The player must have enough WP to pay the cost at the beginning of the track. If the player does not have enough WP, they may either go into *Warchest Debt* (see p. 131) or select a different track.

The player is not required to use the *Option(s)* listed, and may run the track as normal. However, if a player chooses to use an Option in order to achieve a greater WP payout, that Option's effects are applied to the track. Multiple Options may be in effect during a track, and all payouts for chosen Options are cumulative.

Option bonuses are applied at the end of the track after Objectives are calculated. The player receives the listed WP payout if at least one Objective is reached, unless otherwise noted. If a player chooses multiple Options for a track, only one Objective needs achieved in order to receive all Option WP payouts in play.

Objectives indicate the track goals the player must achieve. The player receives the listed WP for each Objective reached. These rewards are cumulative unless otherwise indicated. Note that some Objectives have a negative reward, indicating that it is in the player's best interest to avoid "achieving" that objective.

SPECIAL RULES

The *Special Rules* section indicates which special rules, if any, apply in that track. The gamemaster may use any of the following rules in addition to those given for a track if they believe it adds flavor and depth to the campaign. Here are the more commonly used campaign special rules.

Command-level (Tactical) Comms

Use the Command-level (Tactical) Comms rules from *Tactical Operations* (see pp. 191–196, *TO*).

Commander

Secretly designate one unit on each side as the Commander; roll for their skills on the *Random Skills Table (Expanded)* (see p. 273, *TW*) on appropriate skill column with a +2 bonus to the result. [***Example**: A player designates a unit in his Wolf's Dragoon's force as the Commander. The force is listed as having Veteran skills, so the player rolls on the Veteran column and adds +2 to the rolled result.*] If the unit containing the Commander is destroyed, apply a –2 modifier to all subsequent Initiative rolls. Additionally, all units on that side must operate under *Forced Withdrawal* (see below) and begin their retreat unless any other rule would negate withdrawal.

Force Special Abilities

If a player opts to use an existing force previously published, they may use that force's special abilities (if any) throughout the campaign.

Forced Withdrawal

Forces indicated will operate under the *Forced Withdrawal* rules (see p. 258, *TW*). Unless noted otherwise, the player's unit is not obligated to follow these rules.

Salvage

Salvage is the taking of destroyed or crippled equipment remaining on the battlefield at the end of a track.

In general, and unless a track's special rules state otherwise, players who achieve at least one objective in a track may claim all battlefield salvage in any area where their units participated. Players may not claim salvage after battles in which they did not participate.

Salvage may be sold at half the unit's normal list price (see *Warchest Points Between Tracks*, p. 131)). Alternatively, vehicles, 'Mechs, and other salvaged units may be repaired either by using the Warchest system or by converting Support Points to C-bills and using an appropriate rule set to spend C-bills for repairing or replacing equipment.

Players interested in more detailed Salvage rules can find them beginning on page 191 of *Strategic Operations*.

Scanning

Any unit (except infantry) in a force may attempt a detailed scan on any turn that it ends its Movement phase within 3 hexes of an opposing unit (5 if the Attacker unit is equipped with any equipment with "probe" in the title). Scanning is successful if the unit spends two complete turns within range of the target. The unit attempting the action may not fire any weapons or make physical attacks during the time it takes to complete a scan; units with equipment that has "probe" in its name or description ignore this limitation. Line of sight is not required.

AFTERMATH AND NEXT TRACK

The *Aftermath* section shows additional goings-on at the end of a track through the eyes of unit affected by the track events. Gamemasters may use this information, combined with other Jihad-era sourcebook data, to create their own side campaigns.

The *Next Track* section indicates what track paths the player may choose to follow. The player must have enough WP to move onward to the selected track. Conversely, a player may choose to play any of the *Mission* tracks (see pp. 136-145). The player may then rejoin the *ER45* campaign at a track after the one previously played; while selecting one from the previous track's *Next Track* section is recommended, it is not required.

WARCHEST POINT SYSTEM

The Warchest Point System is an abstraction of the rewards and opportunities that arise out of combat. More than merely a monetary concept, the Warchest also represents factors such as renown, contacts, and being at the right place at the right time. It represents opportunities, whether to participate in a particular battle, fight under certain environmental modifiers, or acquire a BattleMech.

Note: The "War Chest" nomenclature also appears in *Field Manual: Mercenaries, Revised* when generating a mercenary force. However, that system does not affect the Warchest Point System.

Getting Started

Regardless of how the group comes to the table, the player begins the Chaos Campaign with their chosen forces and 1,000 Warchest Points (WP). This starting balance of WP is used for only purchasing the ability to play tracks and make other Warchest purchases, not to purchase the player's beginning forces.

Between tracks, a player may use their WP to increase personnel experience, repair and rearm, and purchase other group abilities or equipment. All WP expenditures must occur before the beginning of the next track. The player may not spend WP during a track, even if it is split into a mini-campaign. Keep in mind that the next track must also be paid for from the Warchest.

Warchest Debt

If the player lacks enough WP to purchase any tracks available to them, they may go into Warchest debt in order to participate in the next track. The player may NOT purchase services and equipment on Warchest debt.

As the player gains WP during the track, they can use these points to pay off the debt until the Warchest rises to a positive number. If debt still exists after that track, the player must sell off assets until the force can purchase its next track. The player may not go into Warchest debt twice in a row.

If a force is so far in debt that it cannot pay for a new track, the player has two options. He may decide that the force is too damaged to maintain fighting cohesiveness. That force is then "retired" for the remainder of the story arc, but may be brought back in the future arcs, as determined by player agreement.

Units may be sold by determining their price in Support Points (See SP Activity Table 1) and dividing this by 2. If the unit is damaged, subtract the appropriate repair costs from their price in Support Points before dividing by 2. Players can convert the Support Points gained this way by dividing them by the Base Force Multiplier. For *ER45*, this Base Force Multiplier defaults to 20, but if players are using a different Base Force Multiplier (per prior agreement), use that instead.

Conversely, the player may opt to spend a large amount of time repairing and refitting by skipping an entire track in order to carry out the necessary repairs. If the player decides on this course of action, he may re-enter the current campaign arc at a point beyond the skipped track where he was initially stuck. To do this, choose a track from the options presented under the *Next Path* guidelines for the track the player would have carried out. When ready to play the next track, the player selects the most expensive bonuses (if more than one, choose randomly) listed in the Options section and apply it to the track, but the player does not receive the bonus WP. If the player selects additional Options, however, he will receive WP for them as normal. In addition, all Objective rewards are halved for this track.

WARCHEST POINTS BETWEEN TRACKS

Because the Warchest system is meant to be an abstract method of accounting and force management, spending WP between tracks is simple. The player is welcome to add however much detail they desire in managing their force; these rules are provided for those players who wish to run a custom force through a campaign with minimal time in attending to force management detail.

In order to use WP between tracks, the player converts them to Support Points (SP). Take the number of WP intended for spending and multiply it by 10. The resulting number is the amount of SP now available for a player to use in repairing, purchasing, upgrading, and advancing their force. Once a WP is converted into a SP, it cannot be converted back to WP, but may be saved for future logistical need. A maximum of 100 WP can be converted for each month of campaign time the unit spends not participating in a track.

If desired, players can then convert these points to C-bills for use with more detailed systems of record keeping and support. The Warchest system is intended as a quick and easy way for players to track their logistics, rather than attempting to encompass all possibilities in the BattleTech universe.

Players interested in using units or possibilities not covered by the Warchest system are encouraged to convert Support Points to C-bills, and use the various rule sets to provide the level of detail they desire. When converting Support Points to C-bills, multiply the Support Point total by 10,000. Likewise, C-bills can be converted to Support Points (divide the total C-bills by 10,000).

Support Points – Optional Rule

For a richer level of detail, a player may choose to fine-tune their Support Point levels to account for unit growth and experience throughout their campaign.

WP are still used between tracks; the player wishing to use Support Points converts them using the following method.

To do this, first determine the *Base Force Size Modifier*. This modifier is determined at unit creation and remains constant throughout the campaign, even as the player's force expands or decreases in number. To find the modifier, a player calculates how many sub-forces they can make using their preferred organization method (lances, Stars, or Level IIs). Round fractions up.

TECHNOLOGY RATING MODIFIER TABLE

EQUIPMENT RATING	TECHNOLOGY RATING MODIFIER
A	2.0
B	1.5
C	1.25
D	1.0
F	0.5
Clan Front-line	2.0
Clan Second-line	1.5
Republic of the Sphere	2.5

INTRODUCTORY RULES EQUIPMENT TABLE

C/2, AC/5, AC/10, AC/20
Armor (standard)
Cockpit (standard)
Engine (standard)
Flamer, Flamer (vehicle)
Gyro (standard)
Hatchet
Heat Sink (standard)
Internal Structure (standard)
Jump Jet (standard)
Large Laser, Medium Laser, Small Laser
LRM 5, LRM 10, LRM 15, LRM 20
Machine Gun
PPC
SRM 2, SRM 4, SRM 6

Example: *A player force contains thirteen 'Mechs and prefers to organize in Stars. Its Base Force Size Modifier is 3 (5 units per Star, 2.6 Stars in the force, rounded up). A player force of thirteen Mechs and twelve battle armor Points, would have a Base Force Size Modifier of 5.*

Next, determine the force's *Technology Rating Modifier* as shown in the Technology Rating Modifier Table. Round fractions to the nearest whole number. The Technology Rating (TR) is the percentage of a force's 'Mech, vehicle, and fighter tonnage constructed with advanced technology (Inner Sphere or Clan Standard Rules equipment; i.e. weapons and equipment found in *TechManual*). A unit is considered to be Standard Rules (or Advanced/Experimental; i.e. weapons and equipment found in *Tactical Operations*) if its equipment includes anything not shown on the Introductory Rules Equipment Table, below. (While Introductory Rules weapons and equipment are included in the *TechManual*—as those rules are folded into the Standard Rules—Introductory Rules specifically refers to weapons and equipment found in the *BattleTech Introductory Box Set*.)

To calculate a force's TR, determine the percentage of the force's total number of combat units (excluding conventional infantry) that use advanced technologies. Units that use Clan technology are worth double their TR percentage value, so after computing the percentage of units that carry Clan-made advanced technologies, double that result, and add it to the percentage of non-Clan advanced technologies units to find the force's overall Technology Rating. Whether units employ Clan or Inner Sphere Standard Rules technology, however, the maximum technology percentage cannot exceed 100.

Equipment Ratings sum up the level of technology in a similar fashion to the TR formula. To find a force's Equipment Rating, simply cross-reference the total percentage of Standard Rules units within the force against the Equipment Rating Table below.

EQUIPMENT RATING TABLE

STANDARD RULES PERCENTAGE	EQUIPMENT RATING
15 or less	F
16 to 45	D
46 to 65	C
66 to 85	B
86 and up	A

Example: *A mercenary command has four Introductory Rules 'Mechs, six Standard Rules Inner Sphere 'Mechs, and two Standard Rules Clan 'Mechs.*

The percentages of these units in the force are computed as follows:

Inner Sphere Standard Rules units = (6 / 12) x 100 x 1.5 = 75 percent

Clan Standard Rules units = (2 / 12) x 100 = 16.67 x 2.2 = 36.67 percent

Added together, the total percentage of units with Standard Rules Inner Sphere/Clan technology is thus 111.67 percent (rounding down to 111 percent). This exceeds 30 percent by a 81.67 percent, or eight full 10 percent increments.

The unit therefore has a 40-point Technology Rating. Comparing the 40 points against the Equipment Rating Table results in a D Equipment Rating.

If players do not wish to spend the time to determine a force's specific Equipment Rating, they can simply assume a D rating for purposes of determining Support Points.

Finally, multiply the available WP by the Base Force Size Modifier and then by the Technology Rating Modifier Table to determine how many Support Points the players have available.

Example: *A B-rated mercenary force has a Base Force Size Modifier of 5. You wish to convert 100 WP into Support Points. Multiply 100 by 5 and then by 1.5, which equals 750 Support Points.*

Purchase/Repair

Players can use SP to make repairs and to purchase new units or personnel. When repairing or purchasing units, use the SP Activity Cost Table 1. For personnel, use SP Activity Cost Table 2. All new personnel are considered Green.

While a player generally has access to any Random Assignment Table RAT, for better playability the following options are recommended when selecting purchased units. The player (or gamemaster) ultimately determines what RATs are available at what time for purchasing new units.

Localized RAT: Use a RAT that is specific to the region of space where the last track occurred. [*Example: A player purchasing new units after recently completing Pound of Flesh would select a unit off of the Word of Blake RAT, as the track takes place in the Word of Blake Protectorate.*]

Origin RAT: The player uses a RAT that is specific to the region of space from where the unit originates. [*Example: A player using the First FedSuns Lancers would use a House Davion/Federated Suns RAT.*]

For-hire RAT: The player uses only the Mercenary, Militia, or Periphery RATs to purchase units at the listed SP cost; selecting any other RAT would be double (or triple) the SP cost.

SP can also be converted to C-bills to allow for the purchase of other components not expressly covered by these rules, such as DropShips, JumpShips, support vehicles, and their attendant crews.

SP ACTIVITY COST TABLE 1

ACTIVITY	SUPPORT POINT COST
Repair armor on 'Mech or Aerospace Fighter	Tonnage**
Repair armor on Vehicle	Tonnage ÷ 2**
Repair ProtoMech	Tonnage x 5
Repair Battle Armor	No. of suits x 2.5
Repair armor on DropShip or JumpShip	Tonnage x 2**
Repair internal structure on 'Mech or Aerospace Fighter	Tonnage x 2**
Repair internal structure on Vehicle	Tonnage**
Repair internal structure/SI on DropShip or JumpShip	Tonnage x 5**
Reconfigure OmniMech, OmniVehicle, or OmniFighter	Tonnage ÷ 4**
Purchase 'Mech (Introductory Rules)*	Tonnage x 10
Purchase 'Mech (Standard Rules)*	Tonnage x 20**
Purchase ProtoMech Point (Clan force only)*	Tonnage x 5
Purchase Vehicle (Introductory Rules)*	Tonnage x 5
Purchase Vehicle (Standard Rules)*	Tonnage x 10**
Purchase Battle Armor*	No. of suits x 50**
Rearm Unit (Introductory Rules ammo)	5
Rearm Unit (Standard Rules ammo)	10**
Rearm Unit (Advanced/ Experimental Rules ammo)	50**

Note: Player can only repair units that have not been Truly Destroyed (see p. 175, SO).

*Unit does not come with pilot/crew; must be hired/acquired separately.

**Double all costs for units with Clan technology base.

SP ACTIVITY COST TABLE 2

ACTIVITY	SUPPORT POINT COST
Hire new MechWarrior*	30**
Hire new Aerospace pilot*	30**
Hire new Vehicle crew*	60
Acquire new ProtoMech pilot (Clan force only)	500
Hire new Battle Armor squad/Point*	25**
Hire new Foot Infantry platoon	100
Hire new Motorized Infantry platoon	200
Hire new Jump Infantry platoon	300
Heal MechWarrior	100 per Wound box**
Heal Vehicle crew (Commander hit, Crew stunned, critical hits only)	500
Heal Aerospace pilot	50 per Wound box**
Heal DropShip/ Jumpship/WarShip crew	100 per member beneath vessel's crew compliment**
Heal Infantry squad†	20 per individual box

*Does not come equipped with weaponry, vehicles, or equipment (purchased separately). New personnel begin with a Green skill rating; double the cost for Regular skill rating and triple the cost for Veteran skill rating.

**Double cost for Clan personnel.

†This is to refill a damaged infantry unit back to maximum personnel.

SKILL ADVANCEMENT RATE

FACTION	RATE (X SP)
Republic of the Sphere	3
Inner Sphere Clan	3
Mercenary	5
Great House	4
Periphery	6

Note: factions not listed increase skills at four times the listed Support Point cost (see Skill Advancement Table).

SKILL ADVANCEMENT TABLE

ACTIVITY	SUPPORT POINT COST
MechWarrior Gunnery Skill	200*
ProtoMech Gunnery Skill	400
MechWarrior Piloting Skill	150*
ProtoMech Piloting Skill	400
Aerospace/Aircraft Pilot Gunnery Skill	200*
Aerospace/Aircraft Pilot Piloting Skill	150*
Vehicle/Support Vehicle Crew Gunnery Skill	100*
Vehicle/Support Vehicle Crew Driving Skill	50*
DropShip/JumpShip Crew Gunnery Skill	1,000*
DropShip/JumpShip Crew Piloting Skill	1,500*
Battle Armor Squad/Point Gunnery Skill	800*
Infantry Platoon Gunnery Skill	500

Note: Pilot/crew must have actively participated in prior track to receive advancement. For those who were idle or just hired, quintuple the Support Point Cost.

*Double cost for Clan personnel unless player unit is Clan in origin.

SKILL ADVANCEMENT

Between tracks, personnel that participated in the last track may advance their skills. Those that did not participate in the last track may also advance their skills, but at four times the listed Support Point cost, unless otherwise indicated in the *Skill Advancement Rate* table. This represents that while personnel can advance their skills outside of combat through training, it is a more time consuming and financially expensive proposition.

Personnel may only advance each skill set one rating at a time. For example, a MechWarrior can improve his Gunnery or Piloting levels by one rating, or improve both his Gunnery and Piloting by one rating, but he may not advance either skill by two or more levels. For skill advancement between tracks, use the *Skill Advancement Table*.

SPECIAL ABILITIES

These optional rules may be used if all players agree to their use beforehand. Players may only purchase these abilities between tracks to a maximum of three. Opposing forces may purchase a maximum of two abilities during track setup at the cost of 10% (per ability) of their total deployed force for the track.

If both sides purchase the same Special Ability, they cancel each other. The cost of the ability is still charged to both sides.

Special Abilities purchased in this way are retained for one track; players wishing to re-use them must purchase them again for each use.

SPECIAL ABILITY TABLE

SPECIAL ABILITY	WP COST (PER TRACK)
Banking Initiative	100
Off-Map Movement	100
Eyes in the Sky	200
Sabotage	200
Adrenaline Rush	300
Breakdown	400
Wealthy Benefactor	400
Cowardice	500
Marksman	500
Friends with Benefits (Campaign player only)	*
Turncoat	*

*Cost is variable. See description for details.

Banking Initiative (100)

The controlling player adds the *Banking Initiative* special ability to his or her entire force (see p. 192, *TO*).

Off-Map Movement (100)

The controlling player adds the *Off-Map Movement* special ability to his or her entire force (see p. 192, *TO*).

Eyes in the Sky (200)

Regardless of the instructions for game setup in the track or scenario, the controlling player forces the opponent to deploy all units before the player. This ability always negates any Hidden Units (see p. 259, *TW*) or Off-Map Movement (see p. 192, *TO*) special advantages that occur before game play begins. Only units deployed at the start of play under more than Level 2 (fully submerged), or Battle Armor that has been equipped with Mimetic armor may remain hidden.

Sabotage (200)

The controlling player reduces the number of units in the opposing player's deployed force by 10%, rounding down to a minimum of 1. This reduction occurs before play begins, but after all units are chosen. The controlling player chooses which units are removed from play. Units removed in this manner are not included in tallying any bonus or objective totals and are not salvage. In campaign play, the crews or pilots of these units are not killed and may be used in later tracks.

Adrenaline Rush (300)

The controlling player increases the skill level of 25% of units in their deployed force (round down). This ability lasts until the unit is rendered combat ineffective or suffers its first crew or pilot wound.

Breakdown (400)

The controlling player rolls one critical hit check to half (rounding down) of the opposing player's force. To assign the hit, first roll a critical hit chance as normal. If a Critical Hit is indicated, roll on the unit's Front Hit Location table for location and apply the indicated number of critical hits as normal. If a slot is rolled that contains explosive equipment, do not apply damage but instead render the equipment in that location unusable. Ammunition in an unusable slot is still present; if the location is hit during the course of play, it explodes as normal.

Wealthy Benefactor (400)

Double the WP reward for each objective completed. If the controlling player is the opponent, halve the WP reward for each objective the player completes.

Cowardice (500)

If at any time the controlling player destroys an opposing unit, 10% (round down) of the opponent's present force rolls to see if they panic and retreat. The opponent selects the units to roll the panic check; these units must have at least 1 MP available. On a result of 10+, the unit panics and flees the battlefield using the *Forced Withdrawal* rules (see p. 130).

Marksman (500)

The controlling player adds the *Marksman* special combat ability (see p. 220, *AToW*) to 25% of their deployed force (rounding down).

Friends with Benefits (Variable)

The player-controlled unit has a friend that happens to have access to a JumpShip or similar means of transport that reduces the cost of interstellar travel. Reduce the cost of the next track by 50%, rounding down. The WP cost of this special ability is 10+25% of the savings. *(Example: This special ability is applied to a 1,000 WP track. The track cost is reduced to 500 WP; the ability costs 135 WP (10 WP + 125 [25% of 500]). Combined, the total adjusted cost of the track is now 635 WP (500 + 135).)*

This special ability cannot be purchased twice in a row, and is not available to the opposing player.

Turncoat (Variable)

The controlling player chooses one of the opposing player's units and assumes control of it before gameplay begins. The unit deploys and begins play as one of the controlling player's units, but does not count towards that player's deployment build. The controlling player may choose any unit equal to any unit type in their deployed force that is of Veteran skill or lower, and is not from a force with a Fanatical loyalty rating. The WP cost for this ability is 10 x unit tonnage (infantry units are considered 1 ton).

This special ability cannot be purchased twice in a row. The cost to the opponent is a percentage of their deployed force equal to the selected unit's tonnage divided by 25 to a minimum of 20%.

ERA REPORT 3145 CAMPAIGN

The following *Mission* tracks can be used at any time during the *ER45* campaign. There are no restrictions for using these tracks, as they are designed to provide quick battles that can help a player rebuild their force, acquire more Warchest Points, and occupy stretches of game time between tracks. A player can opt to do a Mission before one of the listed tracks in the *Mini-Campaign* section. Players may progress from one mini-campaign arc to another as long as the next mini-campaign dateline is after the previously completed arc.

MISSION: AMBUSH

GAME SETUP

Use the *Selecting Mapsheets* rules (see p. 262, *TW*). The Defender designates any one edge as their home edge; the Attacker's home edge is opposite the Defender's.

The player chooses whether to be the Attacker or Defender, and may use up to 50% of their total force. To determine the opponent's force composition, roll 1D6 on each column of the following table. Apply a +1 modifier to the roll if the player has chosen to be the Defender, unless the option *Expecting the Unexpected* is in play.

Attacker

Divide the Attacker's force in half. One portion deploys as *Hidden Units* (see p. 259, *TW)* within 6 hexes from the Attacker's home edge. The remainder enters from the Attacker's home edge at the start of the track.

Defender

The Defender's force enters from their home edge at the start of the track.

WARCHEST

Track Cost: 150 WP

Optional Bonuses:

+ 50 Probing Force: One of the player's units must have undamaged equipment that has "probe" in the description or title.

+ 75 Fog of War: Apply the *Light Fog* rules (see p. 57, *TO*).

+ 75 Expecting the Unexpected: The opponent sets up 25% of their force as *Hidden Units*; this is in addition to other rules or abilities in play.

OBJECTIVES

Orderly withdrawal. Exit at least half of the player's force through their home edge after Turn 10. **[100]**

Surprise! Destroy/Cripple 75% of the opponent's force before taking 50% losses. **[100]**

SPECIAL RULES

The following rule is in effect for this track:

Forced Withdrawal

Both sides follow the *Forced Withdrawal* rules (see p. 130).

OPPONENT FORCE COMPOSITION

1D6	TECH	FORCE*	UNIT TYPE COMPOSITION	RAT	SKILL
1	D	50%	75% Light, 25% Medium	Militia	Green
2	C	65%	50% Light, 50% Medium	Militia	Regular
3	C	75%	50% Light, 50% Medium	Militia	Veteran
4	C	90%	25% Light, 75% Medium	Mercenary	Regular
5	B	100%	25% Light, 75% Medium	Faction	Regular
6+	A	125%	75% Medium, 25% Heavy	Faction	Veteran

*Force represents strength of the opponent's force as a percentage of the player's deployed force.

Note: One BattleMech may be exchanged for a vehicle of similar weight class, two squads of battle armor, or three platoons of mechanized or jump infantry.

MISSION: BLITZKRIEG

GAME SETUP

Use the *Selecting Mapsheets* rules (see p. 262, *TW*). The Defender chooses their home edge first. The Attacker's home edge is on the opposite side.

The Defender will place/designate 4 Medium buildings (any height) near the center of the battlefield.

The player chooses whether to be the Attacker or Defender, and may use up to 50% of their total force. To determine the opponent's force composition, roll 1D6 on each column of the following table.

Attacker

The Attacker enters half of their force from their home edge at the start of the track. The remainder of the force enters from an edge perpendicular to the home edge during the Movement Phase of Turn 1D6-2; this result is rolled before the beginning of the track and is kept secret from the Defender.

Defender

The Defender places their entire force anywhere on the battlefield. At least 25% must be within 4 hexes of the designated buildings. Secretly designate one of these buildings as headquarters before the start of the track.

WARCHEST

Track Cost: 200

Optional Bonuses:

+75 They're Shooting Back: Each building is a *Fortress* (see p. 115, *TO*) equipped with a weapons turret. The turret is equipped with an Autocannon-10 and 2 Machine Guns. The Gunnery Skill of the buildings is 5. This option can only be chosen if the player is the Attacker.

+75 Inspired Opponent: Increase the Attacker's Skill level by one (e.g., from Regular to Veteran, etc.). This option can only be chosen if the player is the Defender.

OBJECTIVES

Identify and destroy. Locate (using *Scanning*, p. 130) and destroy the headquarters building. This objective only applies if the player is the Attacker. [**100**]

Rough up the place. Destroy/Cripple 75% of the opponent's force. [**200**]

Seek and destroy! Destroy/Cripple the Commander. This objective only applies if the player is the Defender. [**100**]

SPECIAL RULES

The following rules are in effect for this track:

Commander

Use the *Commander* rules for the Attacker (see p.130).

Salvage

The *Salvage* rule (see p.130) applies only if the **Rough up the place** objective is achieved.

OPPONENT FORCE COMPOSITION

1D6	TECH	UNIT TYPE COMPOSITION	RAT	SKILL
1	F	75% Light, 25% Medium	Faction	Veteran
2	C	50% Medium, 50% Heavy	Mercenary	Regular
3	D	25% Light, 50% Medium, 25% Heavy	Militia	Green
4	C	25% Light, 50% Medium, 25% Assault	Militia	Veteran
5	B	50% Light, 50% Heavy	Faction	Regular
6	A	25% Medium, 50% Heavy, 25% Assault	Militia	Veteran

MISSION: BLOODBATH

GAME SETUP

Use the *Selecting Mapsheets* rules (see p. 262, *TW*). The Defender chooses their home edge first. The Attacker's home edge is one of the two perpendicular sides.

The player chooses whether to be the Attacker or Defender, and may use up to 100% of their total force. The opposition is 200% of the player's deployed force. To determine the opponent's force composition, roll 1D6 on each column of the following table.

Attacker

The Attacker's force enters from their home edge at the start of the track.

Defender

The Defender sets up anywhere on the battlefield, but must be at least 8 hexes away from its home edge.

WARCHEST

Track Cost: 300

Optional Bonuses:

+100 Wet Conditions: Roll once on the *General Weather Table 3: Rain* (see p. 69, *TO*) and apply the result to the battlefield.

+100 Inspired Opponent: Increase the opponent's Skill level by one (e.g., from Regular to Veteran, etc.). This option cannot be used if the opponent is already Elite.

OBJECTIVES

Hammer. Destroy/Cripple 50% of the opponent's force. [**200**]

Hold the line. At least 50% of the player's force must survive the track. [**100**]

Obliterate. Destroy/Cripple 100% of the opponent's force [**300**]

SPECIAL RULES

The following rules are in effect for this track:

Commander

Use the *Commander* rules for both sides (see p.130).

Salvage

The *Salvage* rule (see p.130) is in effect if two objectives are reached. If all three objectives are achieved, the player's force receives a bonus in supplies. Determine the bonus by rolling 1D6 on the following table.

WP BONUS

1D6	WPS*
1	5%
2	10%
3	10%
4	10%
5	15%
6	20%

*Convert the total amount of WP achieved by the player and multiply by the result rolled to determine the amount of reward.

OPPONENT FORCE COMPOSITION

1D6	TECH	UNIT TYPE COMPOSITION	RAT	SKILL
1	D	10% Light, 30% Medium, 50% Heavy, 10% Assault	Faction	Green
2	D	50% Light, 50% Medium	Militia	Elite
3	C	20% Light, 35% Medium, 30% Heavy, 15% Assault	Mercenary	Regular
4	B	50% Medium, 40% Heavy, 10% Assault	Militia	Veteran
5	A	30% Medium, 50% Heavy, 20% Assault	Faction	Veteran
6	A	100% Heavy	Faction	Elite

MISSION: CROSSFIRE

GAME SETUP

Use the *Selecting Mapsheets* rules (see p. 262, *TW*). The Defender designates one edge as the Defender's home edge; the Attacker's home edge is two of the remaining edges.

The player chooses whether to be the Attacker or Defender, and may use up to 50% of their total force. The opposition is 100% of the player's deployed force. To determine the opponent's force composition, roll 1D6 on each column of the following table.

Attacker

The Attacker enters the battlefield from its home edges at the start of the track.

Defender

The Defender deploys all of its force anywhere on the battlefield; BattleMech and vehicle units must be at least 8 hexes away from every edge.

WARCHEST

Track Cost: 400

Optional Bonuses:

+150 Under a Full Moon: Use the *Full Moon* rules (see p. 58, *TO*).

+100 Treacherous Terrain: Roll once on the *General Terrain Table* (see p. 69, *TO*) and apply the result to the battlefield.

OBJECTIVES

Escape! At least half of the player's force must survive and exit their home edge after 8 turns. [**100**]

Hold the line. At least 50% of the player's force must survive the track. [**300**]

Mission accomplished. Destroy/Cripple at least 75% of the opponent's force. [**300**]

SPECIAL RULES

The following rules are in effect for this track:

Commander

Use the *Commander* rules for both sides (see p.130).

Forced Withdrawal

Both sides follow the *Forced Withdrawal* rules (see p.130).

Salvage

The *Salvage* rule (see p. 130) applies if at least two objectives are achieved.

OPPONENT FORCE COMPOSITION

1D6	TECH	UNIT TYPE COMPOSITION	RAT	SKILL
1	B	100% Heavy	Faction	Veteran
2	C	50% Light, 50% Heavy	Mercenary	Regular
3	F	50% Light, 10% Medium, 40% Heavy	Faction	Green
4	F	50% Medium, 50% Heavy	Militia	Veteran
5	D	25% Light, 25% Medium, 50% Heavy	Mercenary	Green
6	C	75% Medium, 25% Assault	Faction	Regular

MISSION: HEADHUNTING

GAME SETUP

Use the *Selecting Mapsheets* rules (see p. 262, *TW*). The Defender designates any one edge as their home edge; the Attacker's home edge is opposite the Defender's.

The player chooses whether to be the Attacker or Defender, and may use up to 50% of their total force. To determine the opponent's force composition, roll 1D6 on each column of the following table.

Attacker

The Attacker enters the battlefield from their home edge at the start of the track. The Attacker's deployed force may contain any BattleMech or vehicle unit type.

Defender

Deploy all of the Defender's units on the battlefield. No unit may be within 6 hexes of the Attacker's home edge. The Defender's deployed force may contain any BattleMech or vehicle unit type.

WARCHEST

Track Cost: 200 WP

Optional Bonuses:

+50 Inclement Weather: Roll once on the *General/Weather Table* (see p. 69, *TO*) and apply the effects to the track.

+125 Known Unknowns The opposing player publicly designates two units as the Commander, secretly recording the identity of which one is the actual commander.

OBJECTIVES

Collateral damage. Destroy/Cripple at least 75% of the opposing force. [**150**]

Dog eat dog. Destroy/Cripple the opposing commander. [**75**]

Well played, Sir! The player's commander must survive and remain on the battlefield at the end of the track. [**75**]

Special Rules

The following rules are in effect for this track:

Commander

Use the *Commander* rules for both sides (see p. 130).

Forced Withdrawal

Both sides operate under *Forced Withdrawal* (see p. 130) but only if the force's commander is eliminated from play.

OPPONENT FORCE COMPOSITION

1D6	TECH	FORCE*	UNIT TYPE COMPOSITION	RAT	SKILL
1	C	75%	25% Light, 25% Medium, 50% Heavy	Mercenary	Veteran
2	D	75%	50% Medium, 50% Heavy	Militia	Regular
3	C	100%	25% Light, 50% Medium, 25% Assault	Militia	Veteran
4	C	100%	25% Medium, 75% Heavy	Mercenary	Regular
5	B	125%	25% Light, 75% Medium	Faction	Regular
6+	B	150%	75% Medium, 25% Heavy	Faction	Elite

*Force represents strength of the opponent's force as a percentage of the player's deployed force.

Note: One BattleMech may be exchanged for a vehicle of similar weight class, two squads of battle armor, or three platoons of mechanized or jump infantry.

MISSION: HEAVY SCOUT

GAME SETUP

Use the *Selecting Mapsheets* rules (see p. 262, *TW*). The Attacker chooses their home edge first. The Defender may choose any edge as their home edge.

The player chooses whether to be the Attacker or Defender, and may use up to 50% of their total force. To determine the opponent's force composition, roll 1D6 on each column of the following table.

Attacker

At least 50% of the deployed force must consist of non-BattleMech units.

The Attacker's force enters from their home edge at the start of the track.

Defender

Set up no more than 50% of the deployed force anywhere on the battlefield. The remaining units are placed as *Hidden Units* (see p. 259, *TW*). At least 25% of the deployed force must consist of non-BattleMech units.

WARCHEST

Track Cost: 75

Optional Bonuses:

+50 Inclement Weather: Roll once on the *General/Weather Table* (see p. 69, *TO*) and apply the effects to the track.

OBJECTIVES

Pre-emptive strike. Destroy/Cripple both the opponent's fastest unit and heaviest unit. If multiple units share a movement rate, the lightest unit is selected. If there are multiple units are the same mass, the fastest one is selected. If there are still multiple units, players must agree on the specific units required to gain this objective. **[50 each unit]**

Scan and split. Scan at least half of the opposing force (see *Scanning*, p. 130). **[50]**

Survival of the craftiest. Destroy/Cripple half of the opposing force before taking 50% losses. **[100]**

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The opponent follows the *Forced Withdrawal* rules (see p. 130).

Salvage

The *Salvage* rule (see p. 130) applies only if both objectives are achieved.

OPPONENT FORCE COMPOSITION

1D6	TECH	FORCE*	UNIT TYPE COMPOSITION	RAT	SKILL
1	D	75%	50% Light, 50% Medium	Militia	Veteran
2	C	75%	75% Medium, 25% Assault	Mercenary	Regular
3	C	90%	50% Medium, 35% Heavy, 15% Assault	Faction	Veteran
4	B	100%	50% Medium, 50% Heavy	Faction	Regular
5	B	125%	25% Medium, 25% Heavy, 50% Assault	Faction	Veteran
6	A	150%	30% Medium, 50% Heavy, 20% Assault	Militia	Elite

*Force represents strength of the opponent's force as a percentage of the player's deployed force.

Note: One BattleMech may be exchanged for a vehicle of similar weight class, two squads of battle armor, or three platoons of mechanized or jump infantry.

MISSION: RUNNING THE GAUNTLET

GAME SETUP

Use the *Selecting Mapsheets* rules (see p. 262, *TW*). The Attacker chooses their home edge first. The Defender's home edge is on the opposite side.

The player chooses whether to be the Attacker or Defender, and may use up to 25% of their total force. The opposition is 75% of the player's deployed force. To determine the opponent's force composition, roll 1D6 on each column of the following table.

Attacker

The Attacker selects 75% of its deployed force to enter from their home edge at the start of the track. The remaining portion of the Attacker's force enters in any amount from any other edge between turns 4 and 12, as long as one Attacking unit remains operational on the battlefield.

Defender

The Defender places a minimum of 75% of its deployed force anywhere on the battlefield. The remaining portion of the Defender's force sets up using the *Hidden Unit* rules (see p. 259, *TW*).

WARCHEST

Track Cost: 200

Optional Bonuses:

+100 Sinkholes: Roll 2D6 for the first Clear hex each 'Mech enters during a turn using Running MP. If the result is 10+, a Sub-level 1 sinkhole opens beneath the unit. The controlling player makes a Piloting Skill Roll with a +1 modifier to avoid a one-level fall. A successful Piloting Skill Roll allows the player to continue their movement normally; a failed roll ends the unit's movement. The hex should be marked for future reference.

+100 Complicated Weather: Roll twice on the *General Weather Table* (see p. 69, *TO*) and apply both results to the battlefield; modifiers may stack.

OBJECTIVES

Crush. Destroy/Cripple 75% of the opponent's force. [**400**]

Escape! At least half of the player's force must survive and exit the opponent's home edge after 8 turns. [**100**]

SPECIAL RULES

The following rule is in effect for this track:

Salvage

The *Salvage* rule (see p.130) applies only if the **Crush** objective is achieved.

OPPONENT FORCE COMPOSITION

1D6	TECH	FORCE*	UNIT TYPE COMPOSITION	RAT	SKILL
1	D	75%	25% Light, 50% Medium, 25% Assault	Militia	Elite
2	D	75%	30% Medium, 50% Heavy, 20% Assault	Militia	Regular
3	C	75%	25% Light, 25% Medium, 50% Assault	Faction	Green
4	C	75%	30% Medium, 50% Heavy, 20% Assault	Faction	Veteran
5	C	90%	20% Light, 40% Heavy, 40% Assault	Militia	Regular
6	B	90%	25% Heavy, 75% Assault	Mercenary	Veteran

*Force represents strength of the opponent's force as a percentage of the player's.

MISSION: SCOUT

GAME SETUP

Use the *Selecting Mapsheets* rules (see p. 262, *TW*). The Defender designates one edge as the Defender's home edge; the Attacker's home edge is the opposite side.

The player chooses whether to be the Attacker or Defender, and may use up to 25% of their total force. To determine the opponent's force composition, roll 1D6 on each column of the following table.

Attacker

The Attacker's force contains a maximum of 6 units. All units enter from their home edge at the start of the track. At least half of the force should be non-BattleMech units.

Defender

At least half of the Defender's force should be non-BattleMech units. The Defender sets up half of its deployed force closest to the Defender's home map edge. The remaining portion enters from their home edge at the start of the track.

WARCHEST

Track Cost: 50

Optional Bonuses:

+50 Snow Scout: Use *Light Snowfall* (see p. 60, *TO*) without the *Extreme Temperature* condition.

+100 Whiteout: Use *Heavy Snowfall* (see p. 60, *TO*) without the *Extreme Temperature* condition. This option cannot be taken in conjunction with *Snow Scout* (above). All water hexes are *Ice* (see p. 50, *TO*).

OBJECTIVES

I spy… One unit must move to within three hexes of the Defender's home edge to verify all hostile units have been discovered. **[25]**

Survival. Half of the player's force survives through Turn 8. **[50]**

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The opponent follows the *Forced Withdrawal* rules (see p. 130).

Salvage

The *Salvage* rule (see p. 130) applies only if both objectives are achieved.

OPPONENT FORCE COMPOSITION

1D6	TECH	FORCE*	UNIT TYPE COMPOSITION	RAT	SKILL
1	F	50%	50% Light, 25% Medium, 25% Heavy	Militia	Veteran
2	D	75%	75% Light, 25% Medium	Militia	Regular
3	C	100%	50% Medium, 40% Heavy, 10% Assault	Militia	Veteran
4	B	100%	50% Medium, 50% Heavy	Mercenary	Regular
5	B	100%	25% Light, 25% Heavy, 50% Assault	Faction	Veteran
6	A	200%	10% Light, 30% Medium, 50% Heavy, 10% Assault	Faction	Elite

*Force represents strength of the opponent's force as a percentage of the player's.

MISSION: STRIKE

GAME SETUP

Use the *Selecting Mapsheets* rules (see p. 262, *TW*). The Defender designates one edge as the Defender's home edge; the Attacker's home edge is the opposite side.

The player chooses whether to be the Attacker or Defender, and may use up to 50% of their total force. The opposition is 150% of the player's deployed force. To determine the opponent's force composition, roll 1D6 on each column of the following table. Add a +1 modifier if the player failed to successfully complete a *Scout* or *Heavy Scout* Mission immediately prior to this track.

Attacker

The Attacker divides its force in half. One portion enters the track from the designated home edge at the start of the battle. The remaining portion enters from the same edge at the beginning of any turn between turns 5 and 10, as long as at least one operational Attacker unit remains on the battlefield. The Attacker must declare when their remaining force is entering during an End Phase. The force arrives in the Initiative Phase of the following turn (i.e., one full turn must pass between the declaration and the arrival).

Defender

The Defender begins the game with all units on the playing area and can be no farther than 4 hexes from their home edge.

WARCHEST

Track Cost: 400

Optional Bonuses:

+100 Complicated Weather: Roll once on the *General Weather Table* (see p. 69, *TO*) and apply the result to the battlefield.

+100 Sensor Interference: Use the *Electromagnetic Interference* rules (see p. 55, *TO*).

OBJECTIVES

Breakthrough. The player exits at least 25% of their force off the opponent's home edge [**200**]

Hammer. Destroy/Cripple at least 50% of the opponent's force. [**300**]

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

Both sides follow the *Forced Withdrawal* rules (see p.130).

Salvage

The *Salvage* rule (see p.130) applies only if the **Hammer** objective is achieved.

OPPONENT FORCE COMPOSITION

1D6	TECH	UNIT TYPE COMPOSITION	RAT	SKILL
1	D	75% Heavy, 25% Assault	Militia	Elite
2	C	25% Light, 50% Heavy, 25% Assault	Faction	Regular
3	C	60% Light, 40% Medium	Mercenary	Green
4	C	30% Light, 60% Medium, 10% Heavy	Faction	Veteran
5	C	50% Medium, 50% Heavy	Mercenary	Regular
6	B	25% Light, 75% Medium	Mercenary	Veteran
(7)	A	20% Light, 40% Medium, 40% Assault	Faction	Elite

MISSION: SURPRISE COUNTER-ATTACK

GAME SETUP

Use the *Selecting Mapsheets* rules (see p. 262, *TW*). The Defender chooses their home edge first. The Attacker's home edge is one of the two perpendicular sides.

The player chooses whether to be the Attacker or Defender, and may use up to 100% of their total force. The opposition is 110% of the player's deployed force. To determine the opponent's force composition, roll 1D6 on each column of the following table.

Attacker

The Attacker's force is divided in half. Each half enters the battlefield at the start of the track from an edge perpendicular to the Defender's home edge. Both halves may not enter from the same edge.

Defender

The Defender sets up anywhere on the battlefield but must be at least 12 hexes away from its home edge.

WARCHEST

Track Cost: 300

Optional Bonuses:

+25 Treacherous Terrain: Roll once on the *General Terrain Table* (see p. 69, *TO*), and apply the result to the battlefield.

+100 Low on Ammunition: Halve all ammo loads for the player's force.

+150 Tangled Woods: All hexes with Light Woods are considered Heavy Woods, and all Heavy Woods terrain is considered *Ultra-Heavy Woods* (see p. 40, *TO*). If there are less than 8 Woods hexes on the battlefield, this option cannot be selected.

