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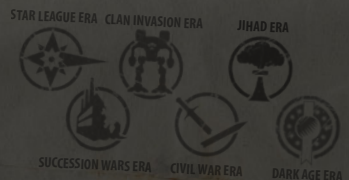
STRATEGIC ANALYSIS...

Over ten years ago, as the second Star League died, the Word of Blake unleashed its wrath against the combined realms of the Inner Sphere and the Clans. Using every weapon in their arsenal, from strategic misdirection and the exposure of state secrets, to biological, nuclear, and chemical attacks, the Word's war struck every power where it hurt most. Factories were razed, capitals fell, and loyalties were shattered.

But eventually, the leaders of the Inner Sphere's ancient warring factions recognized the true threat, and united behind a bold new freedom fighter to bring down the Word of Blake's bastion of power: Terra. Though the war still rages on, and the Blakists' Master yet lives, the followers of Devlin Stone know all too well that victory today may only pave the way for the wars of tomorrow.

Field Report: DCMS describes the state of the Draconis Combine in the wake of the events described in *Jihad*

Hot Spots: Terra, including the overall military and logistical condition of one of the Great Houses who stood against the Word of Blake menace. Battered, but unbowed, by enemies both within and without, the armies of House Kurita remain a force to be reckoned with, as a new age dawns...



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FIELD REPORT: DCMS



TO: Devlin Stone
FROM: David Lear
Date: 19 August 3079

Continuing in my update reports regarding our various “competitors,” I’ve uploaded and attached a full analysis of the Combine’s military strength—as far as Marcel and our nascent intel network can pull together. He managed to tap into Chandrasekhar’s data resources—including a few avenues cultivated by his *Mirza*, Peter Abdulsattah, which Chandy may not have even known about. What’s nice is that much of the data we managed to mine from these resources has confirmed a good number of our assumptions and pointed out some discrepancies that we’ve been able to correct.

I can safely say the Draconis Combine could indeed be an enemy in the near future. However, there does exist a strain between House Kurita and the Dragon’s forces, though it is only discernable to the most astute. Nonetheless, we must be prepared for the possibility of immediate confrontation if political avenues are cut off; therefore the fullness of the report in front of you. Because the last comprehensive report was done before the dissolution of the Second Star League, we’ve attempted to examine the shifts and changes that have occurred in the DCMS since its battering by both the Blakists and the Black Dragon terrorists.

I do warn you, however: tread wisely upon the decisions you need to make with House Kurita and their forces. Though battered and broken in many places, the DCMS is still a very capable and dangerous threat due to its newfound core of fanaticism and devotion among its survivors. One wrong step, one bad deal, and the Combine will not hesitate to hit us with everything it has and then some.

That said, I do not expect any future border shared between us and the Dragon to be much of a hot spot if we accomplish our goals diplomatically. I do expect elements in the Combine to look for “relief valves,” however, but the Federated Suns and possibly the Outworlds Alliance would be better targets in that regard.

What we will need to monitor is the Kuritan population within our own boundaries. Doubtless the loyal fervor demonstrated by Combine troops in our recent campaigns has filtered down into the populace; it’s a common fact the Voice of the Dragon trumpeted long and loud the successful exploits of the Kuritan soldiery. National pride within the Combine is at an all-time high—on some worlds, even rivaling that of the Confederation—and it would be foolish to think that has not translated in some manner to those finding duty stations and settlement within our rebuilding efforts. We should focus and play on that honor and find a way to turn it to our purposes; our stability will be better for it.

One last thing to keep in mind as you peruse the force summaries we’ve prepared: the DCMS has recently shifted to a more combined-arms approach fused with their honorable bushido style. As such, they’ve taken to reporting the total of their force concentration, including supporting elements into their rosters rather than the BattleMech-centric emphasis that’s so traditional today, as such a standard DCMS regiment tends to bill its full force strength of three to five regiments, which are dominantly armor and infantry. We suspect this is an attempt to bolster their own commanders with a sense of largess, and also to over-inflate their previous listings so would-be adversaries will be less apt to invade. To mitigate this, the entries described in the Forces chapter are reverted to traditional style, emphasizing nominal BattleMech strength except where otherwise noted.

HOW TO USE THIS BOOK

Field Report: DCMS is a *BattleTech* supplement designed to provide players with information about the state of the Draconis Combine Mustered Soldiery (DCMS) in the aftermath of the liberation of Terra during the Jihad (and before the eventual formation of the Republic of the Sphere).

This first section of this book—the *Combine Overview*—is divided into two broad sections, a *Strategic Update* and the *Goals of the Dragon*. *Strategic Update* is a brief overview of the DCMS’ current condition and perceived objectives, while *Goals of the Dragon* presents the political and suspected military benchmarks the Kuritans are likely to use in the future.

The next chapter, *Logistical Status*, covers the state of *Academies and Command Centers* throughout the Combine, while *Infrastructural Integrity* will present an overview of the state of DCMS support units in the wake of the Jihad.

The next chapter, *Military Readiness*, will present a specific update on the status, officers, and notable events of the various brigades of the DCMS, with an eye toward their likely future employment. Included are ratings for the experience and estimated combat strengths of each regiment within the subject brigade.

Finally, *Irregular Forces* covers the currently independent Azami (Arkab) forces and what few state-employed mercenaries remain.

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Special Thanks: As ever, to my incredibly supportive wife of fifteen years, Rianne, who indulges me my dabbling in this amazing universe. And to Mark Maestas, who planted the seeds of the *Kouki no Otakebi* in an email discussion in 2009.

Developer’s Note: For more information about the Draconis Combine Mustered Soldiery, or the state of warfare before and during the Jihad, see *Field Manual: Draconis Combine*, *Field Manual: Updates*, *Jihad Hot Spots: Terra*, or *Technical Readout: 3085*.

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COMBINE OVERVIEW

The Draconis Combine has come far in the years since its “miracle victory” in 3039, and yet in many ways, it has advanced little. Undergirded by Theodore Kurita’s persistent reforms among the military, the sudden and brutal Clan onslaught, and then the horrific brutality of the Jihad as well as its own internal war of ideology, the DCMS slowly evolved the harsh *bushido* code of the past into a fiercely driven war machine that rivals the Confederation in fanaticism. While rumblings of dissent and questions of loyalty still persist deep within the Combine, they are singularly united in their undying devotion to the Dragon. This attitude makes them a dangerous opponent if awakened, but malleable when passive.