OBJECTIVES

Hammer. Destroy/Cripple at least 50% of the opponent's force. [**100**]

Identify weaknesses. Successfully scan at least 25% of the opponent's force (see *Scanning*, p. 130). [**100**]

Pre-emptive strike. Destroy/Cripple at least 25% of the opponent's force. [**100**]

SPECIAL RULES

The following rules are in effect for this track:

Commander

Use the *Commander* rules for both sides (see p.130).

Forced Withdrawal

The Defender follows the *Forced Withdrawal* rules (see p.130).

OPPONENT FORCE COMPOSITION

1D6	TECH	UNIT TYPE COMPOSITION	RAT	SKILL
1	B	75% Medium, 25% Heavy	Militia	Green
2	D	50% Light, 50% Medium	Mercenary	Green
3	C	10% Light, 25% Medium, 50% Heavy, 15% Assault	Mercenary	Regular
4	F	50% Medium, 25% Heavy, 25% Assault	Militia	Veteran
5	B	50% Medium, 50% Heavy	Militia	Veteran
6	A	100% Heavy	Faction	Veteran

TOUCHPOINTS

The following *Touchpoints* are specific events and conflicts during the crumbling of the Republic. These tracks may be played as a stand-alone game, or combined into a series to form a mini-campaign. For players looking to recreate the various military exploits of certain factions or units, the Mini-Campaign section (see p. 158) provides greater detail and a suggested list of relevant *Touchpoints*.

Players may incorporate as many *Touchpoints* into their own custom campaigns as desired. For this purpose, simply ignore the *Next Track* section of each track.

TOUCHPOINT: DRAGON STRIKE

"The Paladins of the Republic have said time and again that they are warriors not to be trifled with. I ask myself, what good are warriors that attempt to discourage others to fight them? Perhaps they are not true warriors at all. If this is the case, it is our duty to show them that true warriors embrace combat, and that true warriors embrace death like a lover on a cold night."

—Vincent Kurita, Thirty-third Coordinator of the Draconis Combine

SITUATION
El' Hashna Salt Flats, Biham
Prefecture III, Republic of the Sphere
18 May 3135

During the Second Sword of Light's assault on Biham, orbital reconnaissance showed a large Republic military testing range near the El' Hashna Salt Flats. The Republic's forces were resupplying before attempting to make a counter-strike against the Combine's invasion force. Elements of the Second Sword of Light were dropped nearby to destroy the force and capture any munitions to aid in resupplying their own forces.

GAME SETUP

Recommended Terrain: Flatlands

Defender chooses their home edge first; the Attacker's home edge is on the opposite side. The Defender secretly designates one hex within 7 hexes of their home edge. This hex represents the entrance to an underground storage bunker.

Attacker (Draconis Combine)

At least 75% of the Attacker's force consists of non-BattleMech units. The Combine's forces enter from their home edge at the start of the track.

Defender (The Republic)

The Defender's force is 100% of the Attacker's deployed force. At least half of the Defender's units begin the track located within 3 hexes of the bunker entrance. The remainder are set up anywhere within 7 hexes of their home edge.

WARCHEST

Track Cost: 300

Optional Bonuses:

+50 Glare: Use *Full Moon Night/Glare* (see p. 58, *TO;)*. Ignore the Heat effect and reduce the BattleMech to hit penalty to +1.

+50 Sand: Each player designates one hex for every unit deployed as *Sand* (see p. 39, *TO*).

OBJECTIVES

Bowling for Biham (Attacker only). At the end of the Turn 8, half of the Attacker's surviving units must be within two hexes of the bunker entrance. [**100**]

Fear the home bodies (Defender only). The Defender's force must have at least 50% of its deployed force present on the battlefield at the end of the track. [**100**]

Acceptable losses. Cripple/destroy all of the opposing force's BattleMech units. [**150**]

Head strike. Cripple/destroy the opponent's Commander. [**50**]

SPECIAL RULES

The following rule is in effect for this track:

Commander

Use the *Commander* rule (see p. 130) for both sides.

AFTERMATH

Caught by complete surprise, the Republic militia nonetheless stood their ground against the elite Combine troops, holding off the Dragon's forces for critical minutes as several nearby towns were evacuated. Though combat never ranged more than a few kilometers from the isolated bunker, *Sho-sho* Orisitzu was impressed with the fervor and dedication of the militia troops. Those who refused to surrender as proper prisoners were accorded swift and honorable execution.

NEXT TRACK

Republic Roundabout

TOUCHPOINT: REPUBLIC ROUNDABOUT

"We either live or die today. Most likely, die. But dammit, we'll give those Dracs the battle of their lives! For the Republic!"
—Republic of the Sphere Knight Errant George "Georgie" McBranagh

SITUATION
T'Aska Scrub Forest Preserve, Al Na'ir
Prefecture II, Republic of the Sphere
21 June 3135

Nearing the final battle on Al Na'ir, the Second Legion of Vega encapsulated a large formation of Republic BattleMechs, tanks, and armored infantry. The Republic forces were unable to get to their landing zone nearly two hundred kilometers away. The Draconis Combine held air superiority; landing DropShips inside the Dragon's perimeter was deemed too risky.

The Republic forces were running low on food and supplies. They needed a breakout and soon, as the Second Legion called in Kurita reserves.

GAME SETUP

Recommended Terrain: Hills, Forest, Badlands.

Defender chooses their home edge first; the Attacker's home edge is on the opposite side.

Attacker (Draconis Combine)

At least 50% of the Attacker's force consists of non-BattleMech units. The Combine's forces are deployed anywhere on the battlefield within 6 hexes of their home edge.

Defender (The Republic)

The Defender's force is 120% of the Attacker's deployed force. The Defender divides their forces into four groups; each group enters from a separate battlefield edge at the start of the track.

WARCHEST

Track Cost: 400 WP

Optional Bonuses:

+100 Heavy Rainfall: Use the *Heavy Rainfall* rules (see p. 59, *TO*).

+100 No Time: Apply an additional 2D6 damage to each player unit in 5-point groups; re-roll any damage that would cripple or destroy the unit.

+100 Scrub: All Light Woods hexes are converted to *Level 1 Foliage* (see p. 36, *TO*).

OBJECTIVES

Survival of the fittest. Destroy/Cripple 50% of the opposition's force before the player's force suffers the same. [**300**]

Intelligence is information. Capture or cripple at least one opposing unit for interrogation. A unit is considered captured if it is crippled or destroyed, but still has a cockpit and/or a pilot at the end of the track. [1**50**]

Just plain mean. Destroy every flying/jumping unit possessed by the opponent. [**200**]

SPECIAL RULES

The following rules are in effect for this track:

Commander

Use the *Commander* rule (see p. 130) for both sides.

Forced Withdrawal

The Combine forces follow the *Forced Withdrawal* rules (see p.130).

AFTERMATH

Sho-sho Geraldine Yokama, in a personal bid for glory, spoiled the Combine's strategy when she attempted to lead the charge to wipe out the Republic's forces. Pushing her company hard, the move broke the Dragon's cohesion. A small, mobile force under Knight Errant McBranagh exploited the gap. Republic forces streamed out from the encirclement as the Legion reacted. McBranagh gave his life holding the gap open, though less than half of the survivors of the engagement made the two hundred kilometer retreat to their DropShips.

Under the leadership of Governor Reinaldo Tormark, the Republic's forces regrouped and retook the capital city of Homai-Zaki by early August. The arrival of the governor's second cousin and her Dragon's Fury, however, put them between a rock and a hard place. Rather than risk the lives of his remaining people, Governor Tormark surrendered upon receiving the promise of fair treatment and aid for the survivors of the fighting on Al Na'ir.

NEXT TRACK

War of Attrition

TOUCHPOINT: WAR OF ATTRITION

"To hell with Stone's disarmament plans. Where the hell did the Combine dig up all these regiments—and who pissed them off enough for them to stick 'em here?"
—Republic of the Sphere Knight Errant Alison Smythe

SITUATION
Swan Spaceport, New Rio City
Deneb Algedi, Republic of the Sphere
24 August 3135

House Kurita's drive went deep into the Republic of the Sphere, and slowed as the Combine consolidated its forces. Deneb Algedi, taken early by the Combine, suffered a series of setbacks as Republic-backed partisans waged an underground war. A strategic necessity for Republic forces for counterassault operations, Deneb Algedi was reinforced by the Combine's Second Sword of Light. Republic loyalists seized control of the primary spaceport, using the space traffic control systems to de-orbit an automated cargo transfer DropShip. The target was the main planetary garrison complex housing the Second Sword of Light.

Kuritan spies informed *Tai-sa* Efram Gunnarsson of the operation and the Second Sword stormed Swan Spaceport to stop the partisans from carrying out their plan.

GAME SETUP

Recommended Terrain: Heavy Urban

Designate three buildings at least four hexes apart as the objective structures. If no buildings exist, place up to three Heavy Level 2 (CF 60) buildings on the map area. The Defender chooses a home edge before the Attacker.

Attacker (Draconis Combine)

Divide the Combine's deployed force into two groups. The smaller of the two enters from the Defender's home edge at the start of the track. On Turn 1D6+1, the second group arrives, entering the battlefield from the Attacker's home edge.

Defender (Republic of the Sphere)

The Defender's force is 100% of the Attacker's deployed force. No more than 25% of the Defender's force are BattleMech units. The Defender's force sets up anywhere on the battlefield; no unit may be within 5 hexes of any edge. Set up 25% of the force as *Hidden Units* (see p. 259, *TW*).

WARCHEST

Track Cost: 400

Optional Bonuses:

+300 Rainfall: Use the *Gusting Rain* rules (see p. 59, *TO*).

+200 Twilight: Use the *Dusk* rules (see p. 59, *TO*).

+150 Enemy Minefields: The Defender places 1D6 + 3 conventional minefields anywhere on the playing area before the Attacker deploys their units.

OBJECTIVES

Paste them. Destroy/Cripple 50% of the opposing force before the end of Turn 10 [**400**]

No Mercy. Destroy/Cripple the opponent's total deployed force. [**200**]

SPECIAL RULES

The following rules are in effect for this track:

Command Officer

Add a *Commander* (see p.130) to the Combine force; this unit must deploy with the Attacker's first group.

Time Limit

The track ends after the End Phase of Turn 15.

AFTERMATH

Opting to split his forces, *Tai-sa* Gunnarsson charged into the spaceport and caught the Republic partisans off-guard. The Sworders overwhelmed the defenders in short order, until the Tai-sa's *Nova Cat* was beheaded by a Republic *Axman*. The Republic's BattleMechs slowly pushed the Sworders away from the control room, and cut the rest of the advance force down. The bulk of the Second Sword arrived as the last samurai went down. Enraged after seeing the smoldering remains of their commander's 'Mech, the Sworders rushed the compound, flattening it and the remaining partisan defenders.

With the controls destroyed, the remote DropShip followed its last commands and crashed into the Second Sword's garrison. The loss of support personnel and supplies put the Second offline for nearly a month, giving Republic forces in the region a much-needed breather.

NEXT TRACK

None. Players may move on to a new mini-campaign.

TOUCHPOINT: HIDE AND SEEK

"Yed Posterior was named accurately. It was a storm-racked world where the only land masses were archipelagos. The only possible use for the entire planet was rations and water. The entire place was honeycombed with tunnels and cliffs and ample places to hide or ambush. If any world could be called the ass end of the Inner Sphere, it was Yed Posterior."

—Elemental Star Commander Noghbar

SITUATION
Henderton
Yed Posterior, Republic of the Sphere
10 January 3137

Yed Posterior was one of the first worlds to suffer attack by Clan Wolf. It was also where the defensive strategy of Prefecture IX's militia was put into action. Expecting limited resistance at best, Clan Wolf dispatched a light force to seize the world. What they found was a nightmare of weather, unorthodox tactics, and a massive network of industrial-sized tunnels and lifts.

Clan Wolf welcomed the unexpected challenge.

GAME SETUP

Recommended Terrain: Heavy Urban, Flatlands

The Defender chooses their home edge first; the Attacker may choose any other edge as their home edge.

The Defender secretly designates four building hexes as containing tunnel entrances.

Attacker (Clan Wolf)

The Attacker's forces may only contain light and medium OmniMechs, vehicles (any class), and battle armor infantry. The Attacker's deployed force enters from their home edge at the start of the track. Designate one BattleMech unit as Star Colonel Alaric Wolf (Gunnery 1, Piloting 2); this unit follows the *Commander* rule (see p. 130).

Defender (Republic of the Sphere)

The Defender's force is 150% of the Attacker's deployed force. No more than half of the Defender's force may consist of BattleMech units. The Defender sets up anywhere on the battlefield at least 6 hexes from the Attacker's home edge using the *Hidden Unit* rules (see p. 259, TW).

WARCHEST
Track Cost: 300
Optional Bonuses:

+200 Storm World. Use the *Gusting Rain* rules (see p.59 *TO*).

+400 Hurricane: Use the rules for a F3 *Tornado* (see p. 61, *TO*); cannot be used in conjunction with **Storm world**, above.

OBJECTIVES

Secure the area. Destroy/cripple 100% of the opposing force. [**200**]

In good order. Take less than 50% losses. [**100**]

Good fortune. (Defender only) Destroy/cripple Alaric Wolf's unit. [**100**]

Seal the doors. (Attacker only) Destroy the buildings that hide the tunnel entrances. [**25/building**]

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

Both sides operate under *Forced Withdrawal* rules (see p. 130).

Crippling Damage

With military hardware at a premium, any unit suffering *Crippling damage* (see p. 258, *TW*) is considered Destroyed for the purposes of the track.

Tunnel Network

The tunnel network on Yed Posterior was made for 'Mech-sized units to travel without fear of the storms raging across the planet's surface. Any building hex containing a tunnel entrance automatically contains a double-basement (see p. 179, *TW*). Entering and exiting the building hex does not constitute passing through a building and costs 3MP. The tunnel entrance is made public when a unit exits the hex.

Once the track begins, units from either force may enter a tunnel entrance hex. They may re-emerge from the same hex in the next round or exit from any other entrance hex after 3 complete game turns. Any unit with a walk/cruise speed below 5 takes 1 extra round to emerge, and any unit with a walk/cruise above 9 takes 1 round less to emerge. Units within the tunnel complex after 5 complete turns are considered to have withdrawn from the battlefield.

Combat may not occur between opposing units in the tunnel due to their restrictive nature. A unit may not exit a tunnel entrance that is blocked by an opposing 'Mech unit or if the building containing the entrance is destroyed.

AFTERMATH

Clan Wolf was taken by surprise in the initial stages of their assault. The militia used Henderton's tunnels to great effect, putting several strike units squarely in the Clan's rear area. Despite the resulting pincer movement, the militia did not contain enough force to squeeze the Wolves back. Alaric's troops began systematically destroying the buildings around them, and the militia gave up shortly afterward to stop the escalating collateral damage.

Several of the militia's pilots were taken as bondsmen for their heroic actions in defending the city, and reassigned as maintenance techs and crew for the Clan's DropShips.

NEXT TRACK

Quelling the Natives

TOUCHPOINT: QUELLING THE NATIVES

"These are not warriors. They are scared animals, lashing out as if their very lives were at stake. They strike at any perceived threat, as do all trapped prey, but remember my Wolves, they are still prey and we? We are the hunters. Let us end their suffering with the mercy of a swift and unmistakable attack."

—Star Colonel Donovan, addressing his troops on Unukalhai

SITUATION
Hakuli Mountains near Darien
Unukalhai, Republic of the Sphere
20 February 3137

Having experienced the delay and reinforce tactics of the Prefecture's defensive forces during the first wave of attacks, Clan Wolf adjusted their invasion plan. Alaric sought to seize objective systems in a short amount of time. By doing so, any arriving reinforcements would be forced to offer a new Trial of Possession. Traditional Clansmen found the concept dishonorable; Alaric and his younger Wolves saw it as forcing their enemies to accept Clan traditions or be crushed in an unrestrained attack.

The plan hinged on the rapid taking of worlds. Systems like Unukalhai saw much larger assault groups than earlier worlds had endured. The defenders had the advantages of local knowledge and terrain, as well as the certainty that help was on the way. Even with forces considered overwhelming, the warriors of Clan Wolf faced no easy task.

GAME SETUP

Recommended Terrain: Mountain, Woods

The Attacker chooses two adjacent edges as their home edge. The Defender uses the remaining two.

Attacker (Clan Wolf)

The Attacker enters the battlefield from their home edge at the start of the track. At least half of the force must consist of BattleMech units. Designate one BattleMech unit as Star Colonel Alaric Wolf (Gunnery 1, Piloting 2); this unit follows the *Commander* rule (see p.130).

Defender (Republic of the Sphere)

The Defender's force is 75% of the Attacker's deployed force. No more than half of the Defender's force may consist of BattleMech units. Any infantry units set up anywhere on the battlefield at least 4 hexes from the Attacker's home edge using the *Hidden Unit* rules (see p. 259, TW). The remainder of the Defender's force enters from their home edge at the start of the track.

WARCHEST

Track Cost: 300

Optional Bonuses:

+50 Tundra. Consider all ground hexes as *Tundra* (see p.40, *TO*) **(+50 WP)**

+100 Big Guns, Big Fun (Attacker only). The Defenders employ 4 off-board Long Tom cannons with a flight time of 2 turns. Use *Artillery* rules (see p.179, *TO*).

+100 Pincer Movement (Defender only). Add a secondary group to the Attacker. This group is 10% of the Attacker's deployed force. This additional force enters from either of the Defender's home edge at the start of Turn 3.

OBJECTIVES

Seize the High Ground: Destroy/Cripple 100% of the opposing force. [**200**]

Hold the line (Defender only): The Defender must retain half (round up) or more of their units by the end of the track. [**200**]

Send a message (Attacker only): Cripple (not Destroy) at least 75% of the Defender's force. [**200**]

SPECIAL RULES

The following rule is in effect for this track:

Forced Withdrawal

Both sides operate under *Forced Withdrawal* rules (see p.130).

AFTERMATH

Despite overwhelming odds, the Unukalhai militia faced down the Wolf forces. When the Wolves approached the militia's main group near the Sandkat River, the militia cut loose with a battery of artillery for several minutes. The invaders pulled back briefly before Alaric charged ahead, dropping two heavy militia 'Mechs in a matter of seconds. Emboldened by their audacious leader, the Wolf warriors surged into the teeth of the artillery barrage. The militia held on tenaciously, but ultimately surrendered after their command staff fell to the Wolf onslaught.

NEXT TRACK

Blood Red Dawn

TOUCHPOINT: BLOOD RED DAWN

"We were there for one reason and one reason only. We were there to shoot anything with a Wolf on it until it stopped moving or died. I'm pretty sure they were there to do the same.

"I'm not a religious man, never have been. But I have seen hell, and it was called Nusakan."

—Lieutenant Sigurd Halvorford, formerly of the Stormhammers, 3138

SITUATION
Mudana Refuge
Nusakan, Republic of the Sphere
19 March 3137

Even without knowing the true destination of Clan Wolf's massed forces, the defenders of Prefecture IX could sense that some sort of denouement was at hand. The final, pivotal battles would be fought on worlds far too close to Terra: Alkalurops, Skondia, and Nusakan. Fighting would be short, violent, and vicious, and reached a fevered pitch on Nusakan.

Not content to wait for reinforcements, Colonel Verena Wolf, commanding a unit of Stormhammers and two mercenary companies, met Alaric and his Wolves in a single decisive clash. On the frozen plains of northern Nusakan, the two armies met in a battle that would seal the fate of the entire world.

GAME SETUP

Recommended Terrain: Mountains, Badlands.

The Defender chooses their home edge first; the opposite edge is the Attacker's.

The Defender deploys all units on any hex higher than level 0 on the map placed in the upper left of the playing area. The Attacker deploys all units along the 2 external edges that form the lower right corner of the lowest right side map. The attacker units must all be deployed on hexes with an elevation of 0.

Attacker (Clan Wolf)

If infantry units are included in the Attacker's force, they must be battle armor units. Designate one BattleMech unit as Star Colonel Alaric Wolf (Gunnery 1, Piloting 2); this unit follows the *Commander* rule (see p.130). The Attacker places its units on any Level 0 hex within 2 hexes from their home edge. Once all Level 0 locations are filled, the Attacker may place its remaining units on other hexes within 2 hexes from their home edge. All units face the center of the battlefield.

Defender (Republic of the Sphere, Mercenary)

The Defender's force is 120% of the Attacker's deployed force. The Defender deploys its units on any elevation higher than an elevation of Level 0. Once all elevated locations are filled, the remainder of the Defender's force can be placed in any location.

Designate one BattleMech unit as Colonel Verena Wolf (Gunnery 2, Piloting 3); this unit follows the *Commander* rule (see p.130).

WARCHEST
Track Cost: 600
Optional Bonuses:
+150 Light Fog: Use the *Light Fog* rules. (see p. 57, *TO*)
+100 Dusk: Use the *Dusk* rules (see p. 58**,** *TO*)

OBJECTIVES

At any cost: Destroy/Cripple 100% of the opposing force. [500]

Legendary showdown: Use your Commander to Destroy/Cripple the other side's Commander in single combat. [**100**]

No quarter, no retreat: None of the player's force exits any battlefield edge during the course of the track. [**10 for each unit remaining on the battlefield at the end of the track that is not crippled or destroyed**]

SPECIAL RULES

The following rules are in effect for this track:

Command Officer

Each side has a *Commander* (see p.130).

Forced Withdrawal

Both sides operate under *Forced Withdrawal* rules (see p.130).

Salvage

Salvage is available only if the **Legendary showdown** and **No quarter, no retreat** objectives are achieved.

AFTERMATH

The two forces engaged each other furiously, the Wolves charging up the rocky hills into the teeth of the defenders. Despite the Clanners' skills, the defenders put up a tenacious resistance. The brutal fighting took a devastating toll on both sides. When the Wolves broke through the defenders' line, Alaric faced off with Colonel Verena Wolf, and in a brief combat felled the enemy commander. The remaining defenders, demoralized, quickly surrendered.

Nusakan was now under the heel of Clan Wolf.

NEXT TRACK

None. Players may move on to a new mini-campaign.

TOUCHPOINT: AS GOOD AS ADVERTISED

"I'd heard the stories, of course. I'm not a recluse. Jaime Wolf and his Dragoons were half-superhuman, half-invincible, and you either admired them or hated them. There was no middle ground. The Jihad took the veneer off that aura of perfection. They died like the rest of us, and then drifted off to whatever refuge the Kells could provide. Or so we all thought. I never imagined I would be able to tell my children or grandchildren that I had faced off against Wolf's Dragoons. How'd it go, you ask?

"Let me put it this way. . . If not for their mercy, I'd have never lived long enough to get the chance."

—DMM Captain Mark Richards in a 3140 interview

SITUATION
Galway
Marlowe's Rift
Draconis Reach, Federated Suns (contested)
14 February 3139

The first world to fall victim to the assault by Wolf's Dragoons was Marlowe's Rift. The local militia assumed the attack to be another bandit raid. Such attacks were common in The Reach, and served to hone the skills of troops most would dismiss as novices. Even the Dragoons were surprised by the skill and grit of the militia forces.

The battle unfolded on the Dragoons' terms. They were reannouncing themselves as the mercenary elite, and the young warriors among them were aching for their chance to fight.

And now they fought under the banner of House Kurita.

GAME SETUP

Recommended Terrain: Hills, Badlands

All Water hexes are assumed to be Clear terrain for the purposes of this track. All Woods hexes are to be treated as Rough, with no impact on LOS. The Attacker chooses their home edge first.

Attacker (Wolf's Dragoons)

No more than half of the Attacker's deployed force may consist of BattleMech units. Divide the Attacker's force into two groups; one group enters from their home edge at the start of the track. The second group enters from any edge on or after Turn 4, as long as one Attacking unit remains active on the battlefield.

Defender (Federated Suns)

The Defender is 100% of the Attacker's deployed force. No more than 25% of the Defender's deployed force may consist of BattleMech units. The Defender sets up anywhere on the battlefield within 8 hexes of their home edge.

WARCHEST
Track Cost: 200
Optional Bonuses:

+50 Early Bird: Morning fog lies at the bottom of the valley. All Level 1 hexes and lower use *Heavy Fog* and all hexes of Level 2 and 3 uses *Light Fog* rules (see p. 57, *TO*). Hexes above Level 3 are unaffected.

+50 Blowing Sand: Use the *Blowing Sand* rules (see p. 62, *TO*). This option cannot be combined with **Early Bird**, above.

OBJECTIVES

Win the day. Destroy/Cripple at least 75% of the opposing force. [**200**]

Break their will. Destroy/Cripple at least 50% of the opposing force before the end of Turn 6. [**100**]

SPECIAL RULES

The following rules are in effect for this track:

Crippling Damage

With military hardware at a premium, any unit suffering *Crippling damage* (see p. 258, *TW*) is considered Destroyed for the purposes of the track.

Forced Withdrawal

Both sides operate under *Forced Withdrawal* rules (see p.130).

AFTERMATH

Basing their tactics on the ISF's assessment of the planetary militia's commander, a small Dragoons force masquerading as raiders lured the defenders out of their bases. The local troops had little chance against the unidentified raiders.

The Davion militia fought hard, but the outcome was inevitable when their commander was defeated and captured during the first day of fighting. With command and control all but lost, the militia broke into small defensive pockets that took the Dragoons nearly a month to mop up. The escape of Colonel McShane did little to help the defenders on Marlowe's Rift, but provided the Davions with a valuable resource as the Dragoons continued their conquest of the Draconis Rift.

NEXT TRACK

Return to Misery

TOUCHPOINT: RETURN TO MISERY

"Your Dragoons venerate this world for the blood you shed there. We Ryuken do as well. For the same reason."
—*Tai-sa* Tori Ishihara, CO, Ryuken-go and Liaison to Wolfs Dragoons

SITUATION
Hamar Valley
Misery, Federated Suns
29 July 3139

When a raid on Benet III failed, the Dragoons suspected the defensive forces throughout the Reach had been augmented with new and fresher units. When next they made landfall in a joint operation with the Ryuken-go on the infamous world of Misery, they came prepared for a fight. While tensions still ran high between the Dragoons and the Kuritas, Misery would be the first time the two forces engaged in battle as a cohesive force.

The defending Tenth Avalon Hussars were flush with success. Having easily crushed a Kuritan raid a month prior, the Hussars felt that they were more than equal to the task of taking on the newest version of Wolf's Dragoons. On the stark badlands of Misery, Davion, Kuritan, and mercenary would be tested to their limits and beyond.

GAME SETUP

Recommended Terrain: Flatlands, Hills

The Attacker chooses their home edge first; the opposite edge is the Defender's.

Attacker (Wolf's Dragoons, Draconis Combine)

No more than half of the Attacker's force consists of BattleMech units. The Attacker enters the battlefield at the start of Turn 1 and automatically wins initiative for the first two turns.

Defender (Federated Suns)

The Defender's force is 125% of the Attacker's deployed force. No more than half of the Defender's force consists of BattleMech units. Deploy all of the Defender's units on the battlefield within 10 hexes of their home edge.

WARCHEST
Track Cost: 300
Optional Bonuses:

+100 Strong Gale: Use the *Strong Gale* rules (see p. 61, *TO*).

+100 Don't Slip: Convert all Woods and Water hexes to *Ice* (see p. 50, *TO*). Water hexes are only covered in ice, not frozen solid. The battlefield must have at least 8 total woods and/or water locations in order for this option to be used.

+100 Let It Snow: Use the *Moderate Snowfall* rules (see p. 60, *TO*).

OBJECTIVES

Stand and Deliver. Destroy/Cripple at least 50% of the opposing force. [**250**]

Pushback! Destroy/Cripple at least 75% of the opponent's force before the end of Turn 10. [**300**]

SPECIAL RULES

The following rules are in effect for this track:

Crippling Damage

With military hardware at a premium, any unit suffering *Crippling damage* (see p. 258, *TW*) is considered Destroyed for the purposes of the track.

Forced Withdrawal

The Defender's force operates under *Forced Withdrawal* rules (see p.130).

Salvage

Salvage is available only if the **Pushback!** objective is achieved.

AFTERMATH

The engagement started slowly as both sides felt each other out. Kuritan scouts along the flanks attempted to funnel the Hussars into the killing zones set up by the Dragoons. Each time, the Davions managed to escape the maneuver. Finally, as the afternoon began to wane, the mercenaries charged forward before the Hussars had a chance to escape. The Ryuken solidified behind the AFFS forces, and attempted to close the pincer. The Davions anticipated the move and charged the Kuritan flank, forcing a hole from which they escaped.

The Davions took heavy casualties extricating themselves from the trap. Both sides clashed in minor skirmishes for the next week, but by the middle of August 3139, the Hussars withdrew from the world.

Misery was a Kuritan world. And both the Dragoons and the Ryuken found redemption.

NEXT TRACK

Out of the Gate

TOUCHPOINT: OUT OF THE GATE

"Tactics are great and strategy is essential. No matter how great your plan is though, warfare can be a humbling thing. Every army, at some point, finds itself in a bad situation with no good options in sight. When they are faced with that, some of them surrender, some dig in, and some pray. The crazy ones charge out and meet the enemy head on. Some call it desperate, some call it heroic. I call it being one of Wolf's Dragoons."

—Lieutenant Izzy Matthews, Wolf's Dragoons

SITUATION
Scylla's Gate
Glenmora, Federated Suns
29 July 3140

The successful seizure of worlds in the Draconis Reach by Wolf's Dragoons provoked a counter-attack from the Federated Suns. As the AFFS troops mustered some of their best along the Combine border, Wolf's Dragoons prepared to seize the initiative. They targeted Glenmora for the express purpose of damaging the Second Robinson Rangers and giving the Federated Suns High Command another problem to contemplate. The AFFS could ill-afford to weaken the border worlds still under their control. The Combine could not afford to spare any of its front line units to assist; the Dragoons would attack alone.

Glenmora, however, was more trap than target. The Dragoon assault found itself facing a much larger force. Forced into a running war, they sent for help and holed up in Scylla's Gate. The small city served as the gateway to the southern approaches to an important land feature called The Great Rift. For weeks, the city's captured artillery batteries held the Second Robinson Rangers at bay. Soon enough, the guns went silent from lack of ammunition. With only the faintest hope of reinforcement, the Dragoons charged towards their enemies to buy every possible second they could for their support staff and infantry to escape into the nearby hills.

GAME SETUP

Recommended Terrain: Mountain, Woods

The Defender chooses their home edge first; the opposite edge is the Attacker's. Convert all Water hexes to Rough terrain. The Attacker automatically wins initiative for the first two turns.

Attacker (Wolf's Dragoons)

At least the half of the Attacker's force consists of vehicle units. The Attacker enters the battlefield at the start of the track from their home edge.

Defender (Federated Suns)

The Defender is 100% of the Attacker's total deployed force. No more than half of the Defender's force consists of BattleMech units. The Defender sets up anywhere on the battlefield within 2 hexes of their home edge.

WARCHEST

Track Cost: 400

Optional Bonuses:

+100 By Dawn's Early Light: Use the *Dawn* rules (see p.58, *TO*)

+100 Who Trained These Guys?: Increase the opponent's skill level by one [*Example: from Green to Regular*].

OBJECTIVES

Punish! Destroy/Cripple at least 75% of the opposing force. [**400**]

Sow destruction. [Attacker only] Cripple/Destroy at least 50% of the Defender's force before suffering 50% loss by the end of Turn 10. [**200**]

Venting the rage. [Defender only] Destroy/Cripple at least one-third of the Attacker's total deployed force. [**200**]

SPECIAL RULES

The following rules are in effect for this track:

Crippling Damage

With military hardware at a premium, any unit suffering *Crippling damage* (see p. 258, *TW*) is considered Destroyed for the purposes of the track.

Stand or Fall

Both sides fight to the bitter end; no unit can willingly exit the battlefield.

AFTERMATH

The Dragoon charge surprised the Robinson Rangers for a few critical moments. The mercenaries closed the gap quickly, smashing in and then through the Davion line in short order. The Davions recovered and cut the Dragoons off from retreat. Caught between the walls of the city and an immovable enemy force, the Dragoons were running out of time and options.

Just when things looked bleakest, fate intervened in the form of a new arrival to the battlefield. An Overlord DropShip hovered over the fray, dropping fresh forces directly onto the Davion positions. The Ryuken had come to rescue the Dragoons. After quickly mopping up all opposition, the invaders relinquished Glenmora, and returned home laden with salvage and war material.

NEXT TRACK

None. Players may move on to a new mini-campaign.

TOUCHPOINT: AGAINST THE WALL

"We face the inevitable, yes. Many of us here this morning will be gone by evening. But I know we will use every bullet, every gun, every weapon at our command to make sure more of them are dead by nightfall than us.

"Because we are Davion. And they are Capellan. It is the way of the universe."

—Major Dennis Voight, Fourth Federated Suns Lancers

SITUATION
Vospomenanya Sad Krasnaya Ploshchad,
Tikonov, Federated Suns
1 April 3145

The arrival of the Eighth Capellan Reserve Cavalry and Warrior House Dai Da Chi in March of 3145 had put the undersupplied AFFS forces on the defensive, unable to consolidate small victories into larger tactical gains against the CCAF. The commander of the Fourth Federated Suns Lancers decided to pull back into the vast Red Square Memorial Gardens, one of the most popular vacation destinations for Tikonov natives. The abandoned *dachas* and already existing infrastructure was to provide an opportunity to rest, repair, and coordinate with the other AFFS forces on world. The CCAF wasn't about to give them the chance.

Intelligence provided by local sympathizers allowed Warrior House Dai Da Chi to press into the Park and force the Fourth to continue to fight.

GAME SETUP

Recommended Terrain: Flatlands, Woods

The Defender selects their home edge first. The Attacker's home edge is opposite of the Defender's.

Attacker (Capellan Confederation)

Divide the Attacker's force into two groups. The first group enters from the Attacker's home edge at the start of the track. The second group enters 1D6+1 turns later from any other battlefield edge.

Defender (Federated Suns)

The Defender is 75% of the Attacker's total force, and adds two transport-type vehicles appropriate for the setting, with Green experience. These vehicles are overladen with scavenged supplies and move at half-speed. All of the Defender's units begin the track within 5 hexes of the center of the battlefield.

WARCHEST

Track Cost: 400

Optional Bonuses:

+150 Light Fog: Use the *Light Fog* rules. (see p. 57, *TO*)

+150 Bad Intel (Attacker only): Add two additional units to the Defender's force.

+150 Surprise Assault (Defender only): All non-battle armor units start the track with only half their ammunition loads.

+100 Tanglewood: Make a Driving/Piloting roll for every non-infantry unit exiting a Woods hex. If the check fails, the unit is caught on old debris and uses the *Bog Down* rules (see p. 62, *TO*).

OBJECTIVES

No witnesses. Destroy/Cripple 100% of the opposing force. [**400**]

Speed is of the essence. Destroy/Cripple 25% of the Defender's force before the end of Turn 4. [**100**]

Survival! (Defender only) At least one of the transports exits off the objective edge after Turn 5. [**100**]

SPECIAL RULES

The following rules are in effect for this track:

Command Officer

Each side has a *Commander* (see p.130).

Salvage

Salvage is available if the **No witnesses.** objective is achieved.

AFTERMATH

The Fourth's selected safe zone proved to be a death trap. Local tongs and Capellan sympathizers alerted nearby Confederation forces of the Fourth's arrival. Within half a day, the CCAF launched a hasty assault on the Davion position, catching the recuperating Fourth completely off-guard. The extensive ruins and tangled overgrowth provided excellent cover, but also inhibited movement. The slow press of Capellan forces as they streamed into the area ground the Davions down. Only a desperate breakout that saw the Fourth leave behind nearly all of their scavenged supplies saved them and allowed them to hook up with the rest of the planet's defenders.

NEXT TRACK

Tikonovian Stranglehold

TOUCHPOINT: TIKONOVIAN STRANGLEHOLD

"Bony fingers rise towards the sky,
Like a fallen statue of the glorious dead.
Why does the Republic turn a blind eye?
Denying our freedoms, we've been misled.
The beauty of our planet has long since passed,
Tikonov is dying, the Fox has won at last."

–Excerpt from an Anti-Republic of the Sphere folk song from Tikonov, translated from Russian

SITUATION
Munitions Factory Complex #3, Sevastopol
Tikonov, Federated Suns
7 September 3145

Preparing for the arrival of the Second McCarron's Armored Cavalry, Death Commandos began operations to disrupt AFFS forces stationed on Tikonov. One target was the planet's largest ammunitions factory in hopes to deplete Davion ammo reserves. The Liao special forces infiltrated the facility during the late night hours, and demolition teams began the arduous task of destroying billions of rounds, as well as the valuable factory machinery.

Davion forces reacted quickly when the alarm was raised. The Third Federated Suns Lancers, stationed nearby, moved in…and walked right into a Death Commando ambush.

GAME SETUP

Recommended Terrain: Heavy Urban

Designate 1D6+10 buildings that make up a portion of the ammunition complex. These buildings should all be in close proximity to each other, and are considered Heavy (CF 75) using the listed height level.

The Defender designates their home edge first; the opposite edge is the Attacker's.

Attacker (Federated Suns)

The Attacker's force may not contain more than 75% of its deployed force as BattleMech units. The Attacker enters from their home edge at the start of the track using Running, Cruising, or Jumping MP.

Defender (Capellan Confederation)

The Defender's force is 130% of the Attacker's force, and contains up to 25% of its deployed force as BattleMech units. If any infantry units are present, they must be battle armor. The Defender sets up anywhere on the battlefield; up to 75% are placed as *Hidden Units* (see p. 259, *TW*). BattleMech units may not be placed within or on buildings to start the track.

WARCHEST

Track Cost: 200

Optional Bonuses:

+300 High Winds: Use the *Storm* rules (see p. 61, *TO*)

+400 Air Support: Up to three medium aerospace fighters are deployed by opposing side, chosen by rolling on the appropriate RAT. The fighters are of Veteran experience.

OBJECTIVES

Make it to the rally point. At least half of the player's deployed force must leave the map via the opposing side's home edge after Turn 6. [**300**]

No quarter asked, none given. Destroy at least 75% of the opposing force. [**300**]

Headcap. Destroy/Cripple the opposing Commander's unit. [**100**]

SPECIAL RULES

The following rules are in effect for this track:

Command Officer

Each side has a *Commander* (see p.130).

Explosive Distractions

During the End Phase of each turn, roll 1D6. On a 6, a munitions pile or machinery node explodes. The resulting fireball lights up the battlefield and negates the **Pitch Black** rule for the duration of the following turn.

Pitch Black

The operation occurs in the dead of night. Use the *Pitch Black* rules (see p. 58, *TO*).

AFTERMATH

The Death Commandos were effective in both their destruction of the ammunition factory and decimation of the Third FedSuns Lancers. Using effective cover, they cut down the arriving Davions until AFFS command pulled them back. By the time dawn broke, the entire facility was ablaze and half of the Lancers were dead. No sign of the Death Commandos remained, save a lone Sha Yu that exploded when Davion salvage teams attempted to drag it away.

With the successful operation came the realization that the Confederation was coming—and the Liaos wanted the Davions to know it.

NEXT TRACK

The Final Clash of Swords

TOUCHPOINT: THE FINAL CLASH OF SWORDS

"For too long has Tikonov rested under the thumb of the oppressive Davion regime! We are at the cusp of a new era in the Confederation, and it is only right our oppressed brethren here join us in the ascendance of House Liao.

For the Confederation! For the Liao!"

—Chancellor Daoshen Liao in a recorded underground broadcast

SITUATION
Voronezh Plains
Tikonov, Federated Suns
24 October 3145

Tikonov will fall to the Capellan Confederation, an inevitability known to the AFFS. Due to increasing losses and no supplies coming from a politically turbulent New Avalon, the Third Federated Suns Lancers launched a desperate plan. The operation centered around assaulting a Capellan formation consisting of the new Marshals of Tikonov and Second McCarron's Armored Cavalry. The distraction would hopefully be enough to evac the majority of AFFS forces still active on Tikonov and avoid Liao prison camps.

GAME SETUP

Recommended Terrain: Mountains, Hills

The Attacker determines their home edge first; the opposite is the Defender's home edge.

Attacker (Federated Suns)

The Attacker enters through their home edge at the start of Turns 1 and 2; at least one unit must enter during both turns.

Defender (Capellan Confederation)

The Defender's force is 100% of the Attacker's deployed force. Half of the Defender's force deploys anywhere on the half of the battlefield nearest the Defender's home edge. The remainder of the Defender's force enters the battlefield at the start of the track.

WARCHEST

Track Cost: 750

Optional Bonuses:

+200 Monsoon Season: Use the *Torrential Downpour* rules (see pg. 59, *TO*).

+300 Thundersnow: Use the *Sleet* rules combined with the **Moonsoon Season** option above (see p. 60, *TO*).

OBJECTIVES AND MEDAL TIERS

Kill… Destroy/Cripple more of the opposition than in player losses by the end of Turn 5. [**400**]

…Or be killed. Destroy/Cripple more of the opposition than in player losses by the end of Turn 10 [**400**]

Sound and fury. Destroy/Cripple 75% of the opposing force. [**400**]

SPECIAL RULES

The following rules are in effect for this track:

Command Officer

Each side has a *Commander* (see p.130).

Salvage

Salvage is available only if the **Sound and fury** objective is achieved.

AFTERMATH

The Third Lancers' approach was detected early, thanks to the increasing network of Liao supporters on the planet. Despite the forewarning, the Capellans were unprepared for the ferocity of the Davion attack. Within the first few minutes of the assault, the Lancers neatly bisected the Second McCarron's and crushed half of the Liao force in minutes. Only the timely arrival of the Marshals saved the remains of McCarron's, launching a counterattack that killed the Lancer's command lance. The Third was pursued for several kilometers before they broke away from the Capellans and made their way to waiting DropShips.

The Third's desperate plan worked. The Second's grievous losses pushed the Capellans back from the Davion landing zones. The AFFS forces retreated in good order, salvaging what they could before leaving Tikonov to its new masters.

NEXT TRACK

None. Players may move on to a new mini-campaign.

ERA REPORT: 3145 MINI CAMPAIGNS

The following mini-campaigns follow a small chain of key events that occurred in various Inner Sphere locations. Each mini-campaign lists a snapshot of the systems and units involved in the fighting, as well as any special rules that can be incorporated during the campaign. The *Campaign Arc* indicates the sequence of *Touchpoint* tracks and a list of appropriate *Missions* that fit within the campaign. *Missions* may be played in any order or combination within the mini-campaign. In order for the player to receive the listed WP reward, all of the listed *Touchpoint* and *Mission* tracks must be played at least once. The WP award for completing an arc is given at the end of the last track completed, in addition to the WP earned for the last track.

COMBINE INVASION OF THE REPUBLIC (3135)

In mid-3135, the Draconis Combine made its move to take back worlds that seceded to the Republic during its formation. Leading the charge was the elite Second Sword of Light. Cutting a swath through Prefectures II and III, the Combine reclaimed many of its ancient worlds. Only the Republic's various planetary militias could hope to put a stop to the Dragon's rampancy.

BIHAM

Star Type: A0VI (161 Hours)
Gravity: 0.84 G (see p. 55, *TO*)
Atmospheric Pressure: Standard
Atmospheric Composition: Tainted/Poisonous (see p. 56, *TO*)
Surface Water: 52%
Equatorial Temperature: 37C
Planetary Conditions (Optional): Low Gravity (see p. 55, *TO*), Tainted Atmosphere (see p. 56, *TO*), Extreme Temperatures—60C (see p. 62, *TO*)
Notes: Reduce all water hex Depths by one.

AL NA'IR

Star Type: A9II (170 hours)
Gravity: 0.60 G (see p. 55, *TO*)
Atmospheric Pressure: Thin (see p. 54, *TO)*
Atmospheric Composition: Tainted/Poisonous (see p. 56, *TO*)
Surface Water: 30%
Equatorial Temperature: 35C
Planetary Conditions (Optional): Low Gravity (see p. 55, *TO*), Thin Atmosphere (see p. 54, *TO*), Tainted Atmosphere (see p. 56, *TO*)
Notes: When rolling randomly for maps on Al Na'ir, the players should not roll on Table 5: Wetlands Terrain (see p. 263, *TW).* For all terrain, reduce all water hex Depths by one.

Attacker

Draconis Combine Second Legion of Vega (Veteran/Fanatical). When randomly generating forces for the Second Sword of Light, use any Draconis Combine RAT; at least half are non-BattleMech units, unless otherwise stated *Game Setup*.

Defender

Various Republic of the Sphere planetary militia (Green/Questionable). Use any Republic of the Sphere RAT. For every four units deployed, the player may roll on a Great House RAT

WARCHEST

Use all listed track costs. When a planetary condition is indicated as an option, substitute one of the conditions listed from the planetary dossier.

SPECIAL RULES

The following rules are in effect for this track:

Tactical Momentum

Beginning with the second track of the campaign, the victor of the prior track gains a +1 bonus to all Initiative rolls. This bonus stacks with all other modifiers, but does not stack in the event of successive victories.

CAMPAIGN ARC

Touchpoints: *Dragon Strike, Republic Roundabout, War of Attrition*
Missions: *Ambush, Blitzkrieg, Bloodbath, Headhunting, Heavy Scout, Running the Gauntlet*
WP Earned: 900

DENEB ALGEDI

Star Type: F6VI (177 hours)
Gravity: 0.74 G (see p. 55, *TO*)
Atmospheric Pressure: Standard
Atmospheric Composition: Breathable
Surface Water: 42%
Equatorial Temperature: 33C
Planetary Conditions (Optional): Low Gravity (see p. 55, *TO*)
Notes: Reduce all water hex Depths by one.

CLAN WOLF INCURSION (3137)

In 3137, Clan Wolf forces abandoned their entire occupation zone and started what was initially believed to be a drive for Terra itself. Stabbing into Prefecture IX, their forces engaged in the invasion-style combat that had changed the Inner Sphere forever back in 3050. This time, the Republic defenders were ready and able to defend their worlds. A coordinated and desperate strategy, hastily put in place through a group of Knights and Knight Errants, unified the patchwork military assets with one objective in mind. Wear down the Wolves, stretch them thin, and counter-attack until the Clan either called off their invasion or perished in the fighting.

The Clan's real reason for their foray into Prefecture IX was to mask their migration from the long-held Occupation Zone and into a swath of Lyran worlds. Alaric seized the moment and tasked his warriors to focus on what they were bred to do: make war. The Clan used the campaign as a test of sorts, gathering experience in the fire of combat. Clan Wolf forces showed remarkable adaptability during the brief incursion. As the Republic defenders adjusted their fighting style and tactics, the Wolves did the same. No longer did the Clan fight as it did nearly a century before. Alaric and his Wolves meshed the tenets of *zellbrigen* with the fury of combined arms.

Under the ad hoc command of several Knights and Knight Errants, the defenders of Prefecture IX were a blend of militia and retired veterans. Using a series of JumpShip relays, the Republic kept each world on the front supplied with information regarding Wolf positions. The planet-bound defenders took confidence knowing that wherever the Wolves showed up, Republic reinforcements were not far behind.

Though Republic command attempted to unify the prefecture worlds, each system was authorized to conduct strategy as they saw fit. A variety of tactics were seen, from elaborate traps to mass artillery to valiant attempts at dueling. Inevitably, these tactics held the Wolves just long enough for Republic reinforcements to arrive. In most cases, the appearance of additional force caused the Wolves to withdraw, though often with valuable salvage and information.

Attacker

Clan Wolf Alpha Galaxy (Veteran/Fanatical). For every track the Clan is the Attacker, they receive a +2 bonus to all RAT rolls. Once for every five units, the player may roll on a Jade Falcon, Diamond Shark, or Ghost Bear RAT. At the end of each track when WP are awarded, add +10 WP for every turn the Clan maintained *zellbrigen*. These points may only be used towards increasing the skill level of the Clan's pilots.

Defender

Republic of the Sphere Militia (Regular/Reliable). In tracks where The Republic is the Defender and a force composition result of House or Mercenary is rolled, the player rolls a 1D6. On a result of 1, decrease the unit's skill level by one (i.e. from Regular to Green) to a base skill of Green. If a 6 is the result, increase the unit's skill level by one (i.e. from Regular to Veteran) to a maximum skill of Elite.

WARCHEST

Use all listed track costs. Increase the total WP reward at the end of the track by 10% if the player destroys/cripples all of his opponent's forces and no units were able to withdraw from the battlefield.

SPECIAL RULES

The following rules are in effect for this track:

Strategic Momentum

Beginning with the second track of the campaign, the victor of the prior track may reduce the skill level of two units on the opposing force. If the unit selected is Green, subtract an addition 1 from the unit's Gunnery and Piloting skill (if applicable). This bonus stacks with all other modifiers, but does not stack in the event of successive victories.

CAMPAIGN ARC

Touchpoints: *Hide and Seek, Quelling the Natives, Blood Red Dawn*
Missions: *Ambush, Blitzkrieg, Crossfire, Heavy Scout, Running the Gauntlet, Strike*
WP Earned: 700

THE DRACONIS REACH (3139)

In 3138, *Gunji-no-Kanrei* Toranaga authorized the hiring of Wolf's Dragoons. Fully aware of both the internal problems this shocking move would cause, Toranaga expected a curt rejection from the mercenaries. Because the DCMS had taken heavy damage in its assault on The Republic, the Combine had need of mercenary services. Though the history between the Dragoons and the Combine was stained with blood, the *kanrei* needed a sizeable force to carry out his plan. The Dragon's border needed protection against an increasingly agitated Federated Suns, and Toranaga recognized that the Dragoons could accomplish his task. Despite their misgivings, the mercenaries accepted service against the realm that had once betrayed and then attempted to destroy them a century before.

The essence of the *kanrei*'s plan was simple: strike before being struck. The Ryuken–go would be placed under Dragoon command to assist with the mission of seizing the Draconis Reach, a stretch of ten systems straddling the border between the Combine and the Suns. The Dragoons would have a chance to reclaim their honor and their reputation as the most fearsome mercenaries in the Inner Sphere.

The uneasy alliance of the DCMS and the mercenaries nearly undid the *kanrei*'s plan. Mistrust between the units kept them from a unified command at the start of the campaign. After a string of hard-fought victories requiring grudging cooperation from both, mutual respect began to grow. By the end of the campaign, the Ryuken and the Dragoons recognized the martial talent within their counterpart, beginning a new era of cooperation between the Dragon and the mercenaries.

The Federated Suns found themselves under-defended along the Reach, and requests for immediate assistance deluged the Draconis March Militia command on Robinson. Duke Corwin Sandoval ordered several AFFS line units into the area, but the lack of a solid communication network saw these combat commands staggering in. The Tenth Avalon Hussars and the Fourth Davion Guards were the first to arrive, and pushed the Combine back on its heels, if only momentarily.

Attacker

Draconis Combine Ryuken-go (Veteran/Fanatical), Wolf's Dragoons Mercenary Unit (Regular/Reliable). Randomly select one of every four Ryuken units in the player's deployed force, and increase that unit's skill level by one (i.e. Regular to Veteran). There must be a minimum of four units in play to use this ability. For every five Dragoon units, designate one unit as per the *Commander* rule (see p.130).

For the first three tracks that use both Dragoon and Ryuken forces, the two forces will not share targets. A Ryuken unit cannot fire upon any target designated by a Dragoon unit in the same turn; the reverse is also true for Ryuken-designated targets. This restriction is removed at the start of the fourth track of the campaign that uses units from both forces.

Defender

Federated Suns Garrison Militia (Green/Reliable), Tenth Avalon Hussars (Regular/Reliable), Fourth Davion Guards (Veteran/Fanatical). When determining units for a garrison militia, add a –1 to all RAT results with a minimum of result of 2. For forces involving the Hussars and Guards, assign a *Commander* (see p.130) for every eight units. This is in addition to any special track rules assigning a Commander.

For every enemy commander destroyed or crippled by a Hussar or Guards unit, the player receives a +2 bonus to Initiative in the next turn. This bonus stacks on any others, and is only usable in that turn.

If the Davion force achieves two or more objectives in a track, the player may select one unit from any Federated Suns RAT as salvage. This is in addition to any other salvage gained.

WARCHEST

Use all listed track costs. No more than one Option may be used in each track of this campaign; to receive the Option bonus, all objectives for the player must be achieved.

SPECIAL RULES

The following rules are in effect for this track:

Morale Momentum

Beginning with the second track of the campaign, the victor of the prior track may increase the Piloting and Gunnery skills of one unit by 1. This increase does not cost WP. The unit selected must have survived the track. The unit may be selected again as long as it was a participant and survived to the end of the track. The unit is not eligible for purchasable increase until after another track is completed where it was a participant and not selected again for this bonus.

CAMPAIGN ARC

Touchpoints: *As Good as Advertised, Return to Misery, Out of the Gate*
Missions: *Blitzkrieg, Bloodbath, Running the Gauntlet, Scout, Strike, Surprise Counter-Attack*
WP Earned: 1,000

THE TAKING OF TIKONOV (3145)

MINI-CAMPAIGN:

The Capellan assault on the planet of Tikonov was one of the bloodiest battles in that region of space seen since the Jihad. The campaign was waged over the factories and the empty cities of the once heavily populated world. Both the Federated Suns and the Capellan Confederation saw the world as both an important strategic asset and a symbol of pride in holding it.

Attacker

Capellan Confederation Armed Forces. For each lance of BattleMech or vehicle forces deployed in a track, the player adds two infantry platoons of any type (except battle armor). These infantry units have Regular skills, and do not count towards the player's required deployed force. These units cannot be deployed if prohibited by the track.

CCAF units of Elite skill level ignore rules for *Forced Withdrawal* (see p.130).

Defender

Armed Forces of the Federated Suns. Federated Suns military doctrine stresses a combined arms approach. Deployed AFFS forces cannot have more than half of its force comprised of BattleMech units.

For every two lances, designate one unit as a commander, as defined in the *Commander* rules (see p.130). This rule is in addition to any specific track-designated commanders.

WARCHEST

Use all listed track costs. When a planetary condition is indicated as an option, substitute one of the conditions listed from the planetary dossier.

SPECIAL RULES

The following rules are in effect for this track:

Logistical Momentum

Beginning with the second track of the campaign, the victor of the prior track gains a +1 bonus to all RAT rolls. This bonus stacks with all other modifiers but does not stack in the event of successive victories.

CAMPAIGN ARC

Touchpoints: *Against the Wall, Tikonovian Stranglehold, Final Clash of Swords*
Missions: *Ambush, Bloodbath, Crossfire, Headhunting, Scout, Strike, Surprise Counter-Attack*
WP Earned: 1,100

TIKONOV

Star Type: G2IV (183 Hours)
Gravity: 1.04 G (see p. 55, *TO*)
Atmospheric Pressure: Standard
Atmospheric Composition: Breathable
Surface Water: 48%
Equatorial Temperature: 30C
Planetary Conditions (Optional): High Gravity (see p. 55, *TO*)
Notes: Once a pleasant world, Tikonov was devastated during the Jihad, leaving many cities in ruins or abandoned. The inhabited cities are dominated with empty buildings in heavy disrepair. When placing buildings on the battlefield, reduce the CF by half though the building retains its classification (i.e. light, medium, etc.).

TAKING OF TIKONOV MINI-CAMPAIGN FORCES (3145)

CAPELLAN CONFEDERATION (CCAF)
Eighth Capellan Reserve Cavalry (Regular/Regular) (Mar 3145 - May 3145; Sep 3145 - Oct 3145)
Warrior House Dai Da Chi (Elite/Fanatical) (Mar 3145 - May 3145; Sep 3145 -)
Death Commandos (Elite/Fanatical) (Aug 3145 – Oct 3145)
Marshals of Tikonov (Green/Regular) (Aug 3145 -)
Second McCarron's Armored Cavalry (Elite/Fanatical) (Sep 3145 - Oct 3145)
FEDERATED SUNS (AFFS)
Third Federated Suns Lancers LCT (Veteran/Fanatical) (- Oct 3145)
Fourth Federated Suns Lancers LCT (Veteran/Regular) (- May 3145)
Eighth Crucis Lancers RCT (Veteran/Fanatical) (Jun 3145 - Oct 3145)

BUSTER'S BAR
MAGIC CARPETS
PLOG

PLAYING THE DARK AGE ERA

The latter Dark Age period (3101-3145) was a time of great change in the BattleTech universe. Along with the ongoing communications blackout that afflicted over eighty percent of the Inner Sphere came the shocking collapse of the Republic of the Sphere and the retreat behind the walls of Fortress Republic. Without the stabilizing influence of the Republic and Devlin Stone's policies, numerous long-simmering enmities exploded into active conflicts that radically changed the face of both the Great Houses and the Clans more than at any time since the original Clan invasion of the thirty-first century.

The following special rules allow players to add the feeling of the later part of the Dark Age era to their *BattleTech* war games and role-playing campaigns. All of these rules are considered Advanced and optional, thus players and gamemasters should agree to their use before introducing them to their campaigns. For the players' convenience, the rules presented in this section are divided into two broad sections, the first—*BattleTech Rules*—covers rules most appropriate for the tabletop war game defined by *Total Warfare* (*TW*), and *Tactical Operations* (*TO*), and *Strategic Operations* (*SO*). The second—*Role-Playing Rules*—addresses elements of gameplay more appropriate to games played using the role-playing rules presented in *A Time of War* (*AToW*).

BATTLETECH RULES

The following rules for the Dark Age era cover war game campaigns and games using the core rules primarily found in *Total Warfare* and *Tactical Operations*.

SPECIAL COMMAND ABILITIES

The following rules may be used by players when playing part of the listed forces during the Dark Age era. These rules are designed for compatibility with the special commander abilities found in *TO*. Unless otherwise noted, references to special abilities such as Banking Initiative, Forcing the Initiative, Off-Map Movement, Overrun Combat, and so forth, are found in the same section (see pp. 191-193, *TO*).

Republic of the Sphere

The following rules reflect special command abilities for some of the RAF's most noteworthy regiments.

Seventh Hastati Sentinels: The Seventh spent much of the time following the Blackout preparing to repel planetary invasions. While they were never faced with one, and likewise avoided serious combat on Irian, Colonel St. Martin enacted a rigorous training regiment to improve the unit's skill level as the Remnant's core unit. In any situation where the Seventh Hastati acts as a Defender, it receives a +1 Initiative bonus. The Seventh may also Bank the Initiative.

Third Principes Guards: Much of the Third's combat history has been spent combating hostiles in small unit actions. In any situation where the Third Principes fields a company or less of troops (including 'Mechs, infantry and vehicles), they gain a +2 Initiative bonus.

Eighth Triarii Protectors: After years of defending Suzano, the Exultant Eighth has become very competent in defense. In any scenario where they are the Defender, they gain a +2 Initiative bonus and the Overrun Combat ability.

Fidelis: The Fidelis have the Overrun Combat, Communications Disruption, Zone of Control and Sharpshooters abilities. Additionally, up to half the Fidelis force (round up) may use the Off-Map Movement ability. Fidelis Technical teams (see pp.166-192, *SO*) count as Clan Technical Teams, and reduce the modifiers imposed on a task by 2 to a minimum of 0. For example, if a Fidelis Technical team attempts to perform a repair In the Field (+2) in High-G environment (+2), it would suffer a +2 modifier instead of a +4 modifier. All Fidelis combat personnel may use Clan Phenotypes and Clan affiliation Modules for character creation in *A Time of War*, but regardless of their field, all Fidelis characters automatically receive a –5-TP Dark Secret Trait, regarding their origins as descendants of Clan Smoke Jaguar.

Capellan Confederation

The following rules reflect special command abilities for some of the CCAF's most noteworthy regiments.

Second McCarron's Armored Cavalry: At the beginning of any game, the Second MAC's controlling player must announce which one of the following special abilities his regiment possesses: Forcing the Initiative, Off-Map Movement, Overrun Combat, or Banking Initiative.

Warrior House Ijori: At the beginning of any turn in which a House Ijori player does not have infantry on the map, his force suffers a –2 Initiative roll modifier. In urban terrain, this Initiative modifier is only –1.

Any anti-BattleMech infantry (see p. 220, *TW*) attacks made by House Ijori in urban terrain receive a –1 to-hit modifier.

Tau Ceti Lancers: If more than 12 units are fielded, the Rangers receive a +1 Initiative roll modifier.

Death Commandos: The Death Commandos player chooses his entire force from among any Inner Sphere faction's Random 'Mech Assignment Table.

The Death Commandos ignore all enemy regiment special abilities that affect opposing forces. At the start of a game, the Death Commandos player chooses and reveals two of the following special abilities for the battle: forcing the Initiative, Off-map Movement, Overrun Combat, and Banking Initiative. If an enemy force is not Elite, it suffers a –2 Initiative modifier each turn.

Draconis Combine

The following rules reflect special command abilities for some of the DCMS's most noteworthy regiments.

Ryuken-go: Much of the last few decades have been spent in offensive operations, and the Fifth Ryuken has often found itself used as the steel edge of the Combine's largest assaults. The Ryuken has the Overrun Combat ability, and gains a +2 Initiative bonus when it is the Attacker. The Ryuken-go favors Physical Attacks in combat. When generating skills for Ryuken-go MechWarriors with the Random Skills Table (see p. 273, *TW*), apply a +1 modifier to dice rolls made for Piloting Skill and a –1 modifier to dice rolls for Gunnery Skill. Additionally, the Ryuken-go's controlling player may apply a +1 or –1 modifier to any dice roll made when selecting terrain or mapsheets, including rolls made by the opposing player.

Fifth Sword of Light: Confident in their role as a premier line regiment, the Fifth has developed several skills that help them earn their reputation. The Fifth Sword of Light is capable of Banking Initiative, and can use Off-Map Movement for up to half its force (round up) when it is the Attacker in the scenario or Track. It also gains a +1 Initiative bonus when it is the Attacker. MechWarriors of the Fifth are extremely accurate when making Physical Attacks, and can apply a +1 or –1 modifier to the Hit Location roll for any successful Physical Attack. This modifier may be applied subsequent to the Hit Location roll.

Seventh New Samarkand Regulars: The Seventh has become particularly proficient in Woodlands terrain. They gain a +1 Initiative bonus if the scenario or Track includes that terrain.

First Genyosha: Excellent tacticians, the First is capable of Forcing the Initiative and Banking the Initiative, giving them excellent control over the flow of combat.

Federated Suns

The following rules reflect special command abilities for some of the AFFS's most noteworthy regiments.

First Davion Guards: The First has the Overrun Combat ability. When randomly assigning 'Mechs and vehicles to the First Davion Guards, you may use the applicable Republic of the Sphere table once per lance/platoon. All *AToW* characters assigned to the First Guards gain +2 TP to their Reputation and TP Connections Traits as long as they remain in the First Guards. If they leave for any reason, these Trait bonuses are lost.

Second Robinson Rangers: The Second Robinson is capable of Off-Map movement, and when using that tactic, gains a +1 bonus to Initiative rolls until any of the Off-Map units enter the map. The Second has also restored the emphasis their predecessors placed on Physical Attacks. When generating skills for Second Robinson Rangers MechWarriors with the Random Skills Table (see p. 273, *TW*), apply a + 1 modifier to dice rolls made for Piloting Skill and a –1 modifier to dice rolls for Gunnery Skill.

Syrtis Avengers: Members of the Syrtis Avengers are assigned the Impatient Trait (see p. 119, *AToW*) when using *AToW*, replacing any Patient Traits an Avengers character might possess. Additionally, the Syrtis Avengers suffer a –4 Initiative roll modifier, a consequence of their over-eagerness to close range and overwhelm their opponents, but they are capable of using the Zone of Control and Brawlers abilities (see p. 193, *TO*). When randomly assigning 'Mechs to the Syrtis Avengers, players may reroll once if over half of the initial selection's weaponry has a range greater than 10. The second result stands, even if it also results in a long-ranged unit.

Seventeenth Avalon Hussars: The Seventeenth may make use of the Overrun Combat and Banking Initiative special abilities.

Free Worlds League

The following rules reflect special command abilities for some of the most noteworthy regiments of the Free Worlds League and the Regulan Fiefs.

First Covenant Guards (Free Worlds League): The well-organized First Covenant may use the Banking Initiative special ability.

Silver Hawk Irregulars (Free Worlds League): As highly capable defenders, the Silver Hawk Irregulars receive the Force the Initiative special ability, with an additional +2 Initiative modifier whenever they act as the Defender in an engagement. Due to supply difficulties, the Irregulars suffer a –1 penalty to any rolls associated with maintenance, repairs, or replacements.

Protectorate Guardians (Free Worlds League): Based on Clan standards, the Protectorate Guardians organize themselves in five-unit Stars instead of four-unit lances. When rolling to determine MechWarrior skills (see p. 273, *TW*), one warrior in every Star may be generated as a Clan warrior, to reflect the skills of a Clan-born (or Clan-trained) officer. This individual also uses Clan Sea Fox Random Assignment Table to determine his 'Mech assignment. Protectorate Guardian Technical teams (see pp. 166-192, *SO*) count as Clan Technical Teams.

First Regulan Hussars (Regulan Fiefs): The First Regulan Hussars are an aggressive command that can use the Force the Initiative special ability.

Lyran Commonwealth

The following rules reflect special command abilities for some of the LCAF's most noteworthy regiments.

Fifth Lyran Regulars: While still a relatively new combat formation, the Fifth Regulars are fueled by their hatred for the Republic, and gain the Overrun Combat special ability whenever they oppose RAF forces.

First Steiner Strikers: Partially due to their status as media darlings in the Commonwealth, the Strikers are acutely aware of their image in the media, and determined to maintain it. Because of this, the First Steiner Strikers may ignore Forced Withdraw rules (see p. 258, *TW*) until their force has suffered over fifty percent casualties (rounded down). Additionally, all *AToW* characters that are a part of the First Steiner Strikers receive an additional +2 TP to their Reputation Trait (see pp. 124-125, *AToW*).

First Hesperus Guards: All *AToW* characters assigned to the First Hesperus Guards receive +2 TP to their Connections Trait as long as they remain in the First Guards. If they leave for any reason, this modifier is lost.

Eighth Lyran Guards: The Eighth continues to organize as a RAF formation, and can use the Republic Random Assignment table once per lance. To reflect the Eighth's loss of cohesion after its recent losses to the Jade Falcons, this force suffers a –2 Initiative roll modifier in any engagement where it fields more than 12 units.

Clan Hell's Horses

The following rules reflect special command abilities for some of Clan Hell's Horses' most noteworthy forces.

First Horde Cluster, Fire Horse Galaxy: The Fire Horse Galaxy is one of the primary exponents of the Mongol doctrine in Clan Hell's Horses. To reflect this, when using Random unit weight class tables or Random Star weight tables to select 'Mechs for this force, apply a +1 modifier to the roll results; when selecting vehicles, apply a –1 modifier to the roll results instead. Having fought alongside the Falcons for ten years, the First Horde has become extremely adept at recognizing and countering Falcon tactics. To reflect this, any time the Fire Horse Galaxy battles a Jade Falcon force, they may negate any one of the opposing team's special abilities (chosen by the Hell's Horses player).

666th Mechanized Assault Cluster, Beta Galaxy: Beta Galaxy is another exponent of the Mongol doctrine in Clan Hell's Horses. Thus, Beta's controlling player applies a +1 modifier to the roll results when rolling randomly for unit weight class or random Star weight tables for his 'Mech forces, and a –1 modifier to the same roll results for vehicle selections. Preferring the Falcon version of the Mongol doctrine, Beta never follows Clan rules of engagement (including bidding and *zellbrigen*) against any opponent. Additionally, Beta's forces will show no restraint against any normally taboo targets (such as schools and hospitals) if they feel such facilities have offered support to an enemy in any way.

Forty-second BattleMech Cluster, Theta Galaxy: This long-neglected Cluster in the Horses' touman maintains a sense of pride beyond its current abilities. To reflect this, when randomly generating skill levels for the Forty-second's MechWarriors, resolve the Skills for three out of every five members per Star as through as though they are Inner Sphere warriors, rather than Clan. Despite this handicap, the proud warriors of the Forty-second possess the Force the Initiative special ability, and may ignore Forced Withdrawal rules under all conditions.

Clan Jade Falcon

The following rules reflect special command abilities for some of Clan Jade Falcon's most noteworthy forces.

Raptor Keshik: Raptor Keshik represents the pinnacle of Malvina Hazen's Mongol doctrine and her most ruthless enforcers. The warriors of this force never adhere to the Clan rules of engagement (including bidding and *zellbrigen*), and will target civilians and military opponents alike. Devoted and eager to prove their worth, the Raptors will never withdraw under Forced Withdrawal rules and ignore any Morale rules that may otherwise be in force in any scenario. Even though they are the Khan's elite warriors, Raptor Keshik does not work well with others, translating to a –3 Initiative modifier any time the Raptors must work alongside other forces—even other Jade Falcons. In *A Time of War* games, characters who are part of Raptor Keshik automatically receive a –2 TP modifier to their Reputation Trait, as well as a –2 TP Compulsion/Fanatic Trait.

Turkina Keshik, Alpha Galaxy: Alpha Galaxy captured Skye intact and salvaged many spoils from that battle. Thus, the Keshik's controlling player may roll on the Republic of the Sphere RAT for one unit out of every Star he fields in a scenario. Having rejected Malvina's adoption of the Mongol doctrine, the Turkina Keshik still adheres to all Clan rules of engagement (including bidding and *zellbrigen*) as long as their opponent does the same.

Ninth Talon Cluster, Gamma Galaxy: The Ninth Talon is an aggressive force, and receives a +1 Initiative roll modifier in any scenario where it is the attacker. A relative latecomer to Malvina's Mongol philosophy, the Ninth still bids before a battle, and follows *zellbrigen* when engaging other Clan forces—but eschews both of these practices when facing Inner Sphere troops or *dezgra* forces like the Exiled Wolves.

First Mixed Cluster, Zeta Galaxy: When generating random skill levels for the First Mixed Cluster, the controlling player may select two warriors per Star to be improved by 1 point each in either Piloting or Gunnery (to a minimum Piloting or Gunnery Skill target number of 0). In exchange, the corresponding Skills for two other warriors in the same Star must be equally handicapped, thus creating a broader divide in Skill levels. Having resisted the Mongol doctrine, the First Mixed Cluster will still bid and employ *zellbrigen* when facing other Clan opponents.

Clan Sea Fox

The following rules reflect special command abilities for some of Clan Sea Fox's most noteworthy forces.

Alpha Aimag, ilKhanate: The ilKhanate's strength lies more in its mercantile success than in its combat prowess, a fact that makes its forces among the best-equipped of the Sea Fox touman. To reflect this, when rolling for random units on the Sea Fox RATs, all forces attached to the ilKhanate may apply a +1 modifier to the unit or Star weight class tables used, and one Point of units per Star may be chosen from the Sea Fox RAT, rather than rolled randomly. In *A Time of War* campaigns, Sea Fox characters hailing from Alpha Aimag may also receive +2 TP (each) to their Connections and Equipped Traits.

Delta Aimag, Spina Khanate: Stationed aboard the Clan's ArcShips, all elements of Spina Khanate may ignore any weapon attack penalties for low gravity combat, and may apply a –1 modifier to all Piloting Skill target numbers when fighting in low gravity (see p. 55, *TO*). Because of their political connections in the Free Worlds League members of the Spina Khanate receive a +2 modifier to Negotiation Skill rolls made when negotiating with government organizations in the League. Unfortunately, jealousy over these same connections imposes a –2 roll modifier when negotiating with major *non*-governmental organizations in the League.

Gamma Aimag, Tiburon Khanate: Stationed aboard the Clan's ArcShips, all elements of Tiburon Khanate ignore all weapon attack penalties for low gravity combat, and may apply a –1 modifier to all Piloting Skill target numbers when fighting in low gravity conditions (see p. 55, *TO*). Having to fight regular Trials against other Clans, Tiburon Khanate will always use *zellbrigen* as its first option in any scenario.

As the strongest of the Sea Fox Clan's Khanates, Tiburon also receives a +1 roll modifier when randomly generating the weight class of its units or Star-sized formations. In combat, one out of every three Stars' worth of Tiburon Khanate units may receive the Sharpshooters special command ability (see p. 193, *TO*).

Clan Wolf

The following rules reflect special command abilities for some of Clan Wolf's most noteworthy forces.

Howl Keshik, Delta Galaxy: Reinstated only recently, and with little in the way of major combat experience, the warriors of Howl Keshik suffer a –1 Initiative modifier in any scenario in which they are the attacking force. In addition, because the Galaxy only reached full strength in the aftermath of the formation of the Wolf Empire, two out of every five Delta Galaxy units deployed in a scenario must be randomly determined by using the Lyran Commonwealth RAT instead of the Wolf Clan RAT.

Fourth Wolf Guards Cluster, Alpha Galaxy: The Fourth Wolf Guards are masters of maneuvering, and adept in both offensive and defensive operations alike. As a result, the Fourth Wolf Guards possesses the Off-Map Movement and Overrun Combat special abilities.

271st Wolf Guard Assault Cluster, Gamma Galaxy: When determining random weight classes for the 271st Wolf Guard Assault Cluster's units, apply a +1 modifier to the dice roll result. The MechWarriors of this Cluster are particularly good at suppressing their enemies when they are on the offensive, and can thus make use of the Communications Disruption and Zone of Control special abilities (see p. 193, *TO*)—but only when acting as the attacking force. When acting as the defender, the 271st Wolf Guard possesses no special abilities.

Third Wolf Guard Battle Cluster, Alpha Galaxy: In any scenario where the Third Wolf Guard has access to its aerospace support, its ground forces gain the Overrun Combat special ability. Without their fighter support, the Third Wolf Guards suffer a –2 Initiative modifier instead. Even though the rest of the Cluster is rated Regular, the fighters of this Cluster's Solar Wind Binary are considered to be Elite. Use only the Medium Fighter tables when rolling randomly for the Solar Wind's fighter complement.

Rasalhague Dominion

The following rules reflect special command abilities for some of the Rasalhague Dominion's most noteworthy forces.

Eighth Bear Cuirassiers, Alpha Galaxy: Alpha Galaxy remains one of the most skilled and best-equipped formations in the Rasalhague Dominion. When building an Alpha Galaxy force, once per Star, the Bear player may select a unit from the Dominion RAT rather than rolling for it randomly. In addition, the Eighth Bear Cuirassiers receive a +2 Initiative roll modifier (+3 if the opposing force hails from Clan Nova Cat). Since the events of the Second Combine-Dominion War, members of the Eighth have long harbored a special hatred for Clan Nova Cat. To reflect this, any *A Time of War* characters assigned to this Cluster will receive –2 TP to the Compulsion/Hate Clan Nova Cat Trait.

Second Tyr Assault Cluster, Rasalhague Galaxy: Rasalhague Galaxy has never forgotten its roots, nor has it ever abandoned its training in using and countering Inner Sphere-style tactics. To reflect this, forces from this Galaxy will only employ Clan bidding or *zellbrigen* when facing other Rasalhague Dominion formations (such as during Trails of Grievance or Refusal). Against Inner Sphere commands, the Rasalhague Galaxy can negate any one special ability its opponent possesses (as determined by the Dominion player). If the Inner Sphere force is a mercenary command of any kind, the Second Tyr Assault Cluster also receives a +1 Initiative modifier.

First Vega Regulars, Omega Galaxy: When operating as the defender in the Vega Protectorate, Omega Galaxy receives a +2 Initiative roll modifier and its opponent may not make use of Hidden Units. If ever required to do battle outside of the Vega Protectorate's borders, the Initiative modifier falls to –3. To reflect the Vega Regulars' origins as a force raised in the Republic-abandoned worlds near the Draconis Combine, two randomly determined units out of every Star of five in the Regulars' force must be rolled on the Republic of the Sphere RATs, while two more per Star must be rolled on the Draconis Combine RATs. A –2 modifier must also be applied to the unit roll result as well, to reflect the poorer quality of available technology. The remaining unit in each Star is rolled using the Rasalhague Dominion RAT without modifier, reflecting the Star Commander's unit.

Raven Alliance

The following rules reflect special command abilities for some of the Raven Alliance's most noteworthy forces.

Alliance Naval Star: After determining the Skills for any WarShips and DropShips employed in an aerospace scenario featuring vessels from the Alliance Naval Star, apply an additional –1 to these vessels' Piloting Skill target numbers. In addition to this, the gunners of all Alliance Naval Star WarShips reduce their to-hit modifiers for Long and Extreme range attacks to +3 and +5, respectively.

Fourth Raven Wing Cluster, Alpha Galaxy: Though a skilled fighting force, the Fourth Raven Wing has suffered from poor morale for many years, resulting in a –1 Initiative roll modifier in any scenario. However, the Fourth's Combine-born commanding officer has trained his Cluster in countering House Kurita's favored dogfighting tactics. This grants the Raven pilots a –1 to-hit modifier for all weapon attacks against DCMS fighters.

Fifth Raven Stoop Cluster, Beta Galaxy: The ground forces of the Fifth Raven Stoop may use the Off-Map Movement special ability.

Periphery

The following rules reflect special command abilities for some of the Periphery's most noteworthy forces.

First Canopian Lancers (Magistracy of Canopus): Highly mobile and easy to redeploy, forces comprised of the First Canopian Lancers gain the Overrun Combat and Off-Map Movement command abilities. To reflect the Lancers' preference for lighter units, when randomly determining the lance or company weight classes for this force, (see p. 265, *TW*) apply a modifier of –2 to the roll results.

Second Calderon Guard (Calderon Protectorate): Against forces from the Taurian Concordat, the Second Calderon Guard will put extra effort into minimizing the chances of delivering a lethal blow. To reflect this effort, the MechWarriors and vehicle gunners from this force will not target a Concordat infantry formation when another Concordat vehicle or 'Mech is available to shoot at (even if the shot would be far more difficult). Furthermore, any time a Second Calderon unit delivers a hit that strikes an opposing 'Mech in the head, the hit location must be rerolled. (The second roll result stands, however, even if it also strikes the head.) In *A Time of War* games, characters assigned to the Second Calderon Guard automatically receive +100 XP, assigned directly to their Charisma, to reflect this command's emphasis on winning the "hearts and minds" of the Protectorate's new colonies.

Punic Legion (Lothian League): When defending against forces from the Marian Hegemony, the Punic Legion's heritage grants this force a +2 Initiative modifier. In addition, if the scenario takes place in urban terrain, the Punic Legion gains the Banking the Initiative special ability, and may begin play with up to half of its units hidden (see pp. 259-260, *TW*).

Thumper Assault Regiment (Filtvelt Coalition): Well-equipped by the allied states of the Filtvelt Coalition, the Thumper Assault Regiment has a wide mix of units in its rosters. When randomly determining units using the RAT, for every two (round down) units deployed, the player of the GAC may choose to roll one unit from the Federated Suns RAT or the Calderon Protectorate RAT.

Mercenaries

The following rules reflect special command abilities for some of the most noteworthy mercenary commands.

Wolf's Dragoons: Though the Wolf's Dragoons remains a shadow of its former self, its Gamma Regiment possesses the Overrun Combat special ability. Dedicated and virtually fearless, the Dragoons are not affected by Forced Withdrawal rules.

Kell Hounds: The Kell Hounds have remarkable luck, and continually manage to stay alive in the face of overwhelming odds. Whenever a critical hit is rolled that would result in the destruction of a Hounds unit, that hit is immediately re-rolled. The second critical roll stands, even if it still results in the unit's destruction.

Wolf Hunters: To reflect the Wolf Hunters' decentralized command style and rigorous training, in any scenario where the rules indicate that the loss of a commanding officer negatively affects the force, the Wolf Hunters player may ignore this effect. Furthermore, if the scenario rules grant a bonus for the presence of an officer in the combat force, the Hunters will receive this benefit as long as even one of their units remains in the field. The Wolf Hunters also possess the Overrun Combat and Off-Map Movement special command abilities (see pp. 192-193, *TO*).

ComStar

The following rules reflect special command abilities for the Com Guards' most noteworthy division.

First Division: The First can make use of Banking the Initiative and Overrun Combat. To reflect the fact that the Com Guards are technically a "shadow" force, *A Time of War* characters who serve in this command automatically receive the In for Life Trait, and a –3 TP Dark Secret Trait.

RANDOM UNIT 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 Dark Age period. Players are not required to use these tables, but they can be immensely helpful in a pinch. When randomly determining the unit assignment for combat forces in the Dark Age era, the Random Assignment Tables beginning on p. 168 replace the equivalent tables found in *TW* and *A Time of War*.

FACTIONS NOT FEATURED

Because of their limited impact on the Dark Age setting, the following minor factions that can be played in this era are not featured in these RATs: ComStar, Clan Nova Cat, Clan Wolf (in-Exile), and the various Minor Periphery Powers (Chainelane Isles, Fiefdom of Randis, Franklin Fiefs, Lothian League, Mica Majority, Niops Association, Rim Collection, Rim Territories, and the Barrens). Players generating forces for these factions may instead roll on alternate affiliations as follows.

For the ComStar, Nova Cat, and Exiled Wolf affiliations, respectively, players should roll up forces using the Republic of the Sphere, Draconis Combine, and Lyran Commonwealth RATs, applying a +1 modifier to the roll result to reflect the greater technological access these factions possess.

For the Minor Periphery factions, players must use the Periphery RATs, applying a –1 modifier to each roll result. Furthermore such affiliations lack access to battle armor, and thus may not roll on the battle armor RATs at all.