STRATEGIC UPDATE

The Combine’s willingness to place loyal troops under Coalition control speaks volumes, even though (in true Kuritan fashion) they never put voice to it. Truth be told, it is solely because of the extent of the damage done to the DCMS from within and without that they even considered our initial proposal of a joint invasion. We’re fortunate fate conspired in such a way; simply put, the Black Dragon uprising nearly shattered the Combine’s ability to produce war material and almost bled the realm dry of troops, resources, and leadership.

Interestingly, it was the Combine’s own policies that saved it from complete destruction. It is well known that the Combine’s state-sponsored press and public services have a tight control on the dissemination of information, often more strict in execution on some worlds than those of the Confederation. Holding tightly to its communications practices, word of Black Dragon actions in nearly fifty systems was slow to spread; indeed, we saw evidence of this—through its *absence*—in the multiple reports delivered by ComStar and ISAP. We suspect that the claims of the Primus as an O5P agent has much to do with this as many an investigation has uncovered that many worlds affected by a *Kokuryu-kai* coup underwent “HPG maintenance” that lasted just a bit longer than the system’s destabilization. As such, much of the Society was cut off from itself as the rebellion struggled to take hold.

The communication blackout cut both ways; the raging conflicts on several worlds also kept the DCMS High Command from effectively moving several regiments into better position to defend against the Word’s predations. As such, several highly important industrial and political worlds such as Benjamin, Dieron, and Quentin fell, denying their power and resources to the DCMS and in some cases, becoming horrific meat grinders that became unwinnable simply because there was little force available to bring to bear. When considering the circumstantial evidence that the *Kanrei* himself may be a closet Black Dragon, it does shed a different light on various troop movements during the evolving crisis.

The breakdown of effective command and control took its toll. The Combine found itself in border skirmishes with the Federated Suns and Clan Snow Raven, adding to the confusion. The Combine defenses further deteriorated as District Warlords and Prefecture governors vied for control of DCMS assets and the various planetary militias, erratically shuffling forces around in offensive and defensive actions. In the end, the Combine was forced to sacrifice parts of itself in order to save the whole.

Interestingly, the more the Combine was beaten, the more its innate mistrust of all thing non-Kuritan came to the surface, even within its borders. There are a myriad of examples of this, the most telling being the Combine’s response to the Azami revolt on Algedi in the early 3070s and the continual problem we have seen between liberated worlds and the garrisons assigned to them. It seems that nationalism is the salve the Combine used to bind its wounds, making its warriors beyond fanatical and its citizenry stubborn. The prevailing Kuritan attitude is personified in *Kanrei* Minamoto; as he swings, so apparently does the Dragon. Even with the Coordinator on the throne once again, Minamoto appears to be the will and soul of the Combine; many of the *Kanrei*’s strategic and deployment orders are very contrary to the will of the Coordinator, yet Hohiro does little to enforce his authority. The relationship hearkens back to that of Takashi and Theodore Kurita in the 3050s.

Because of this supposed fragility, we must make every attempt to work with the Coordinator directly and politically while taking care to not cross the *Kanrei*’s own sense of honor. If negotiations fail, there will be war. There is simply no other option for the Combine’s wounded pride.

PRECIPICE

General Lee:

Truly you misunderstand the honor of the Dragon in your recent “adjustment” of my orders.

I do not understand why it is deemed important that these planetary militias from the Federated Suns be tasked with defending the liberated worlds of Telos IV and Deneb Algedi. The recent arrival of the Valexa Militia on Deneb Algedi is nothing short of a blatant disregard for the people of the Combine and all they have endured.

It is my responsibility to safeguard all of the Dragon’s citizens. By your overriding orders, you have undone many months of planning and logistics that my staff and I have conducted. The Combine’s people deserve to be protected by their own House, not the sycophants of one of our ancient enemies! To put such “weekend warriors” in place jeopardizes these systems’ defenses, not to mention the local morale.

I strongly suggest you reverse your orders and allow the Toguran Military Garrison and the New Samarkand Militia redeploy to their original assigned worlds. I have already received complaints from the commanders of these garrison forces over their forcible redeployment to worlds in the Marik Theater; you threaten not only our command integrity and troop morale, but the stability of these worlds so recently freed.

I cannot be responsible for what may happen if the situation continues to worsen.

—Missive from the office of the Gunji-no-Kanrei, 29 March 3077, provided by General Belle Lee

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GENERAL ORDER NI JUU SAN

In the name of the Coordinator, as of this notice, all active DCMS forces within the boundaries of the former Word of Blake Protectorate will execute an orderly redeployment to locations within the Combine. Specific destinations and routes of transit will be found in the attached file.

It is the determination of the Coordinator and his attendant Warlords that the duty of the Draconis Combine with regards to General Lee and Operation SCOUR is at an end. All stated objectives as agreed upon by *Gunji-no-kanrei* Minamoto and *Tai-shu* Kurita have been achieved.

The worlds held captive by the former Protectorate will remain under the governance and general orders of General Stone and Coalition forces at this time. Commands that do not execute their attached orders within the stated timeframe will be dealt with harshly. The Coordinator asks the people and warriors of the Dragon for patience and their duty in fulfilling his wishes.

Currently, all standard planetary militias assigned to humanitarian and defense duties within the former Protectorate will remain in place for the time being. Arrangements are being made through ComStar for additional personal communication privileges. Militia commanders will note specific orders attached to this message.

The Coordinator expresses his deepest gratitude to those who have served and sacrificed during the recent operation. Because of the Dragon's many claws, success was inevitable in bringing down the Yellow Bird. Our warriors showed themselves to be the pinnacle of bushido and through their courage, dedication, and honor, showed the universe the power and beauty of the Dragon uncoiled.

*The petals fall swiftly
Honor, courage, warrior's will
Dragon remains whole*

—Boilerplate introduction by *Gunji-no-Kanrei Kiyomori Minamoto* to DCMS General Order 3079-23, 1 July 3079

GOALS OF THE STATE

The current goal of the Combine can be simply stated: survival.

The Black Dragon's ill-fated coup managed to bring to the surface issues that have been bubbling since the late Theodore Kurita assumed the position of *Gunji-no-kanrei*. Coupled with the sudden onslaught of the Word of Blake when its offer of help was rebuffed on Luthien, the cracks in the Combine's military and industrial leadership broke to the surface, exposing critical weaknesses that the Dragon acted quickly to cover up.

The Society's actions, though disjointed and uncoordinated, have had a major ripple effect across the Combine's industrial landscape. LAW's own internal struggles—a corporate civil war that eerily reflected the national issue—ground military production to a near-standstill. Many of the Combine's other manufacturers rely heavily on LAW's outlying interests such as endo steel manufacturing, raw ore mining, and variable ownership stakes in several other manufacturers. As LAW fractured, the discord spread to nearly every other outlet the manufacturer had its fingers in.

As a result, the DCMS found itself short on critical components and supplies while its manpower came under fire from every direction. Rapidly losing effectiveness, the Combine had to resort to a defensive stance out of desperation. Only as it slowly brought its house in order did the Dragon finally begin to shake itself loose.

Despite the actions of its forces in SCOUR—hyped to unheard-of levels by the Voice among Combine worlds—the Combine has undertaken little in the way of offensive operations. A close examination of its deployments and troop movements only show the continuation of its brutal tactics to flush out and exterminate the Society, though it will be impossible to completely eradicate them. Resupply and repair is in chronic short supply even for the DCMS' most honored units, indicating that despite the Coordinator's claims, the Dragon's military industry is still well behind where it should be.

Consequently, it appears that our means may be achieved by looking to the Combine's past. The formation of the Rasalhague state came about out of military and political necessity; a similar approach should be considered here. However, it is highly important we do not forget that the Combine of the present is more representative of a cornered and badly wounded animal. The correct political approach using their perspective will net large gains for us, whereas an approach that is heavy handed will see the Dragon lash out with everything they have, even if it means killing the nation as a whole simply to save its honor.





LOGISTICAL STATUS

The Combine's internal struggles, coupled with external threat of the Jihad, strained every resource available to House Kurita. The realm seems to have survived this last decade more from an iron will; as it rebuilds, it is relying more on various cults of personality and a strong sense of duty, rather than cohesive strategic thinking and a solid command structure. Shades of distrust still linger as the effects of the *Misogi* War wear off, with many privately—but only privately—questioning the honor and integrity of their peers and commanders.

ACADEMIES AND COMMAND CENTERS

One of the more welcome surprises of the Jihad has been that nearly all of the DCMS academies made it through unscathed. Recruitment and applications at all war colleges are up by a factor of ten, giving Combine leaders a large pool to sift through. With manpower an issue even on the planetary militia level (many militias in the Dieron, Kessel, Xinyang, Togura, and An Ting Prefectures were stripped for our use as garrison forces in Operation SCOUR), fewer applicants are being turned down, and record numbers are being admitted into the many infantry programs that exist on nearly every world.

The loss of the Galedon Military Academy was the biggest blow to replenishing the Galedon Regulars and growing battlesuit formations across the DCMS. Of more important note is the loss of several key tactical instructors from the GMA and other academies who were gathered for a decadal conference at the time of the Snow Raven attack and subsequent plague on Galedon itself. An Ting University is also an effective dead end, as the system remains under strict quarantine.

The new Algedi War College, opened in 3075, has been flooded with applications—although those who do not possess an Azami background are presently excluded. The AWC quickly adopted a new mobile warfare division, paralleling the increase of military vehicle manufacture on the various Arkab worlds. Roughly ten percent of the AWC's first graduating body was "volunteered" to various DCMS line units as an act of good will to the Coordinator.

With the increase of recruits to the various academies, many programs have begun opening up new lines of curricula. Though the MechWarrior programs still remain the most difficult to enter, a greater number of recruits are finding themselves in the battlesuit and tank corps. The Dover Institute for Higher Learning even debuted a new aerospace program in 3075, graduating nearly six full ship crews by 3077.

The Dieron District Gymnasium reopened in late 3078 after having been shut down for over a decade. A disproportionate number of ISF agents were among the first class of battlesuit trainees. Conversely, the Aerospace and Interstellar Institute (AII) put its WarShip training program on indefinite hold by order of the Admiralty, while increasing the numbers of slots available for JumpShip and DropShip cadets. AII also opened a new officers' school on Dover under strict secrecy; from what we can determine, the new school is staffed with several surviving officers from SCOUR and is instructing veteran crews on the subtleties of fleet combat.

The Black Dragons did more to gut the DCMS MechWarrior officer corps than did the Word of Blake. All of the Combine's prominent MechWarrior academies—the Pagoda for Luthien Officers, Sun Tzu School of Combat, Wisdom of the Dragon, and Sun Zhang MechWarrior Academy—have added a stringent band of psychological and loyalty tests administered by both the O5P and ISF. The intense scrutiny has added time to the curriculum, slowing the graduation rate and washing out nearly twenty percent of the current classes. The failed students are then given a choice; enter a different MOS at the University of Proserpina (restarting their entire cycle), or accept reassignment as enlisted personnel at a planetary garrison of DCMS choosing. It is hoped by High Command that the strict testing cycle and harsh penalties will weed out future malcontents, with rejections projected to taper off in less than a decade.

SAFEGUARDING THE WOUNDED HEART

The last decade did much to showcase the power of the DCA—and defang it.

Four WarShip captains and their crews sided with the Black Dragon coup. Of these, the *Galedon Explorer* was crushed by Clan Snow Raven in July 3068 before she could do anything rash, the *Urizen II* was destroyed over Avon by defending Clan Nova Cat ships, and the *Winds of Heaven* was retaken by ISF forces. The *Sabre Cat*, a valuable prize from Task Force Serpent, is still listed as MIA.

The naval battle over Benjamin in late 3072 was the worst such defeat for the DCA since the Reunification War era. The failed siege-breaking assault eliminated five Blakist WarShips but at deadly cost, with the Dragon losing the *Luthien*, *Swiping Claw*, and *Night of Agony*.

The *Siriwan* suffered destruction at Algedi during the Dragon's "gunboat diplomacy" efforts to cow the discordant Azami Brotherhood. Of the three WarShips assigned to the Coalition's Terran invasion, the *Takashi* and *Victory at Wolcott* perished, while the *Lair of Mighty Wyrms* recently returned to New Samarkand (joining the *Draconis Rift*) with much fanfare for its role in the Coalition's victory at the Titan yards.