RECORD SHEET SOURCE TABLE

ABBR.	SOURCE	BOOK
3039	BC212p	Record Sheets: 3039 Unabridged
3050U-C	BC205	Record Sheets: 3050 Upgrade, Clan & Star League
3050U-I	BC204	Record Sheets: 3050 Upgrade, Inner Sphere
3055U	BC209	Record Sheets: 3055 Upgrade Unabridged
3057	FPR35007p	Technical Readout: 3057 Revised
3058U-C	BC-203Ap	Record Sheets: 3058 Upgrade, Clan & Star League
3058U-I	BC-203Bp	Record Sheets: 3058 Upgrade, Inner Sphere
3060	BC-211p	Record Sheets: 3060 Upgrade Unabridged
3067	CAT35RS216	Record Sheets: 3067 Upgrade Unabridged
3075	CAT35167p	Record Sheets: 3075
3085	CAT35168p	Record Sheets: 3085
3085-ONN	BC-215p	Record Sheets 3085: Old is the New New
3085-PP	BC-214p	Record Sheets 3085: Project Phoenix
3145	CAT35133	Record Sheets 3145
DATP:L	CAT35TP006p	Dark Age Turning Points: Liao
HB:MPS	CAT35203p	Handbook: Major Periphery States
Jihad Secrets	CAT35303Xp	Jihad Secrets: The Blake Documents
Klondike	CAT35230ap	Record Sheets: Operation Klondike
Prototypes	CAT35132	Technical Readout: Prototypes
Vehicle	CAT35002X	Technical Readout: Vehicle Annex
WOR	CAT35306	The Wars of Reaving
XTRClans	CAT35XT009p	Experimental Technical Readout: The Clans
XTRKurita	CAT35XT001p	Experimental Technical Readout: Kurita
XTRPrim1	CAT35646p	Experimental Technical Readout: Primitives V1
XTRRepublic	CAT35XT021p	Experimental Technical Readout: Republic of the Sphere
XTRRetro	CAT35XT008p	Experimental Technical Readout: RetroTech

RANDOM ASSIGNMENT TABLE: BATTLEMECHS (3135-3145)

REPUBLIC OF THE SPHERE

2D6	LIGHT BATTLEMECHS	MEDIUM BATTLEMECHS	HEAVY BATTLEMECHS	ASSAULT BATTLEMECHS
2	ALM-10D Fireball [20] (3085)	CNS-5M Cronus [55] (3067)	KSC-5I Koschei [65] (3075)	CGR-KMZ Charger [80] (3050U-I)
3	FNHK-9K Falcon Hawk [35] (3058U-I)	CMA-1S Chimera [40] (3067)	RFL-7X Rifleman [60] (3085-PP)	TR-XB Trebaruna [95] (3085)
4	FLE-17 Flea [20] (3050U-I)	TRG-1N Targe [40] (3085)	DRG-7K Grand Dragon [60] (3050U-I)	LGB-12R Longbow [85] (3085-PP)
5	PNT-10K2 Panther [35] (3085)	EFT-7X Eisenfaust [45] (3085)	MAD-9M2 Marauder [75] (3085-PP)	MAD-6D Marauder II [100] (3085-PP)
6	WLF-4W Wolfhound [35] (3050U-I)	Black Hawk [50] (DATP:L)	Ryoken II [75] (3075)	Phoenix Hawk IIC 7 [80] (3085-PP)
7	FNHK-9K1B Falcon Hawk [35] (3058U-I)	WVR-7H Wolverine II [55] (Klondike)	OTL-9R Ostsol [60] (3085-PP)	VKG-2G Viking [90] (3060)
8	LCT-5W2 Locust [20] (3085-PP)	SKW-2F Shockwave [50] (3085)	SCG-WF1 Scourge [65] (3145)	GUN-1ERD Gunslinger [85] (3055U)
9	Arbalest [25] (3085)	GRF-5M Griffin [55] (3085-PP)	EXC-B2b Excalibur [70] (3075)	TI-2PA Titan II [100] (3075)
10	Jenner IIC 4 [35] (3055U)	BJ2-O Blackjack* [50] (3058U-I)	WHD-10CT Warhammer [70] (3085-PP)	AWS-10KM Awesome [80] (3050U-I)
11	OTT-11J Ostscout [35] (3085-PP)	Griffin IIC 3 [40] (3085-PP)	Vulture Mk IV* [60] (3145)	PKP-1B Peacekeeper [95] (3085)
12	Crimson Hawk 3 [25] (3075)	KW1-LH8 Lineholder [55] (3058U-I)	RFL-8X Rifleman [60] (3085-PP)	MAD-4S Marauder II [100] (3085-PP)

CAPELLAN CONFEDERATION

2D6	LIGHT BATTLEMECHS	MEDIUM BATTLEMECHS	HEAVY BATTLEMECHS	ASSAULT BATTLEMECHS
2	STG-5G Stinger [20] (3085-PP)	PXH-5L Phoenix Hawk [45] (3085-PP)	OSR-4L Ostroc [60] (3085-PP)	STK-3Fb Stalker [85] (Klondike)
3	WSP-3L Wasp [20] (3085-PP)	HUR-WO-R4O Huron Warrior [50] (3055)	WHM-4L Warhammer [70] (3085-PP)	LGB-12C Longbow [85] (3085-PP)
4	D9-G9 Duan Gung [25] (3060)	VND-4L Vindicator [45] (3050U-I)	CTF-3LL Cataphract [70] (3050U-I)	Y-H9GB Yu Huang [90] (3060)
5	ABS-3T Anubis [30] (3067)	OSP-26 Osprey [55] (3085)	SHY-3B Shen Yi [65] (3085)	GOL-3L Goliath [80] (3085-PP)
6	ABS-4C Anubis [30] (3067)	SYU-6B Sha Yu [45] (3067)	CRD-8L Crusader [65] (3085-PP)	Y-H10G Yu Huang [90] (3060)
7	D9-G10 Duan Gung [25] (3060)	EYL-45A Eyleuka [55] (3075)	THR-C4 Thunder [70] (Prototypes)	BLR-4L BattleMaster [85] (3085-PP)
8	DOL-1A1 Dola [30] (Prototypes)	FS9-O Firestarter* [45] (3085)	WHM-5L Warhammer [70] (3085-PP)	XNT-4O Xanthos [100] (3075)
9	MEB-9 Ebony [25] (3085)	MS1-O Men Shen* [55] (3060)	AV1-O Avatar* [70] (3058)	SD1-O Sunder* [90] (3058)
10	MEB-10 Ebony [25] (3085)	SHD-8L Shadow Hawk [55] (3085-PP)	WHD-10CT Warhammer [70] (3085-PP)	Phoenix Hawk IIC 3 [80] (3085-PP)
11	Crimson Hawk 2 [25] (3075)	Black Hawk (Standard) [50] (DATP:L)	Sphinx [75] (3145)	Warhanmmer IIC 4 [80] (3085-PP)
12	Koshi 2 [25] (DATP:L)	AVL-10 Avalanche* [50] (3145)	Vulture Mk. IV* [60] (3145)	Hellstar [95] (3085)

DRACONIS COMBINE

2D6	LIGHT BATTLEMECHS	MEDIUM BATTLEMECHS	HEAVY BATTLEMECHS	ASSAULT BATTLEMECHS
2	SDR-8K Spider [30] (3085)	HCT-5K Hatchetman [45] (3050U-I)	ARC-9K Archer [70] (3085-PP)	VTR-9K Victor [80] (3050U-I)
3	NX-90 Nyx [30] (3085)	TFT-C3 Thunder Fox [55] (3085)	OSR-4K Ostroc [60] (3085-PP)	OBK-M12 O-Bakemono [80] (3058U-I)
4	PNT-16K Panther [35] (3050U-I)	TSN-1C Tessen [50] (3067)	NDA-2KC No-Dachi [70] (3085-ONN)	TSH-8S Tai-sho [85] (3060)
5	RK-4K Rokurokubi [35] (3145)	PXH-7K Phoenix Hawk [45] (3085-PP)	MTR-6E Maelstrom [75] (3058U-I)	CP-11-B Cyclops [90] (3085-ONN)
6	SDR-9KB Venom [35] (3055U)	WFT-2B Wolf Trap [45] (Prototypes)	SH-1R Shiro [75] (3145)	HTM-28Tr Hatamoto-Chi [80] (3085-ONN)
7	PNT-12A Panther [35] (3050U-I)	WVR-9W2 Wolverine [55] (3085-PP)	TDR-60-RLA Thunderbolt [65] (3085-PP)	AS7-K3 Atlas [100] (3085)
8	SDR-8X Spider [30] (3085)	SHD-12C Shadow Hawk [55] (3085-PP)	AV1-O Avatar* [70] (3058U-I)	BNZ-X Banzai [90] (XTRKurita)
9	Arbalest 2 [25] (3085)	Griffin IIC 6 [40] (3085-PP)	Rifleman IIC 7 [65] (3085-PP)	Mad Cat Mk II [90] (3067)
10	Ocelot 3 [35] (3075)	Shadow Cat* [45] (3058U-C)	Vulture Mk IV* [60] (3145)	Warhammer IIC 8 [80] (3085-PP)
11	Morrigan [35] (3085)	Goshawk III [55] (3145)	Mad Cat Mk IV* [75] (3145)	Phoenix Hawk IIC 2 [80] (3085-PP)
12	Hankyu* [30] (3058U-C)	Nobori-nin* [50] (3058U-C)	Nova Cat* [70] (3060)	Supernova [90] (3058U-C)

FEDERATED SUNS

2D6	LIGHT BATTLEMECHS	MEDIUM BATTLEMECHS	HEAVY BATTLEMECHS	ASSAULT BATTLEMECHS
2	GRM-01C Garm [35] (3060)	CDR-1X Cuirass [40] (3085)	OTL-8D Ostsol [60] (3085-PP)	VTR-10D Victor [80] (3050U-I)
3	V4-LNT-J3 Valiant [30] (3075)	DV-9D Dervish [55] (3050U-I)	WHM-8D Warhammer [70] (3085-PP)	GOL-5D Goliath [80] (3085-PP)
4	VLK-QD1 Valkyrie [30] (3085-PP)	HCT-6D Hatchetman [45] (3050U-I)	TNS-6S Thanatos [75] (3067)	STK-7D Stalker [85] (3050U-I)
5	ALM-9D Fireball [20] (3055U)	CN9-D5 Centurion [50] (3050U-I)	HMH-6E Hammerhands [75] (3085)	AS8-D Atlas [100] (3085)
6	JVN-11D Javelin [30] (3050U-I)	EXR-2X Exhumer [55] (3145)	AV1-O Avatar* [70] (3058U-I)	PDG-2R Pendragon [95] (Prototypes)
7	VLK-QD4 Valkyrie [30] (3085-PP)	BJ2-O Blackjack* [50] (3058U-I)	BL-12-KNT Black Knight [75] (3050U-C)	TLR1-O Templar* [85] (3067)
8	ALM-10D Fireball [20] (3085-ONN)	GRF-6S Griffin [55] (3085-PP)	WHM-9D Warhammer [70] (3085-PP)	OR-2I Orochi [90] (3085)
9	OSR-5D Osiris [35] (3067)	NH-2 Rook [55] (3085)	PTR-4F Penetrator [75] (3055U)	MAD-6D Marauder II [100] (3085-PP)
10	Koshi [25] (3145)	Black Hawk [50] (DATP:L)	BHKU-O Black Hawk-KU* [60] (3058U-I)	Mad Cat Mk II [90] (3067)
11	Crimson Hawk [25] (3075)	Griffin IIC 4 [40] (3085-PP)	Rifleman IIC 8 [65] (3085-PP)	Phoenix Hawk IIC 4 [80] (3085-PP)
12	Arbalest [25] (3085)	Shadow Hawk IIC 4 [45] (3085-PP)	Ryoken II [75] (3075)	Warhammer IIC 2 [80] (3085-PP)

RANDOM ASSIGNMENT TABLE: BATTLEMECHS (3135-3145)

FREE WORLDS LEAGUE (GENERAL)

2D6	LIGHT BATTLEMECHS	MEDIUM BATTLEMECHS	HEAVY BATTLEMECHS	ASSAULT BATTLEMECHS
2	STG-5G Stinger [20] (3085-PP)	B1-HND Bloodhound [45] (3067)	WHM-8M Warhammer [70] (3085-PP)	BLR-M3 BattleMaster [85] (3085-PP)
3	LCT-1Vb Locust [20] (Klondike)	B3-HND Bloodhound [45] (3067)	TMP-3M2 Tempest [65] (3055U)	AWS-9Q Awesome [80] (3050U-I)
4	LCT-6M Locust [20] (3085-PP)	GRF-2N Griffin [55] (Klondike)	ARC-8M Archer [70] (3085-PP)	STK-6M Stalker [85] (3050U-I)
5	STG-3Gb Stinger [20] (3075)	SHD-7M Shadow Hawk [55] (3085-PP)	TDR-10M Thunderbolt [65] (3085-PP)	BLR-1Gb BattleMaster [85] (3050U-I)
6	LCT-5W2 Locust [20] (3085-PP)	WVR-9M Wolverine [55] (3085-PP)	ARC-9M Archer [70] (3085-PP)	AWS-10KM Awesome [80] (3050U-I)
7	HER-4K Hermes [30] (3050U-I)	SR1-O Strider* [40] (3058U-I)	HRC-LS-9000 Hercules [70] (3055U]	LGB-13C Longbow [85] (3085-PP)
8	See FWL States Sub-table	See FWL States Sub-table	See FWL States Sub-table	See FWL States Sub-table
9	HMR-3C Hammer [30] (3055U)	BJ2-O Blackjack* [50] (3058U-I)	TDR-11SE Thunderbolt [65] (3085-PP)	TR-XB Trebaruna [95] (3085)
10	Crimson Hawk [25] (3075)	Black Hawk (Standard) [50] (3145)	Guillotine IIC 2 [70] (3060)	Warhammer IIC 8 [80] (3085-PP)
11	Koshi (Standard) [25] (3145)	Shadow Hawk IIC 8 [45] (3085-PP)	Rifleman IIC 8 [65] (3085-PP)	Phoenix Hawk IIC 7 [80] (3085-PP)
12	Jackalope [30] (3145)	Dasher II [40] (3085)	Ursa [65] (3145)	Mad Cat Mk. II [90] (3067)

FREE WORLDS LEAGUE (STATES)

2D6	LIGHT BATTLEMECHS	MEDIUM BATTLEMECHS	HEAVY BATTLEMECHS	ASSAULT BATTLEMECHS
Duchy of Andurien				
8	MEB-9 Ebony [25] (3085)	ASN-99 Assassin [40] (3050U-I)	PEN-2H Penthesilea [75] (3085)	XNT-5O Xanthos [100] (3075)
Marik-Stewart Commonwealth				
8	PXK-LM Phoenix Hawk L [35] (3145)	SKW-4G Shockwave [50] (3085)	SCG-WF1 Scourge [65] (3145)	TRB-XJ Trebaruna [95] (3085)
Oriente Protectorate				
8	PXK-LM Phoenix Hawk L [35] (3145)	PXH-7K Phoenix Hawk [45] (3085-PP)	SCG-WF1 Scourge [65] (3145)	SD1-O Sunder* [90] (3058U-I)
Regulan Fiefs				
8	WGT-3SC Wight [35] (3075)	VTRU-1 Violator [45] (3145)	PKM-2D Patriot [65] (3075)	NTL-AG Neanderthal [80] (3145)
Rim Commonality				
8	FLE-19 Flea [20] (3050U-I)	SCP-10M Scorpion [55] (3085-PP)	WHD-10CT Warhammer [70] (3085)	EMP-6M2 Emperor [90] (3058U-C)
Duchy of Tamarind-Abbey				
8	EGL-3M Eagle [25] (3060)	CRB-27b Crab [50] (3075)	GLT-6WB3 Guillotine [70] (3050U-C)	GOL-6M Goliath [80] (3085-PP)
Independent/Lesser Former League State				
8	EGL-3M Eagle [25] (3060)	GST-11 Ghost [50] (3085)	BNDR-01Ar Bandersnatch [75] (3055U)	AS7-K2 Atlas [100] (3085)

LYRAN COMMONWEALTH

2D6	LIGHT BATTLEMECHS	MEDIUM BATTLEMECHS	HEAVY BATTLEMECHS	ASSAULT BATTLEMECHS
2	DRT-4S Dart [25] (3055U)	VT-5Sr Vulcan [40] (3085-ONN)	RFL-7M Rifleman [70] (3085-PP)	KGC-001 King Crab [100] (3050U-C)
3	STG-7S Stinger [25] (3085-PP)	CLNT-6S Clint [40] (3050U-I)	TDR-17S Thunderbolt [65] (3085-PP)	EMP-6S Emperor [90] (3058U-C)
4	COM-7S Commando [25] (3050U-I)	GRF-6S Griffin [55] (3085-PP)	BGS-1T Barghest [70] (3060)	ZEU-9T Zeus [80] (3050U-I)
5	WLF-5 Wolfhound [35] (3085)	PXH-7S Phoenix Hawk [45] (3085-PP)	DFN-3S Defiance [75] (3075)	BRZ-C3 Berserker [100] (3055U)
6	RZK-10S Razorback [35] (3067)	STY-3Dr Starslayer [50] (3085-ONN)	ARC-9M Archer [70] (3085-PP)	BLR-10S BattleMaster [85] (3085-PP)
7	HVC-P6 Havoc [35] (3145)	NGS-6T Nightsky [50] (3055U)	BHKU-O Black Hawk-KU* [60] (3058U-I)	AS7-S2 Atlas [100] (3050U-I)
8	AF1 Arctic Fox* [30] (3060)	TFT-L8 Thunder Fox [55] (3085)	AV1-O Avatar* [70] (3058U-I)	SD1-O Sunder* [90] (3058U-I)
9	Pack Hunter II [30] (3060)	Mad Cat III [55] (Prototypes)	Ursa [65] (3145)	Annihilator C [100] (3050U-I)
10	Crimson Hawk 3 [25] (3075)	Griffin IIC 5 [40] (3085-PP)	MNL-3W Mangonel [70] (3085)	Mad Cat Mk. II [90] (3067)
11	Jaguar [35] (3145)	Black Hawk (Standard) [50] (3145)	Mad Cat IV [75] (3145)	Hellstar [95] (3085)
12	Koshi (Standard) [25] (3145)	Arctic Wolf II* [40] (3085)	Jade Hawk [75] (3145)	Cygnus [95] (3075)

RANDOM ASSIGNMENT TABLE: BATTLEMECHS (3135-3145)

CLAN HELL'S HORSES

2D6	LIGHT BATTLEMECHS	MEDIUM BATTLEMECHS	HEAVY BATTLEMECHS	ASSAULT BATTLEMECHS
2	Crimson Hawk [25] (3075)	Hellhound [50] (3055U)	Bowman [70] (3067)	Thunder Stallion 3 [85] (3060)
3	UrbanMech IIC [30] (3060)	Ursus 2 [50] (3060)	Thresher [60] (3058U-C)	Marauder IIC 7 [85] (3085-PP)
4	Incubus II [30] (Prototypes)	Arctic Wolf [40] (3060)	Ryoken II [75] (3075)	Night Wolf [90] (3085)
5	Locust IIC 7 [25] (3085-PP)	Great Wyrm 2 [45] (3060)	Ryoken II 3 [75] (3075)	Warhammer IIC 8 [80] (3085-PP)
6	Pack Hunter [30] (3060)	Dasher II 2 [40] (3085)	Tundra Wolf [75] (3085)	Hellstar 2 [95] (3085)
7	Incubus II [30] (Prototypes)	Sun Cobra [55] (3075)	Rifleman IIC 8 [65] (3085-PP)	Cygnus 3 [95] (3075)
8	Parash [35] (3085)	Black Hawk (Standard) [50] (DATP:L)	Loki* [65] (3050U-C)	Hellstar [95] (3085)
9	Uller* [30] (3050U-C)	Black Hawk* [50] (3050U-C)	Mad Cat IV* [75] (3145)	Cygnus [95] (3075)
10	Fire Falcon* [25] (3058U-C)	Ryoken* [55] (3050U-C)	Vulture IV* [60] (3145)	Jupiter [100] (3075)
11	Hellion* [30] (3067)	Fenris* [45] (3050U-C)	Thor* [70] (3050U-C)	Man O' War* [80] (3050U-C)
12	Dasher* [20] (3050U-C)	Grendel* [45] (3058U-C)	Balius* [65] (3075)	Gladiator* [95] (3050U-C)

CLAN JADE FALCON

2D6	LIGHT BATTLEMECHS	MEDIUM BATTLEMECHS	HEAVY BATTLEMECHS	ASSAULT BATTLEMECHS
2	Jaguar [35] (3145)	Pinion 3 [45] (3067)	Rifleman IIC 8 [65] (3085-PP)	BattleMaster C [85] (3085-PP)
3	Hellion* [30] (3067)	Sun Cobra [55] (3075)	Rifleman IIC 5 [65] (3085-PP)	Marauder IIC 5 [85] (3085-PP)
4	Locust IIC 9 [25] (3085-PP)	Black Hawk (Standard) [50] (3145)	Mad Cat Mk IV PR 2 [75] (3145)	Onager [90] (3085)
5	Spirit [35] (3067)	Griffin IIC 8 [40] (3085U-PP)	Loki* [65] (3050U-C)	Shrike [95] (3145)
6	Crimson Hawk [25] (3075)	Gyrfalcon [55] (3145)	Thor* [70] (3050U-C)	Jupiter [100] (3075)
7	Uller* [30] (3050U-C)	Gyrfalcon [55] (3145)	Thor II* [70] (3145)	Shrike 2 [95] (3145)
8	Eyrie [35] (3145)	Black Hawk* [50] (3050U-C)	Flamberge* [70] (3085)	Jupiter 3 [100] (3075)
9	Fire Falcon* [25] (3058U-C)	Black Hawk* [50] (3050U-C)	Jade Hawk [75] (3145)	Shrike 3 [95] (3145)
10	Cougar* [35] (3060)	Hunchback IIC [50] (3058U-C)	Shadow Cat II [60] (3085)	Turkina* [95] (3058U-C)
11	Spirit 2 [35] (3067)	Black Lanner* [55] (3058U-C)	Jade Hawk 2 [75] (3145)	Marauder IIC 6 [85] (3085-PP)
12	Incubus II [30] (Prototypes)	Fenris* [45] (3050U-C)	Rifleman C 2 [60] (3085-PP)	Kraken 4 [100] (3055U)

CLAN SEA FOX

2D6	LIGHT BATTLEMECHS	MEDIUM BATTLEMECHS	HEAVY BATTLEMECHS	ASSAULT BATTLEMECHS
2	LCT-1Vb Locust [20] (Klondike)	GLR-5R Gladiator [55] (3075)	WHM-9S Warhammer [70] (3085-PP)	LGB-12R Longbow [85] (3085-PP)
3	Locust IIC 4 [25] (3085-PP)	Shadow Hawk IIC 5 [45] (3085-PP)	Jade Hawk [75] (3145)	Phoenix Hawk IIC 3 [80] (3085-PP)
4	Crimson Hawk 2 [25] (3075)	Griffin IIC 5 [40] (3085-PP)	Ursa [65] (3145)	Mad Cat Mk. II [100] (3067)
5	Koshi (Standard) [25] (3145)	Black Hawk (Standard) [50] (3145)	Rifleman IIC 4 [65] (3085-PP)	Warhammer IIC 4 [80] (3085-PP)
6	Crimson Hawk [25] (3075)	Mad Cat III [55] (Prototypes)	Ha Otoko 3 [65] (3085-ONN)	Phoenix Hawk IIC 4 [80] (3085-PP)
7	Koshi 2 [25] (3145)	Shadow Hawk IIC 8 [45] (3085-PP)	Rifleman IIC 6 [65] (3085-PP)	Warhammer IIC 3 [80] (3085-PP)
8	AF1 Arctic Fox* [30] (3060)	MS1-O Men Shen* [55] (3060)	BHKU-O Black Hawk KU* [60] (3058U-I)	SD1-O Sunder* [90] (3058U-I)
9	Tiburon [35] (3145)	Grendel* [45] (3058U-C)	Cauldron Born* [65] (3058U-C)	Man 'O War* [80] (3050U-C)
10	Puma* [35] (3050U-C)	Sun Cobra [55] (3075)	Sphinx [75] (3085)	Jupiter [100] (3075)
11	Cougar* [35] (3060)	Goshawk III [55] (3145)	Mad Cat IV* [75] (3145)	Mad Cat Mk. II 3 [100] (3067)
12	Dasher* [20] (3050U-C)	Avalanche* [50] (3145)	Karhu* [65] (3085)	Deimos* [85] (3085)

CLAN WOLF

2D6	LIGHT BATTLEMECHS	MEDIUM BATTLEMECHS	HEAVY BATTLEMECHS	ASSAULT BATTLEMECHS
2	Locust IIC 4 [25] (3085-PP)	BEO-14 Beowulf [45] (3060)	Guillotine IIC [70] (3060)	Naga* [80] (3055U)
3	Jenner IIC [35] (3055U)	Clint IIC [40] (3060)	Rifleman IIC 8 [65] (3085-PP)	Bruin [80] (3085)
4	Locust IIC [25] (3085-PP)	Sun Cobra [55] (3075)	Arcas [65] (3067)	Cygnus [95] (3075)
5	Bear Cub [25] (3075)	Hunchback IIC [50] (3058U-C)	Karhu* [65] (3085)	Marauder IIC 7 [85] (3085-PP
6	Locust IIC 6 [25] (3085-PP)	Lobo 2 [40] (3067)	Blood Reaper [70] (3085)	Phoenix Hawk IIC 7 [80] (3085-PP)
7	Locust IIC 5 [25] (3085-PP)	Lobo 2 [40] (3067)	Warwolf* [75] (3145)	Night Wolf [90] (3085)
8	Wulfen* [30] (3145)	Lobo [40] (3067)	Mad Cat* [75] (3050U-C)	Night Wolf [90] (3085)
9	Fire Falcon* [25] (3058U-C)	Phantom* [40] (3055U)	Tundra Wolf 4 [75] (3085)	Gladiator* [95] (3050U-C)
10	Uller* [30] (3050U-C)	Fenris* [45] (3050U-C)	Blood Reaper 2 [70] (3085)	Man O' War* [80] (3050U-C)
11	Puma* [35] (3050U-C)	Black Hawk* [50] (3050U-C)	Mad Cat* [75] (3050U-C)	Man O' War* [80] (3050U-C)
12	Koshi* [25] (3050U-C)	Fenris* [45] (3050U-C)	Tundra Wolf 3 [75] (3085)	Turkina* [95] (3058U-C)

RANDOM ASSIGNMENT TABLE: BATTLEMECHS (3135-3145)

RASALHAGUE DOMINION

2D6	LIGHT BATTLEMECHS	MEDIUM BATTLEMECHS	HEAVY BATTLEMECHS	ASSAULT BATTLEMECHS
2	Locust IIC 5 [25] (3085-PP)	VTRU-1 Violator [45] (3145)	Arcas [65] (3067)	Warhammer IIC 6 [80] (3085-PP)
3	Peregrine 3 [35] (3055U)	Hunchback IIC [50] (3058U-C)	SCG-WF1 Scourge [65] (3145)	Supernova [90] (3058U-C)
4	Locust IIC 6 [25] (3085-PP)	Clint IIC [40] (3060)	Arcas [65] (3067)	Marauder IIC 7 [85] (3085-PP)
5	Bear Cub [25] (3075)	Ursus II [50] (3085)	Karhu* [65] (3085)	Warhammer IIC 8 [80] (3085-PP)
6	Locust IIC 7 [25] (3085-PP)	Ursus [50] (3060)	Arcas 2 65] (3067)	Bruin [80] (3085)
7	Wulfen* [30] (3145)	Ryoken* [55] (3050U-C)	Arcas [65] (3067)	Kodiak 4 [100] (3058U-C)
8	Locust IIC 8 [25] (3085-PP)	Mongrel [50] (3145)	Vulture III* [60] (3145)	Mad Cat Mk II-Enhanced [90] (Prototypes)
9	Locust IIC 8 [25] (3085-PP)	Ursus II [50] (3085)	Mad Cat IV* [75] (3145)	Gladiator* [95] (3050U-C)
10	Dasher* [20] (3050U-C)	Dasher II 2 [40] (3085)	Karhu [65]* (3085)	Gladiator* [95] (3050U-C)
11	Puma* [35] (3050U-C)	Dragonfly* [40] (3050U-C)	Vulture [60]* (3050U-C)	Kingfisher* [90] (3058U-C)
12	Dasher* [20] (3050U-C)	Black Hawk* [50] (3050U-C)	Mad Cat [75]* (3050U-C)	Kodiak 2 [100] (3058U-C)

RAVEN ALLIANCE

2D6	LIGHT BATTLEMECHS	MEDIUM BATTLEMECHS	HEAVY BATTLEMECHS	ASSAULT BATTLEMECHS
2	Baboon 3 [20] (3055U)	Shadow Hawk C [55] (3085-PP)	BMB-05A Bombardier [65] (3050U-C)	Omen [85] (3085)
3	RK-4K Rokurokubi [35] (3145)	Clint IIC [40] (3060)	Rifleman IIC [65] (3085-PP)	VKG-2F Viking [90] (3060)
4	WSP-3A Wasp [20] (3085-PP)	Dark Crow 3 [55] (3085)	Galahad [60] (3055U)	Marauder IIC 7 [85] (3085-PP)
5	Stinger IIC [20] (Prototypes)	Ursus II [50] (3085)	Ryoken II [75] (3075)	Bruin 2 [80] (3085)
6	Stinger IIC [20] (Prototypes)	Goshawk II [45] (3085)	Arcas [65] (3067)	Phoenix Hawk IIC 7 [80] (3085-PP)
7	Jaguar [35] (3145)	Dark Crow [55] (3085)	Crossbow* [65] (3058U-C)	Warhammer IIC 7 [80] (3085-PP)
8	Stinger IIC [20] (Prototypes)	Dark Crow 3 [55] (3085)	Vulture* [60] (3050U-C)	Deimos* [85] (3085)
9	Parash [35] (3085)	Black Hawk* [50] (3050U-C)	Mad Cat IV* [75] (3145)	Gladiator* [95] (3050U-C)
10	Uller* [30] (3050U-C)	Ryoken* [55] (3050U-C)	Vulture IV* [60] (3145)	Deimos* [85] (3085)
11	Uller* [30] (3050U-C)	Dasher II 2 [40] (3085)	Linebacker* [65] (3055U)	Kingfisher* [90] (3058U-C)
12	Dasher* [20] (3050U-C)	Phantom* [40] (3055U)	Cauldron-Born* [65] (3058U-C)	Kodiak 3 [100] (3058U-C)

MERCENARY

2D6	LIGHT BATTLEMECHS	MEDIUM BATTLEMECHS	HEAVY BATTLEMECHS	ASSAULT BATTLEMECHS
2	FLE-19 Flea [20] (3050U-I)	ICR-2S Icarus II [40] (3075)	RFL-7M Rifleman [60] (3085-PP)	ZEU-9T Zeus [80] (3050U-I)
3	ALM-10D Fireball [20] (3055U)	CLNT-5U Clint [40] (3050U-I)	GLH-2D Galahad [60] (3075)	AWS-10KM Awesome [80] (3050U-I)
4	EGL-2M Eagle [25] (3060)	HCT-7S Hatchetman [45] (3050U-I)	BNDR-01Ar Bandersnatch [75] (3085-ONN)	GUN-1ERD Gunslinger [85] (3055U)
5	BLR-XS Blade [35] (3085)	NH-2 Rook [55] (3085)	OWR-3M Ostwar [65] (3085)	ALB-3Ur Albatross [95] (3085-ONN)
6	GRM-01B Garm [30] (3060)	DV-6Mr Dervish [55] (3085-ONN)	ON2-M Orion [75] (3050U-I)	STK-6M Stalker [85] (3050U-I)
7	ABS-3T Anubis [30] (3067)	SCP-12S Scorpion [55] (3085-PP)	GLT-7-0 Gallant [70] (3085)	TR-XB Trebaruna [95] (3085)
8	TLN-5W Talon [35] (3058U-C)	CNS-5M Cronus [55] (3067)	GHR-7P Grasshopper [70] (Prototypes)	KGC-007 King Crab [100] (3050U-C)
9	Piranha 4 [20] (3085-ONN)	APL-4M Apollo [55] (Prototypes)	MAD-9W2 Marauder [75] (3085-PP)	FNR-5X Fafnir [100] (3067)
10	WLF-5 Wolfhound [35] (3085)	Mad Cat III [50] (Prototypes)	Ha Otoko 3 [65] (3060)	Warhammer IIC 4 [80] (3085-PP)
11	NX-80 Nyx [30] (3085)	Dasher II 2 [40] (3085)	BKX-8D BattleAxe [70] (3075)	Phoenix Hawk IIC 4 [80] (3085-PP)
12	SPR-5S Spector [35] (3058U-C)	Black Hawk* [50] (3050U-C)	BGS-4T Barghest [75] (Prototypes)	Mad Cat Mk. II [90] (3067)

PERIPHERY (GENERAL)

2D6	LIGHT BATTLEMECHS	MEDIUM BATTLEMECHS	HEAVY BATTLEMECHS	ASSAULT BATTLEMECHS
2	ED-X2M Crosscut MOD [30] (Vehicle)	BC XV-M Buster MOD [50] (Vehicle)	RFL-3N Rifleman [60] (3039)	CGR-1A1 Charger [80] (3039)
3	LCT-1V Locust [20] (3039)	QUA-51T Quasit MilitiaMech [45] (3075)	TDR-5S Thunderbolt [65] (3039)	VTR-9B Victor [80] (3039)
4	STG-3R Stinger [20] (3039)	DV-1S Dervish [55] (JSBD)	WHM-6R Warhammer [70] (3039)	ZEU-6S Zeus [80] (3039)
5	WSP-1A Wasp [20] (3039)	GLD-1R Gladiator [55] (3075)	MAD-3R Marauder [75] (3039)	AWS-8Q Awesome [80] (3039)
6	TR-A-1 Toro [35] (3075)	CLNT-3-3T Clint [40] (3050U-I)	OSR-5C Ostroc [60] (3085-PP)	LGB-0W Longbow [85] (3039)
7	LCT-1V2 Locust [20] (3085-PP)	GRF-1N Griffin [55] (3039)	KSC-5MC Koschei [65] (3075)	STK-3F Stalker [85] (3039)
8	COM-4H Commando [25] (3050U-I)	CN9-Ar Centurion [50] (3085)	ARC-6W Archer [70] (3085-PP)	AWS-9M Awesome [80] (3050U-I)
9	LDT-1 Brigand [25] (3067)	PXH-4W Phoenix Hawk [45] (3085-PP)	TDR-9T Thunderbolt [65] (3085-PP)	STK-5M Stalker [85] (3050U-I)
10	STG-5R Stinger [20] (3085-PP)	KW1-LH2 Lineholder [55] (3058U-I)	HRC-LS-9000 Hercules [70] (3055U)	LGB-13C Longbow [85] (3085-PP)
11	WSP-8T Wasp [20] (3085-PP)	SHD-7M Shadow Hawk [55] (3085-PP)	MAD-2R Marauder [75] (3075)	HGN-732 Highlander [90] (3050U-C)
12	FS9-H Firestarter [35] (3050U-I)	GRF-4N Griffin [55] (3085-PP)	PEN-2H Penthesilea [75] (3085)	XNT-4O Xanthos [100] (3075)

RANDOM ASSIGNMENT TABLE: BATTLEMECHS (3135-3145)

MAGISTRACY OF CANOPUS

2D6	LIGHT BATTLEMECHS	MEDIUM BATTLEMECHS	HEAVY BATTLEMECHS	ASSAULT BATTLEMECHS
2	STG-3R Stinger [20] (3039)	GRF-1N Griffin [55] (3039)	ARC-2R Archer [70] (3039)	LGB-7Q Longbow [85] (3058U-I)
3	STG-3R Stinger [20] (3039)	SHD-2H Shadow Hawk [55] (3039)	MAD-3R Marauder [75] (3039)	STK-3F Stalker [85] (3039)
4	WSP-3L Wasp [20] (3085)	HUR-W0-R4O Huron Warrior [50] (3055U)	WHM-4L Warhammer [70] (3085-PP)	BNC-3Mr Banshee [95] (3085-ONN)
5	LCT-5V Locust [20] (3085-PP)	SNK-2Br Snake [45] (3085-ONN)	TSG-9H Ti Ts'ang [60] (3060)	GOL-3L Goliath [80] (3085)
6	D9-G9 Duan Gung [25] (3060)	SYU-2B Sha Yu [40] (3067)	PEN-2MAF Penthesilea [75] (3085)	EMP-6A Emperor [90] (3058U-C)
7	WSP-7MAF Wasp [20] (3085-PP)	PXH-4W Phoenix Hawk [45] (3085-PP)	KSC-5MC Koschei [65] (3075)	LGB-14C Longbow [85] (3085-PP)
8	ABS-4C Anubis [30] (3067)	SHD-2Hb Shadow Hawk [55] (Klondike)	MAD-5L Marauder [75] (3085-PP)	Y-H9GB Yu Huang [90] (3060)
9	DOL-1A1 Dola [30] (Prototypes)	MHL-6MC Marshal [55] (3060)	TSG-9J Ti Ts'ang [60] (3060)	BLR-4L BattleMaster [85] (3085-PP)
10	MEB-9 Ebony [35] (3085)	EYK-45A Eyleuka [55] (3075)	CRD-8L Crusader [65] (3085-PP)	TR-XL Trebaruna [95] (3085)
11	D9-G10 Duan Gung [25] (3060)	GRF-5L Griffin [55] (3085-PP)	CTF-3LL Cataphract [70] (3050U-I)	XNT-5O Xanthos [100] (3075)
12	MEB-10 Ebony [35] (3085)	EYK-45B Eyleuka [55] (3075)	PEN-2H Penthesilea [75] (3085)	PLG-5Z Pillager [100] (3058U-C)

TAURIAN CONCORDAT

2D6	LIGHT BATTLEMECHS	MEDIUM BATTLEMECHS	HEAVY BATTLEMECHS	ASSAULT BATTLEMECHS
2	LCT-1V Locust [20] (3039)	GRF-1N Griffin [55] (3039)	WHM-6R Warhammer [70] (3039)	LGB-0W Longbow [85] (3039)
3	WSP-1A Wasp [20] (3039)	GRF-1N Griffin [55] (3039)	MAD-3R Marauder [75] (3039)	VTR-9B Victor [80] (3039)
4	TR-A-1 Toro [35] (3075)	CLNT-2-3U Clint [40] (3050U-I)	BRM-5A Brahma [60] (3085)	BNC-3Mr Banshee [95] (3085-ONN)
5	LCT-5T Locust [20] (3085-PP)	B3-HND Bloodhound [45] (3067)	TDR-9T Thunderbolt [65] (3085-PP)	ZEU-9T Zeus [80] (3050U-I)
6	STG-5G Stinger [20] (3085-PP)	CLNT-3-3T Clint [40] (3050U-I)	OSR-5C Ostroc [60] (3085-PP)	LGB-8V Longbow [85] (3085-PP)
7	COM-2Dr Commando [25] (3085-ONN)	PXH-4W Phoenix Hawk [45] (3085-PP)	ARC-6W Archer [70] (3085-PP)	STK-5M Stalker [85] (3050U-I)
8	STG-5R Stinger [20] (3085-PP)	SHD-7M Shadow Hawk [55] (3085-PP)	WHD-11T Warhammer [70] (3085-PP)	BLR-10S2 BattleMaster [85] (3085-PP)
9	LCT-5V Locust [20] (3085-PP)	GRF-4N Griffin [55] (3085-PP)	BRM-5B Brahma [60] (3085)	EMP-6A Emperor [90] (3058U-C)
10	STG-5T Stinger [20] (3085-PP)	STY-3Dr Starslayer [50] (3085-ONN)	TDR-5Sb Thunderbolt [65] (3075)	ALB-3Ur Albatross [95] (3085-ONN)
11	DRT-4S Dart [25] (3055U)	MHL-2L Marshal [55] (3060)	MAD-2R Marauder [75] (3075)	AS7-K2 Atlas [100] (3085)
12	VLK-QT2 Valkyrie [30] (3085-PP)	GRF-6S Griffin [55] (3085-PP)	WHD-6Rb Warhammer [70] (3075)	T-IT-N11M Grand Titan [100] (3055U)

RANDOM ASSIGNMENT TABLE: PROTOMECHS (3135-3145)

PROTOMECHS

2D6	CLAN HELL'S HORSES	RAVEN ALLIANCE
2	Harpy 4 [2] (3075)	Cecerops [3] (3075)
3	Centaur [5] (3060)	Cecerops [3] (3075)
4	Orc 4 [4] (3075)	Satyr 4 [4] (3060)
5	Orc [4] (3075)	Chrysoar [6] (3075)
6	Hydra 2 [6] (3060)	Roc 2 [7] (3060)
7	Hydra [6] (3060)	Hippogriff [8] (3145)
8	Minotaur [9] (3060)	Roc [7] (3060)
9	Procyon (Quad) [6] (Prototypes)	Chrysoar [6] (3075)
10	Minotaur P2 [9] (Prototypes)	Gorgon [8] (3060)
11	Hippogriff [8] (3145)	Gorgon 3 [8] (3060)
12	Svartalfa [14] (Prototypes)	Roc 4 [7] (3060)

RANDOM ASSIGNMENT TABLE: VEHICLES (3135-3145)

REPUBLIC OF THE SPHERE

2D6	LIGHT VEHICLES	MEDIUM VEHICLES	HEAVY VEHICLES	ASSAULT VEHICLES
2	Fox (VSP) [20] (3085)	Prowler (RAF) [55] (3085)	AC/2 Carrier (LB-X) [60] (3058U-I)	Behemoth II [100] (3145)
3	Minion (TAG) [20] (3067)	Giggins (Fire Support) [40] (3085)	Tokugawa [60] (3058U-I)	Marksman M1 [95] (3085)
4	Scorpion (LAC) [25] (3085-ONN)	Hetzer [40] (3039)	Thumper TAV-1 [60] (3075)	Rhino [80] (3050U-C)
5	Galleon GAL-102 [30] (3058U-I)	Demon [45] (3085)	Burke (Royal) [75] (Klondike)	Demolisher (Gauss) [80] (3058U-I)
6	Hawk Moth II [25] (3145)	JES I (3082) [50] (3085)	Kinnol [70] (3085)	JES II [95] (3085)
7	Cobra [30] (3075)	Regulator II [50] (3085)	Manticore (HPPC) [60] (3085-ONN)	DI Schmitt [80] (3145)
8	Pegasus (MRM) [35] (3058U-I)	Maxim Mk II [50] (3085)	Winston [70] (3085)	DI Morgan [100] (3075)
9	Lightning (ERML) [35] (3050U-C)	Glaive [45] (3067)	Padilla [75] (3058U-C)	Gürteltier [100] (3085)
10	Cavalry (Infantry) [25] (3058U-I)	Joust BE700 [40] (3085)	Sekhmet [65] (3145)	Morrigu [80] (3067)
11	Balac [25] (3085)	Fulcrum II [50] (3058U-I)	Bolla* [60] (3085)	Demolisher (Clan) [80] (3058U-I)
12	Asshur [20] (3060)	Eldingar [50] (3085)	Ishtar (Gauss) [65] (3060)	Mars (XL) [100] (3060)

CAPELLAN CONFEDERATION

2D6	LIGHT VEHICLES	MEDIUM VEHICLES	HEAVY VEHICLES	ASSAULT VEHICLES
2	Minion Hovertank (TAG) [20] (3067)	Hetzer Assault Gun [40] (3039)	Bulldog Tank [60] (3039)	Demolisher Tank [80] (3039)
3	Scorpion Tank [25] (3039)	Maxim Hover APC [50] (3039)	Pike Support Vehicle [60] (3039)	Ontos Tank (MML) [95] (3085-ONN)
4	Pegasus Hovertank (3058) [35] (3058U-I)	Vedette Tank (Ultra) [50] (3058U-I)	Po Tank (LB-X) [60] (3058U-I)	Devastator Tank [80] (3039)
5	Tamerlane Strike Sled [20] (3075)	Vedette Tank (Cell) [50] (3085-ONN)	Po HV Tank [60] (Prototypes)	Behemoth Tank [100] (3039)
6	Tufana Hovertank [35] (3085)	Hetzer Assault Gun (LB-X) [40] (3058U-I)	Zhukov Tank (Liao) [75] (3085-ONN)	Demolisher Tank (Gauss) [80] (3058U-I)
7	Yasha VTOL [30] (3085)	Regulator II Hovertank [50] (3085)	Po II Tank [60] (3085)	Demolisher Tank (Gauss) [80] (3058U-I)
8	Yasha VTOL (Spectre) [30] (3085)	Regulator II Hovertank (Stealth) [50] (3085)	Manticore Tank (HPPC) [60] (3085-ONN)	Behemoth II Tank [100] (3145)
9	Asshur Artillery Spotter [20] (3060)	Regulator II Hovertank [50] (3085)	Moltke Tank M1 [75] (3085)	Kelswa Assault Tank [95] (3145)
10	Kite Recon Vehicle [30] (3145)	Joust BE701 Tank [40] (3085)	Pike Support Vehicle (Clan) [60] (3058U-I)	Morrigu Tank [80] (3067)
11	Anat APC [25] (3145)	Bellona Hovertank [45] (3085)	Axel IIC Tank [65] (3058U-I)	Arrow IV Assault Vehicle [80] (3145)
12	Skadi VTOL [30] (3145)	Ku Tank [50] (3060)	Athena Tank [75] (3060)	Mars Assault Vehicle [100] (3060)

DRACONIS COMBINE

2D6	LIGHT VEHICLES	MEDIUM VEHICLES	HEAVY VEHICLES	ASSAULT VEHICLES
2	J. Edgar [25] (3039)	Prowler (SW) [55] (3085)	Bulldog (AC2) [60] (3039)	Demolisher [80] (3039)
3	Scorpion [25] (3039)	Vedette (Cell) [50] (3085-ONN)	SRM Carrier [60] (3039)	Behemoth [100] (3039)
4	Scimitar Mk II [35] (3145)	Maxim (BA Factory) [35] (3145)	Brutus (HPPC) [75] (3085-ONN)	Schrek (Armor) [35] (3085-ONN)
5	Crow (Export) [15] (3075)	Vedette (NETC) [50] (3058U-I)	Manticore (C3S) [60] (3058U-I)	Partisan (Cell) [80] (3085-ONN)
6	Tamerlane [20] (3075)	Maxim (I) [50] (3058U-I)	LRM Carrier [60] (3039)	Demolisher (Gauss) [80] (3058U-I)
7	Cavalry [25] (3058U-I)	SM1A [50] (3075)	Kinnol [70] (3085)	Demolisher II [100] (3060)
8	Pegasus (X-Pulse) [35] (Prototypes)	Joust BE701 [40] (3085)	Manticore (HPPC) [60] (3085-ONN)	DI Schmitt [80] (3145)
9	Svantovit [35] (3060)	Cizin Hovertank [45] (3145)	Ishtar [65] (3060)	Heimdall* [95] (3067)
10	Balac (LRM) [25] (3085)	Joust BE700 [40] (3085)	Shoden [70] (3067)	Morrigu [80] (3067)
11	Asshur [20] (3060)	SM3 [50] (3075)	JES III [60] (3145)	NK-1C Narukami [90] (3145)
12	Kite Recon Vehicle [30] (3145)	Hachiman [50] (3060)	Shoden (Streak) [70] (3067)	Demolisher (Clan) [80] (3058U-I)