As a result of these heavy losses, the DCA is highly reluctant to commit any of its remaining WarShips to offensive operations. With the Togura yards sabotaged beyond repair by Black Dragon forces and the loss of Dieron's major yard facility to the Word of Blake (and Clan Ghost Bear's "eagerness" to eliminate them) the Combine's last major naval yard capable of handling WarShips is at Midway, guarded by the *Amber Lotus*. Even there, plans are underway to convert some of the recently repaired facility into handling JumpShip construction to support similar efforts at Chatham, Altair, and Schuyler. With limited repair options available for its remaining WarShip fleet and with other units hurting for resources and material, it seems to be in the DCA's best interest to commit these expensive weapons solely to defensive operations.

One of the bigger mysteries was how the Combine built not one but two mobile factory ships at Dover. According to three independent

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sources—one of which was the late Chandrasekhar himself—the massive *Yamato* yard at New Samarkand wasn't dismantled and destroyed in early 3061 as previously announced. While done for public display (and certainly to mislead foreign intelligence), the yard was actually dismantled and shipped through various routes to Dover, where it was rebuilt near the system's fifth planet. The *Yamato* and *Mount Niitaka* hulls were then refit to new specifications, with Diamond Shark assistance on the factory components. The work took over ten years to complete and one can speculate just how dearly it cost the Dragon in terms of both material resources and in the Shark deal. The Combine is hoping both facilities will pay back in spades, especially since the *Ryū* is capable of repairing DropShips and even—to a limited degree—most JumpShips. Both the *Winds of Heaven* and the *Dieron Star* currently escort these black ocean behemoths as they begin operations.

The performance of assault DropShips and Pocket WarShips over the last few years, both against and for the Combine, has begun to spawn arguments within the DCA about a shift in naval doctrine. Already, research and development expenditures have gone up as much as ten percent among the Dragon's more aerospace-oriented firms. Whether this is just a trend or a true shift in strategic thinking, only time will tell.

Of more concern is the severe lack of JumpShips and DropShips assigned for military duty. With many of its vessels lost to the civil war and in SCOUR, the DCA has authorized the conscription of all civilian vessels in a system when militarily necessary, a situation that has been occurring regularly as DCMS forces shift their defensive priorities. As a result, commercial shipping is suffering, more so on trade lines to less important worlds such as the Azami Brotherhood and light industrial worlds. Commercial transport companies such as megalithic Isesaki Shipping have traded large amounts of equity for governmental assistance in building new vessels and shipyards, though this is more of a long-term plan.

Of particular note is the sudden emergence of Dover as a major shipyard system. The unofficial appearance of the *Yamato* alongside a Clan Diamond Shark flotilla was unexpected, as was the information we intercepted indicating the massive battleship is now a large mobile factory under the LAW corporate banner. The factory design rivals those found in Clan Wolf and Hell's Horses space; it is reasonable to assume the Sharks had a large part to play in the *Yamato*'s transformation. Rumors of another factory ship were confirmed earlier this year; the *Ryū* is similar to the *Yamato*, though dedicated to DropShip and aerospace manufacturing. Currently, nearly all remaining DCA WarShips are serving as the two behemoths' escorts.

The Dover yards have greatly increased their number of construction slips, each full with a new JumpShip frame. Additionally, new ground-based DropShip yards are under construction (or planned construction) at Dover and other locations, including New Samarkand, Togura, Luthien, and Xinyang. We suspect at least half of these new facilities will be constructing military assault DropShips, as the DCA now seems enamored with the concept ever since their astounding successes in SCOUR and at Terra.

Repairing the damage done is the Combine's immediate goal. They will achieve that goal within the next decade or two, barring another war. With their planning now fixed to the future, it is possible the Combine may outstrip the Federated Suns in production capacity within the next century. Currently, however, it is the Dragon's weakest point—and they know it.

The Kensai Kami remains in operation, though now with a two-year waiting list on the books. An expansion of the program to a satellite facility on Qandahar, catering to Azami and other minorities (such as women) within the DCMS, is being strongly considered. This has the backing of the Coordinator himself, (but with no comment from the office of the *Kanrei*).

Naturally, with the larger applicant pool has come a proportionate amount of rejections. As such, the Ministry of War has authorized an expansion of its Proving Ground concept, allowing approved corporations to designate funds to build and upgrade facilities across the Combine. Most of these graduates go on to serve in the planetary militias, with others being recommended to appropriate academies for advanced training or selected to beef up Kuritan corporate security forces outside the Combine's borders. In return, participant corporate interests receive exclusivity contracts and selective kickbacks to assist in rearming the Combine's depleted militias. The expansion has been widely accepted, with fresh troops entering militia service.

INFRASTRUCTURAL INTEGRITY

The Combine's war-making capability can be summed up in a word: shattered. While not widely reported in their press and kept a closely-guarded secret up through the Coordinator's office, the Black Dragon civil war delivered a serious blow to the Combine's infrastructure. Key assaults by the Word of Blake nearly brought the nation to its knees.

The damage done to the Combine's military economy by the failure of Luthien Armor Works (LAW) was more widespread than originally believed. Many of LAW's facilities on nearly seventy systems openly declared, sided with, or actively opposed Black Dragon power plays. Corrupted by the Society's propaganda and with Hoek Botterfield—a key Society leader—at the company's helm, LAW became a safe haven for thousands of Society supporters and collaborators. The Misogi War has uncovered numerous links to Society cells, including weapons, supplies, financial support, and other evidence; such corruption would crush a company in the court of public opinion. However, the Combine has gone a different direction out of necessity and survival.

Because LAW is one of the realm's top three military suppliers, destroying the company outright would cripple the nation's military supply chain. In part, the Combine's stranglehold on its media has kept this from happening while the Coordinator deals with the fallout of this corporate disaster. As a stopgap, the Combine has been freer in allotting licenses and certificates of incorporation to new and established companies, spurring an economic surge on some of the Combine's lesser worlds.



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BENJAMIN REGULARS

Hammered hard early in the Jihad, the Benjamin Regulars suffered greatly for their stalwart defense of their District capital, though the actions of the Sixth Benjamin overshadowed the honorable and valiant actions of its sister regiments. Despite the heavy blow to morale that their mass rebellion caused, the Regulars managed to sell themselves dearly in protecting one of the Combine's key worlds against the predations of the AFFS and the Word of Blake. At this time, the Regulars stand gutted and will not be a viable combat force for at least a decade.

CONDITION

The Second and Fifteenth Regulars managed to protect Benjamin from long-term Davion and Blakist occupation, though with major outside help from the Dragoons and Nova Cats. The two sieges of the world in the early 3070s nearly broke both regiments and their overinflated planetary militia support, with the Fifteenth declared "combat ineffective" by the DCMS Quartermaster in 3073 after a

disastrous attempt to reclaim the Prefecture capital.

The Seventeenth became the "poster unit" of the Regulars during SCOUR, with the VOTD doing numerous specials and propaganda pieces promoting the honor and ideals of the regiment to the Benjamin District populace. Not coincidentally, applications and recruitment from Benjamin District worlds has increased its pre-Jihad rate by roughly fifty percent. Word in the halls of the High Command is that the Warlords are considering transferring large blocks of infantry and light mobile regiments from several District militias to fill up the Regulars, giving them the appearance of force but with little BattleMech bite.

The Sixth, conversely, turned into the DCMS's pariah. Nearly two-thirds of the regiment sided with the Black Dragons, abandoning their posts and leaving less than a demoralized battalion in their wake. After the traitors were destroyed, the *Kanrei* struck the Sixth from the DCMS rolls, leaving its survivors in limbo. Coordinator Kurita apparently thought well of the honor of these loyalists and allowed them to remain as a functioning command through SCOUR, though they received no logistical support from the DCMS and supplies from Coalition stores were redirected to other units. (As you remember, General Lee's fights with both *Kanrei* Minamoto and *Tai-sa* Taylo regarding their resupply became legendary on the *Little Big Horn*.) The Sixth suffered heavy casualties in the fiasco on Wing and the last loyal member of the regiment died fighting alongside the *Kanrei* on Cairo.

With the Combine pinched for BattleMechs, it has placed the Regulars low on the Quartermaster's tables; as such, the DCMS is slowly rebuilding the Regulars with surplus vehicle armaments and using the excess recruitment to form several new infantry support regiments.

MORALE

Predictably, morale within the Regulars is questionable. Outside of the Benjamin District, the Regulars are viewed with disdain and dishonor, leading to substandard supplies and equipment. The Seventeenth has petitioned the *Kanrei* to continue with the Coalition to finish liberating the Protectorate, though doubtful for any adherence to our policies. They fight to erase the stain of the Sixth and the Black Dragons and prove their worth to the Coordinator.

REGIMENTAL STATUS

Second Benjamin Regulars

Reinforced Regiment/Veteran/Questionable
25% strength | 80% Upgraded
Current Base: Benjamin

Seventeenth Benjamin Regulars

Regiment/Regular/Reliable
30% strength | 100% Upgraded
Current Base: Alnasi

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DIERON REGULARS

The most progressive and pragmatic troops of the DCMS, the Dieron Regulars suffered the worst casualty rate in the Jihad to date, seeing some of the most brutal fighting in the war and suffering violent dissent. Over half of the Regulars have been destroyed, giving the DCMS scant defense among the valuable Dieron District worlds, a situation to keep in mind as we move forward.

CONDITION

The entirety of the Dieron Regulars' BattleMech force numbers less than three regiments in total, suffering almost seventy percent in losses across the eight regiments fielded in 3067. Much of this information has been glossed over to the general public; at some point soon the Coordinator will need to face the fact it cannot effectively defend the District border against future Davion or Ghost Bear adventurism.

The Second Dieron is most noted for leading the assault to retake Dieron from the Word of Blake in 3077. Having been held back for much of the Jihad, it hit the world at almost full strength, though it suffered grievous casualties during the campaign, including the loss of its entire command unit. The Second served with *Kanrei* Minamoto's battle group in SCOUR, suffering nearly fifty percent casualties on the drop into Cairo from heavy surface fire. They are currently the DCMS' most elite unit outside of the Sword of Light.

The Third blunted the initial Word of Blake assault on Dieron in 3068, holding out for several months using guerrilla tactics. Sadly, the regiment was run to the ground and captured before Dieron was liberated. Its few survivors were honorably discharged after surviving the Dieron prison camps; several moved on to join mercenary commands.

Joining the counterattack on Dieron, the Eighth pressed hard in forcing the door open at Fortress Dieron, each warrior selling himself dearly to establish a beachhead that Clan Ghost Bear's Alpha Galaxy ended up exploiting. General Lee used that fanaticism in her November push into Sydney, where the Eighth was destroyed piecemeal during the push through the western tunnel approach into the Sekkaris facility.

The Twelfth and Twenty-second suffered the brunt of the Diamond Sharks' wrath during the unfortunate incident on Nykvarn in mid-3070 (one of many events that have been suppressed by the Combine news services). The brutality of the Sharks' reprisal still has the High Command on edge, which will undoubtedly taint future dealings with the Clan.

The Fifteenth showed their true allegiance, seizing several worlds around Dyfed and Xinyang for the Black Dragon Society in 3068. Though they put up a stiff resistance when the Seventh Sword of Light arrived in 3075, the Fifteenth broke apart into small terrorist groups and were the probable cause of several mass terror attacks—several of which used dirty bio weapons—across the Benjamin District from 3076-77.

The Fortieth Dieron split allegiances, stranding their loyalist half on Kessel, where they died defending the world against a Blakist raiding force. The remainder joined the coup on Luthien and was wiped out when the Ghost Bears "liberated" the system.

The Forty-fifth was nearly disbanded after suffering over ninety percent casualties on Moore during the infamous "Day of Fire" incident in 3069. Though the command is still listed as active on the DCMS rolls, it has not received any resupply or recruits. Most likely, the Forty-fifth is being used as a paper tiger until production capacity and graduation rates can catch up.

MORALE

Having suffered the worst damage in the DCMS over the last twelve years, it would be easy to assume that morale within the Regulars would be at rock bottom. Yet despite the treasonous actions of some, and the horrible losses in several campaigns, morale remains high. The survivors seem to believe they've made it through some kind of purification rite—not surprising, considering the strict tenets of *bushido*—and thus, they are the chosen core of a new breed of Combine warrior. This fanaticism will likely weed out any remaining Black Dragon holdouts and will make the Dieron Regulars a dangerous foe...after a few decades of rebuilding.