FEDERATED SUNS

2D6	LIGHT VEHICLES	MEDIUM VEHICLES	HEAVY VEHICLES	ASSAULT VEHICLES
2	Marten [15] (3145)	JES I [50] (3075)	AC/2 Carrier (LB-X) [60] (3058U-I)	Partisan (LRM) [80] (3085-ONN)
3	J. Edgar [25] (3039)	Hetzer [40] (3039)	Morningstar [60] (3067)	Fury [80] (3050U-C)
4	Minion (Gauss) [20] (3067)	Musketeer [50] (3067)	Patton (Ultra) [65] (3058U-I)	Partisan (Quad RAC) [80] (3058U-I)
5	Pandion [20] (3085)	Goblin II [45] (3058U-I)	Typhoon (RAC) [70] (3058U-I)	Glory [85] (3067)
6	Yellow Jacket (RAC) [30] (3058U-I)	Hasek [40] (3145)	Manteuffel* [70] (3067)	Glory (Light Gauss) [85] (3067)
7	Pegasus (3058) [35] (3058U-I)	Musketeer (3080) [50] (3067)	Kinnol [70] (3085)	JES II (Ammo) [95] (3085)
8	Striker (3061) [35] (3058U-I)	Zibler [55] (3145)	Pilum [70] (3058U-I)	Ajax* [90] (3067)
9	Skulker Mk 2 [20] (Prototypes)	Goblin (Sealed) [45] (3085-ONN)	JES III [60] (3145)	Challenger XI [90] (3058U-I)
10	Balac (LRM) [25] (3085)	Joust BE700 [40] (3085)	Axel IIC [65] (3058U-C)	Morrigu (Laser) [80] (3067)
11	Gossamer [25] (3145)	Fulcrum (Hybrid) [50] (Prototypes)	Ishtar [65] (3060)	Demolisher (Clan) [80] (3058U-I)
12	Garrot Transport [30] (3145)	Hadur [50] (3145)	Sekhmet [65] (3145)	Mars [100] (3060)

RANDOM ASSIGNMENT TABLE: VEHICLES (3135-3145)

FREE WORLDS LEAGUE (GENERAL)

2D6	LIGHT VEHICLES	MEDIUM VEHICLES	HEAVY VEHICLES	ASSAULT VEHICLES
2	Harasser Missile Platform [25] (3039)	Vedette Tank (LB-X) [50] (3058U-I)	Manticore Tank [60] (3039)	Rhino Tank [80] (3050U-C)
3	Cavalry VTOL [25] (3058U-I)	Vedette Tank (Ultra) [50] (3058U-I)	Bulldog Tank [60] (3039)	Partisan Tank [80] (3039)
4	Galleon Tank GAL-102 [30] (3058U-I)	Myrmidon Tank [40] (3060)	Brutus Tank [75] (3058U-I)	Ontos Tank (3053) [95] (3058U-I)
5	Main Gauche Tank (XL) [30] (3067)	Vedette Tank (Cell) [50] (3085-ONN)	Kinnol Tank [70] (3085)	Ontos Tank (MML) [95] (3085-ONN)
6	Tufana Hovertank [35] (3085CE)	Vedette Tank (Lt. Gauss) [50] (3058U-I)	Zhukov Tank (Liao) [75] (3085-ONN)	Ontos Tank (MML) [95] (3085-ONN)
7	Main Gauche Tank (C3) [30] (3067)	Stygian Hovertank [40] (3067)	Moltke Tank M1 [75] (3085)	J.E.S. II Strategic Missile Carrier [95] (3085)
8	See FWL States Sub-table	See FWL States Sub-table	See FWL States Sub-table	See FWL States Sub-table
9	MHI Hawk Moth II [25] (3145)	J.E.S. I Missile Carrier (3082) [50] (3085)	Manticore Tank (HPPC) [60] (3085-ONN)	DI Morgan Tank [100] (3075)
10	Balac VTOL (LRM) [25] (3085CE)	Condor Hovertank (Upgrade Laser) [50] (3075)	Thumper Art. Vehicle (Angel) [60] (Prototypes)	Carnivore Tank (Second Line) [80] (3085)
11	Asshur Artillery Spotter [20] (3060)	Joust BE701 Tank [40] (3085)	J.E.S. III Missile Carrier [60] (3145)	Morrigu Tank [80] (3067)
12	Balac VTOL [25] (3085CE)	Bellona Hovertank [45] (3085)	Axel IIC Tank [65] (3058U-I)	Mars Assault Vehicle [100] (3060)

FREE WORLDS LEAGUE (STATES)

2D6	LIGHT VEHICLES	MEDIUM VEHICLES	HEAVY VEHICLES	ASSAULT VEHICLES
Duchy of Andurien				
8	Tamerlane Strike Sled [20] (3075)	Danai Support Vehicle [45] (3075)	Po II Tank [60] (3085)	Demolisher (Arrow IV) [80] (3058U-I)
Clan Protectorate, Covenant Worlds and Protectorate Coalition				
8	Hawk Moth VTOL (Thunderbolt) [25] (3060)	R10 Mechanized ICV [45] (3145)	Patton Tank (Ultra) [65] (3058U-I)	Sniper Artillery Vehicle [80] (3145)
Oriente Protectorate				
8	Yasha VTOL (Spectre) [30] (3085)	R10 Mechanized ICV [45] (3145)	Moltke Tank M2 [75] (3085)	DI Morgan Tank (LRM) [100] (3075)
Regulan Fiefs				
8	Aeron VTOL (BAP) [25] (3085)	Drillson Hovertank (Streak) [50] (3058U-I)	Moltke Tank M3 [75] (3085)	Kelswa Tank [95] (3145)
Rim Commonality				
8	Aeron VTOL (BAP) [25] (3085)	R10 Mechanized ICV [45] (3145)	Moltke Tank M2 [75] (3085)	DI Schmitt Tank [80] (3145)
Duchy of Tamarind-Abbey				
8	Minion Hovertank (TAG) [20] (3067)	R10 Mechanized ICV [45] (3145)	Moltke Tank M2 [75] (3085)	Paladin Defense System [80] (3145)
Independent/Lesser Former League State				
8	Saxon APC [35] (3085)	Fulcrum II Hovertank [50] (3058U-I)	Moltke Tank M2 [75] (3085)	DI Schmitt Tank [80] (3145)

LYRAN COMMONWEALTH

2D6	LIGHT VEHICLES	MEDIUM VEHICLES	HEAVY VEHICLES	ASSAULT VEHICLES
2	Warrior H-7 VTOL [21] (3039)	Glaive Tank [45] (3067)	SRM Carrier (C3) [60] (3058U-I)	Demolisher Tank [80] (3039)
3	Hunter Tank [35] (3039)	Vedette Tank (NETC) [50] (3058U-I)	Rommel Tank [65] (3039)	Sturmfeur Tank [85] (3039)
4	Hunter Tank (3054) [35] (3058U-I)	Fulcrum Hovertank [50] (3058U-I)	Marsden II-A Tank (LB-X) [60] (3075)	Fortune Tank [80] (3067)
5	Warrior H-8 VTOL [21] (3058U-I)	Vedette Tank (Cell) [50] (3085-ONN)	Manticore Tank (3055) [60] (3058U-I)	Demolisher II Tank [100] (3060)
6	Saxon Hover APC [35] (3085)	Drillson Hovertank (Streak) [50] (3058U-I)	Patton Tank (Ultra) [65] (3058U-I)	DI Morgan Tank [100] (3075)
7	Warrior H-9 VTOL [21] (3058U-I)	Condor Hovertank (Upgrade) [50] (3075)	Rommel Tank (Gauss) [65] (3058U-I)	DI Morgan Tank (Gauss) [100] (3075)
8	Yellow Jacket VTOL [30] (3058U-I)	Vedette V7 Tank [50] (Prototypes)	Manteuffel Tank* [70] (3067)	Gürteltier Tank [100] (3085)
9	Yellow Jacket VTOL (PPC) [30] (3085-ONN)	Fulcrum III Hovertank [50] (3085-ONN)	Rommel Tank (Howitzer) [65] (Prototypes)	Kelswa Tank [95] (3145)
10	Balac VTOL (LRM) [25] (3085)	Hadur Fast Support Vehicle [50] (3145)	Athena Tank [75] (3060)	Fensalir WiGE (HAG) [80] (3085)
11	Skanda [35] (3145)	Bandit Mk. II Hovertank [50] (Prototypes)	Axel IIC Tank [65] (3058U-I)	Heimdall Tank* [95] (3067)
12	Shamash Recon Vehicle [11] (3060)	Garuda VTOL [40] (Prototypes)	Athena Tank [75] (3060)	Carnivore Tank [80] (3085)

RANDOM ASSIGNMENT TABLE: VEHICLES (3135-3145)

CLAN HELL'S HORSES

2D6	LIGHT VEHICLES	MEDIUM VEHICLES	HEAVY VEHICLES	ASSAULT VEHICLES
2	Odin [20] (3060)	Thor (Clan) [55] (3050U-C)	Ishtar [65] (3060)	Huitzolopochtli [85] (3060)
3	Svantovit [35] (3060)	Ares [40] (3060)	Ishtar (Gauss) [65] (3060)	Mars (ATM) [100] (3060)
4	Anat APC [25] (3145)	Enyo (ER Pulse) [55] (Prototypes)	Athena [75] (3060)	Mars [100] (3060)
5	Hephaestus Jump [35] (Prototypes)	Bellona [45] (3075)	Athena (HAG) [75] (3060)	Huitzolopochtli (AAA) [85] (3060)
6	Hephaestus Jump (AI) [35] (Prototypes)	Garuda [40] (Prototypes)	Ishtar [65] (3060)	Mars (ATM) [100] (3060)
7	Shandra [25] (3145)	Epona* [50] (3060)	Sekhmet [65] (3145)	Carnivore [80] (3085)
8	Svantovit (ATM) [35] (3060)	Enyo [55] (3067)	Athena (HAG) [75] (3060)	Mars (XL) [100] (3060)
9	Donar [21] (3060)	Ku (IFV) "Turhan II" [50] (3060)	Athena (HAG) [75] (3060)	Heimdall* [95] (3067)
10	Anhur (BA) [30] (3060)	Epona* [50] (3060)	Ishtar (Gauss) [65] (3060)	Mars (XL) [100] (3060)
11	Zephyros [25] (3085)	Enyo [55] (3067)	Oro [60] (3060)	Huitzolopochtli (AAA) [85] (3060)
12	Hephaestus* [30] (3067)	Garuda [40] (Prototypes)	Ishtar [65] (3060)	Mars (HAG) [100] (3060)

CLAN JADE FALCON

2D6	LIGHT VEHICLES	MEDIUM VEHICLES	HEAVY VEHICLES	ASSAULT VEHICLES
2	Gossamer VTOL [25] (3145)	Chalchiuhtotolin (Chemical Laser) [50] (3145)	Hanse MBT [75] (3145)	Sniper Artillery Vehicle [80] (3145)
3	Balac (Spotter) [25] (3085)	Ares [40] (3060)	Oro Tank [60] (3060)	Demolisher (Clan) [80] (3058U-I)
4	Donar [21] (3060)	Aesir AA Tank [55] (3145)	Ishtar Tank [65] (3060)	Kelswa Assault Tank [95] (3145)
5	Kite Recon Vehicle [30] (3145)	Hachiman Tank [50] (3060)	Oro Tank [60] (3060)	Huitzolopochtli Tank [85] (3060)
6	Nacon [20] (3145)	Sokar [50] (Prototypes)	Ishtar Tank [65] (3060)	Carnivore (HAG) [80] (3085)
7	Skanda [35] (3145)	Chalchiuhtotolin [50] (3145)	Athena Tank [75] (3060)	Gurzil Support Tank [80] (3145)
8	Indra (BA) [35] (3060)	Cardinal Transport [50] (3145)	Ishtar Tank (Gauss) [65] (3060)	Demolisher (Clan) [80] (3058U-I)
9	Skadi VTOL [30] (3145)	Hadur [50] (3145)	Oro Tank [60] (3060)	Carnivore [80] (3085)
10	Asshur Artillery Spotter [20] (3060)	Cizin [45] (3145)	Pike (Clan) [60] (3058U-I)	Demolisher (Clan) [80] (3058U-I)
11	Hawk Moth 2 [25] (3145)	Ku (IFV) "Turhan II" [50] (3060)	SM2 Heavy Artillery Vehicle [75] (3145)	Mars Assault Vehicle [100] (3060)
12	MHI Amphibious APC [35] (3145)	Enyo [55] (3067)	Sekhmet [65] (3145)	Sniper Artillery Vehicle [80] (3145)

CLAN SEA FOX

2D6	LIGHT VEHICLES	MEDIUM VEHICLES	HEAVY VEHICLES	ASSAULT VEHICLES
2	Warrior H-9 VTOL [21] (3058U-I)	Bandit Mk. II Hovertank [50] (Prototypes)	Manteuffel Tank* [70] (3067)	Behemoth II Tank [100] (3145)
3	Scimitar Mk. II Hovertank [35] (3145)	Zephyr Hovertank (Royal) [40] (3075)	Manticore Tank (HPPC) [60] (3085-ONN)	Demolisher II Tank [100] (3060)
4	Yasha VTOL [30] (3085)	Maxim Hover APC (Clan) [50] (3058U-I)	Burke Tank (Royal) [75] (Klondike)	Gürteltier Tank [100] (3085)
5	Asshur Artillery Spotter [20] (3060)	Bandit Hovertank (Clan)* [50] (3058U-I)	Shoden Assault Vehicle [70] (3067)	Demolisher Tank (Clan) [80] (3058U-I)
6	Svantovit IFV (ATM) [35] (3060)	SM1 Tank Destroyer [50] (3075)	Axel IIC Tank [65] (3058U-I)	Heimdall Tank* [95] (3067)
7	Balac VTOL [25] (3085)	Joust BE700 Tank [40] (3085)	Pike Support Vehicle (Clan) [60] (3058U-I)	Morrigu Tank [80] (3067)
8	Shamash Recon Vehicle [11] (3060)	Hachiman Tank [50] (3060)	Ishtar Tank [65] (3060)	Morrigu Tank (Laser) [80] (3067)
9	Balac VTOL (Spotter) [25] (3085)	Tyr Infantry Support Vehicle [45] (3067)	Athena Tank [75] (3060)	Mars Assault Vehicle (HAG) [80] (3067)
10	Odin Scout Vehicle [20] (3060)	Aesir AA Vehicle [55] (3145)	Sekhmet Assault Vehicle [65] (3145)	Huitzolopochtli Tank [85] (3060)
11	Skadi VTOL [30] (3145)	Cizin Hovertank [45] (3145)	Oro Tank (HAG) [60] (3060)	Mars Assault Vehicle (XL) [100] (3060)
12	Gossamer VTOL [25] (3145)	Garuda VTOL [40] (Prototypes)	SM2 Heavy Artillery Vehicle [75] (3145)	Gurzil Support Tank [80] (3145)

CLAN WOLF

2D6	LIGHT VEHICLES	MEDIUM VEHICLES	HEAVY VEHICLES	ASSAULT VEHICLES
2	Shamash [11] (3060)	Hachiman [50] (3060)	Oro [60] (3060)	Demolisher (Clan) [80] (3058U-I)
3	Donar (Recon) [21] (3060)	Maxim (Clan) [50] (3058U-I)	Pike (Clan) [60] (3058U-I)	Huitzolopochtli (AAA) [85] (3060)
4	Odin [20] (3060)	Chalchiuhtotolin [50] (3085)	SM2 Heavy Artillery [75] (3145)	Gurzil Support Tank [80] (3145)
5	Svantovit [35] (3060)	Enyo (ER Pulse) [55] (Prototypes)	Oro (HAG) [60] (3060)	Carnivore (Second Line) [80] (3085)
6	Zorya (Ammo) [35] (3060)	Bandit Hovertank (Clan)* [50] (3058U-I)	Axel IIC [65] (3058U-I)	Mars (HAG) [100] (3060)
7	Badger (Clan)* [30] (3058U-I)	Aesir AA Vehicle [55] (3145)	Pike (Clan) [60] (3058U-I)	Carnivore [80] (3085)
8	Zorya (ATM) [35] (3060)	Bandit Hovertank (Clan)* [50] (3058U-I)	Ishtar [65] (3060)	Carnivore (HAG) [80] (3085)
9	Balac (LRM) [25] (3085)	Ares (Plasma) [40] (3060)	Athena [75] (3060)	Huitzolopochtli [85] (3060)
10	Skadi VTOL [30] (3145)	Ares [40] (3060)	Sekhmet [65] (3145)	Carnivore (HAG) [80] (3085)
11	Zorya [35] (3060)	Maxim (Clan) [50] (3058U-I)	Athena (HAG) [75] (3060)	Carnivore [80] (3085)
12	Donar [21] (3060)	Epona* [50] (3060)	Pike (Clan) [60] (3058U-I)	Demolisher (Clan) [80] (3058U-I)

RANDOM ASSIGNMENT TABLE: VEHICLES (3135-3145)

RASALHAGUE DOMINION

2D6	LIGHT VEHICLES	MEDIUM VEHICLES	HEAVY VEHICLES	ASSAULT VEHICLES
2	Odin [20] (3060)	Bellona (Laser) [45] (3075)	Ishtar [65] (3060)	Morrígú [80] (3067)
3	Balac (LRM) [25] (3085)	Hachiman [50] (3060)	Shoden [70] (3067)	Morrígú (Laser) [80] (3067)
4	Donar (Recon) [21] (3060)	Ares (Plasma) [40] (3060)	Ishtar (Gauss) [65] (3060)	Mars (HAG) [100] (3060)
5	Odin (Spotter) [20] (3060)	Ares [40] (3060)	Oro [60] (3060)	Huitzolopochtli (AAA) [85] (3060)
6	Skadi [30] (3145)	Eldingar [50] (3085)	Vidar [75] (Prototypes)	Demolisher (Clan) [80] (3058U-I)
7	Kite Recon Vehicle [30] (3145)	Tyr [45] (3067)	Axel IIC [65] (3058U-I)	Mars (HAG) [100] (3060)
8	Skanda [35] (3145)	Hachiman (AAA) [50] (3060)	Axel IIC (XL) [65] (3058U-I)	Huitzolopochtli (AAA) [85] (3060)
9	Shamash (I) [11] (3085-ONN)	SM1 Tank Destroyer [50] (3075)	Oro (HAG) [60] (3060)	Huitzolopochtli [85] (3060)
10	Zorya (Ammo) [35] (3060)	Eldingar (Streak) [50] (3085)	Axel IIC [65] (3058U-I)	Mars [100] (3060)
11	Anhur [30] (3060)	Tyr [45] (3067)	Athena (HAG) [75] (3060)	Huitzolopochtli (AAA) [85] (3060)
12	Hephaestus* [30] (3067)	Bellona [45] (3075)	Athena [75] (3060)	Morrígú [80] (3067)

RAVEN ALLIANCE

2D6	LIGHT VEHICLES	MEDIUM VEHICLES	HEAVY VEHICLES	ASSAULT VEHICLES
2	Hunter [35] (3039)	Ku [50] (3060)	Po Heavy Tank [60] (3058U-I)	Schrek (Armor) [80] (3085-ONN)
3	Indra [35] (3060)	Vedette [50] (3039)	Axel IIC (XL) [65] (3058U-I)	Mars (ATM) [100] (3060)
4	Balac (LRM) [25] (3085)	Cizin Hovertank [45] (3145)	Ishtar [65] (3060)	Mars [100] (3060)
5	Svantovit [35] (3060)	Tyr [45] (3067)	Nuberu 2 "Numantia" [60] (Prototypes)	Huitzolopochtli (AAA) [85] (3060)
6	Skanda [35] (3145)	Hachiman [50] (3060)	Axel IIC [65] (3058U-I)	Morrígú [80] (3067)
7	Gossamer [25] (3145)	Ares [40] (3060)	Oro (HAG) [60] (3060)	Mars (HAG) [100] (3060)
8	Donar [21] (3060)	Hachiman (AAA) [50] (3060)	Nuberu [60] (Prototypes)	Huitzolopochtli [85] (3060)
9	Zorya [35] (3060)	Hachiman (AAA) [50] (3060)	Oro (HAG) [60] (3060)	Morrígú (Laser) [80] (3067)
10	Donar (Recon) [21] (3060)	Ares [40] (3060)	Oro [60] (3060)	Huitzolopochtli (AAA) [85] (3060)
11	Odin [20] (3060)	Hachiman [50] (3060)	Athena [75] (3060)	Morrígú [80] (3067)
12	Asshur [20] (3060)	Enyo [55] (3067)	Rommel [65] (3039)	Heimdall* [95] (3067)

MERCENARY

2D6	LIGHT VEHICLES	MEDIUM VEHICLES	HEAVY VEHICLES	ASSAULT VEHICLES
2	Crow (Export) [15] (3075)	Light SRM Carrier [40] (3060)	Laser Carrier (Standard) [60] (3039)	Ontos (Standard) [95] (3039)
3	Warrior H-7 [21] (3039)	Myrmidon (Standard) [40] (3060)	Pike (Standard) [60] (3039)	SturmFeur (Standard) [85] (3039)
4	Scorpion (ML) [25] (3039)	Vedette (Standard) [50] (3039)	Manticore (Standard) [60] (3039)	Heavy LRM Carrier [80] (3060)
5	Scorpion (LRM) [25] (3039)	Maxim (Standard) [50] (3039)	Bulldog (Standard) [60] (3039)	Fortune (Standard) [80] (3067)
6	Scorpion (Standard) [25] (3039)	Musketeer (Standard) [50] (3067)	Manticore (3055 Upgrade) [60] (3058U-I)	Glory (Standard) [85] (3067)
7	Tamerlane 2 [20] (3075)	Stygian (Armor) [40] (3067)	Pilum (Standard) [70] (3058U-I)	Challenger Mk. XV [90] (Prototypes)
8	Hunter (ERLL) [35] (3058U-I)	Zephyr (Standard) [40] (3050U-C)	Tokugawa (Standard) [60] (3058U-I)	JES II (Standard) [95] (3085)
9	Striker (3061 Upgrade) [35] (3058U-I)	Vedette (CellI) [50] (3085-ONN)	Kinnol (Standard) [70] (3085)	Demolisher II (Thunderbolt) [100] (3060)
10	Pegasus (3058 Upgrade) [35] (3058U-I)	Condor (Upgrade Laser) [50] (3058U-I)	Brutus (PPC 2) [75] (3058U-I)	Puma PAT-005b [95] (3075)
11	Yellow Jacket (PPC) [30] (3058U-I)	Fulcrum III [50] (3085-ONN)	Burke (Royal) [75] (Klondike)	DI Morgan (Gauss) [100] (3075)
12	Main Gauche (XL) [30] (3067)	Maxim Mk. II (Standard) [50] (3085)	Marksman (Light PPC) [65] (3050U-C)	Gürteltier (Standard) [100] (3085)

PERIPHERY (GENERAL)

2D6	LIGHT VEHICLES	MEDIUM VEHICLES	HEAVY VEHICLES	ASSAULT VEHICLES
2	Centipede (SRM) [20] (3058U-I)	Hetzer (AC/10) [40] (3039)	AC/2 Carrier (Standard) [60] (3039)	Partisan (Standard) [80] (3039)
3	Maultier (Standard) [15] (3058U-I)	Maxim (Standard) [50] (3039)	Bulldog (Standard) [60] (3039)	Ontos (Standard) [95] (3039)
4	Harasser Missile Platform [25] (3039)	Hetzer (Standard) [40] (3039)	Po (Standard) [60] (3058U-I)	SturmFeur (Standard) [85] (3039)
5	Galleon GAL-100 [30] (3058U-I)	Prowler (Succession Wars) [55] (3085)	SRM Carrier (Standard) [60] (3039)	Demolisher (MRM) [80] (3058U-I)
6	J. Edgar (Standard) [25] (3039)	Gladius (Standard) [40] (3060)	Laser Carrier (Standard) [60] (3039)	Heavy LRM Carrier [80] (3060)
7	Scorpion (Standard) [25] (3039)	Vedette (Standard) [50] (3039)	Pike (Standard) [60] (3039)	Demolisher (Standard) [80] (3039)
8	Hunter (Standard) [35] (3039)	Light SRM Carrier [40] (3060)	Manticore (Standard) [60] (3039)	Behemoth (Standard) [100] (3039)
9	Tamerlane (Standard) [20] (3075)	JES I (Standard) [50] (3075)	LRM Carrier (Standard) [60] (3039)	Demolisher (Gauss) [80] (3058U-I)
10	Plainsman (Standard) [35] (3058U-I)	Gladius (Mk. II) [40] (3060)	AC/2 Carrier (LB-X) [60] (3058U-I)	Schrek PPC Carrier (Armor) [80] (3085-ONN)
11	Pegasus (3058 Upgrade) [35] (3058U-I)	Goblin (Standard) [45] (3058U-I)	Manticore (3055 Upgrade) [60] (3058U-I)	Heavy NLRM Carrier [80] (Prototypes)
12	Main Gauche (Standard) [30] (3067)	Hetzer (LB-X) [40] (3058U-I)	Zhukov (Liao) [75] (3085-ONN)	JES II (Standard) [95] (3085)

RANDOM ASSIGNMENT TABLE: VEHICLES (3135-3145)

MAGISTRACY OF CANOPUS

2D6	LIGHT VEHICLES	MEDIUM VEHICLES	HEAVY VEHICLES	ASSAULT VEHICLES
2	Sprint (Standard) [10] (3058U-I)	Vedette (Standard) [50] (3039)	SRM Carrier (Standard) [60] (3039)	Partisan (Standard) [80] (3039)
3	Centipede (SRM) [20] (3058U-I)	Regulator (RAC) [45] (3058U-I)	Manticore (Standard) [60] (3039)	Demolisher (Defensive) [80] (3039)
4	Sprint (Laser) [10] (3058U-I)	Hetzer (LB-X) [40] (3058U-I)	LRM Carrier (3055 Upgrade) [60] (3058U-I)	Ontos (Standard) [95] (3039)
5	Scorpion (ML) [25] (3039)	Regulator II (Standard) [45] (3058U-I)	Pike (Standard) [60] (3039)	Partisan (LRM) [80] (3085-ONN)
6	Tamerlane (Standard) [20] (3075)	Light SRM Carrier [40] (3060)	Po (Standard) [60] (3058U-I)	Schrek PPC Carrier (Armor) [80] (3085-ONN)
7	Scorpion (Standard) [25] (3039)	Vedette (Ultra) [50] (3058U-I)	Manticore (Standard) [60] (3039)	Heavy MML Carrier [80] (3060)
8	Tamerlane (Flamer) [20] (3075)	Light SRM Carrier [40] (3060)	Po (LB-X) [60] (3058U-I)	Demolisher (Gauss) [80] (3058U-I)
9	Hunter (Standard) [35] (3039)	Vedette (Cell) [50] (3085-ONN)	Zhukov (Liao) [75] (3085-ONN)	Ontos (Light Gauss) [95] (3058U-I)
10	Pegasus (3058 Upgrade) [35] (3058U-I)	Maxim (Standard) [50] (3039)	Pike (RAC) [60] (3058U-I)	Behemoth (Standard) [100] (3039)
11	Galleon GAL-102 [30] (3058U-I)	Regulator II (Stealth) [45] (3058U-I)	Po (Light Gauss) [60] (3058U-I)	JES II (Standard) [95] (3085)
12	Pegasus (Sealed) [35] (3085-ONN)	Danai (Standard) [45] (3075)	Po II (Arrow IV) [60] (3058U-I)	Demolisher (Arrow IV) [80] (3058U-I)

TAURIAN CONCORDAT

2D6	LIGHT VEHICLES	MEDIUM VEHICLES	HEAVY VEHICLES	ASSAULT VEHICLES
2	Gabriel (TDF) [5] (3050U-C)	Hetzer (LB-X) [40] (3058U-I)	Laser Carrier (Standard) [60] (3039)	Partisan (Standard) [80] (3039)
3	Centipede (SRM) [20] (3058U-I)	Prowler (Succession Wars) [55] (3085)	Manticore (Standard) [60] (3039)	Ontos (Standard) [95] (3039)
4	Maultier (Fusion) [15] (3058U-I)	Maxim (Standard) [50] (3039)	AC/2 Carrier (LB-X) [60] (3058U-I)	Demolisher (Standard) [80] (3039)
5	Cyrano (Standard) [30] (3050U-C)	JES I (3082 Upgrade) [45] (3085-ONN)	Po (Standard) [60] (3058U-I)	SturmFeur (Standard) [85] (3039)
6	Scorpion (Standard) [25] (3039)	Light SRM Carrier [40] (3060)	Patton (Ultra) [65] (3058U-I)	Heavy NLRM Carrier [80] (Prototypes)
7	Plainsman (Standard) [35] (3058U-I)	Vedette (Standard) [50] (3039)	LRM Carrier (3055 Upgrade) [60] (3058U-I)	Heavy LRM Carrier [80] (3060)
8	Hunter (Standard) [35] (3039)	Light SRM Carrier [40] (3060)	Manticore (LB-X) [60] (3058U-I)	Ontos (Light Gauss) [95] (3058U-I)
9	Pegasus (3058 Upgrade) [35] (3058U-I)	Prowler (Standard) [55] (3085)	Marksman (Light PPC) [65] (3050U-C)	Fortune (Standard) [80] (3067)
10	Cyrano (Plasma) [30] (3050U-C)	Regulator (Standard) [45] (3058U-I)	Rommel (Sealed) [65] (3085-ONN)	Demolisher (Gauss) [80] (3058U-I)
11	Hunter (3054 Upgrade) [35] (3058U-I)	Condor (Upgrade) [50] (3058U-I)	Zhukov (Liao) [75] (3085-ONN)	Behemoth (Standard) [100] (3039)
12	Plainsman (Scout) [35] (3058U-I)	Prowler (ECM) [55] (3085)	Po II (Arrow IV) [60] (3085)	DI Morgan (Gauss) [100] [3075)

RANDOM ASSIGNMENT TABLE: BATTLE ARMOR (3135-3145)

BATTLE ARMOR

2D6	REPUBLIC OF THE SPHERE	CAPELLAN CONFEDERATION	DRACONIS COMBINE	FEDERATED SUNS
2	Longinus (3085-ONN)	Amazon* (3145)	Raiden* (3058U-I)	PAB-28 (3145)
3	IS Standard* (3058U-I)	Theseus (Support)* (3085-ONN)	Kage (Vibro-Claw) (3058U-I)	Sea Fox (3145)
4	Angerona (Recon) (3085)	Theseus* (3075)	Void (Minelayer) (Prototypes)	Infiltrator Mk. II (Magnetic) (3085-ONN)
5	Purifier Adaptive* (3085-ONN)	IS Standard* (3058U-I)	Kage* (3058U-I)	Cavalier* (3058U-I)
6	Angerona (3085)	Fa Shih* (3058U-I)	Raiden* (3058U-I)	Infiltrator Mk. II (3058U-I)
7	Quirinus* (3145)	Achileus* (3058U-I)	Void (3075)	Grenadier* (3075)
8	Simian (3145)	Ying Long* (3075)	Kanazuchi (Upgrade)* (3058U-I)	Hauberk II (3075)
9	Grenadier* (3075)	Shen Long* (3145)	Oni* (3145)	Hauberk (3075)
10	Infiltrator Mk. II (3058U-I)	Fa Shih (Support)* (3085-ONN)	Clan Medium "Rabid" (3075)	Fusilier (3075)
11	Kopis (3085)	Shen Long* (3145)	Kishi (3145)	Clan Medium "Rabid" (3075)
12	Taranis (3145)	Ying Long BC3 (XTRLiao)	Zou (3145)	Infiltrator Mk. II Coral Intent (XTRDavion)

RANDOM ASSIGNMENT TABLE: BATTLE ARMOR (3135-3145)

BATTLE ARMOR

2D6	FREE WORLDS LEAGUE	LYRAN COMMONWEALTH	CLAN HELL'S HORSES	CLAN JADE FALCON	CLAN SEA FOX
2	Leonidas* (3145)	Smoothdavid III (Vehicle)	Gnome (LRM) (3085-ONN)	Resgate (Support) (Vehicle)	Spectre (3145)
3	Achileus* (3058U-I)	Infiltrator Mk. I (3058U-I)	Resgate (Support) (Vehicle)	Elemental II (Prototypes)	Void (Nova Cat) (3075)
4	Longinus (Magnetic) (3085-ONN)	Infiltrator Mk. I (3058U-I)	Constable* (3145)	Afreet (Interdictor) (3085-ONN)	Sylph (Enhanced) (Prototypes)
5	IS Standard* (3058U-I)	Gray Death Infiltrator* (3145)	Elemental II (Prototypes)	Afreet (Jade Falcon) (3075)	Clan Medium (3075)
6	Ogre (3145)	IS Standard* (3058U-I)	Elemental* (3058U-I)	Salamander (3058U-I)	Constable* (3145)
7	Achileus* (3058U-I)	Rottweiler (3075)	Gnome (3058U-IS)	Salamander (AP) (3058U-I)	Thunderbird* (3085)
8	Phalanx A (3075)	Fenrir* (3058U-I)	Gnome (Upgrade) (3058U-I)	Elemental (Fire) (3085-ONN)	Elemental* (3058U-I)
9	Kopis (3085)	Fenrir II* (3145)	Rock Golem (3075)	Ironhold (Fire) (3085)	Elemental* (3058U-I)
10	Ogre (Interdictor) (3145)	Gray Death Strike (Prototypes)	Gnome (LRM) (3085-ONN)	Elemental (Fire) (3085-ONN)	Gnome (3058U-I)
11	Kopis (Anti-Infantry) (3085)	Sloth (Interdictor) (3085-ONN)	Burag (3145)	Ironhold (3085)	Warg (3085)
12	Xiphos* (3145)	Rottweiler (Upgrade) (3075)	Ironhold (3085)	Rock Golem (3075)	Ironhold (3085)

2D6	CLAN WOLF	RASALHAGUE DOMINION	RAVEN ALLIANCE	MERCENARIES	PERIPHERY (GENERAL)†
2	Undine (3058U-IS)	Resgate (Support) (Vehicle)	Void (Nova Cat) (3058U-I)	Gladiator* (Vehicle)	Ailette (Vehicle)
3	Resgate (Support) (Vehicle)	Rogue Bear (Hybrid) (Prototypes)	Constable* (3145)	Smoothdavid II (Vehicle)	Gorilla "Falcata" (Vehicle)
4	Salamander (Laser) (3058U-I)	Clan Medium "Bär" (3075)	Spectre (3145)	Tunnel Rat IV* (Vehicle)	Tunnel Rat IV* (Vehicle)
5	Elemental (Headhunter) (3058U-I)	Constable* (3145)	Sylph (Enhanced) (Prototypes)	Infiltrator Mk. I (3058U-I)	Infiltrator Mk. I (3058U-I)
6	Elemental* (3058U-I)	Rogue Bear (3075)	Elemental (Space) (3085-ONN)	Gladiator-S (Prototypes)	IS Standard* (3058U-I)
7	Elemental II (Prototypes)	Golem (3075)	Sylph (Upgrade) (3058U-I)	Gray Death Standard (3058U-I)	Asterion* (3075)
8	Black Wolf* (3145)	Elemental* (3058U-I)	Afreet (3075)	Sloth (Interdictor) (3085-ONN)	Asterion* (Upgrade) (3085-ONN)
9	Elemental (3058U-I)	Wraith (3145)	Clan Medium "Rabid" (3075)	Longinus (Magnetic) (3085-ONN)	Ravager (3085)
10	Elemental (3058U-I)	Elemental* (3058U-I)	Elemental* (3058U-I)	Marauder (3145)	Marauder (3145)
11	Wraith (Anti-Personnel) (3145)	Golem (Support) (3085-ONN)	Golem (3075)	Cuchulainn (3145)	Spectre (3145)
12	Ironhold (3085)	Elemental (Headhunter) (3058U-I)	Golem (Support) (3085-ONN)	Black Wolf* (3145)	Spectre (3145)

†Magistracy of Canopus rolls on Capellan Confederation table. All other Periphery realms roll on the Periphery (General) table.

RANDOM ASSIGNMENT TABLE: AEROSPACE (3135-3145)

REPUBLIC OF THE SPHERE

2D6	LIGHT FIGHTERS	MEDIUM FIGHTERS	HEAVY FIGHTERS	DROPSHIPS
2	SYD-Z2B Seydlitz [20] (3039)	LTN-G16D Lightning [50] (3075)	EGL-R11 Eagle [75] (3075)	Aurora (3075)
3	SYD-Z4 Seydlitz [20] (3039)	LTN-G16S Lightning [50] (3075)	RPR-300S Rapier [85] (Prototypes)	Colossus (3075)
4	SB-29 Sabre [25] (3075)	LCR-3 Lucifer III [65] (Prototypes)	STU-D7 Stuka [100] (3039)	Overlord (3056) (3057)
5	PGD-L3 Poignard [35] (3085)	LCR-3 Lucifer III [65] (Prototypes)	HSCL-1-O Huscarl* [75] (3067)	Aurora (3075)
6	SGT-2R Sagittarii [45] (3085)	CSR-12D Corsair [50] (Prototypes)	EST-O Eisensturm* [95] (3067)	Aurora (3075)
7	RF-1 Umbra [30] (3085)	LCR-3 Lucifer III [65] (Prototypes)	RPR-300S Rapier [85] (Prototypes)	Overlord-A3 (3067)
8	PGD-R3 Poignard [35] (3085)	MR-1S Morgenstern* [70] (3085)	SMG-O Simurgh [85] (3145)	Dragau II Assault Interceptor (3085)
9	RF-1 Umbra [30] (3085)	Ammon-XR [65] (XTRClans)	Jengiz* [80] (3055U)	Interdictor (Anti-Ship) (3085)
10	SGT-2R Sagittarii [45] (3085	SCK-O Schrack [60] (3145)	Xerxes [85] (3067)	Arcadia (3067)
11	PGD-Y3 Poignard [35] (3085)	Jagatai* [70] (3055U)	Hydaspes [95] (3067)	Isegrim (3085)
12	Sulla* [45] (3055U)	Jagatai* [70] (3055U)	Scytha* [90] (3055U)	Tiamat (3085)

RANDOM ASSIGNMENT TABLE: AEROSPACE (3135-3145)

CAPELLAN CONFEDERATION

2D6	LIGHT FIGHTERS	MEDIUM FIGHTERS	HEAVY FIGHTERS	DROPSHIPS
2	F-11 Cheetah [25] (3039)	F-92 Stingray [60] (3039)	F-77A Deathstalker [80] (3075)	Seeker (3054) (3057)
3	SB-27b Sabre [25] (Klondike)	TR-13G Transit [50] (Prototypes)	TR-16 Transgressor [75] (3039)	Kuan Ti (3057)
4	SB-27b Sabre [25] (Klondike)	LTN-G16L Lightning [50] (3075)	TR-15 Transgressor [75] (3039)	Kuan Ti (3057)
5	F-11 Cheetah [25] (3039)	LTN-G15b Lightning [50] (Klondike)	F-700b Riever [100] (3039)	Achilles (3055) (3057)
6	SB-27b Sabre [25] (Klondike)	CMT-3T Troika [65] (3067)	MNG-8L Měngqín [95] (3085)	Overlord (3056) (3057)
7	F-13 Cheetah [25] (3039)	CMT-4U Troika [65] (3067)	TR-15 Transgressor [75] (3039)	Lung Wang (3057)
8	PGD-Y3 Poignard [35] (3085)	DFC-O Defiance* [55] (3067)	MNG-8L Měngqín [95] (3085)	Lung Wang P2 (Prototypes)
9	TR-8 Thrush [25] (3039)	CMT-3T Troika [65] (3067)	TR-15 Transgressor [75] (3039)	Overlord-A3 (3067)
10	Avar* [35] (3055U)	DFC-O Defiance* [55] (3067)	MNG-8L Měngqín [95] (3085)	Vengeance-DC (Prototypes)
11	RF-1 Umbra [30] (3085)	Ammon [65] (3067)	Hydaspes [95] (3067)	Seeker (3054) (3057)
12	Sulla* [45] (3055U)	Jagatai* [70] (3055U)	Hydaspes 3 [95] (Prototypes)	Vengeance-DC (Prototypes)

DRACONIS COMBINE

2D6	LIGHT FIGHTERS	MEDIUM FIGHTERS	HEAVY FIGHTERS	DROPSHIPS
2	SB-29 Sabre [25] (3075)	SL-17R Shilone [65] (3039)	TRB-D36b Thunderbird [100] (Klondike)	Triumph (3057) (3057)
3	F-11 Cheetah [25] (3039)	SL-18 Shilone [65] (3039)	SL-15R Slayer [80] (3039)	Union (3055) (3057)
4	SL-22 Sholagar [35] (3039)	ON-2 Oni [55] (3067)	SU-14 Suzaku [75] (Prototypes)	Overlord (3056) (3057)
5	S-4 Sai [40] (3039)	MIK-O Tatsu* [70] (3067)	SL-15K Slayer [80] (3039)	Okinawa (3057)
6	S-8 Sai [40] (3039)	ON-2 Oni [55] (3067)	SL-15K Slayer [80] (3039)	Union (3055) (3057)
7	SB-31D Sabre [25] (Prototypes)	ON-2 Oni [55] (3067)	SL-15K Slayer [80] (3039)	Union-C (3057)
8	SL-22 Sholagar [35] (3039)	SL-18 Shilone [65] (3039)	SU-14 Suzaku [75] (Prototypes)	Overlord (3056) (3057)
9	Sulla* [45] (3055U)	Tyre 3 [55] (Prototypes)	HSCL-1-O Huscarl* [75] (3067)	Nekohono'o (SCL) (3085-ONN)
10	Bashkir* [20] (3055U)	Ammon [65] (3067)	Hydaspes 3 [95] (Prototypes)	Taihou (3085)
11	S-4C Sai [40] (3039)	Jagatai* [70] (3055U)	Ostrogoth [75] (3085)*	Nekohono'o (HQ) (XTRKurita)
12	Corax C [35] (Prototypes)	Ammon-XR [65] (XTRClans)	Sabutai [75] (3055U)*	Taihou (3085)

FEDERATED SUNS

2D6	LIGHT FIGHTERS	MEDIUM FIGHTERS	HEAVY FIGHTERS	DROPSHIPS
2	SB-27b Sabre [25] (Klondike)	F-92 Stingray [60] (3039)	STU-K5b Stuka [100] (Klondike)	Avenger (3048) (3057)
3	SPR-7D Sparrowhawk [30] (3039)	LTN-G16S Lightning [50] (3075)	STU-K5b Stuka [100] (Klondike)	Seeker (3054) (3057)
4	SPR-6D Sparrowhawk [30] (3039)	CSR-V12b Corsair [50] (Klondike)	STU-D7 Stuka [100] (3039)	Union (3055) (3057)
5	SB-29 Sabre [25] (3075)	LTN-G16D Lightning [50] (3075)	STU-D6 Stuka [100] (3039)	Avenger (3048) (3057)
6	DARO-1 Dagger* [45] (3067)	CSR-V18 Corsair [50] (3039)	STU-D7 Stuka [100] (3039)	Overlord (3056) (3057)
7	CRX-O Corax* [30] (3067)	LTN-G16D Lightning [50] (3075)	STU-D7 Stuka [100] (3039)	Arondight (3085)
8	SPR-7D Sparrowhawk [30] (3039)	CSR-V18 Corsair [50] (3039)	TRB-D46 Thunderbird [100] (3075)	Arondight (SCC) (3085)
9	RF-1 Umbra [30] (3085)	Jagatai* [70] (3055U)	Hydaspes 3 [95] (Prototypes)	Excalibur PWS (3075)
10	Bashkir* [20] (3055U)	RDL-01C Rondel [55] (3145)	HSCL-1-O Huscarl* [75] (3067)	Arondight (SCC) (3085)
11	Avar* [35] (3055U)	RDL-01C Rondel [55] (3145)	Sabutai* [75] (3055U)	Overlord-A3 (3067)
12	Corax C [35] (Prototypes)	Wusun* [55] (3085)	Scytha-XR [90] (XTRClans)	Conquistador "Blockade Runner" (XTRDavion)