REGIMENTAL STATUS

Second Dieron Regulars

Regiment/Elite/Fanatic
40% strength | 100% Upgraded
Current Base: Dieron

Twelfth Dieron Regulars

Reinforced Regiment/Veteran/Reliable
40% strength | 80% Upgraded
Current Base: Luzerne

Forty-fifth Dieron Regulars

Regiment/Green/Questionable
5% strength | 100% Upgraded
Current Base: New Samarkand

Twenty-second Dieron Regulars

Reinforced Regiment/Regular/Reliable
25% strength | 100% Upgraded
Current Base: Schuyler

FIELD REPORT: DCMS



GALEDON REGULARS

Much has been expected of the Galedon Regulars in the past, and over the last decade, much was required. The Regulars draw many of its soldiers from the Galedon District, including two of the Combine's premier academies. Rebuilding after the disasters that have befallen the Regulars over the last several years will not be insurmountable, but the loss of Galedon and its academy will play a large role in the quality of troops regained. The Galedon Regulars consider themselves to be bearers of the Combine's illustrious military history, which the Coordinator will undoubtedly use as a rallying cry in rebuilding the DCMS.

CONDITION

The Jihad barely touched the Galedon Regulars, if only considering conflict with the Word of Blake and its minions. Yet, since 3067, the Regulars have seen more than their share of Clan fighting, widespread plague, civil war, and deadly miscommunication. As a result, only three of the prestigious regiments in this brigade still survive, with a total strength barely exceeding two regiments of BattleMech forces.

The Fifth Galedon can be considered the most experienced of those that remain. Shifted to Bad News early in the Jihad to defend against potential Snow Raven aggression, this command suffered its only losses to predation by pirates based somewhere near Port Krin. The pirate bands were somewhat organized, indicating a possible alliance or worse, but there have been no further attacks since 3073. Since then, the Fifth has been requesting permission to test the defenses of Alliance border worlds.

The Twelfth and Twenty-first perished on Galedon. Little is really known about their last days on the planet. Many reports have both regiments working in concert to desperately maintain martial law, often with violence, as evacuees lifted. It is presumed both were destroyed in the Snow Raven "cleansing" of the system.

The Sixteenth and Nineteenth were relocated to the Tabayama Prefecture when Clan Snow Raven began its reprisal attacks. Neither saw action against the Ravens. The Sixteenth came under fire from Black Dragon forces on Senorbi in early 3068 and in late 3071 suffered extensive casualties from a coordinated terror attack by a disgruntled yakuza *oyabun*. The Nineteenth spent much of the Jihad showing the flag across the Tabayama Prefecture, calming a jittery populace.

The Thirty-second was based on Imbros III when it was assaulted by Mobile Fire in March 3069. Broken from constant suborbital attacks and artillery strikes, the bulk of the Thirty-second capitulated and spent much of the Jihad in "re-education camps" on Imbros III and Yorii. In January 3077, the survivors took advantage of the planet's weakened defenses when Clan Wolf attacked, seizing the nearby garrison. As the regiment readied itself to liberate the other camps, Clan Wolf forces strafed the garrison, then swept in and destroyed what appeared to be Protectorate forces mounting a counterattack. It was through the few survivors of the attack who managed to contact DCMS High Command that we were alerted to Khan Ward's unauthorized assault on Imbros III.

Few survivors remained from the Thirty-sixth, with only fifteen warriors found on Imbros III and sixty support personnel on Yorii.

The Forty-second Galedon were stranded on Kanowit in 3068 after their JumpShip assets fled the system in response to the regiment's siding with the Black Dragons. Kanowit remained under nominal Society control until 3074, when DEST teams assisted the loyal Combine citizens in overthrowing the rebels. The traitorous Forty-second was last seen lifting from Kanowit shortly afterward, during a brief visit by the renegade *Sabre Cat* and her small flotilla. The Coordinator has since struck the regiment's colors and declared its warriors *ronin*.

MORALE

Bent, but not broken, are the Galedon Regulars. Those who survive believe they are the chosen standard bearers of their rich heritage and will pass it on to those who fill the ranks in the years to come. The Regulars are practically worshiped in the Tabayama Prefecture from the Nineteenth's aggressive publicity tactics; recruitment is already at record levels from those worlds.

REGIMENTAL STATUS

Fifth Galedon Regulars

Regiment/Veteran/Fanatical
80% strength | 90% Upgraded
Current Base: Bad News

Sixteenth Galedon Regulars

Reinforced Regiment/Regular/Reliable
45% strength | 100% Upgraded
Current Base: Senorbi

Nineteenth Galedon Regulars

Regiment/Green/Reliable
85% strength | 100% Upgraded
Current Base: Kazanka/Tabayama



PESHT REGULARS

Once considered the easiest posting in the DCMS, the Pesht Regulars learned how hot the fires of war were with the coming of the Clans. Since the Clan invasion, the Regulars became fast experts in modern warfare but remained woefully underequipped. Scattered along the border with the Ghost Bears, the DCMS High Command could only reposition the Regulars in reaction to the Word of Blake's attacks. Because of the crimp on interstellar transport assets within the Combine, the Regulars were not instrumental in defending the Combine, with the exception of the Fourth. However, when we put the call out for Coalition forces, the DCMS quickly offered up these veterans of the Clan wars to invade the Protectorate.

CONDITION

Aside from the Fourth Pesht, the Regulars were incapable of handling threats from the Word of Blake but were in prime position to put down a rash of Black Dragon uprisings on the Periphery border worlds. The Pesht soldiers were systematic and enthusiastic, taking out their frustration on the enemies discovered within.

The Fourth Pesht held fast in the Word's first attack against their district capital in early 3069, forcing the attackers off-world within a month. However, with the Quartermaster Corps unraveling, supplies and rearmaments were slow in coming; the command had only replaced half of its losses when the Word's Forty-second Shadow Division and Twenty-ninth Division hit Pesht again in 3071. The Fourth Regulars sold themselves to the man, delaying the Word's advance long enough for many of the citizens of the capital to retreat into nearby mines, protecting them from the nuclear assault that flattened the city and the Regulars' few survivors.

The Sixth Pesht spent the first few years of the war stranded on Qandahar until transportation was freed up enough to move them to Kaznejoy, where they bolstered the border defenses against AFFS aggression. The regiment was originally tapped for Operation SCOUR, but was removed from the order of battle after an altercation with a Lyran unit on Lyons.

Inexperienced no more, the Seventh Pesht moved from SCOUR's reserve force and replaced the Sixth, fighting under Alys Marik's command. The Seventh made its presence known on Terra fighting alongside Devlin Stone on the North American continent, capturing the central gun command station at Devils Tower and suffering modest losses. The Seventh's warriors consider themselves the best of the Pesht units and their arrogance has begun to irritate their fellow Regulars.

The Tenth Pesht spent part of the Jihad stranded on Gravenhage and was the closest force available when the situation in the Qandahar Prefecture went beyond critical mass. Using every resource available, *Tai-sa* Jamie Richardson managed to scrape together enough transport to move his command quickly, saving untold thousands from execution at the hands of the Black Dragons. [NOTE: As per Precentor Martial Davion's request, I've put Lin in touch with Tai-sa Richardson. He would be a great asset in our future plans.]

MORALE

With most of the Pesht Regulars repositioned along the Periphery border worlds (those still considered trouble spots of Black Dragon activity) morale is borderline. High Command has tasked a rigorous training schedule to keep these forces focused, an endeavor meant to bolster the confidence of the fresh cadets now entering the rolls and to foster unit cohesion and camaraderie. Replacement material is trickling in but at a much slower rate than manpower.

Despite the Voice's media crackdown on the events that occurred in the Qandahar Prefecture, many of the Tenth's trideo footage and file reports have circulated within the Regulars. Despite their grumbling about their garrison postings, loyalty to the Combine and its citizens within the Pesht Regulars is at an all-time high.

REGIMENTAL STATUS

Sixth Pesht Regulars

Regiment/Regular/Fanatical
50% strength | 75% Upgraded
Current Base: Pesht

Seventh Pesht Regulars

Reinforced Regiment/Veteran/Fanatical
45% strength | 80% Upgraded
Current Base: Midway

Tenth Pesht Regulars

Reinforced Regiment/Regular/Reliable
75% strength | 85% Upgraded
Current Base: Schwartz/Bjarred/Tarnby

FIELD REPORT: DCMS



GENYOSHA/OTOMO/IZANAGI

The most symbolic forces of the Combine outside of the Swords of Light, the Genyosha, Otomo, and Izanagi Warriors can lay claim to being the most loyal. During the Jihad, these commands fought tooth and nail against the Combine's enemies, repeatedly proving their worth and loyalty to the office of the Coordinator. Because of their unquestioned devotion during the hard fighting, these forces are seeing much of their equipment and manpower being redirected to commands in need of rebuilding as the High Command hopes to spread their fanaticism and experience throughout the rebuilding DCMS.

CONDITION

Despite being shattered in several major conflicts, none of these loyal regiments actually broke in battle. Their exploits have become the stuff of legend among the Combine's underground press syndicates. While the High Command would never admit it, all four of these elite commands have been bumped up high in the DCMS' rebuilding efforts even as they redistribute their assets.

Reduced to less than half a battalion during the fighting on Luthien, the First Genyosha became the lightning rod of Combine resistance on the capital after the fall of the Otomo. During the occupation, the Genyosha folded in the remnants of the shattered Fourteenth Sun Zhang Cadre. The six remaining warriors of the Cadre elected to remain with the Genyosha after the fighting, developing a brutal training program for those replacements selected to rebuild the command and weeding out anyone with questionable loyalties, or less-than-veteran combat and leadership potential.

The Second Genyosha was settling in on Irurzun when the Black Dragons launched a coup in the system. A surprise strike by the corrupted Irurzun militia initially crippled the regiment. The world was briefly under Society control but ultimately failed after the Second led a successful six-month guerrilla campaign to topple the rebels. The regiment suffered a few AFFS-sponsored raids before their selection to join *Kanrei* Minamoto's SCOUR task force. Despite some friction with several Davion units, the Second performed admirably and was instrumental in maintaining the peace between Coalition forces and the citizens of occupied Tokyo on Terra. There have been rumors that several members of the regiment absconded with historical artifacts that belonged to the Kurita line during the nineteenth and twentieth centuries, but Marcel has still not been able to verify such an action.

Suffering a grievous blow to its honor in the initial coup on Luthien, the Otomo and the Izanagi Warriors lost seventy-five percent of their leadership within the first fifty-five hours of fighting. Regardless, the elite soldiers of the Coordinator's bodyguard units adjusted quickly to the situation, putting themselves under the command of *Tai-sa* Shih Chou and operating as a devastating raiding force. Both forces suffered horrific casualties, often due to their selfless actions on the battlefield protecting civilians.

Recently, the Coordinator repurposed the Izanagi Warriors, handpicking warriors for inclusion into the slowly rebuilding command. These warriors have shown dedication to the Combine in some manner, often through battlefield heroism, and are put through a rigorous physical testing and loyalty program sponsored by the O5P before being commissioned. It appears Hohiro is using the Izanagi Warriors as a living award, according the posting equal honor to being a Knight of New Samarkand.

MORALE

The attitude of these four commands can best be described as "vengeful righteousness". Despite having atoned for their apparent failure in protecting the seat of the Combine, all four regiments have proven repeatedly their dedication and loyalty to the Coordinator. Because this is already a natural assumption with these soldiers, their heroism and actions are downplayed by the High Command.

Nonetheless, every member of these units believes that he embodies the true warrior spirit of the Combine and will go to any length to prove it on the field of battle. Fortunately for our purposes, the extensive damage done to them forces the *Kanrei* to keep them close to the Combine capital.

REGIMENTAL STATUS

First Genyosha

Regiment/Elite/Fanatical
15% strength | 100% Upgraded
Current Base: Luthien

Second Genyosha

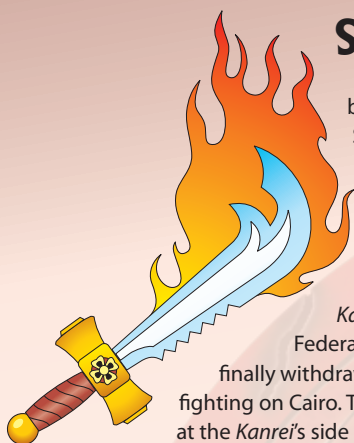
Regiment/Veteran/Fanatical
35% strength | 80% Upgraded
Current Base: Breed

Otomo

Regiment/Elite/Fanatical
30% strength | 100% Upgraded
Current Base: New Samarkand

Izanagi Warriors (The Dragon's Claws)

Regiment/Elite/Fanatical
30% strength | 100% Upgraded
Current Base: New Samarkand



SWORD OF LIGHT

For centuries, the Sword of Light regiments have been the pride of the Combine; they are the best-trained and best-equipped troops in the DCMS. Even with the failings of the Second Sword, one of the most storied units in the Sword Regiments, postings to these prestigious regiments is still considered an honor and a privilege rivaled only by invitation to join the Otomo or the Izanagi Warriors. The Jihad and Black Dragon uprising have only served to forge the Sword of Light into the most elite and fanatical troops in the entirety of the Draconis Combine.