FREE WORLDS LEAGUE

2D6	LIGHT FIGHTERS	MEDIUM FIGHTERS	HEAVY FIGHTERS	DROPSHIPS
2	F-14-S Cheetah [25] (3039)	F-94 Stingray [60] (3039)	F-77A Deathstalker [80] (3075)	Condor (3054) (3057)
3	PGD-R3 Poignard [35] (3085)	F-92 Stingray [60] (3039)	F-700b Riever [100] (3039)	Kuan Ti (3057)
4	F-13 Cheetah [25] (3039)	LX-3 Lancer [50] (3067)	F-700b Riever [100] (3039)	Hamilcar (3057)
5	F-13 Cheetah [25] (3039)	F-95 Stingray [60] (3039)	F-700b Riever [100] (3039)	Union (3055) (3057)
6	PGD-L3 Poignard [35] (3085)	LX-3 Lancer [50] (3067)	F-700a Riever [100] (3039)	Hannibal (3057)
7	F-13 Cheetah [25] (3039)	LX-3 Lancer [50] (3067)	F-700b Riever [100] (3039)	Model 97 "Octopus" (3057)
8	PGD-Y3 Poignard [35] (3085)	LX-3 Lancer [50] (3067)	EGL-R6b Eagle [75] (Klondike)	Merlin (3067)
9	PGD-R3 Poignard [35] (3085)	F-95 Stingray [60] (3039)	SHV-0 Shiva* [85] (3067)	Union PWS (3075)
10	OF-17A-R Cheetah [25] (Prototypes)	Xerxes [85] (3067)	TR-16 Transgressor [75] (3039)	Vengeance (3056) (3057)
11	Avar* [35] (3055U)	Tyre 3 [55] (Prototypes)	Ammon [65] (3067)	Merlin R1 (Prototypes)
12	Issus [40] (3067)	Jagatai* [70] (3055U)	Xerxes [85] (3067)	Mule PWS (3075)

RANDOM ASSIGNMENT TABLE: AEROSPACE (3135-3145)

LYRAN COMMONWEALTH

2D6	LIGHT FIGHTERS	MEDIUM FIGHTERS	HEAVY FIGHTERS	DROPSHIPS
2	CNT-3S Centurion [30] (3075)	LCF-R16 Lucifer [65] (3039)	EGL-R11 Eagle [75] (3075)	Union (3055) (3057)
3	SPR-6D Sparrowhawk [30] (3039)	LCF-R16 Lucifer [65] (3039)	TRB-D56 Thunderbird [100] (3075)	Intruder (3056) (3057)
4	WKT-1S Wildkatze [45] (Prototypes)	LCF-R16 Lucifer [65] (3039)	TRB-D56 Thunderbird [100] (3075)	Avenger (3048) (3057)
5	WKT-2S Wildkatze [45] (Prototypes)	LTN-G16S Lightning [50] (3075)	EST-0 Eisensturm* [95] (3067)	Union (3055)
6	SYD-Z4 Seydlitz [20] (3039)	MR-1S Morgenstern* [70] (3085)	RPR-300S Rapier [85] (Prototypes)	Overlord (3056) (3057)
7	WKT-2S Wildkatze [45] (Prototypes)	LX-3 Lancer [50] (3067)	TRB-D56 Thunderbird [100] (3075)	Aurora (3075)
8	WKT-2S Wildkatze [45] (Prototypes)	MR-1S Morgenstern* [70] (3085)	EST-0 Eisensturm* [95] (3067)	Claymore (3057)
9	Avar* [35] (3055U)	F-95 Stingray [60] (3039)	Hydaspes [95] (3067)	Isegrim (3085)
10	Bashkir* [20] (3055U)	Jagatai* [70] (3055U)	RPR-300S Rapier [85] (Prototypes)	Broadsword (3057)
11	WKT-1S Wildkatze [45] (Prototypes)	LCR-3 Lucifer III [65] (Prototypes)	Xerxes [85] (3067)	Union PWS (3075)
12	Avar* [35] (3055U)	Jagatai* [70] (3055U)	Scytha* [90] (3055U)	Broadsword (3057)

CLAN HELL'S HORSES

2D6	LIGHT FIGHTERS	MEDIUM FIGHTERS	HEAVY FIGHTERS	DROPSHIPS
2	Issus [40] (3067)	CSR-V12b Corsair [50] (Klondike)	HSCL-1-0 Huscarl* [75] (3067)	Sassanid (3057)
3	Chaeronea [25] (3067)	F-95 Stingray [60] (3039)	RPR-100b Rapier [85] (3075)	Union-C (3057)
4	CRX-0 Corax* [30] (3067)	Ammon [65] (3067)	Xerxes [85] (3067)	Overlord-C (3057)
5	RF-1 Umbra [30] (Prototypes)	Tyre [55] (3067)	Xerxes [85] (3067)	Carrier (3057)
6	Vandal* [30] (3055U)	Tyre 3 [55] (Prototypes)	Xerxes 3 [85] (3067)	Titan (Clan) (3057)
7	Corax C [35] (Prototypes)	Tyre 3 [55] (Prototypes)	Hydaspes 3 [95] (Prototypes)	Outpost (3067)
8	Avar* [35] (3055U)	Jagatai* [70] (3055U)	Jengiz* [80] (3055U)	Union-C (3057)
9	Issus 3 [40] (3067)	Turk* [50] (3055U)	Scytha* [90] (3055U)	Vanir (3085)
10	Vandal* [30] (3055U)	Ammon-XR [65] (XTRClans)	Sabutai* [75] (3055U)	Broadsword (3057)
11	Bashkir* [20] (3055U)	Wusun* [55] (3085)	Ostrogoth* [75] (3085)	Noruff (3057)
12	Sulla* [45] (3055U)	Jagatai* [70] (3055U)	Xerxes 3 [85] (3067)	Overlord-C (3057)

CLAN JADE FALCON

2D6	LIGHT FIGHTERS	MEDIUM FIGHTERS	HEAVY FIGHTERS	DROPSHIPS
2	TRN-3Tb Trident [20] (3075)	SL-27 Samurai [50] (3039)	Xerxes [85] (3067)	Lion (Clan) (3057)
3	SPD-503 Spad [30] (3050U-C)	Tyre 2 [55] (3067)	HSCL-1-0 Huscarl* [75] (3067)	Union-C (3057)
4	Corax C [35] (Prototypes)	Persepolis [70] (Prototypes)	Xerxes [85] (3067)	Union-C (3057)
5	Chaeronea [25] (3067)	Ammon [65] (3067)	HSCL-1-0 Huscarl* [75] (3067)	Carrier (3057)
6	Vandal* [30] (3055U)	Ammon [65] (3067)	Scytha* [90] (3055U)	Broadsword (3057)
7	Vandal* [30] (3055U)	Jagatai* [70] (3055U)	Scytha* [90] (3055U)	Miraborg (3057)
8	Vandal* [30] (3055U)	Ammon-XR [65] (XTRClans)	Xerxes 3 [85] (3067)	Sassanid (3057)
9	Avar* [35] (3055U)	Jagatai* [70] (3055U)	Scytha* [90] (3055U)	Overlord-C (3057)
10	Bashkir* [20] (3055U)	Tyre [55] (3067)	Kirghiz*[100] (3055U)	Noruff (3057)
11	Batu* [40 (3055U)	Wusun* [55] (3085)	Scytha* [90] (3055U)	Isegrim (3085)
12	Sulla* [45] (3055U)	Ammon-XR [65] (XTRClans)	Sabutai* [75] (3055U)	Carrier (3057)

CLAN SEA FOX

2D6	LIGHT FIGHTERS	MEDIUM FIGHTERS	HEAVY FIGHTERS	DROPSHIPS
2	SYD-Z4 Seydlitz [20] (3039)	GTHA-500b Gotha [60] (3075)	Xerxes [85] (3067)	Mule (3057)
3	Swift C [25] (3050U-C)	CMT-3T Troika [65] (3067)	F-700b Riever [100] (3039)	Union-C (3057)
4	SGT-2R Sagittarii [45] (3085)	Ammon [65] (3067)	Hydaspes [95] (3067)	Union-C (3057)
5	Chaeronea [25] (3067)	Tyre [55] (3067)	Hydaspes 3 [95] (Prototypes)	Overlord-C (3057)
6	CRX-0 Corax* [30] (3067)	MIK-0 Tatsu* [70] (3067)	Hydaspes [95] (3067)	Titan (Clan) (3057)
7	Corax C [35] (Prototypes)	Ammon [65] (3067)	Jengiz* [80] (3055U)	Union-C (3057)
8	Avar* [35] (3055U)	Ammon [65] (3067)	Scytha* [90] (3055U)	Isegrim (3085)
9	Batu* [40] (3055U)	Jagatai* [70] (3055U)	Scytha* [90] (3055U)	Noruff (3057)
10	Bashkir* [20] (3055U)	Wusun* [55] (3085)	Jengiz* [80] (3055U)	Claymore V3 (Prototypes)
11	Sulla* [45] (3055U)	Turk* [50] (3055U)	Sabutai* [75] (3055U)	Vanir (3085)
12	Vandal* [30] (3055U)	Visigoth* [60] (3055U)	Scytha* [90] (3055U)	Aesir (3085)

RANDOM ASSIGNMENT TABLE: AEROSPACE (3135-3145)

CLAN WOLF

2D6	LIGHT FIGHTERS	MEDIUM FIGHTERS	HEAVY FIGHTERS	DROPSHIPS
2	SYD-Z4 Seydlitz [20] (3039)	LTN-G16S Lightning [50] (3075)	EST-O Eisensturm* [95] (3067)	Lion (Clan) (3057)
3	SYD-Z4 Seydlitz [20] (3039)	Ammon [65] (3067)	RPR-200 Rapier [85] (3050U-C)	Broadsword (3057)
4	PGD-Y3 Poignard [35] (3085)	Tyre [55] (3067)	Xerxes [85] (3067)	Union-C (3057)
5	WKT-1S Wildkatze [45] (Prototypes)	Ammon [65] (3067)	Hydaspes [95] (3067)	Overlord-C (3057)
6	Bashkir* [20] (3055U)	Tyre [55] (3067)	Sabutai* [75] (3055U)	Overlord-C (3057)
7	Chaeronea [25] (3067)	Jagatai* [70] (3055U)	Xerxes [85] (3067)	Titan (Clan) (3057)
8	Sulla* [45] (3055U)	Ammon [65] (3067)	Kirghiz* [100] (3055U)	Broadsword (3057)
9	Avar* [35] (3055U)	Visigoth* [60] (3055U)	Jengiz* [80] (3055U)	Union-C (3057)
10	Vandal* [30] (3055U)	Jagatai* [70] (3055U)	Sabutai* [75] (3055U)	Carrier (3057)
11	Avar* [35] (3055U)	Jagatai* [70] (3055U)	Scytha* [90] (3055U)	Isegrim (3085)
12	Batu* [40] (3055U)	Visigoth* [60] (3055U)	Kirghiz* [100] (3055U)	Mercer (3067)

RASALHAGUE DOMINION

2D6	LIGHT FIGHTERS	MEDIUM FIGHTERS	HEAVY FIGHTERS	DROPSHIPS
2	SGT-2R Sagittarii [45] (3085)	LCR-3 Lucifer III [65] (Prototypes)	SL-15K Slayer [80] (3039)	Lion (Clan) (3057)
3	SGT-2R Sagittarii [45] (3085)	Tyre [55] (3067)	SL-15K Slayer [80] (3039)	Union-C (3057)
4	Corax C [35] (Prototypes)	Ammon 2 [65] (3067)	HSCL-1-O Huscarl* [75] (3067)	Union-C (3057)
5	CRX-O Corax* [30] (3067)	Ammon [65] (3067)	Hydaspes 3 [95] (Prototypes)	Broadsword (3057)
6	Issus [40] (3067)	Tyre 3 [55] (Prototypes)	HSCL-1-O Huscarl [75] (3067)	Overlord-C (3057)
7	Issus [40] (3067)	Turk* [50] (3055U)	Ostrogoth* [75] (3085)	Union-C (3057)
8	Batu* [40] (3055U)	Ammon-XR [65] (XTRClans)	Jengiz* [80] (3055U)	Vanir (3085)
9	Sulla* [45] (3055U)	Jagatai* [70] (3055U)	Jengiz* [80] (3055U)	Aesir (3085)
10	Bashkir* [20] (3055U)	Jagatai* [70] (3055U)	Ostrogoth* [75] (3085)	Miraborg (3057)
11	Avar* [35] (3055U)	Visigoth* [60] (3055U)	Scytha* [90] (3055U)	Sassanid (3057)
12	Batu* [40] (3055U)	Turk* [50] (3055U)	Sabutai* [75] (3055U)	Vengeance (3056) (3057)

RAVEN ALLIANCE

2D6	LIGHT FIGHTERS	MEDIUM FIGHTERS	HEAVY FIGHTERS	DROPSHIPS
2	SYD-Z4 Seydlitz [20] (3039)	SL-17R Shilone [65] (3039)	SL-15R Slayer [80] (3039)	Gazelle (3055) (3057)
3	CRX-O Corax* [30] (3067)	Ammon [65] (3067)	Hydaspes 3 [95] (Prototypes)	Sassanid (3057)
4	CRX-O Corax* [30] (3067)	Tyre [55] (3067)	Hydaspes 2 [95] (3067)	Union-C (3057)
5	Corax C [35] (Prototypes)	Ammon [65] (3067)	Hydaspes [95] (3067)	Carrier (3057)
6	Corax C [35] (Prototypes)	Ammon [65] (3067)	Sabutai* [75] (3055U)	Arcadia (3067)
7	Chaeronea [25] (3067)	Wusun* [55] (3085)	Hydaspes 3 [95] (Prototypes)	Titan Monitor (Prototypes)
8	Issus [40] (3067)	Jagatai* [70] (3055U)	Jengiz* [80] (3055U)	Broadsword (3057)
9	Bashkir* [20] (3055U)	Wusun* [55] (3085)	Sabutai* [75] (3055U)	Achilles (3055) (3057)
10	Vandal* [30] (3055U)	Turk* [50] (3055U)	Jengiz* [80] (3055U)	Vengeance (3056) (3057)
11	Sulla* [45] (3055U)	Jagatai* [70] (3055U)	Sabutai* [75] (3055U)	Vanir (3085)
12	Batu* [40] (3055U)	Wusun* [55] (3085)	Ostrogoth* [75] (3085)	Pentagon (3075)

MERCENARY

2D6	LIGHT FIGHTERS	MEDIUM FIGHTERS	HEAVY FIGHTERS	DROPSHIPS
2	SPR-6D Sparrowhawk [30] (3039)	BAM-1A1 Malaika [65] (XTRRetro)	TRB-D36b Thunderbird [100] (Klondike)	Overlord (3056) (3057)
3	SB-27b Sabre [25] (Klondike)	LCF-R16 Lucifer [65] (3039)	STU-K5b Stuka [100] (Klondike)	Condor (3054) (3057)
4	SYD-Z3A Seydlitz [20] (3039)	F-92 Stingray [60] (3039)	RPR-300 Rapier [85] (3050U-C)	Avenger (3048) (3057)
5	F-11 Cheetah [25] (3039)	CSR-V14 Corsair [50] (3039)	F-700b Riever [100] (3039)	Triumph (3057) (3057)
6	SB-27b Sabre [25] (Klondike)	SL-17R Shilone [65] (3039)	EST-O Eisensturm* [95] (3067)	Intruder (3056) (3057)
7	SYD-Z4 Seydlitz [20] (3039)	LTN-G16S Lightning [50] (3075)	TR-15 Transgressor [75] (3039)	Aurora (3075)
8	SL-22 Sholagar [35] (3039)	CMT-3T Troika [65] (3067)	SL-15K Slayer [80] (3039)	Achilles (3055) (3057)
9	PGD-Y3 Poignard [35] (3085)	LTN-G16D Lightning [50] (3075)	STU-D7 Stuka [100] (3039)	Okinawa (3057)
10	PGD-R3 Poignard [35] (3085)	LX-3 Lancer [50] (3067)	HSCL-1-O Huscarl* [75] (3067)	Vengeance (3056) (3057)
11	WKT-1S Wildkatze [45] (Prototypes)	SL-27 Samurai [50] (3039)	EST-O Eisensturm* [95] (3067)	Union (3055) (3057)
12	SGT-2R Sagittarii [45] (3085)	MIK-O Tatsu* [70] (3067)	EGL-R11 Eagle [75] (3075)	Overlord-C (3057)

RANDOM ASSIGNMENT TABLE: AEROSPACE (3135-3145)

PERIPHERY (GENERAL)

2D6	LIGHT FIGHTERS	MEDIUM FIGHTERS	HEAVY FIGHTERS	DROPSHIPS
2	S-2 Star Dagger [30] (XTRRetro)	HCT-213 Hellcat [60] (3075)	F-100 Riever [100] (3039)	Aurora (3075)
3	S-2 Star Dagger [30] (XTRRetro)	F-90 Stingray [60] (3039)	CHP-W5 Chippewa [90] (3039)	Overlord (3056) (3057)
4	SYD-Z1 Seydlitz [20] (3039)	LTN-G15 Lightning [50] (3075)	EGL-R6 Eagle [75] (3075)	Union (2708) (3057)
5	SB-27 Sabre [25] (3075)	SL-17 Shilone [65] (3039)	SL-15 Slayer [80] (3039)	Triumph (2593) (3057)
6	SYD-Z1 Seydlitz [20] (3039)	LTN-G15 Lightning [50] (3075)	EGL-R6 Eagle [75] (3075)	Danais (Jihad Secrets)
7	SB-27b Sabre [25] (Klondike)	LCF-R16 Lucifer [65] (3039)	SL-15R Slayer [80] (3039)	Condor (3054) (3057)
8	F-11 Cheetah [25] (3039)	LTN-G16T Lightning [50] (3075)	SL-15R Slayer [80] (3039)	Vengeance (3056) (3057)
9	SYD-Z4 Seydlitz [20] (3039)	HCT-313 Hellcat [60] (3075)	CHP-W7 Chippewa [90] (3039)	Achilles (3055) (3057)
10	F-13 Cheetah [25] (3039)	CMT-3T Troika [65] (3067)	F-700b Riever [100] (3039)	Union-X (3067)
11	TR-8 Thrush [25] (3039)	LX-2 Lancer [50] (3067)	CHP-W7T Chippewa [90] (3039)	Mule PWS (3075)
12	SYD-Z4 Seydlitz [20] (3039)	DFC-0 Defiance* [55] (3067)	TRB-D46 Thunderbird [100] (3075)	Overlord-A3 (3067)

MAGISTRACY OF CANOPUS

2D6	LIGHT FIGHTERS	MEDIUM FIGHTERS	HEAVY FIGHTERS	DROPSHIPS
2	SYD-Z1 Seydlitz [20] (3039)	SL-17 Shilone [65] (3039)	TR-14 Transgressor [75] (3039)	Union (2708) (3057)
3	F-10 Cheetah [25] (3039)	LTN-G15 Lightning [50] (3075)	TR-16 Transgressor [75] (3039)	Avenger (2816) (3057)
4	SB-27b Sabre [25] (Klondike)	F-92 Stingray [60] (3039)	TRB-D46 Thunderbird [100] (3075)	Leopard (PPC) (3057)
5	SYD-Z4 Seydlitz [20] (3039)	LTN-G16L Lightning [50] (3075)	TR-15 Transgressor [75] (3039)	Condor (3054) (3057)
6	SYD-Z4 Seydlitz [20] (3039)	F-92 Stingray [60] (3039)	TRB-D46 Thunderbird [100] (3075)	Lung Wang (3057)
7	F-11 Cheetah [25] (3039)	CMT-4U Troika [65] (3067)	TR-15 Transgressor [75] (3039)	Triumph (2593) (3057)
8	SYD-Z4 Seydlitz [20] (3039)	CMT-3T Troika [65] (3067)	F-700b Riever [100] (3039)	Achilles (3055) (3057)
9	TR-8 Thrush [25] (3039)	SL-18 Shilone [65] (3039)	MNG-8L Měngqín [95] (3085)	Kuan Ti (3057)
10	SB-27b Sabre [25] (Klondike)	DFC-0 Defiance* [55] (3067)	CHP-W7T Chippewa [90] (3039)	Overlord-A3 (3067)
11	F-13 Cheetah [25] (3039)	TR-13G Transit [50] (Prototypes)	F-77A Deathstalker [80] (3075)	Vengeance-DC (Prototypes)
12	Avar* [35] (3055U)	Tyre [55] (3067)	MNG-8L Měngqín [95] (3085)	Lung Wang P2 (Prototypes)

TAURIAN CONCORDAT

2D6	LIGHT FIGHTERS	MEDIUM FIGHTERS	HEAVY FIGHTERS	DROPSHIPS
2	S-2 Star Dagger [30] (XTRRetro)	LCF-R15 Lucifer [65] (3039)	TRB-D36 Thunderbird [100] (3075)	Overlord (2762) (3057)
3	SYD-Z1 Seydlitz [20] (3039)	F-90 Stingray [60] (3039)	CHP-W5 Chippewa [90] (3039)	Gazelle (2531) (3057)
4	SYD-Z2B Seydlitz [20] (3039)	SL-17 Shilone [65] (3039)	SL-15 Slayer [80] (3039)	Triumph (2593) (3057)
5	SB-27 Sabre [25] (3075)	LTN-G15 Lightning [50] (3075)	F-700b Riever [100] (3039)	Union (2708) (3057)
6	SYD-Z4 Seydlitz [20] (3039)	LTN-G16T Lightning [50] (3075)	SL-15R Slayer [80] (3039)	Overlord (3056) (3057)
7	F-11 Cheetah [25] (3039)	F-92 Stingray [60] (3039)	CHP-W7T Chippewa [90] (3039)	Union (2708) (3057)
8	SB-27b Sabre [25] (Klondike)	CMT-3T Troika [65] (3067)	F-700b Riever [100] (3039)	Achilles (3055) (3057)
9	F-13 Cheetah [25] (3039)	SL-17R Shilone [65] (3039)	HMR-HF Hammerhead [75] (3050U-C)	Trojan (Jihad Secrets)
10	SPR-6D Sparrowhawk [30] (3039)	CMT-4U Troika [65] (3067)	TR-16 Transgressor [75] (3039)	Union PWS (3075)
11	TR-8 Thrush [25] (3039)	LTN-G16T Lightning [50] (3075)	TRB-D56 Thunderbird [100] (3075)	Kuan Ti (3057)
12	SPR-7D Sparrowhawk [30] (3039)	DFC-0 Defiance* [55] (3067)	CHP-W7T Chippewa [90] (3039)	Mule PWS (3075)

ROLE-PLAYING RULES

The following rules for the Dark Age era cover role-playing campaigns using (and sometimes modifying) the core rules primarily found in *A Time of War*.

CREATING CHARACTERS IN THE DARK AGE ERA

Although the core rules found in *A Time of War* may be used to play characters in a broad range of eras, it is difficult to communicate the subtle nuances of the various time periods of *BattleTech* history in just one rulebook. To reflect these differences, the following rule modifications apply to creating *A Time of War* characters in the Dark Age era, and may be used for any characters created from roughly 3101 through 3145.

For characters created in the early days of the post-Jihad period (also known as the Republic Era), use the rules found in *Field Manual: 3085* (see pp. 230-240, *FM3085*).

Affiliations

The Affiliations rules described below replace those as featured in *A Time of War*. Affiliations present in *A Time of War* that are not discussed here are unaffected by the era of play, and characters may be created from those basic rules without modification. These Affiliations rules apply primarily to the use of the Life Modules form of character creation, but can also serve as a guide for creating characters using the Points-only method.

FALLEN FACTIONS

A number of factions ceased to exist by the mid-3140s, with a number of minor powers rising and falling in the brief period between 3130 and 3145 alone. Players creating or using characters based on these factions should note the dates and adjust either character creation or advancement accordingly.

Clan Nova Cat, after a failed rebellion against the Draconis Combine, was finally destroyed as an effective power in 3143. Though a few survivors—mostly hailing from their Republic-born kinsmen of the so-called Spirit Cats—managed to survive in exile in the reborn Free Worlds League's Clan Protectorate, these refugees bear only a passing resemblance to the vision-guided warriors who took part in the original Clan Invasion of the Inner Sphere.

Of the Free Worlds League sub-states that emerged in the wake of the Jihad, the Marik-Stewart Commonwealth formally dissolved in 3138. A portion of the region, called the Clan Protectorate, was reborn as a haven for Clan exiles and refugees, but other worlds fell into the hands of the Wolf Empire. Meanwhile, the formerly independent Duchy of Tamarind-Abbey, Rim Collection, and Oriente Protectorate reunited with the surviving fragments of the Marik-Stewart Commonwealth and several additional worlds to recreate the Free Worlds League, effectively ending their existence as independent power blocs.

The Clan Homeworlds maintained their silence since the aftermath of the Jihad. Though rumors of their activities in the coreward Deep Periphery persist, their existence as a player in Inner Sphere activities remained effectively nil in this period.

Beyond these affiliations, of course, the Republic of the Sphere itself suffered a massive collapse in all but its core worlds, while ComStar, the Sphere-spanning communications network and political powerhouse, all but folded in the face of the HPG crisis that still persists today. Because these factions still maintain activities in the present time, they are not counted among the fallen powers of the Dark Age, but players should be aware that both of these affiliations have fallen far from their peak and, as of the mid-3140s, both have been reduced to a shadow of their former greatness.

RISING FACTIONS

The reunion of several states into the new Free Worlds League effectively represents one of the largest new affiliations to emerge in the Dark Age—albeit one that technically represents more of a returning faction than one created from scratch. Indeed, two of the largest and most contentious member-states of the original Free Worlds League—the Regulan Fiefs and the Duchy of Andurien—remain independent even now, content in their separation from House Marik's rule.

The Wolf Empire, formed in 3142, is a relatively new state, but also one built from a pre-existing power, in that it largely reflects the new home territories of Clan Wolf, now far removed from its Invasion-era holdings. The Wolf Empire incorporates a swath of conquered worlds historically claimed by the Free Worlds League and the Lyran Commonwealth.

AFFILIATIONS

AFFILIATION: REPUBLIC OF THE SPHERE

Module Cost: 250 XP

Centered on the birthplace of humanity itself, the Republic of the Sphere arose from the ashes of the Word of Blake Protectorate, which collapsed in the face of the combined assault of virtually every major power in the Inner Sphere during the closing years of the Jihad. Seen by many as the bastion of a new order of peace and security for a new age, the Republic proved too fragile to the whims of fate when the HPG Blackout sent the entire Inner Sphere into chaos. As paranoid and opportunistic rulers at every level saw the collapse of the communications network as either a prelude to foreign invasion or an opportunity to seize power, the Republic's outer prefectures quickly became battlegrounds between rising dangers both within and beyond their borders.

By 3135, the Republic's deterioration culminated in the creation of the so-called Fortress Republic, a desperate inward turn centered on the core worlds closest to Terra, leaving the outer prefectures stripped of political and military support while the rest of the Inner Sphere continued to descend into anarchy. Though many on their abandoned worlds now live under the banners of the nearest conquering neighbor realms, there remains the hope that Devlin Stone's great experiment will soon return from its isolation to reclaim its former glory and restore the age of peace that followed the horrors of the Jihad.

The following affiliation rules apply to Republic of the Sphere characters created after 3101, though it should be noted that the Republic's outer prefectures all gradually fell to their invading neighbors during the invasions that began in the mid-3130s. As a result, the Outer Prefecture Republican sub-affiliation should not be taken for characters hailing from these regions after 3140.

Primary Language: English

Secondary Languages: Any

Fixed XPs: [Attributes] INT (+50 XP), WIL (+50 XP); [Traits] Compulsion/Distrust of Nobility (–100 XP), Equipped (+100 XP), Reputation (+100 XP); [Skills] Language/Any (+10 XP), Interest/Any (+10 XP), Protocol/Republic (+15 XP)

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Republic of the Sphere Sub-Affiliations

Core (Fortress) Republican: [Attributes] EDG (–75 XP); [Traits] Citizenship (+25 XP), Wealth (+25 XP); [Skills] Interest/Terran History (+25 XP), Language/Primary Language of Nearest Realm (+15 XP), Negotiation (+10 XP); Protocol/Nearest Realm (+5 XP), +5 XP to any other Skill.

Terran System Republican: [Attributes] INT (+50 XP), WIL (+50 XP), EDG (–150 XP); [Traits] Citizenship (+25 XP), Compulsion/Terran Arrogance (–100 XP); [Skills] Language/English (+15 XP), Language/Any (+15 XP)

Outer Prefecture Republican: [Attributes] EDG (–25 XP), +50 XP to any Attribute other than EDG; [Traits] Citizenship (+15 XP), Connections (+25 XP), Introvert (–100 XP), Wealth (+25 XP); [Skills] Interest/Terran History (+10 XP), Language/Primary Language of Nearest Realm (+15 XP), Negotiation (+10 XP); Protocol/Nearest Realm (+10 XP)

Flexible XPs: None

Additional Republic of the Sphere Affiliation Notes

Characters with a Republic of the Sphere affiliation may not elect to own a vehicle under the Vehicle Trait rules in *A Time of War*, nor may any characters in the Republic possess the Property Trait without also possessing the Citizenship Trait.

Characters that take Republic of the Sphere/Terran System Republican must choose and apply the modifiers for one of the following Terran sub-affiliations as found on p. 62, *AToW*: Belter, Lunar Citizen, Martian Citizen, Outer System Citizen, Terran Citizen. The Core (Fortress) Republican sub-affiliation does not apply to Terran System Republicans. Note also that the Citizenship requirement described above also applies to Terran System Republicans.

Republic of the Sphere characters born to one of the Clan enclaves may select one of the above sub-affiliations only if they are not of the warrior caste. For Clan-born Republic of the Sphere characters of the warrior caste, select the appropriate Inner Sphere Clan affiliation instead, and add the following: [Attributes] WIL (+100 XP), CHA (–50 XP); [Traits] Citizenship (–50 XP), Equipped (+100 XP), Reputation (–100 XP); [Skills] Protocol/Republic (+10 XP), Streetwise/Republic (+15 XP)

AFFILIATION: CAPELLAN CONFEDERATION (HOUSE LIAO)

Module Cost: 150 XP

While the Capellan Confederation retains much of the Chinese culture its ruling family imposed and emphasized over the centuries, its longstanding alliance with the Magistracy of Canopus, which culminated in the marriage of the Liao and Centrella families, has produced a greater tolerance for individual expression. The alliance helped both realms survive the worst of the Jihad, and what many Capellans see as the encroachment of the upstart Republic of the Sphere in the years that followed. In the Jihad's wake, Capellan citizens came to see the Republic as the greatest threat to their realm's sovereignty, easily equal to that of the aggressive forces of House Davion's Federated Suns.

In the chaos that emerged with the Blackout, Chancellor Daoshen Liao(-Centrella) has sought to take up his father's long-stalled effort to reclaim the Confederation's "lost worlds" by once again igniting the fires of Capellan nationalism and unleashing his *yǐ ncáng de shīzi* ("Hidden Lion") forces to great effect. Once more relying solely on their allies in the Magistracy, the Confederation is determined to reclaim its "lost countrymen" and survive the horrors of the Dark Age at *any* cost.

When creating characters from the Capellan Confederation in the Dark Age period, follow all of the rules presented in *A Time of War*, but note the following changes based on sub-affiliation:

Capellan Sub-Affiliations

Capellan Commonality: [Attributes] EDG (+20 XP); [Traits] Connections (+10 XP), Wealth (+20 XP); [Skills] Language/Russian or English (+5 XP), Negotiation (+10 XP), Protocol/Capellan Confederation or Republic of the Sphere (+10 XP)

Chesterton Commonality: [Attributes] EDG (+15 XP); [Traits] Connections (+15 XP), Wealth (+15 XP); [Skills] Language/Any Federated Suns Secondary (+10 XP), Negotiation (+10 XP), Protocol/Federated Suns or Republic of the Sphere (+10 XP)

Sarna Commonality: [Attributes] INT (+50 XP), WIL (+25 XP); [Traits] Citizenship (+20 XP), Compulsion/Hatred of Republic of the Sphere (–50 XP), Language/Choose any Federated Suns or Free Worlds (+10 XP), Martial Arts (+20 XP)

Sian Commonality: [Attributes] WIL (+75 XP); [Traits] Compulsion/Hatred of Federated Suns (–50 XP), Compulsion/Hatred of Republic of the Sphere (–100 XP), Citizenship (+60 XP), Connections (+35 XP); [Skills] Language/Any Canopian or Capellan Secondary (+15 XP), Interest/Canopian History (+5 XP), Interest/Capellan History (+10 XP), Perception (+10 XP), Protocol/Canopian (+5 XP), Protocol/Capellan (+10 XP)

St. Ives Commonality: [Attributes] WIL (+50 XP); [Traits] Citizenship (+30 XP), Compulsion/Hatred of Republic of the Sphere (–50 XP), Wealth (+10 XP); [Skills] Language/Any FedSuns (+10 XP), Arts/Any (+5 XP), Martial Arts (+10 XP), Negotiation (+10 XP)

Tikonov Commonality: [Attributes] EDG (+10 XP); [Traits] Connections (+20 XP), Wealth (+20 XP); [Skills] Language/Russian (+15 XP), Protocol/Capellan Confederation or Republic of the Sphere (+10 XP)

Victoria Commonality: [Attributes] WIL (+25 XP); [Traits] Connections (+40 XP), Wealth (–50 XP); [Skills] Language/Any Canopian (+15 XP), Language/Any FedSuns, Free Worlds, or Capellan Secondary (+10 XP), Negotiation (+10 XP), Protocol/Canopian (+10 XP), Protocol/Capellan (+5 XP), Survival/Any (+10 XP)

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Additional Capellan Confederation Affiliation Notes

The Chesterton and Tikonov Commonalities, and virtually all of the Capellan Commonality worlds "north" of Corey, Zaurak, New Macao, and Highspire, reflect territory seized from the Republic of the Sphere and Federated Suns. As these worlds did not formally lie within Capellan space prior to 3135, characters from this region created prior to that year should use the Federated Suns/Capellan March or Republic of the Sphere/Outer Prefecture Republican affiliations instead (as appropriate).

The Capellan territory extending from Spica to New Syrtis in 3145 reflects territory taken from the Federated Suns only very recently, so characters from this region should continue to use the Federated Suns/Capellan March affiliation unless they are created after 3145 (at which point they would use the Capellan Confederation/St. Ives Commonality affiliation).

Child labor remains legal in the Confederation, so Capellan characters may take the Civilian Job Stage 4 module in place of a Stage 2 module (advancing immediately to age 18 in the process).

Capellan characters may not take the Military School Stage 2 module or *any* Stage 3 module unless they also purchase the Citizenship Trait.

AFFILIATION: DRACONIS COMBINE (HOUSE KURITA)

Module Cost: 150 XP

House Kurita's rigid society remains patterned strongly on the ideals of feudal Japan, and allows for very few exceptions. An overriding belief in the superiority of Combine honor and the destiny of Kurita dominion over all has produced a society that is harsh and distrustful of all *gaijin* (outsiders), while idolizing principles of decorum and personal honor. This mindset has proven so strong, in fact, that efforts to reform it by Coordinators throughout the latter half of the thirty-first century have often met with resistance from hardliners at all levels of Combine society. To these reactionaries, any acceptance or tolerance of outsider cultures and ideals demonstrates weakness and corruption that must be destroyed at any cost.

When creating characters from the Draconis Combine in the Dark Age period, follow all of the rules presented in *A Time of War*, but note the following changes based on sub-affiliation:

Draconis Combine Sub-Affiliations

Azami: [Attributes] BOD (+25 XP), WIL (+100 XP); [Traits] Compulsion/Distrust Draconis Combine (–60 XP), Equipped (–50 XP), Thick-Skinned (+100 XP), Wealth (–25 XP); [Skills] Language/Arabic (+15 XP), Martial Arts (+15 XP), Melee Weapons (+15 XP), Riding (+5 XP), Survival/Any (+10 XP)

Benjamin District: Create Benjamin District characters as per *A Time of War* rules.

Dieron District: [Attributes] INT (+50 XP), WIL (–50 XP); [Traits] Compulsion/Xenophobia (+100 XP), Connections (+50 XP), Wealth (+15 XP), choose one: Thin-Skinned or Combat Paralysis (–100 XP); [Skills] Protocol/Republic of the Sphere (+10 XP), Negotiation (+10 XP), Language/Any (+15 XP)

New Samarkand District: Create New Samarkand District characters as per *A Time of War* rules.

Nova Cat: [Attributes] EDG (+50 XP); [Traits] Compulsion/Xenophobia (+100 XP), Enemy/The Clans (–100 XP), Enemy/Draconis Combine (–100 XP), Equipped (+50 XP), Reputation (–200 XP), Sixth Sense (+100 XP); [Skills] Interest/Clan Remembrance (+25 XP), Protocol/Nova Cat (+35 XP), Streetwise/Draconis Combine (+15 XP)

Pesht District: Create Pesht District characters as per *A Time of War* rules.

Additional Draconis Combine Affiliation Notes

The Dieron Military District was reformed after the Combine's invasion of the Republic of the Sphere in 3135. Characters from this region created prior to this date (and after 3081, when the region was originally ceded to the Republic) should use the Republic of the Sphere/Outer Prefecture Republican affiliation instead.

Members of the Nova Cat Clan in the Dark Age must select the Draconis Combine/Nova Cat affiliation from 3101 to 3143, instead of the standard Invading Clan/Nova Cat affiliation from *A Time of War*. When making a Draconis Combine/Nova Cat character, the player must also choose one of the following castes, applying the modifiers as defined on p. 64 of *A Time of War*: MechWarrior, Elemental, Aerospace, Warrior (Other), Scientist, Technician, Merchant, Laborer. If the gamemaster permits, a Draconis Combine/Nova Cat character may be created as part of the Mystic Caste, which combines the modifiers of any chosen Warrior Caste type with the following additional modifiers: [Attributes] BOD (–50 XP), STR (–50 XP), INT (+100 XP), EDG (+100 XP); [Traits] Compulsion/Arrogance (–50 XP), Compulsion/Visions (–300 XP), Sixth Sense (+300 XP), Reputation (–100 XP); [Skills] Interest/Nova Cat Vision Quest (+25 XP), Interest/Probability Analysis (+25 XP)

After 3143, Nova Cat characters can no longer be created.

Child labor remains legal in the Draconis Combine, so Combine characters may take the Civilian Job Stage 4 module in place of a Stage 2 module (advancing immediately to age 18 in the process).

AFFILIATION: FEDERATED SUNS (HOUSE DAVION)

Module Cost: 150 XP

In the decades after the Jihad, House Davion's Federated Suns reorganized itself as a close ally to the Republic of the Sphere, while simultaneously weathering several border conflicts with the Capellan Confederation and the Draconis Combine. Unfortunately, the HPG Blackout heralded a new age of misfortune for the Suns, which included the rise of an unstable First Prince and major invasions by the realm's ancient enemies. Reeling from devastating losses on both fronts, the

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proud peoples of this realm nevertheless remain unbowed, certain that their nobility and strength as a free nation will prevail over the tyrants who threaten them.

When creating characters from the Federated Suns in the Dark Age period, follow all of the rules presented in *A Time of War*, but note the following changes based on sub-affiliation:

Federated Suns Sub-Affiliations

Capellan March: [Attributes] WIL (+75 XP), EDG (+25 XP); [Traits] Connections (+50 XP), Compulsion/Distrust of House Davion (–50 XP), Compulsion/Hatred of Capellan Confederation (–150 XP), Equipped (+50 XP); [Skills] Protocol/FedSuns (+15 XP), Interest/FedSuns History (+15 XP), Language/Any Capellan or FedSuns secondary (+10 XP)

Crucis March: Create Crucis March characters as per *A Time of War* rules.

Draconis March: [Attributes] INT (+10 XP), EDG (+25 XP); [Traits] Connections (+50 XP), Compulsion/Hatred of Draconis Combine (–50 XP), Compulsion/Distrust of House Davion (–25 XP); [Skills] Arts/Any (+10 XP), Negotiation (+10 XP), Protocol/FedSuns (+10 XP)

Periphery March: [Attributes] STR (+50 XP), BOD (+50 XP), WIL (+100 XP), INT (–100 XP), EDG (+100 XP); [Traits] Compulsion/Distrust Periphery (–100 XP), Equipped (–50 XP), Patient (+50 XP), Reputation (–50 XP), Wealth (–50 XP); [Skills] Arts/Any or Interest/Any (+10 XP), Streetwise/FedSuns (+10 XP), Small Arms (+10 XP), Survival/Any (+10 XP)

AFFILIATION: FREE WORLDS LEAGUE

Module Cost: 150 XP

Shattered in the wake of the Word of Blake Jihad, the state known as the Free Worlds League has only recently returned as a major power in the Inner Sphere—albeit one that remains a shadow of its former self. With two of its original members (today known as the Regulan Fiefs and the Duchy of Andurien) still clinging to their independence, and a core member-state (the Marik-Stewart Commonwealth) sundered by recent warfare, the reborn League is in dire straits, and only time will tell if the realm will survive long in this new age.

When creating Free Worlds League characters for the Dark Age era, the following data replaces the Free Worlds League Stage 0 Module found in *A Time of War*. Note that even though the League only reincorporated itself in 3139, and was broadly known as the *former* Free Worlds League before that, the following rules remain appropriate for characters created in these regions as far back as 3101.

Primary Language: English (All)

Secondary Languages: See sub-affiliation

Fixed XPs: [Attributes] WIL (+50 XP), EDG (+30 XP); [Traits] Compulsion/Distrust of Bionics (–100 XP); [Skills] Language/Any (+15 XP), Interest/Any (+15 XP), Choose one of the following: Arts/Any (+15 XP), Martial Arts (+15 XP), Negotiation (+15 XP), or Small Arms (+15 XP)

Free Worlds League Sub-Affiliations

Marik-Stewart Commonwealth: [Secondary Languages] Slovak, Romanian; [Traits] Connections (+50 XP), Equipped (+25 XP), Wealth (+25 XP); [Skills] Appraisal (+5 XP), Negotiation (+10 XP), Protocol/Marik-Stewart Commonwealth (+10 XP)

Oriente Protectorate: [Secondary Languages] Greek; [Attributes] INT (+25 XP), EDG (+75 XP); [Traits] Patient (+50 XP), choose either Compulsion/Hate Regulan Fiefs (–25 XP) or Compulsion/Hate Capellan Confederation (–25 XP); [Skills] Appraisal (+5 XP), Negotiation (+15 XP), Technician/Any (+5 XP)

Tamarind-Abbey District: [Secondary Languages] German, Hindi, Spanish; [Attributes] BOD (+50 XP), WIL (+50 XP), CHA (+25 XP); [Traits] Compulsion/Hate House Steiner (–50 XP); [Skills] Appraisal (+10 XP), Language/Any Tamarind Secondary (+20 XP), Negotiation (+10 XP), Streetwise/Tamarind (+10 XP)

Rim Commonality: [Secondary Languages] Arabic, Bulgarian, Greek, Urdu; [Attributes] INT (+25 XP); [Traits] Toughness (+50 XP); [Skills] Language/Any (+20 XP), Negotiation (+10 XP), Streetwise/Free Worlds League (+10 XP), Survival/Any (+10 XP)

Clan Protectorate: [Secondary Languages] Slovak, Romanian; [Attributes] WIL (+15 XP), EDG (+15 XP); [Traits] Connections (+45 XP), Equipped (+25 XP), Wealth (+25 XP), Reputation (–50 XP); [Skills] Appraisal (+5 XP), Negotiation (+15 XP), Protocol/Clan (+5 XP), Protocol/Free Worlds League (+15 XP), choose one: Martial Arts (+10 XP), Small Arms (+10 XP), Survival/Any (+10 XP)

Covenant Worlds and Augustine Alliance: [Attributes] INT (+50 XP), WIL (–25 XP); [Traits] Connections (+50 XP), Wealth (+25 XP), Reputation (–25 XP); [Skills] Language/Any (+15 XP), Negotiation (+10 XP), Protocol/Free Worlds League (+15 XP), Protocol/Republic of the Sphere (+10 XP)

Other League Worlds: [Attributes] Any one (+30 XP); [Traits] Any one (+35 XP); [Skills] Appraisal (+15 XP), Language/Any (+20 XP), Protocol/Free Worlds League (+5 XP), Any two other Skills (+10 XP each)

Flexible XPs: None

Additional Free Worlds Affiliation Notes

The Marik-Stewart Commonwealth officially dissolves in 3138, with its surviving worlds becoming the Clan Protectorate. To reflect this, characters native to this affiliation created after 3138 may choose the modifiers presented here to represent non-Clan characters from this region, replacing Protocol/Marik-Stewart Commonwealth with Protocol/Free Worlds League or use the Clan Protectorate sub-affiliation found below.

These Clan Protectorate modifiers apply only to the native Inner Sphere residents of the Clan Protectorate after its creation in 3138. For Clan refugees, use either the Inner Sphere Clan/Sea Fox or Draconis Combine/Nova Cat affiliations.

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The Covenant Worlds and Augustine Alliance sub-affiliations are both segments of the Republic of the Sphere claimed by the Free Worlds League, respectively formed in 3137 and 3142. Prior to these dates, characters from these regions should use the Republic of the Sphere/Outer Prefecture Republican affiliation instead.

Any Free Worlds League characters that receive an Implant/Prosthetic Trait automatically suffer –200 XPs in the Reputation Trait as well. Free Worlds League characters that take the Nobility Stage 1 Life Module automatically suffer –100 XPs in the Reputation Trait as well.

Free Worlds League characters from the Other League Worlds Sub-Affiliation must have at least +200 XPs in either the EDG Attribute or the Connections Trait to be eligible for Military Academy schooling in Stage 3.

AFFILIATION: FORMER FREE WORLDS STATES (ANDURIEN AND REGULUS)

Module Cost: 150 XP

The following realms are states that, while loosely associated with the Free Worlds League, have been independent since the League's original collapse during the Jihad era. Historic opponents of House Marik and its dominance over League politics, both the Regulan Fiefs and the Duchy of Andurien refused to rejoin the parliamentary alliance restored by its present-day descendants. Nevertheless, centuries of common history and neighboring threats have made even these breakaway factions more politically akin to the realm they maintain their fierce separation from than to any other power in the Inner Sphere.

As with the restored Free Worlds League powers, the following data replaces the material given to these former Free Worlds League sub-affiliations found in *A Time of War*, and are appropriate for characters created in these sub-affiliations as far back as 3101.

Primary Language: English (All)

Secondary Languages: See sub-affiliation

Fixed XPs: [Attributes] WIL (+100 XP), EDG (+25 XP); [Traits] Compulsion/Distrust of House Marik (–100 XP), Compulsion/Distrust of Bionics (–50 XP); [Skills] Language/Any (+15 XP), Interest/Any (+15 XP), Choose one of the following: Arts/Any (+15 XP), Martial Arts (+15 XP), Negotiation (+15 XP), or Small Arms (+15 XP)

Former Free Worlds States Sub-Affiliations

Duchy of Andurien: [Secondary Languages] Italian, Mandarin Chinese, Urdu; [Attributes] INT (+25 XP), EDG (+50 XP); [Traits] Compulsion/Xenophobia (–50 XP), Wealth (+50 XP); [Skills] Interest/Andurien History (+10 XP), Language/Any Canopian or Capellan Secondary (+10 XP), Negotiation (+15 XP), Perception (+10 XP), Protocol/Andurien (+10 XP)

Regulan Fiefs: [Secondary Languages]: Hindi, Urdu, Mongolian; [Attributes] WIL (+100 XP); [Traits] Gregarious (+75 XP), Reputation (–100 XP); [Skills] Interest/Regulan History (+10 XP), Negotiation (+20 XP), Perception (+15 XP), Protocol/Regulan (+5 XP)

Unaligned Former League Worlds: [Attributes] Any one (+30 XP); [Traits] Any one (+35 XP); [Skills] Appraisal (+15 XP), Language/Any (+20 XP), Streetwise/Former Free Worlds (+10 XP), Any two other Skills (+10 XP each)

Flexible XPs: None

Additional Former Free Worlds States Affiliation Notes

Any former Free Worlds League characters that receive an Implant/Prosthetic Trait automatically suffer –200 XPs in the Reputation Trait as well.

Former Free Worlds League characters from the Unaligned League Worlds Sub-Affiliation must have at least +300 XPs in either the EDG Attribute or the Connections Trait to be eligible for Military Academy schooling in Stage 3.

AFFILIATION: LYRAN COMMONWEALTH (HOUSE STEINER)

Module Cost: 150 XP

The Lyran Commonwealth struggled hard to reclaim its place as the economic powerhouse of the Inner Sphere in the decades following the Jihad. Even without the industrial strength of the Skye Province worlds ceded to the Republic of the Sphere, the Commonwealth succeeded in its recovery and enjoyed decades of relative peace as perhaps the Republic's strongest trading ally. Unfortunately, in the aftermath of the Blackout and a series of tragic missteps by its Archon, the Commonwealth has seen its bright future torn apart by political intrigue and multiple Clan invasions that leave the realm teetering on the brink of collapse even now.

When creating characters from the Lyran Commonwealth in the Dark Age, follow all of the rules presented in *A Time of War*, but note the following minor changes based on sub-affiliation:

Lyran Commonwealth Sub-Affiliations

Bolan Province: [Traits] Compulsion/Distrust of Former Free Worlds States (–50 XP), Connections (+25 XP), Wealth (+50 XP); [Skills] Administration (+5 XP), Negotiation (+15 XP), Protocol/Lyran (+10 XP), Streetwise/Lyran (+5 XP)

Buena Province: [Attributes] WIL (+25 XP), CHA (–25 XP); [Traits] Equipped (–25 XP), Wealth (+50 XP); [Skills] Administration (+10 XP), Language/Any (+10 XP), Survival/Any (+10 XP), +5 XP to any one other Skill

Coventry Province: [Attributes] WIL (+100 XP); [Traits] Compulsion/Hatred of Clans (–100 XP), Wealth (+30 XP); [Skills] Administration (+5 XP), Negotiation (+5 XP), Protocol/Lyran (+5 XP), Small Arms (+10 XP), Survival/Any (+5 XP)

Donegal Province: Create Donegal Province characters as per *A Time of War* rules.

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Exiled Wolf: [Primary Language] English; [Attributes] INT (+25 XP), WIL (+50 XP); [Traits] Equipped (+100 XP), Enemy/The Clans (–100 XP), Reputation (–100 XP), Wealth (–100 XP); [Skills] Interest/Clan Remembrance (+15 XP), Language/Any Lyran Secondary (+10 XP), Negotiation (+5 XP), Perception (+10 XP), Protocol/Wolf (+10 XP), Streetwise/Lyran (+10 XP)

Additional Lyran Commonwealth Affiliation Notes

After being savaged in the war with Clan Wolf, the Bolan Province was disbanded in 3144. Lyran characters created in this region after this point must use either the Buena or Donegal Province sub-affiliations instead.

Members of Clan Wolf (in-Exile) in the Dark Age must select the Lyran Commonwealth/Exiled Wolf affiliation from 3101 to 3143, instead of the standard Invading Clan/Wolf affiliation from *A Time of War*. When making a Lyran Commonwealth/Exiled Wolf character, the player must also choose one of the following castes, applying the modifiers as defined on p. 64 of *A Time of War*: MechWarrior, Elemental, Aerospace, Warrior (Other), Scientist, Technician, Merchant, Laborer.

AFFILIATION: INNER SPHERE CLANS

Module Cost: 150 XP (175 XP for warrior caste Clan characters born in a Republic of the Sphere enclave)

As far as the Inner Sphere is concerned, the only Clans of note are those that actually reside in the Inner Sphere, since the unseen Homeworld Clans fell silent generations ago. Indeed, while the Clans themselves know of the Wars of Reaving that cut them off from their birthworlds in the distant Kerensky Cluster, even they know little about what has become of their estranged brethren in the decades since, though several theories abound. Today, the remaining Clans—Ghost Bear, Hell's Horses, Jade Falcon, Sea Fox, Snow Raven, and Wolf—collectively maintain their ties to the traditions set down by Nicholas Kerensky, though the "Council of Six" that theoretically unites them has grown into more of a hollow ceremonial event than an actual governing body. As a result, the Inner Sphere Clans function largely independent of one another, often clashing over territory and resources.

When creating Clan characters in the Dark Age period, the following rules replace those presented in *A Time of War*, but with the following changes by Clan sub-affiliation and using the module cost indicated above. (As hybrid Inner Sphere and Clan realms, the Rasalhague Dominion and the Raven Alliance are given as separate Affiliations, each with its own Sub-Affiliations for both Clan members and non-Clan natives. Likewise, the abjured Clans Nova Cat and Wolf in Exile are now represented as sub-affiliations of their host realms.)

Primary Language: English

Secondary Languages: See sub-affiliation

Fixed XPs: [Traits] Compulsion/Arrogance (–50 XP), Compulsion/Distrust of Inner Sphere (–100 XP); [Skills] Interest/Clan Remembrance (+25 XP), Protocol/Clan (+25 XP)

Clan characters must select one of the Clan castes described in *A Time of War* (see p. 59, *AToW*) with restrictions as indicated in the Notes of this Affiliation, applying the caste's modifiers as additional fixed XP. Clan characters that choose none of the listed castes are considered to be Dark Caste, and must instead apply the modifiers for the Independent/Pirate affiliation.

Inner Sphere Clan Sub-Affiliations

Ghost Bear: For Ghost Bear Clan characters created after 3101, use the Rasalhague Dominion/Ghost Bear Clansman affiliation.

Hell's Horses: [Secondary Languages] German, Swedish; [Attributes] STR (+75 XP), BOD (+75 XP), WIL (–50 XP); [Attributes] Introvert (–50 XP), Reputation (–100 XP), Toughness (+75 XP); [Skills] Interest/Any (+10 XP), Language/Any Secondary (+10 XP), Martial Arts (+5 XP), Melee Weapons (+10 XP), Navigation/Ground (+15 XP), Protocol/Hell's Horses (+15 XP), Small Arms (+10 XP), Survival/Any (+15 XP), Technician/Mechanical (+10 XP)

Jade Falcon: [Secondary Languages] German; [Attributes] RFL (+50 XP), WIL (+100 XP), CHA (–50 XP); [Traits] Compulsion/Falcon Pride (–100 XP), Compulsion/Hate Clan Wolf (–50 XP), Reputation (+100 XP); [Skills] Acting (+10 XP), Interest/Clan Remembrance (+5 XP), Martial Arts (+15 XP), Melee Weapons (+10 XP), Negotiation (+10 XP), Protocol/Jade Falcon (+15 XP), Survival/Any (+10 XP)

Nova Cat: For Nova Cat Clan characters created after 3101, use the Draconis Combine/Nova Cat affiliation. Nova Cat characters cannot be created after 3143.

Sea Fox: [Attributes] STR (–50 XP), BOD (–50 XP), INT (+50 XP), CHA (+50 XP); [Traits] Compulsion/Greedy (–50 XP), Connections (+50 XP), Equipped (+50 XP), Reputation (–50 XP), Wealth (+50 XP); [Skills] Appraisal (+10 XP), Language/Any (+10 XP), Negotiation (+15 XP), Perception (+10 XP), Protocol/Sea Fox (+10 XP), Zero-G Operations (+20 XP)

Snow Raven: For Snow Raven Clan characters created after 3101, use the Raven Alliance/Snow Raven Clansman affiliation.

Wolf: [Secondary Languages] German, Swedish; [Attributes] INT (+100 XP), WIL (+50 XP), EDG (–50 XP); [Traits] Compulsion/Wolf Pride (–100 XP), Equipped (+50 XP), Enemy (–100 XP), Reputation (+100 XP); [Skills] Interest/Any (+10 XP), Leadership (+10 XP), Negotiation (+10 XP), Protocol/Wolf (+15 XP), +15 XP (each) to two of the following: Language/Any Secondary, Perception, Strategy, Survival/Any, Tactics/Any

Wolf (in-Exile): For Wolf (in-Exile) Clan characters created after 3101, use the Lyran Commonwealth/Exiled Wolf affiliation.

Flexible XPs: None

Additional Inner Sphere Clan Affiliation Notes

No Clan character may they take the Title Trait (reflecting a Bloodname in Clan society) without taking the Trueborn Trait. Furthermore, with the exception of the members of Clan Sea Fox,

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Clan characters may not take the Property or Extra Income Traits. Sea Fox characters who possess the Property and/or Extra Income Traits must restrict them to a maximum TP level equal to that of their Rank Trait—even if they are reduced in rank at a later time.

Only Clans Ghost Bear and Hell's Horses may use the Elemental-Advanced warrior caste. Only Clan Snow Raven may use the Aerospace-Naval warrior caste. After 3101, only Clan Hell's Horses and Snow Raven maintained the use of ProtoMechs among the Inner Sphere Clans, and thus only Hell's Horses and Raven characters may choose the ProtoMech warrior sub-caste, ProtoMech Life Modules, or ProtoMech training.

Clan Hell's Horses characters born after 3106 can also take the TankWarrior subcaste, but only if they also take the Trueborn Trait and choose a MechWarrior or standard Elemental Phenotype. (Contrary to reports, a truly distinct TankWarrior Phenotype has yet to emerge from the breeding protocols in place as of 3145.) The TankWarrior subcaste replaces the Field Aptitudes of the character's base Phenotype with a Field Aptitude in Clan Cavalry (see p. 122, *AToW*, for the effects of a Phenotype's Field Aptitude), and provides the following character modifiers in place of those for the MechWarrior and Elemental sub-castes: [Attributes] STR (+25 XP), BOD (+75 XP), DEX (+75 XP), RFL (+25 XP), CHA (–50 XP), EDG (–50 XP); [Traits] Reputation (–50 XP), Thick-Skinned (+75 XP).

Clan Ghost Bear, Jade Falcon, and Wolf characters born outside of Republic of the Sphere enclaves after 3105 may be designated as Elstars at the player's option. To be an Elstar, the character must also possess the Trueborn Trait and spend an additional 100 XPs, receiving the following modifiers: [Attributes] Any one Attribute (+100 XP), Any one other Attribute (–50 XP); [Traits] Reputation (+100 XP), Unattractive (–50 XP), Choose either Enemy or Dark Secret (–100 XP); [Skills] +25 XP (each) to any three of the character's Clan Warrior Field Skills; [Flexible XPs] +25 XP to any one Attribute, Trait, or Skill.

Freeborn Clan characters do not require a Phenotype Trait, and use the Normal Human Phenotype if none is selected. Characters from Clan Ghost Bear may not select the Aerospace Phenotype (see the Rasalhague Dominion Affiliation Notes for more information).

AFFILIATION: RASALHAGUE DOMINION

Module Cost: 150 XP

The Rasalhague Dominion was born as the first true amalgamation of Clan and Inner Sphere societies. Originally comprised of conquered Free Rasalhague Republic worlds under the rule of Clan Ghost Bear, decades of careful and deliberate efforts by the Bears led to the present form of this realm. Today, the Dominion government lies equally in the hands of native Rasalhagians and the Clan they once viewed as oppressors.

When creating Ghost Bear Dominion characters in the post-Jihad period, choosing the sub-affiliation is particularly important. If the Ghost Bear Clansman sub-affiliation is chosen (covering any Ghost Bear Clan member, whether warrior or civilian caste), the player must follow the rules for creating a character from the Ghost Bear sub-affiliation of the Invading Clan Affiliation as presented in *A Time of War*, including the selection of castes and phenotypes. Non-Clan members of the Dominion must choose the Rasalhague Native sub-affiliation.

Primary Languages: English, Swedish

Secondary Languages: German, Japanese, Swedenese

Fixed XPs: [Attributes] WIL (+50 XP), EDG (–50 XP); [Skills] Interest/Clan Remembrance (+10 XP), Protocol/Clan (+10 XP), Protocol/Rasalhague (+15 XP), Streetwise/Rasalhague (+10 XP)

Rasalhague Dominion Sub-Affiliations

Ghost Bear Clansman: [Attributes] STR (+50 XP), BOD (+50 XP), RFL (–100 XP); [Traits] Compulsion/Overprotective (–100 XP), Exceptional Attribute/Strength (+50 XP), Patient (+50 XP), Slow Learner (–75 XP); [Skills] Art/Any (+10 XP), Interest/Clan Remembrance (+15 XP), Protocol/Clan (+5 XP)

Rasalhague Native: [Attributes] INT (+25 XP); [Traits] Equipped (+50 XP), Impatient (–25 XP); [Skills] Career/Any (+10 XP), Interest/Any (+10 XP), Martial Arts (+10 XP), Melee Weapons (+10 XP), Negotiation (+10 XP), Streetwise/Rasalhague (+5 XP)

Flexible XPs: None

Notes: Ghost Bear Clansmen may not take the Property or Extra Income Traits, nor may they take the Title Trait (reflecting a Bloodname in Clan society) without taking the Trueborn Trait. Furthermore, Ghost Bear Clansmen who wish to be aerospace fighter pilots may not possess the Aerospace Phenotype and must instead use the MechWarrior Phenotype (replacing the MechWarrior Field Aptitude with a Field Aptitude in only one Fighter Pilot Field Skill). Clan Ghost Bear characters may not receive any ProtoMech Life Modules or training.

Rasalhague Natives may not take any military training except for the Clan Sibko Stage 2 Module. Rasalhague Natives born into the Ghost Bear Dominion may only take Life Modules that are available to Clan freeborns. Rasalhague Natives may not receive the Title Trait, nor may they have more than +500 XPs in any of the following Traits: Extra Income, Wealth, or Property.

Dominion-born characters will automatically receive –100 XP in the Reputation Trait if they become a member of a mercenary force or join ComStar.

AFFILIATION: RAVEN ALLIANCE

Module Cost: 100 XP

Where the Ghost Bears took the long and cautious road toward integration with the native Rasalhagians, Clan Snow Raven simply imposed its brand of unity on the Outworlds Alliance, using the crisis of the Jihad as a pretext while covering up their own mad dash to escape the Wars of Reaving. Today, the Raven Alliance remains effectively under Clan rule, but the Ravens' political savvy has prompted them to maintain a largely hands-off policy when it comes to civilian affairs—even

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going so far as to allow several troublesome Alliance worlds to secede into Periphery independence.

When creating Raven Alliance characters in the Dark Age period, choosing the sub-affiliation is particularly important. If the Snow Raven Clansman sub-affiliation is chosen (covering any Snow Raven Clan member, whether warrior or civilian caste), the player must follow the rules for creating a character from the Snow Raven sub-affiliation of the Invading Clan Affiliation as presented in *A Time of War*, including the selection of castes and phenotypes. Non-Clan members of the Alliance must choose the Outworlds Native sub-affiliation.

Primary Languages: English

Secondary Languages: French, Japanese

Fixed XPs: [Skills] Interest/Clan Remembrance (+5 XP), Negotiation (+10 XP), Protocol/Alliance (+10 XP)

Raven Alliance Sub-Affiliations

Snow Raven Clansman: [Attributes] INT (+25 XP), CHA (–25 XP); [Traits] Compulsion/Raven Elitist (–100 XP), Compulsion/Hate Draconis Combine (–50 XP), Connections (+65 XP); [Skills] Interest/Clan Remembrance (+10 XP), Protocol/Snow Raven (+15 XP), Zero-G Operations (+10 XP)

Outworlds Native: [Attributes] WIL (–50 XP); [Traits] G-Tolerance (+100 XP), Reputation (–50 XP); [Skills] Protocol/Alliance (+5 XP), Streetwise/Alliance (+20 XP), Survival/Any (+10 XP), Choose one: Martial Arts, MedTech, or Small Arms (+10 XP)

Flexible XPs: Outworlds Natives may apply +15 XP (each) to any two Attributes, Traits, Skills, or combinations thereof.

Additional Raven Alliance Affiliation Notes

Snow Raven Clansmen may not take the Property or Extra Income Traits, nor may they take the Title Trait (reflecting a Bloodname in Clan society) without taking the Trueborn Trait. All Snow Raven Clansmen must choose a Clan caste, and apply its modifiers as detailed on p. 61 of *A Time of War*. Snow Raven Clansmen who possess the Aerospace Phenotype may also choose the Aerospace-Naval sub-caste instead of the standard Aerospace or ProtoMech sub-castes.

Outworlds Natives need not select a caste, but may not take any military training except for the Clan Sibko Stage 2 Module, after which they may only take those Life Modules available to Clan freeborns. Outworlds Natives may not receive the Title Trait, nor may they have more than +300 XPs in any of the following Traits: Extra Income, Wealth, or Property.

AFFILIATION: MAJOR PERIPHERY

Module Cost: 100 XP (125 XP for Magistracy of Canopus)

The Periphery realms that survived the Jihad have proven every bit as resilient in the Dark Age as they have through the previous ages, but nevertheless, the decades since the war have seen a gradual shift in the balance of power even in these outer territories. The Magistracy of Canopus, for example, now stands united with the Capellan Confederation by virtue of the fact that their rules are siblings, placing the semi-independent Fronc Reaches perilously close to becoming a protectorate of the two realms. Meanwhile, the Taurian Concordat continues to struggle in its decades-long, low-intensity civil war against the Calderon Protectorate. The Marian Hegemony, once a belligerent pirate state, has claimed legitimacy as a power, even though its rulers still dream of conquest, while the Filtvelt Coalition stands as testament to the will of its people to remain free of House Davion's authority.

When creating characters from any of these Major Periphery affiliations, the following rules and data replace those found in *A Time of War*.

Primary Language: English

Secondary Languages: See sub-affiliation

Fixed XP: [Traits] Equipped (–50 XP)

Major Periphery Sub-Affiliations

Magistracy of Canopus: [Secondary Languages] Greek, Mandarin Chinese, Romanian, Spanish, Urdu; [Attributes] BOD (–25 XP), CHA (+50 XP), WIL (+50 XP); [Traits] Equipped (+15 XP), Gregarious (+50 XP), Reputation (–100 XP), Wealth (+50 XP); [Skills] Language/Any Capellan (+10 XP), Streetwise/Magistracy (+10 XP), Choose two of the following: Acting, MedTech, Negotiation, or Protocol/Capellan (+10 XP each)

Marian Hegemony: [Primary Languages] Latin, English; [Secondary Languages] French, German, Greek, Spanish, Swedish; [Attributes] INT (+50 XP), WIL (+25 XP); [Traits] Compulsion/Paranoid (–50 XP), Connections (+50 XP), Reputation (–100 XP), Toughness (+75 XP); [Skills] Career/Any (+10 XP), Interest/Marian History (+15 XP), Language/Latin (+15 XP), Protocol/Marian (+10 XP), Strategy (+5 XP)

Taurian Concordat: [Secondary Languages] French, Spanish; [Attributes] BOD (+50 XP), WIL (+200 XP); [Traits] Compulsion/Distrust FedSuns (–75 XP), Compulsion/Distrust Calderon Protectorate (–100 XP), Equipped (+50 XP), Reputation (–100 XP); [Skills] Career/Any (+5 XP), Martial Arts (+15 XP), Negotiation (+15 XP), Small Arms (+20 XP), Streetwise/Taurian (+15 XP), Survival/Any (+10 XP)

Calderon Protectorate: [Secondary Languages] French, Spanish; [Attributes] INT (+50 XP), WIL (+100 XP); [Traits] Compulsion/Distrust Taurian Concordat (–50 XP), Compulsion/Stubborn (–50 XP); [Skills] Career/Any (+10 XP), Martial Arts (+10 XP), Negotiation (+15 XP), Small Arms (+10 XP), Streetwise/Calderon (+5 XP), Survival/Any (+5 XP)

Filtvelt Coalition: [Secondary Languages] AmerIndian (Creek), French, Hindi; [Attributes] STR (+50 XP), BOD (+50 XP), WIL (+100 XP); [Traits] Illiterate (–50 XP), Reputation (–50 XP), Wealth (–50 XP); [Skills] Interest/Any (+10 XP), Martial Arts (+10 XP), Small Arms (+10 XP), Streetwise/FedSuns (+5 XP), Survival/Any (+20 XP)

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Fronc Reaches: [Secondary Languages] Mandarin Chinese, French, Greek, Romanian, Russian, Spanish, Urdu; [Attributes] BOD (+50 XP), WIL (+50 XP), CHA (+50 XP); [Traits] Illiterate (–75 XP), Thick-Skinned (+20 XP), Wealth (–50 XP); [Skills] Career/Any (+5 XP), Martial Arts (+10 XP), Small Arms (+10 XP), Survival/Any (+15 XP), Choose two of the following: Melee Weapons, Negotiation, Perception, Streetwise/Capellan, Streetwise/Magistracy, Streetwise/Taurian (+10 XP each)

Flexible XPs: +15 XP (each) to any three Attributes, Traits, Skills, or combination thereof.

Additional Major Periphery Affiliation Notes

Characters who take the Marian Hegemony sub-affiliation must purchase the Citizenship Trait (reflecting plebian or higher social standing) or else take the Slave Life Module for Stage 1. Marian characters without the Citizenship Trait may not select Military School or Preparatory School in Stage 2, nor may they take any Stage 3 Modules.

AFFILIATION: MINOR PERIPHERY

Module Cost: 75 XP

To the minor Periphery realms, the decades after the Jihad were little more remarkable than those of the centuries before. Nevertheless, the Lothian League's successful break from the Marian Hegemony in 3087, the creation of the Barrens and the Rim Territories, and increased interaction between the long-reclusive Chainelane Isles and its nearby realms demonstrated the evolution of even the smallest powers in the Inner Sphere.

When creating characters from any of these Minor Periphery affiliations, the following data replaces the material presented in *A Time of War*.

Primary Language: English

Secondary Languages: See sub-affiliation

Fixed XP: [Traits] Equipped (–150 XP); [Skills] Perception (+15 XP), Survival/Any (+20 XP)

Minor Periphery Sub-Affiliations

Chainelane Isles: [Secondary Languages] German; [Attributes] WIL (+25 XP), EDG (+25 XP); [Traits] Introvert (–50 XP), Choose either Equipped or Wealth (+50 XP); [Skills] Interest/Any (+10 XP), Negotiation (+20 XP), Protocol/Chainelane (+15 XP), Protocol/Clan (+10 XP), Streetwise/Chainelane (+10 XP)

Fiefdom of Randis: [Attributes] BOD (+75 XP), WIL (+50 XP), EDG (+50 XP); [Traits] Equipped (+20 XP), Illiterate (–75 XP), Wealth (–50 XP); [Skills] Martial Arts (+10 XP), Melee Weapons (+10 XP), Negotiation (+10 XP), Streetwise/Periphery (+15 XP)

Franklin Fiefs: [Attributes] STR (+75 XP), BOD (+75 XP), INT (–100 XP), WIL (+50 XP); [Traits] Equipped (–55 XP), Illiterate (–90 XP), Toughness (+100 XP); [Skills] Martial Arts (+15 XP), MedTech (+10 XP), Protocol/Novo Franklin (+10 XP), Streetwise/Periphery (+10 XP), Survival/Any (+15 XP), Choose one: Archery, Melee Weapons, Negotiation (+10 XP)

Lothian League: [Secondary Languages] German, Latin, Swedish; [Attributes] INT (+50 XP), WIL (+75 XP), EDG (+25 XP); [Traits] Compulsion/Paranoid (–50 XP), Introvert (–50 XP) Thick-Skinned (+80 XP), Wealth (–100 XP); [Skills] Career/Any (+5 XP), Interest/Lothian History (+10 XP), Interest/Marian History (+5 XP), Martial Arts (+5 XP), Melee Weapons (+5 XP), Negotiation (+15 XP), Protocol/Marian (+10 XP), Small Arms (+10 XP), Streetwise/Lothian (+5 XP), Survival/Arctic (+15 XP)

Mica Majority: [Secondary Languages] Japanese; [Attributes] BOD (+100 XP), RFL (+100 XP), EDG (–100 XP); [Traits] Equipped (–25 XP), Toughness (+100 XP), Wealth (–100 XP); [Skills] Career/Mining (+10 XP), Negotiation (+15 XP), Survival/Arctic (+15 XP)

Niops Association: [Secondary Languages] Arabic, Bulgarian, Urdu; [Attributes] INT (+100 XP), WIL (–75 XP), CHA (–25 XP); [Traits] Equipped (+175), XP Introvert (–100 XP); [Skills] Career/Any (+10 XP), Interest/Any (+10 XP), Language/Any Secondary (+5 XP), Perception (+5 XP), Technician/Any (+10 XP)

Rim Collection: [Secondary Languages] German; [Attributes] WIL (+50 XP), CHA (–50 XP), EDG (+75 XP); [Traits] Fit (+50 XP), Wealth (–50 XP); [Skills] Negotiation (+10 XP), Small Arms (+10 XP), Choose two: Animal Handling, Archery, Career/Any, Martial Arts, Melee Weapons, Streetwise/Rim Collection, or Survival/Any (+10 XP each)

Rim Territories: [Secondary Languages] German; [Attributes] BOD (+75 XP), WIL (+30 XP), CHA (–50 XP); [Traits] Reputation (–100 XP), Toughness (+100 XP); [Skills] Martial Arts (+10 XP), Negotiation (+10 XP), Perception (+5 XP), Small Arms (+10 XP), Streetwise/Periphery (+15 XP), Streetwise/Lyran (+10 XP)

The Barrens: [Secondary Languages] German, Japanese, Spanish, Swedish; [Attributes] WIL (+100 XP), EDG (+50 XP); [Traits] Compulsion/Distrust of Clans (–100 XP), Equipped (+100 XP), Illiterate (–50 XP), Reputation (–50 XP); [Skills] Career/Any (+5 XP), Language/Any Secondary (+5 XP), Martial Arts (+15 XP), Negotiation (+10 XP), Protocol/Clan (+10 XP), Small Arms (+10 XP), Streetwise/Periphery (+10 XP)

Flexible XPs: +25 XP (each) to any three Attributes, Traits, or combination thereof.

Additional Minor Periphery Affiliation Notes

Unless otherwise specified, characters from any of the listed Minor Periphery realms may not take the following Life Modules: Preparatory School or Military School (Stage 2), University or Military Academy (Stage 3), or Postgraduate Study (Stage 4).

Characters from the Franklin Fiefs sub-affiliation that do not purchase the Citizenship Trait (reflecting their membership in the gentry) may not receive the Title or Property Trait, and may not undergo any military training beyond Basic Training, Infantry, or Cavalry.

Characters from the Chainelane Isles, Mica Majority, Niops Association, Rim Collection, and Rim Territories sub-affiliations may not select the Nobility Life modules in Stage 1 or 2, nor may they hold inherited Titles within their respective realms.

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Characters from the Chainelane Isles who wish to receive military training must take the Clan Warrior (Other) caste (see p. 61, *AToW*) and undergo training by taking the Freeborn Sibko (Stage 2) Life Module. Doing so automatically applies the following additional modifiers to the character: [Attributes] Equipped (+125 XP); [Traits] In For Life/Clan Sea Fox (–300 XP), Reputation (–100 XP) applied to their Reputation Trait as a result.

AFFILIATION: INDEPENDENTS

Module Cost: 50 XP

Most of the independent worlds in other minor affiliations of the Inner Sphere continue to linger at the fringes of the Inner Sphere even in the Dark Age, often overlooked simply by virtue of their insignificant size and influence. Today, these mercenaries, pirates, spacers, and other "freelancers" continue to pursue their own affairs and agendas even as the larger realms and other political powers face the future with uncertainty and fear.

When creating characters from any of these Independent affiliations, use the standard rules and data presented in *A Time of War* (see p. 63, *AToW*). Remember that the Antallos and Astrokaszy sub-affiliations as described in *A Time of War* ceased to exist in the Jihad era, with the former becoming a generic Periphery independent world, while the latter was absorbed into the Free Worlds League. This leaves only the Generic, Mercenary, Pirate, Spacer, and Tortuga sub-affiliations to choose from when creating an Independent-affiliated character.

AFFILIATION: COMSTAR

Module Cost: 50 XP + XP cost of character's "birth" Affiliation

Guilt by association marred ComStar's image ever since the rise and fall of the Word of Blake. Though the various Inner Sphere powers recognized the Order's efforts to battle their radical brethren and their efforts to repair the HPG network left in tatters by the war, revelations that "Old ComStar" spent centuries fueling the Inner Sphere's wars and technological decline never faded entirely. While forbidden to raise an army again, ComStar was permitted to reclaim its place as stewards of humanity's communications grid.

The gradual return of ComStar's quasi-mystical traditions, along with the sudden collapse of the HPG network, has all but evaporated the Inner Sphere's trust in ComStar. Despite the Order's desperate efforts to repair the damage, ComStar's representatives often face hostility and distrust wherever they travel.

When creating characters from ComStar in the Dark Age, the following data replaces the material presented in *A Time of War*. Remember that players selecting a ComStar Affiliation must still determine and purchase a "birth" Affiliation as well.

Primary Language: English

Secondary Languages: Any from nearest state

Fixed XPs: [Attributes] INT (+30 XP), WIL (+50 XP); [Traits] Connections (+50 XP), Enemy (–150 XP), Equipped (+125 XP), Rank (+100 XP), Reputation (–250 XP); [Skills] Communications/Conventional (+10 XP), Interest/Writings of Jerome Blake (+15 XP), Protocol/ComStar (+15 XP), Protocol/Nearest state (+15 XP), Language/Any (+15 XP), Negotiation (+15 XP), Technician/Any (+10 XP)

Sub-Affiliations: ComStar has no sub-affiliations in the Dark Age.

Flexible XPs: None

Additional ComStar Affiliation Notes

Characters with a ComStar affiliation may not possess the Extra Income or Property Traits. When choosing this affiliation, the character must also select a second "birth" affiliation (few people are born to either order). ComStar characters who select any Military Academy or Military Tour of Duty Life Modules after joining the Order must also assign –300 XP each to the Dark Secret and In For Life Traits, to reflect the fact that they have joined a military arm of ComStar that was formally disbanded after the Jihad.

AFFILIATIONS: HOMEWORLD CLANS AND DEEP PERIPHERY

Module Cost: Not Applicable

After the Jihad, the Inner Sphere grew increasingly isolated from and disinterested in events going on in the Deep Periphery and beyond, especially due to the massive infrastructural damage of the war. As a result, trade and communications beyond the immediate Periphery tapered off—save for the odd exploratory missions of independent groups like Interstellar Expeditions. To reflect this, characters from the Deep Periphery realms or the Homeworld Clans may not be created for use in the Inner Sphere after 3085.

LIFE MODULES

No Character may take any Module related to the Homeworld Clans or Word of Blake affiliations, as these factions play no role in the Dark Age setting. These include Cloister Training, Word of Blake Service, and Goliath Scorpion Seeker.

All other Life Modules may be used exactly as seen in *A Time of War* with the following exceptions and changes:

Born Mercenary Brat (Stage 1)

While mercenaries certainly continued to operate in the Dark Age era, the industry has declined somewhat from its Jihad-era peak, and they were a rare sight in the large-scale conflicts of the early Dark Age period. To simulate this, player characters who choose the Born Mercenary Life Module prior to the Blackout must add EDG 4+ to the prerequisites for taking that module. In addition,

reduce the module cost from 270 XP to 245 XP, and apply an additional –25 XP to the character's Reputation Trait. (After the Blackout, mercenaries regain their popularity.)

Adolescent Warfare and Mercenary Brat (Stage 2)

While warfare hardly went extinct in the decades following the Jihad, until the Blackout, most fighting was limited to the border zones between two major powers at any given time. For this reason, it is recommended that, when creating any characters between 3101 and 3132, any characters who take the Adolescent Warfare module hail from a bordering sub-region of his native affiliation, rather than a core region. Examples of such core regions would be the Republic of the Sphere/Core Republican or Terran, or the Federated Suns/Crucis March.

As with the Born Mercenary Brat, the Stage 2 Mercenary Brat Life Module is reduced from 600 XP to 575 XP for characters created before the Blackout. Apply –25 XP to the character's EDG Attribute to account for this reduced cost. After the Blackout, disregard this modifier.

Family-Trained Warriors (Stage 3)

The decline in military sizes through the post-Jihad setting, and the Republic of the Sphere's effective ban on personal ownership of military equipment, sharply curtailed the training of warriors outside of government-run academies. To reflect this, characters hailing from the Republic of the Sphere affiliation may not receive military training via the Family Training option in Stage 3, while characters from all other realms will require a +2-TP Connection Trait (or a +1-TP Connections Trait and the Military School Stage 2 Life Module).

Cloister Training and Goliath Scorpion Seeker (Stage 4)

Because of the continued silence of the Homeworlds Clans in the Dark Age setting, the Goliath Scorpion Seeker module may not be taken.

Because the Clan Cloisters can exist outside of the Cloud Cobras, Clan characters can still take Cloister Training, as long as they hail from one of the Inner Sphere Clans. Nevertheless, the loss of Homeworld contact, distrust of ideas from the Homeworld-based Clans, and the rise in hybrid Clan societies and political movements such as the Mongol doctrine have rendered Cloisters increasingly more isolated and rare. To reflect this, any inner Sphere Clan character that takes the Cloister Training module must reduce the module cost by 100 XP and assign –100 XP to the Reputation Trait.

ComStar/Word of Blake Service (Stage 4)

Although the Word of Blake affiliation does not exist in the post-Jihad period, covert elements within ComStar have begun to revive some of the Order's shadier pre-Schism ideals. To reflect this, ComStar characters created after 3101 may take this module as though they are Word of Blake, but replace the Compulsion/Hatred of ComStar and the Compulsion/Hatred of the Clans Traits, and replace them with In for Life (–175 XP).

Tour of Duty (Stage 4)

Because of the more limited nature of warfare in the pre-Blackout period, all Tours of Duty for characters created between 3100 and 3133 should treat the time spent in a Tour of Duty module as +5 years, rather than the standard +3 years. After 3132, standard rules apply for the Tour of Duty Module.

ECONOMIC ADJUSTMENTS FOR THE DARK AGE ERA

Before the Blackout, the economic state of the Inner Sphere was virtually stagnant. Decades spent on reconstruction and a new age of limited warfare and even more limited military budgets had produced a financial climate in which industries that spent generations serving military needs were forced to adapt to a lasting state of peace and diversify or collapse entirely. Meanwhile, the effort to reboot many civilian sector industries likewise cost more than their output thanks to myriad crises in logistics, retooling, and retraining efforts—some of which had to be jump-started at the federal level by governments still shaken from the Jihad and its wake.

In the midst of all this, a deal brokered between ComStar and the Republic—leveraged on the horrible cost of the Jihad and the severe damage to ComStar's reputation as a result—led to a forced freeze on the C-bill's value relative to ComStar services, arbitrarily holding firm a core element in interstellar trade despite interstellar market fluctuations.

Naturally, when the Blackout struck, the whole house of cards came tumbling down. In addition to the chaos of so many interstellar stock exchanges crashing from the disrupted communications alone (much as happened during the Word of Blake's Jihad-era "White Out"), the sudden loss of the very core of ComStar's service quickly devalued the C-bill *itself*, plunging the bedrock of the Inner Sphere-wide economy to half its value (or less, in some realms), while costs soared across the board. The return of warfare and the sudden need to retool or re-staff defunct factories without the proper infrastructure in place caused yet another crisis, and the economic troubles continued cascading from there.

To reflect the economics of the Dark Age period, when purchasing equipment for a new character or later on in a campaign, it is important to modify the price and availability of said equipment accordingly. It is likewise important to note how the 3101-3145 period affects salaries and pricing relative to the standards of the core rulebooks—especially before and after the Blackout. The tables provided here translate this into an easily understood format.

Salary Adjustments

In the Dark Age era, salaries for most professions rose slightly higher than they were in the post-Clan and post-Jihad periods (although clearly not at the same rate as costs). To reflect this, the Salary Multipliers Table provides a multiplier value to Inner Sphere (and Periphery) salaries, which applies to the base salaries outlined in *A Time of War*, as well as any other money-raising endeavors the player's character has in place (including the proceeds from the character's Wealth and Extra Income Traits).

The Salary Multipliers Table is broken down by general professional classes, and is designed for compatibility with both the Salary and Price Tables that have been published in the Handbook series, as well as the military salaries outlined in *A Time of War* (see p. 335, *AToW*). If questions regarding where a character's profession falls among these general classes, the gamemaster must decide what is best for the era.

Purchasing Equipment in the Dark Age era

When purchasing equipment in the late Dark Age era, the first thing to verify is that the item exists in the era. This can be accomplished by consulting the Costs and Availability section in *TechManual* (see pp. 274-301, *TM*) or by finding the item's Availability Codes in *A Time of War* (see pp. 254-324, *AToW*). An item with an extinction date before 3081 or an introduction date after 3145 (identified for many items in *TechManual*) or which have an availability code of X for the Dark Age era (the last letter in the extended four-letter Equipment Availability ratings) indicates an item that cannot be found in the Dark Age era. (For older items that do not have four-letter Availability ratings, a code of X in the last of the three-letter codes indicates an item that has gone extinct before the Dark Age setting, unless the gamemaster decides otherwise.)

Once availability is known, the player must then find the item's price and apply the appropriate price multiplier as shown on the Salary and Price Multipliers Table (3101-3145). This establishes the basic availability and cost of the item. Situational conditions may still affect this base price, but these can be resolved by the gamemaster as he sees fit.

Currency Conversion: Players who are using alternative currencies in this period (other than the C-bill) may find their exchange rates in the Currency Conversion Table (3101-3145). Simply multiply the amount of the foreign currency by the value under the Equivalent C-bill column to find the value of the player's currency.

CURRENCY CONVERSION TABLE (3101-3145)

AFFILIATION	CURRENCY	EQUIVALENT C-BILL (3101-3132)	(3133-3145)
Major Powers			
Capellan Confederation	yuan	0.56	1.72
Draconis Combine	ryu	0.94	2.30
Federated Suns	pound	0.97	1.95
Free Worlds League (new)	League eagle	N/A	1.00*
Lyran Commonwealth	kroner	2.13	3.88
Republic of the Sphere	stone	6.03	8.70
Former Free Worlds League			
Duchy of Andurien	Andurien dollar	0.47	1.12
Duchy of Tamarind-Abbey	peso	0.48	1.26*
Marik-Stewart Commonwealth	Marik eagle	0.52	1.39*
Regulan Fiefs	rupee	0.58	1.23
Oriente Protectorate	drachma	0.31	1.11*
Rim Commonality	dinar	0.31	1.05*
Former FWL (Other)	League eagle	0.18	0.58*
Clan Powers			
Jade Falcon, Wolf, Hell's Horses	kerensky	5.13	10.75
Rasalhague Dominion	bear-krona	2.83	6.33
Raven Alliance	Raven escudo	2.96	5.52
Sea Fox**	Fox credit	1.00	2.00
Wolf (in-Exile)	Lyran kroner	2.13	2.90
Nova Cat	Combine ryu	0.94	2.30
Periphery Powers			
Major Periphery States			
Magistracy of Canopus	dollar	0.54	1.70
Taurian Concordat	TC bull	0.12	0.85
Marian Hegemony	talent	0.22	0.90
Calderon Protectorate	CP bull	0.12	0.70
Filtvelt Coalition	Filtvelt pound	0.65	1.75
Fronc Reaches	FR dollar	0.44	0.85
Minor Periphery Powers			
Lothian League	Marian talent	0.22	0.70
Rim Collection	Lyran kroner	2.13	2.90
Other Minor Periphery Powers	Varied	Varied†	Varied†

* Upon the reunion of the Free Worlds League in 3139, the new League eagle returned as the unit of currency for all of these states (and those independent worlds that rejoined the League). From 3133 to 3138 (and for the independent worlds that remained apart from the reformed League), the local currencies remained in force at the indicated exchange rates.

** This unit of credit is a Diamond Shark-instituted "C-bill Equivalency Credit," used when dealing with Inner Sphere powers; among other Clans, the Sharks trade using the local currency.

† For gameplay purposes, Minor Periphery power currency notes exchange at 1D6x0.05 C-bills from 3101 to 3132, and 1D6x0.09 C-bills from 3133 to 3145.

SALARY AND PRICE TABLE (3101-3145)

SALARY MULTIPLIERS	MULTIPLIERS	
Employment Type	*(3101-3132)*	*(3133-3145)*
Civilian, Slave/Servant	1.10	1.33
Civilian, Minimum Wage	1.15	1.40
Civilian, Blue Collar	1.20	1.55
Civilian, White Collar	1.20	1.50
Civilian, Medical/Technical	+0.10*	+0.15*
Paramilitary, Police/Security	0.95	1.05
Paramilitary, Militia	0.95	1.05
Military, Enlisted	0.90	1.15
Military, Officer	0.90	1.10
Military, Medical/Technical	+0.10*	+0.15*
Battle Armor Infantry	+0.05	+0.08
PRICE MULTIPLIERS	**MULTIPLIERS**	
Item Classification	*(3101-3132)*	*(3133-3145)*
Melee and Archaic Weapons	0.98	2.00
Small Arms and Support Weapons	1.75	4.85
Heavy (Vehicular) Weapons	3.45**	8.10**
Explosives	3.05	6.33
Personal Armor	1.20	2.33
Electronics	2.00	4.25
Power Packs and Rechargers	1.65	3.50
Miscellaneous Gear	1.45	2.75
Luxury Items (Entertainment and such)	2.10†	6.66†
Health Care	1.15	1.85
Prosthetics	3.85	8.15
Drugs and Poisons	1.95	3.90
Personal vehicle, Civilian	2.33	4.10
Personal Vehicle, Paramilitary/Police	3.45	6.95
Personal Vehicle, Military	4.25**	9.33**

* For bleeding edge technology (such as experimental weapon design and maintenance), apply an additional +0.05 to the Salary Multiplier.

** For bleeding edge technology (such as experimental weapons), apply an additional +0.05 to the Price Multiplier; for Primitive technology (such as RetroTech units carrying no items with a Tech Rating of D or higher), apply a –0.20 to the Price Multiplier.

† Items identified as "Luxuries" are technically any not required for the character's survival or job duties. If in doubt, gamemaster determines what is classified as a luxury item.

MAJOR PERSONALITIES OF THE DARK AGE ERA

The following special rules cover the use of the many major personalities featured in this book, the leaders and warriors who helped shape the times. As it is beyond the scope of this sourcebook to fully detail these characters' statistics for use in *A Time of War* games, should the need arise, gamemasters are encouraged to provide any relevant game stats to complement these special rules and abilities described below.

Modifiers and Skill Levels: When *A Time of War* modifiers are described in these personalities rules, the modifiers provided presume an average of 6 for any relevant Attributes, or as an effective combination of Skill level and Linked Attribute modifiers for any relevant Skills. Furthermore, when a general Skill level (Green, Regular, Veteran, or Elite) is used to describe a character's capabilities in a given field (MechWarrior, Infantry, and so forth), a rating of Green means an average Skill level of 0 to 1 for the relevant Skills, while a rating of Regular indicates Skill levels of 2 to 4; 5 to 6 is the Skill level for Veterans, and 7+ describes an Elite level of Skill. Remember that these are *average* Skill level values that apply across the entire relevant Skill field; for variety, the gamemaster may opt to raise one of the Skills at the expense of another in the same field.

REPUBLIC OF THE SPHERE

Jonah Levin: Jonah Levin is an Elite-level MechWarrior who possesses the Combat Intuition and Demoralizer special piloting abilities (see p. 225, *AToW*). He commands incredible loyalty among his troops, resulting in a +3 Initiative modifier, and granting any force under his direct command the ability to override Forced Withdrawal rules as long as Jonah is still an active participant in the battle. Unfortunately, from a political standpoint, Levin is a fish out of water, thrown into a role for which he was not fully prepared, and tends to lead more as a military commander than a head of state. To reflect this, any time Levin must make an Administration, Leadership, Negotiation or Protocol Skill Check pertaining to non-military policy, he receives a –2 modifier to the roll result in place of the +2 he receives when using the same Skills for military matters.

Levin also still suffers from a leg injury sustained during the Kurragin Incident in 3110, which translates to a –3-TP Handicap Trait and precludes him from using Sprinting movement.

Devlin Stone: Forces under Devlin Stone's direct command receive a +4 Initiative modifier and a +3 modifier to any rolls made when using the Morale rules (see pp. 295-297, *SO*). Forces under Stone's direct command also gain the Overrun Combat special ability (see p. 193, *TO*) if they do not already possess that ability. In *A Time of War* games, Devlin Stone's influence is equivalent to a 10-TP Connections Trait, but that influence cannot be used after the year 3130, when Stone vanished from the public eye.

Damien Redburn: Damien Redburn is a veteran-level MechWarrior, and even possesses a solid grasp of politics (worthy of a +6 Skill modifier in Leadership and Negotiation), as well as a devotion to public service (which grants a +7 Skill modifier in Administration and Protocol). An avid fencer in the past, he has a +4 Skill modifier in Melee Weapons.

Redburn's concern for the common citizen has earned him some enmity among the Republic's political, social, and business elite. To reflect this, he suffers a –2 roll modifier on Protocol and Negotiation Skill checks when dealing with nobility and corporate leadership. He enjoys immense support from the officers and soldiers under his command, which provides the benefits of Overrun Combat and Force the Initiative special abilities to any force under his direct command.

Ariana Zou: Paladin Zou is a veteran-level MechWarrior who possesses the Demoralizer and Antagonizer special piloting abilities (see p. 225, *AToW* and p. 69, *AToWC*, respectively). Her presence on the battlefield grants the forces under her command a +2 Initiative modifier, as well as a +2 roll modifier for any Morale checks (see pp. 295-297, *SO*). In addition to this, Zou has taken a keen interest in spirituality, and thus also benefits from the Patient Trait. Zou is also excessively devoted to the Republic, particularly idolizing Devlin Stone and Damien Redburn. This translates to a –3-TP Compulsion/Republic Fanatic Trait, and she will not retreat from any battle where either Redburn or Stone are on the field until they do so first.

Kristoff Erbe: As a Knight, Kristoff Erbe is a veteran-level MechWarrior, but his other duties for the Republic have also granted him veteran-level Skill in the Detective and Scout fields (see pp. 83-84, *AToW*). For this reason, Erbe is often tapped to undertake covert missions for the Republic. Erbe also possesses the Introvert Trait, reflecting his socially reserved nature, as well as a –2-TP Compulsion/Risk-Taker Trait, which represents his tendency to undertake dangerous missions or place himself in harm's way, even in the absence of a need to do so.

Tara Campbell: Countess Campbell possesses the Attractive and Gregarious Traits, as well as a +5 Skill roll modifier in Acting, Negotiation, and Protocol, which together reflect her broad range of social and political abilities. In addition, she is a veteran-level MechWarrior who also possesses the Melee Master and Natural Grace special piloting abilities (see pp. 223-224, *AToW*). Her superior grasp of maneuver tactics also grants any force under her command the Off-Map Movement ability.

CAPELLAN CONFEDERATION

Daoshen Liao(-Centrella): Daoshen Liao suffers from a –4-TP Compulsion/Delusions of Divinity Trait that he does not even bother to hide, and which imposes a –4 Skill modifier when making Leadership or Negotiation Skill checks that involve other state rulers or major nobility. He is trained as a MechWarrior, but has only regular-level Skills in that regard, while he possesses veteran-level Politician Skills. His lust for his sister, Ilsa Centrella(-Liao), and the fact that Danai Centrella-Liao is, in fact, their daughter, is a –4-TP Dark Secret Trait that is actually maintained more by Ilsa's efforts and those of the Maskirovka than Daoshen's own discretion.

Danai Centrella-Liao: Danai Centrella-Liao is a veteran-level MechWarrior who possesses the Demoralizer and Melee Master special pilot abilities (see pp. 224-226, *AToW*). Learning the truth about her parentage late in life (thus saddling her with the same –4-TP Dark Secret that Daoshen and Ilsa share), and victim of other traumas she keeps to herself, Danai suffers from a –3-TP Compulsion/PTSD Trait that, when unleashed under stress, tends to manifest in the form of a berserker rage. Not much of a leader, Danai possesses only regular-level ratings in the Politician and Officer Skill Fields. Her presence in a battlefield without any ranking officers above her actually imposes a –2 Initiative modifier on her side.

Isabelle Fisk: Isabelle Fisk is an elite-level MechWarrior and Officer who possesses the Natural Grace and Eagle's Eyes special pilot abilities (see pp. 224, *AToW* and p. 69, *AToWC*, respectively). Her presence in the field grants the Capellan forces beneath her the Force the Initiative and Communications Disruption special abilities (see pp. 192-193, *TO*). She possesses the Natural Aptitude/Strategy and Patient Traits, and her Skill modifiers in both Administration and Strategy are each +8.

Xavier McCarron: Xavier McCarron is a veteran-level MechWarrior and Officer who possesses the Antagonizer special pilot ability (see p. 69, *AToWC*), and whose presence in the field automatically grants the Capellan forces under his command a +2 Initiative modifier (+3 if the force entirely consists of McCarron's Armored Cavalry units). Age, however, is starting to catch up to McCarron, and he is presently suffering from a –1-TP Poor Vision Trait.

Ki-Lynn Liao: Similar to Daoshen, Ki-Lynn suffers from a –3-TP Compulsion/Delusions of Divinity Trait, resulting in a –3 Skill modifier when making Negotiation Skill checks—whether or not the subject is of equal or lesser social rank. She possesses veteran-level Politician Skills, as well as a smattering of personal combat Skills—including Martial Arts, Melee Weapons, and Small Arms—at regular-level Skill ratings. Ki-Lynn's inspiring belief in Capellan superiority and her state's right to vengeance against its enemies manifests as a +2 circumstance modifier for Morale check rolls made by Capellan troops (but not their Canopian allies), if said forces have been exposed to propaganda featuring one of her pro-Confederation speeches before the current scenario.

DRACONIS COMBINE

Yori Kurita: Coordinator Yori Kurita is a veteran-level MechWarrior who possesses the Dodge and Melee Master special abilities (see pp. 222-223, *AToW*). Her presence on the battlefield automatically grants any DCMS troops under her command the Force the Initiative special ability, as well as a +1 Initiative roll modifier.

Schooled from a young age to navigate the halls of power despite her birth status, Yori possesses veteran-level Skills in both the Politician and Manager Skill fields, as well as an intimate knowledge of many facets of the Draconis underworld, reflected by a +7 Skill modifier in Streetwise/Combine. Despite this, the fact that she is female and the descendant of an illegitimate Kurita bloodline often makes it difficult for her to deal with some of the Combine's more conservative elements, and years of having to fight harder for equal respect has left her with less patience with such matters now that she holds the throne. This is reflected by a –1-TP Compulsion/Hot-Tempered Trait.

Matsuhari Toranaga: The *Gunji-no-Kanrei* of the DCMS is an elite-level MechWarrior who possesses the Tactical Genius special ability (see p. 225, *AToW*). Well versed in playing the "long game," Toranaga has the Patient Trait, elite-level Skills in the Politician Skill field, and a +8 Skill modifier in Streetwise/Combine, but his ties to the conspiracy that placed Yori Kurita on the throne effectively translate to a –4-TP Dark Secret Trait and he is In for Life with his co-conspirators. Knowing that discovery of his dealings could get him executed to "save face," Toranaga's –2-TP Compulsion/Paranoid Trait is only natural.

Ramadeep Bhatia: As head of the ISF and a veteran of the Mokonete, Bhatia is considered elite-level in the Analysis, Intelligence, and Detective Skill fields, and veteran-level in the Scout and Officer Skill fields. He has a particular flair for torture, and possesses both the Natural Aptitude/Interrogation Trait, as well as the –3-TP Compulsion/Bloodlust Trait. Combined with his position as head of the ISF, these factors make Bhatia especially feared, even by his own minions. As a result, any operative under his direct command will try to fight to the death, rather than return to face their master in defeat.

Jacali Nostra: Before her death in 3142, Khan Jacali Nostra dedicated her life to Nova Cat independence from the Draconis Combine, and thus harbors the –1-TP Hatred/Draconis Combine Trait. As a Bloodnamed Nova Cat warrior, Nostra was an elite-level Clan MechWarrior who possessed the Combat Intuition and Eagle's Eyes special abilities (see p. 225, *AToW* and p. 69, *AToWC*, respectively). Her presence in the battlefield also granted all Nova Cats under her command the Off-Map Movement ability, while her ability to try and work within the Combine political system to undermine it were reflected by a +6 Skill modifier in the Negotiation, Protocol/Combine, and Streetwise/Combine Skills.

Emi Kurita: Before her death in 3143, Emi Kurita, once-contender to the throne and Keeper of the House Honor, was well-versed in the politics and protocols of Combine society, and thus possessed elite-level skill in the Politician and Lawyer Skill fields, as well as a +8 Skill modifier in Interest/Dictum Honorium, and the Patient Trait. Lacking a warrior's training, she possessed only average-level Skills (+4) in Martial Arts and Melee Weapons.

FEDERATED SUNS

Julian Davion: Julian Davion is an elite-level MechWarrior whose presence on the field automatically grants a +3 Initiative modifier to the force under his command, along with a +2 modifier on any Morale checks (see pp. 295-297, *SO*). But as First Prince of the Federated Suns, he is a reluctant leader, and possesses only veteran-level Skills in the Politician Field, therefore suffering a –2 modifier in Leadership and Negotiation Skill rolls needed when dealing with many members of the FedSuns nobility, who feel he has spent more time fighting for foreign interests than he has for his own realm.

Caleb Davion: Caleb Davion suffered from a –4-TP Compulsion/Paranoid Schizophrenia, which manifested (to him) in the form of an imaginary friend (named Mason Lambert) who counseled him on everything from politics to his social life. Though medically diagnosed as such, this condition is hidden from the general public (effectively adding a –4-TP Dark Secret Trait), but the "voice" in Caleb's head still led him to see his father, Harrison Davion, and Julian Davion as enemies. This imposed a –2 modifier to all Leadership, Negotiation, and Protocol Skill rolls when dealing with Harrison, Julian, or anyone aligned with them.

A trained vehicle commander, Caleb held a veteran-level in the Cavalry skill field, and his political and military acumen effectively rated veteran-level Skill in the Politician and Officer Fields as well.

Erik Sandoval-Groell: The current Prince's Champion and regent of the Federated Suns (until Julian's return from foreign lands), Erik Sandoval is a veteran-level MechWarrior and Politician, equally versed in leading men on and off the battlefield. Aligned with Caleb Davion's politics, Erik has no qualms about invading the crumbling Republic, but only as part of a long game aimed at possibly seizing the throne of the Suns for himself and House Sandoval. To reflect this, Eric suffers a –2 modifier to all Leadership, Negotiation, and Protocol Skill rolls made when dealing with Julian Davion or anyone aligned with him.

Amanda Hasek: Before her execution by House Liao in 3145, Amanda Hasek was Duchess of New Syrtis, and had been raised to distrust and resent House Davion, which translated to a –2-TP Compulsion/Hate House Davion Trait. An able stateswoman, she possessed veteran-level Skill in the Politician and Manager Fields, with a +8 Skill level in Acting and Protocol/Federated Suns.

Corwin Sandoval: Before his death in 3144, Corwin Sandoval possessed veteran-level Skill in the Politician Field and a +6 Skill modifier in Strategy, but also maintained a –2-TP Compulsion/Distrust House Davion Trait that particularly manifested whenever he had dealings with anyone from New Avalon. As a MechWarrior and Officer, he possessed veteran-level Skill, and his presence in the field granted his troops the ability to Force the Initiative.

FREE WORLDS LEAGUE

Jessica Marik: Jessica Marik possesses the Gregarious and Natural Aptitude/Negotiation Traits and a +8 Skill modifier in Negotiation—all especially useful for her, as she automatically suffers a –3 modifier when dealing with members of the actual Marik family (who find her use of their name pretentious at best, and an insult at worst). She has an elite-level rating in the Politician Skill field, as well as +7 Skill modifiers in Administration, Protocol/Free Worlds, and Strategy.

Nikol Marik: Nikol Marik is a veteran-level MechWarrior with an elite-level rating in the Officer Field Skills, whose presence on the battlefield grants the troops under her direct command the ability to use Off-Map Movement and a +3 Initiative roll modifier. Groomed to assume the duties of Captain-General one day, she also possesses regular-level Skills in the Politician and Manager Skill fields, even though she tends to chafe under the false niceties of parliamentary politics. Her close friendship with Danai Centrella-Liao grants her additional insights into the activities and motivations of the Capellan Confederation, which not only translates to a +4 Skill modifier in Protocol/Capellan, but can be applied as a +2 Skill roll modifier when making Negotiation or Strategy checks dealing with Capellan representatives or Capellan-related matters.

Lester Cameron-Jones: Childhood trauma during the Jihad has left Regulan Captain-General Lester Cameron-Jones with a –4-TP Compulsion/Haphephobia (Fear of Being Touched), as well as a –2-TP Compulsion/Hatred of House Marik and a –2-TP Compulsion/Fear of Word of Blake. To avoid triggering the intense revulsion and hysteria that can plague him in intimate contact, he often stands strategically away from others—even during private conversations—by placing furniture or other physical barriers between them and wearing gloves. This peculiar behavior tends to put off others, and thus imposes the same modifiers for social contact as an Introvert Trait.

Despite this handicap, Lester is a capable leader who possesses elite-level rating in the Politician and Officer Field Skills, and a +7 Skill modifier in Protocol/Free Worlds and Strategy. Because of his dislike of the Marik family and anti-Blakist paranoia, his diplomatic abilities—particularly Negotiation and Protocol Skill checks—suffer a –2 modifier when dealing directly with the Marik family (–4 when dealing with Jessica Marik and her kin).

Kenyon Marik: Kenyon Marik is a veteran-level MechWarrior and Officer whose presence on the field grants those under his direct command a +2 Initiative roll modifier and the use of the Banking Initiative special ability. He also possesses veteran-level skills in the Politician Field, and receives an additional +1 Skill modifier to his Leadership and Negotiation checks when dealing with other members of the Marik family. Adjusting to the reality of the Clan Protectorate within the reborn Free Worlds League, Kenyon also holds a +4 Skill modifier in Protocol/Clan.

Ari Humphreys: Ari Humphreys has made an art form of projecting a far less threatening persona than he is truly capable of, and thus suffers the social effects of the Introvert Trait in public dealings between himself and the ruling families of other realms—but it is all an act. In fact, Humphreys possesses elite-level ratings in the Politician and Lawyer Skill fields, as well as a +8 Skill modifier in Strategy, which he keeps "under wraps" through generous use of his Natural Aptitude/Acting Trait. When dealing with his new allies in the Magistracy of Canopus and (by extension) Capellan Confederation, the Introvert modifiers disappear.

Humphrey's fascination with botany and outdoor life is reflected by a +6 Skill modifier in Science/Botany and Survival/Woods, and it is when discussing such subjects that he seems to come out of his shell most.

LYRAN COMMONWEALTH

Trillian Steiner: A consummate diplomat in the truest Steiner traditions, Trillian has an elite-level rating in the Politician and Merchant Skill fields, as well as the Gregarious Trait. Unfortunately, her lack of military experience (evidenced by a green Skill rating as a MechWarrior) and her original birth status outside of the line of succession impairs her ability to win over members of the Commonwealth's entrenched nobility and military command, despite the blessings and confidence of her predecessor as Archon, Melissa Steiner, which translates to a –3 roll modifier for Leadership and Negotiation checks when interacting with those members of the Lyran leadership. Curiously, this weakness is offset by the rapport Trillian has cultivated with the leaders of Clan Wolf, Clan Wolf (in-Exile), the Republic of the Sphere—factions who all have experienced rocky relations with the Commonwealth in recent years, yet whose willingness to listen and respect Trillian translates to a +2 roll modifier to her Protocol and Negotiation rolls when dealing with them.

Melissa Steiner: Groomed for the Archonship, Melissa Steiner was a regular-level MechWarrior and a veteran-level Politician at the time of her death in 3143, with below-average Tactics and Strategy for one of her position (roll modifiers of +4 to both Skills). Nevertheless, her real weakness was overconfidence in her own superiority as Archon, which translated to a –2-TP Compulsion/Steiner Elitist Trait, and affected her dealings with anyone she saw as "lesser peoples" (namely the Republic of the Sphere, the Draconis Combine, the shattered Free Worlds League, and the Clans).

Roderick Steiner: Prior to 3137, Roderick Steiner was known as Roderick Frost, giving Roderick the Alternate Identity Trait in that time period. As General of the Armies, Roderick has a veteran-level rating as a MechWarrior, and an elite-level rating as an Officer, with a +8 roll modifier in his Strategy Skill. In combat, he possesses the Combat Intuition special pilot ability (see p. 225, *AToW*), and grants the forces under his command a +3 Initiative roll modifier and the Off-Map Movement ability.

Patrik Fetladral: As a Trueborn Clan Elemental, Patrik Fetladral possesses all of the benefits of the Elemental Phenotype, including Toughness and a Field Aptitude in the Clan Elemental Skill field (see pp. 121-122, *AToW*). As Khan of the Exiled Wolves, he is considered elite-rated in the Clan Elemental and Officer Skill fields, as well as a veteran-rated Politician, with +6 Skill roll modifiers in both Protocol/Lyran and Streetwise/Lyran. His presence in battle grants the Exiled Wolves under his command a +2 Initiative roll modifier and the Overrun Combat special ability. If the opposing force consists of Jade Falcons, Fetladral's command also provides his forces with access to the Zone of Control ability (see p. 193, *TO*).

Gareth Dineson: Like most of his family, Gareth Dineson harbors a deep hatred for the Steiner clan, but has suppressed that sentiment over the years by sheer force of will. To reflect this, Dineson has a –2-TP Compulsion/Hate Steiner Family Trait, but also possesses the Exceptional Attribute/WIL Trait and a +8 modifier for WIL Attribute Checks. Despite this, he has been (and still is) part of numerous conspiracies opposed to the last two Archons—an open secret that applies a –3 roll modifier in all Leadership, Negotiation, and Protocol Skill checks made when dealing with loyalist members of the Lyran nobility and military command.

As Margrave of the Commonwealth's Melissia Theater, Dineson is a veteran-level MechWarrior, and an elite-level Officer whose presence on the field grants those under his command a +2 Initiative roll modifier (+3 if defending against Clan Jade Falcon).

CLAN HELL'S HORSES

Gottfried Amirault: Gottfried Amirault is a veteran-rated Clan MechWarrior and Politician, but only a mediocre strategist (+4 roll modifier in that Skill). His unimaginative tactical style and leadership won more by political maneuvering and apathy among the ranks offers no significant benefits when he is in the field, and he possesses no special piloting abilities. The damage done to his credibility as a Clan leader after aligning the Hell's Horses with Malvina Hazen has resulted in a –3-TP Reputation Trait that even affects his interactions with his fellow Horses.

Fulk Lassenerra: Lassenerra is an aggressive warrior who holds elite-level skills as a Clan Aerospace pilot and Officer, and is regular-rated as a Politician. In combat, he possesses the Ground Hugger and Ride the Wash special pilot abilities (see pp. 65-66, *AToWC*), and their aerospace forces under his command receive the Ground Attack Specialists special command ability (see p. 193, *TO*). Though an ardent follower of the Mongol philosophy and once a champion for the Horses' alliance with Malvina Hazen, Lassenerra has begun re-evaluating his combat philosophy. His command still refrains from using Clan bidding and *zellbrigen*, but he now prefers to minimize civilian casualties where possible by avoiding all combat in urban centers unless they surround a viable military objective such as a factory complex, communications center, or military installation.

Sachiko Ravenwater: Loremaster Sachiko Ravenwater is veteran-level in the Clan MechWarrior, Officer, Politician, and Scout Fields. In battle, her tactical abilities grant the forces under her direct command the Off-Map Movement and Communications Disruption command abilities, while she herself possesses the Tactical Genius special pilot ability (see p. 225, *AToW*). While she believes in the "practicality" of the Mongol doctrine, her approach to shock tactics is measured and directed more against military targets than civilian ones.

These days, Ravenwater's advanced age is beginning to catch up with her. She suffers from advanced arthritis, which equates to a –3-TP Handicap Trait. Though Clan medicine keeps most of the pain at bay, she still cannot use Sprinting movement, and suffers double the normal Fatigue for strenuous activity.

CLAN JADE FALCON

Malvina Hazen: Malvina Hazen is an elite-level Clan MechWarrior and Officer, whose brutality manifests in the form of a –4-TP Compulsion/Bloodlust that replaces the normal Compulsion/Clan Honor Trait found in Clan warriors. In battle, Malvina and the forces under her direct command will never use bidding or *zellbrigen*, nor will they obey the rules for Forced Withdrawal. In addition, Malvina's ruthless tactics grants her troops the Forcing the Initiative and Overrun Combat special command abilities, while Malvina herself can make use of the Blood Stalker and Hot Dog special piloting abilities (see pp. 219-223, *AToW*). In combat, Malvina Hazen will always try to kill the pilots of any 'Mechs or vehicles she brings down, and will never hold her fire against any target identified as her enemy, even if the target is civilian, wounded, or surrendered.

Malvina's bloodlust frightens many even among her own Clan, but her success has also created a cadre of loyalists who think she's on to something. To reflect this, Jade Falcon warriors who attempt to challenge her—even verbally—must first make a successful WIL Attribute Check, with a –2 roll modifier, to gather the nerve.

Beckett Malthus: Beckett Malthus was a veteran-level Clan MechWarrior and Officer, but had elite-level Skills in the Politician field that reflected his mastery of the Clan's inner workings. His military prowess was unimaginative, and thus afforded no special benefits in battle, but as a master manipulator, he possessed the Exceptional Attribute/WIL and Gregarious Traits, which he used to sway opinions mostly to his own benefit.

Noritomo Helmer: Galaxy Commander Helmer holds to the tenets of Clan honor, despite the pressures of the Mongol doctrine under Malvina Hazen's regime. Because of this, if he is operating under Malvina's direct watch, his command suffers a –2 Initiative roll modifier that reflects his hesitation in following her more brutal orders, and his forces will only violate the rules of *zellbrigen* when they are either first violated by their foes, or when Malvina herself is present in the field. Helmer himself is an elite-level MechWarrior and Officer whose emphasis on minimizing collateral damage provides the forces under his command with the Sharpshooters special ability (see p. 193, *TO*).

Cynthy: Cynthy possesses the Introvert Trait and may even be Illiterate (or merely pretending to be so, at the gamemaster's discretion). Cynthy herself has no special abilities, but Malvina Hazen's possessiveness of her verges on a form of addiction. If deprived access to her "pet" for too long, Malvina will grow increasingly distracted, applying a –1 modifier to any of her own WIL Attribute Checks used to keep her Bloodlust compulsion at bay.

CLAN SEA FOX

Mori Hawker: Mori Hawker possesses elite-level ratings in the Merchant, Merchant Marine, and Politician Skill fields, but only a veteran-level rating as a Clan MechWarrior and Officer. Far more of an administrator than a fighter, his tactical style in the battlefield is unremarkable, and so he displays no special pilot abilities and provides no special tactical advantage to the forces under his command. His numerous challengers for the Khanship translate to a –4-TP Enemy Trait, but he also benefits from the Exceptional Attribute/EDG Trait.

Petr Kalasa: Petr Kalasa possesses elite-level ratings in the Merchant and Merchant Marine Skill fields, and veteran-level ratings as a Clan MechWarrior, Officer, and Politician. His tactical abilities provides the aerospace forces under his command with the Anti-Aircraft Specialists ability (see p. 193, *AToW*), while Kalasa himself can make use of the Eagle's Eyes special pilot ability (see pp. 69-70, *AToWC*). As a key architect in the founding of the Clan Protectorate, Kalasa also holds a +6 Skill modifier in Protocol/Free Worlds, and receives a +2 roll modifier for Negotiation Skill checks made within the reconstituted Free Worlds League.

Antoinette Labov: Antoinette Labov is elite-rated in the Merchant and Merchant Marine Skill fields, and veteran-rated as a Clan Officer and Politician with a +6 Skill roll modifier in Strategy. Her tactical command grants the forces under her the use of the Communications Disruption and Force the Initiative abilities, while her mercantile and political experience grants her a +5 Skill modifier in Protocol/Lyran, Protocol/Republic, and Streetwise/Lyran. She is also fluent in German.

WOLF EMPIRE

Alaric Ward: The truth of Alaric Ward's blood parentage is a –5-TP Dark Secret that he can (and has) killed to keep. He is an elite-level Clan MechWarrior and Officer, and—thanks to the tutelage of his genetic mother, Katherine Wolf (nee Steiner-Davion)—an elite-level Politician as well. In addition to this, he possesses the Exceptional Attribute/CHA, Fast Learner, and Natural Aptitude/Leadership Traits. In the battlefield, his presence grants all Wolf Clan forces under him not only the Overrun Combat ability, but also the ability to negate any one command ability the opposing team possesses.

Seth Ward: Seth Ward was an elite-level Clan MechWarrior and Officer who also possessed veteran-level skills in the Politician Field tanks to the support of Katherine Wolf. Physically, he suffered from the Unattractive Trait, and also possessed the Impatient Trait, but he also benefitted from the Natural Aptitude/Strategy Trait. In battle, Seth possessed the Demoralizer special pilot ability, and his presence on the field provided the forces under his command with the ability to Force the Initiative.

Garner Kerensky: Garner Kerensky's abilities as a Clansman are almost entirely martial in nature. He is elite-rated as a Clan MechWarrior, with veteran-level Basic Training and Infantry Skills to boot. Yet he is politically quite naïve, as evidenced by the fact that he has two –3-TP Enemy Traits that represent his in-Clan rivalries with the Wolves' Loremaster Liam Ward and Anastasia Kerensky. The Kerensky Bloodname, of course, affords Garner significant political power within the Clan, but his regular-rated Officer Skills and +4 Skill roll modifier in Negotiations demonstrate that he is weak in leveraging that asset.

Anastasia Kerensky: Anastasia Kerensky is an elite-level MechWarrior and Officer, and has veteran-level ability in the Martial Arts, Melee Weapons, and Small Arms Skills. Her tactical flexibility is obvious in her Combat Intuition special pilot ability and the Off-Map Movement special command ability she brings to the troops under her command. Despite her intimate understanding of the ways of the Wolf Clan and her blood-ties to the infamous Natasha Kerensky, Anastasia is seen as an outsider and upstart in Clan Wolf, especially after her years as a mercenary force commander and one-time friend of the Republic of the Sphere. As a result, she suffers a –3 roll modifier when dealing socially with any Wolf Clan officer of equal or greater rank to her (except for Khan Alaric Ward himself). Anastasia also has the Attractive Trait, and an Alternate Identity Trait that reflects the period of time where she went by the alias Tassa Kay.

RASALHAGUE DOMINION

Dalia Bekker: Dalia Bekker is a veteran-rated Clan MechWarrior and Officer, with the Natural Aptitude/Leadership Trait. She prefers conservative Clan tactics, including bidding and *zellbrigen*, and will only violate the Clan rules of engagement if her enemy does so first. Bekker's idealism is strong, but does not control her quite to the level of a Compulsion. Forces under her command normally receive the Banking Initiative special ability, but against bandits, Clan Nova Cat, or Clan Jade Falcon forces, this ability becomes Overrun Combat instead, as her tactics grow much more aggressive.

Hjalmer Miraborg: The civilian leader of the Dominion, Prince Miraborg is a veteran-rated Clan MechWarrior and Officer, but only a regular-rated Politician. Miraborg suffers from having the Impatient Trait, and prefers quick solutions to lengthy debate. This hampers his ability to work with many of the civilian planetary governors and lower caste factors he is tasked to represent, applying a –2 modifier to Negotiation and Protocol rolls made when dealing with such individuals, but when interacting with Clan military officers, this becomes a +1 roll modifier instead.

Lars Magnusson: Lars Magnusson is a veteran-rated Clan MechWarrior and Officer, and also a veteran-rated Politician. Though he was trained and raised as a warrior of the Magnusson Bloodline in Clan tradition, he also embraced the noble heritage of his ancestors as well, a fact that lends him a +1 roll modifier to any CHA-based Skill check he requires when dealing with Inner Sphere nobility. A defensive commander, his presence in the field grants those under his command the Banking Initiative special command ability, and a +2 Initiative modifier when acting as the defender. If forced to mount an offense, these abilities are lost.

RAVEN ALLIANCE

Sterling McKenna: McKenna is an elite-level Clan Aerospace Warrior, Officer, and Politician with veteran-level ratings in the Ship's Crew and Pilot–WarShip Skill fields and the Natural Aptitude/Acting Trait (which she tends to use both for seduction and political negotiation). Her prior relationship with Harrison Davion brought her closer to the Federated Suns, and grants her a +5 roll modifier to the Protocol/FedSuns Skill (her corresponding modifier when dealing diplomatically with the Draconis Combine is only +4). Years of service along the Combine border have granted her the ability to negate one of her opponent's special command abilities if they hail from the Draconis Combine, while she herself possesses the Demoralizer special pilot ability (see p. 225, *AToW*). Aerospace forces under McKenna's direct command on the battlefield gain the Ground Attack Specialists command ability (see p. 193, *TO*).

Iqbal Lankenau: SaKhan Lankenau is elite level in the Clan Aerospace Warrior, Officer, and Pilot–WarShip Skill fields, and veteran-level in the Politician and Ship's Crew Fields. He possesses a +8 Skill roll modifier in Strategy and his presence in the field can negate one special command ability in any opposing force—but only where the arena of battle is exclusively in space. As something of a space naval warfare supremacist, Lankenau's command offers no tactical benefits in battles where ground forces are an integral part.

Christián Avellar: Avellar is veteran-rated in the Politician and Journalist Skill fields, but possesses a –2-TP Compulsion/Hedonist and a –4-TP Handicap (morbid obesity) that renders any strenuous physical activity extremely fatiguing. He also harbors a –1-TP Compulsion/Distrust of Snow Ravens Trait that—combined with his lifestyle—impose a –4 modifier to all social Skill rolls he makes when interacting with any of the Snow Raven leadership.

PERIPHERY STATES

Ilsa Centrella(-Liao): Danai Centrella-Liao is not Ilsa's sister, but her daughter via an incestuous relationship with Daoshen Liao. This fact is a –4-TP Dark Secret Trait that Ilsa shares with her brother (and Danai), and which she actively keeps secret with help from the Capellan Maskirovka (as Daoshen's delusions of godhood make him far less discreet).

Ilsa is an elite-rated Politician, with a +7 Skill roll modifier in Strategy and Protocol/Capellan, and a +6 Skill roll modifier in Protocol/Andurien. She also possesses the Exceptional Attribute/INT and Natural Aptitude/Acting Traits. Though trained as a MechWarrior, she is only regular-rated in that regard (but veteran-rated as an Officer). Ilsa has inherited her father's belief in the importance of the state over the individual good, and in her reckoning, the welfare of Magistracy of Canopus comes before that of the Capellan Confederation—and both come before her own well-being.

Kaff Doru: Kaff Doru is a veteran-rated MechWarrior, and an elite-rated Officer and Politician. He possesses the Patience and Natural Aptitude/Strategy Traits, and his presence in the field grants the Taurian forces under his direct command the ability to use the Banking Initiative special ability, as well as a +2 modifier to Initiative and Morale rolls. As leader of a military junta, Doru tends to suffer a –2 Skill roll modifier on Negotiation checks made when dealing with leaders of the Concordat's civilian sector, but his calmer leadership than past regimes has been reducing the number of holdouts more and more every year.

Sam Calderon: Sam Calderon is a regular-rated MechWarrior and Officer, but a veteran-rated Politician. His difficult childhood has left him with a mild case of depression, but one he manages easily. This is

reflected by a –1-TP Compulsion/Depression, with a +7 WIL Attribute roll modifier. He also benefits from a +8 CHA Attribute roll modifier, which enables him to easily charm others or conceal any outward signs of uncertainty, stress, or sadness he feels on a daily basis.

Ignatius O'Reilly: Ignatius O'Reilly suffers from the Impatient Trait and a –3-TP Compulsion/Bipolar Disorder Trait. He is a regular-rated MechWarrior and Officer and a veteran-rated Politician whose battlefield presence provides a +1 Initiative roll modifier for the Marian forces. He also has a +5 Skill roll modifier in Art/Poetry and Interest/Horticulture. Catching O'Reilly on a bad day (or mood swing) can result in swift and violent reactions, but catching him on a good day can prove rewarding to whoever crosses his path. To reflect this uncertainty, the gamemaster should make a "mood roll" in the form of a WIL Attribute Check, using a +3 Attribute modifier (which also incorporates the –3-TP value of his Compulsion). If O'Reilly fails, his mood that day is sour, and the severity of his reactions may be decided based on the Margin of Failure.

John Joseph Gardiner: Prime Minister Gardiner is veteran-rated in the Politician and Lawyer Skill fields, and a regular-rated Farmer (use the General Studies Skill Field, and assign "Farmer" to the Career and Interest Skills there). He possesses the Gregarious Trait as well as a –2-TP Compulsion/Pro-FedSuns Trait, which he uses in his current position to drum up support for the beleaguered House Davion among his fellow Coalition citizens. His diplomatic overtures to the Suns also give him a +4 Skill roll modifier in Protocol/FedSuns.

MERCENARIES

Thomas Brubaker: Thomas Brubaker possesses veteran-level skills in the Clan MechWarrior Field as elite-level Skill in the Officer Field. His presence in the battlefield grants his fellow Wolf's Dragoons a +2 Initiative modifier and the ability to ignore Forced Withdrawal rules.

Evan Kell: Before his death in 3142, Evan Kell was a veteran-rated MechWarrior and Officer who possessed the Natural Grace and Demoralizer special pilot abilities (see pp. 224-225, *AToW*), and whose presence in the field granted his fellow Kell Hounds a +2 Initiative roll modifier. Due to the loss of his left eye, Evan suffered a –3-TP Poor Vision Trait, and his reputation for carousing earned him a –2-TP Reputation Trait (which was often offset by a combination of his rank, name, title, and the Gregarious Trait).

Callandre Kell: "Calamity" Kell was not groomed to lead the Kell Hounds, but she has taken to the role admirably. She is a veteran-rated MechWarrior and Officer who possesses both the Combat Intuition and Antagonizer special pilot abilities (see p. 225, *AToW* and p. 69, *AToWC*, respectively), and her presence grants her command a +1 Initiative roll modifier (+3 versus Jade Falcons). Unfortunately, though she holds the respect and devotion of her warriors, Callandre's past propensity for troublemaking (which, in its day, won her a –3-TP Reputation Trait) has become a single-minded dedication to punishing the Jade Falcons for the near-eradication of the Hounds, represented by the –3-TP Compulsion/Vengeful and a –3-TP Enemy/Clan Jade Falcon Traits she now possesses.

Dragan Fletcher: A Bloodnamed, Trueborn Elemental of Clan Hell's Horses origin, Fletcher possesses all of the benefits of the Elemental Phenotype, including Toughness and a Field Aptitude in the Clan Elemental Skill field (see pp. 121-122, *AToW*), as well as the Patient Trait. He is an elite-rated Clan Elemental and Officer, and veteran-rated in the Infantry and Infantry–Anti-'Mech Skill fields. Though a capable warrior, Fletcher's command of the Wolf Hunters is less than inspiring, and grants no special modifiers to the command.

COMSTAR

Malcolm Buhl: Though some might see Malcolm Buhl as a "closet Neo-Blakist," his actual political leanings are more akin to the ComStar of the Succession Wars, which preferred to act far more covertly in its dealings with the Inner Sphere. This attitude comes naturally to a man who publicly runs a ComStar think tank, but who actually represents the Order's hidden (and technically illegal) covert operations division. To reflect all of this, Buhl possesses the Alternate Identity and In for Life Traits, as well as a –5-TP Dark Secret Trait. He is also a veteran-rated in the following Skill fields: HPG Technician, Manager, Analysis, and Covert Operations, and elite-rated in Communications and Intelligence. He is combat trained (regular-rating in Basic Training and Infantry Skill Fields), but rarely resorts to violence, preferring instead to use operatives and other deniable assets against any threats.

Carole Ackerman: The director of the DeBurke Institute is the public face of ComStar's think tank, and in that capacity, Ackerman—while certainly aware of ComStar's secrets—is more or less exactly as she appears. She possesses the Tech Empathy Trait, but her knowledge of DeBurke's role as a public agency tied to ComStar covert ops also represents a –5-TP Dark Secret Trait. She is elite-rated in the HPG Technician and Manager Skill fields, as well as veteran-rated in the Communications and Scientist Skill fields. (As a scientist, Ackerman's area of expertise is Hyperspace Physics.) Her additional capacity as a public face for ComStar has given Ackerman a +6 roll modifier in the Acting Skill.

Tucker Harwell: Tucker Harwell is, in essence, a savant. He possesses the Tech Empathy Trait, as well as the Exceptional Attribute/INT and Natural Aptitude/Comms/HPG Traits, but he also suffers from a –3-TP Compulsion/Paranoid Trait and a –3-TP/Idealist Trait that makes him at once hyper-critical of anyone's moral faults and acutely fearful that he is being hunted and watched by those who feel he "knows too much" (the fact that he tends to be right about the latter notwithstanding). Harwell is elite-rated in the HPG Technician Skill field, and veteran-rated in Technician–Civilian and Scientist Skill fields (his area of scientific expertise being Hyperspace Physics). He has also acquired basic unarmed and small arms combat skills (+3 roll modifier to Martial Arts and Small Arms), as well as veteran-quality Security Systems Skills.