CONDITION

The First Sword of Light petitioned hard to return to Luthien when word of the Black Dragon coup reached them. *Kanrei* Minamoto instead ordered them to hit and seize Xhosa VII in 3068 as part of a coordinated attack across the Federated Suns border. The Sworders held Xhosa VII until late 3074, repelling no less than five Davion counterattacks before finally withdrawing into the Combine. The First then joined the *Kanrei* in Operation SCOUR, ultimately ending up in the thick of the fighting on Cairo. They suffered significant damage holding the back door open for the shattered Kell Hounds to retreat but remained at the *Kanrei*'s side until Cairo fell in early 3079.

The Second Sword of Light, once the most premier Sword regiment on the DCMS rolls, is now considered a dark stain on the honor of all Sworders. Corrupted by the Black Dragons, they triggered the Combine's civil war on Luthien, sustaining a brutal three-way war across the capital world until late 3074. After their surrender, every active member of the regiment was immediately tried and executed, and the Second's colors were struck from the DCMS rolls in 3075. The Coordinator has decreed that at least two generations must pass before the Second can be reconsidered for reinstatement.

The Fifth Sword of Light spent much of the Jihad hopping from world to world in the Xinyang and Oshika Prefectures, hunting down the traitorous First Proserpina Hussars and various planetary militias that sided with the Black Dragons. In 3076, they received extensive OSP support and continued their sweeps of the inner Combine worlds, prosecuting the *Misogi* War and carrying out mass executions of the guilty.

The Seventh Sword found itself stranded on Idlewind at the beginning of the Jihad due to a Black Dragon terror attack that destroyed the system's new recharging station, taking the regiment's two JumpShips with it. The command eventually made its way to Albeiro, stabilizing the Prefecture capital, before being ordered to reclaim the Xinyang Prefecture from the occupying Fifteenth Dieron. They subsequently assisted the ISF/OSP Inquisitor squads in hunting down the Fifteenth's survivors before they were reassigned to watch over the Dominion border when Operation SCOUR got underway.

The Eighth Sword assisted the Seventh in pacifying Albeiro before being ordered to the Davion border, where they spent much of the last decade fooling Draconis March forces through any means necessary, including repainting their units with other DCMS markings. Because of their relative inactivity compared to their sister regiments, the Eighth has been repeatedly requesting permission to take advantage of the disarray of AFFS forces on the Draconis March border.

The Ninth Sword is new to the Sword of Light rolls, designated as the new Steel Dragon. Made with the core of the few Second Sword loyalists who refused to betray the Combine during the coup and escaped its demise—to the point of renouncing their unit colors and crests—the Ninth has served as the Coordinator's ready-force during his travels. The posting appears to be one of extreme honor, but it is more likely that these troops are under extreme ISF scrutiny. Members of the Ninth are under a constant state of house arrest when not on duty and are generally separated from the rest of the Coordinator's baggage train during his system tours.

MORALE

The news of the Second's traitorous actions was widely downplayed where possible, though it is mostly common knowledge among most of the Swords' troops. The result has been one of two extremes; most have used the dishonor to fuel their own wrath and redirect it against the enemies of the Combine, while some have instead chosen to find alternate means of atonement. While the *Kanrei* and the Coordinator have both issued statements to the regiments absolving them of any dishonor, many have still chosen to give their own life through *seppuku* in an attempt to redeem the prestige of the Sword of Light regiments.

As a result, there are many holes to fill even in the Sword regiments that did not see excessive fighting in the Jihad. These slots are slow to fill, as the DCMS continues to retain the high standards and restrictions of the Sword regiments. As such, many commanders are discouraged with the apparent weaknesses of their units, a flaw that may be worth exploiting, if necessary.

REGIMENTAL STATUS

First Sword of Light

Reinforced Regiment/Elite/Fanatical
40% strength | 80% Upgraded
Current Base: David

Seventh Sword of Light

Reinforced Regiment/Veteran/Reliable
40% strength | 85% Upgraded
Current Base: Najha

Ninth Sword of Light

Reinforced Regiment/Regular/Questionable
25% strength | 60% Upgraded
Current Base: New Samarkand

Fifth Sword of Light

Reinforced Regiment/Veteran/Fanatical
60% strength | 80% Upgraded
Current Base: Biham

Eighth Sword of Light

Reinforced Regiment/Veteran/Reliable
55% strength | 90% Upgraded
Current Base: Harrow's Sun

FIELD REPORT: DCMS



SUN ZHANG CADRE

The ultra-loyal Sun Zhang Military Academy Cadres brought their newly minted academy graduates straight into war. Deploying them sparingly, *Kanrei* Minamoto rotated the Cadre troops among themselves, keeping the front line forces fresh and filling in losses with those garrisoning the Dominion border. As such, the Cadre survivors managed to form a bond that crossed unit markings, forging nearly a decade's worth of graduates into a cohesive and connected band of soldiery that are now being used to fill vacant officer positions elsewhere in the DCMS.

CONDITION

The Fifth Sun Zhang Cadre saw the harshest fighting, holding Kessel against an initial Word of Blake attack in the spring of 3069. The Fifth suffered tremendous losses, along with much of the system's population, after the Blakists unloaded several tactical nuclear weapons on the major cities and then retreated under the cover of a massive neutron bomb detonation. The regiment spent the

next five years helping the citizenry rebuild from that attack, while fending off Blakist mercenary raids and rotating in fresh reinforcements from the Thirteenth and Sixteenth Cadres. In 3076, the Word struck Kessel again in a major coordinated raid, killing most of the Cadre's command staff and their main firebase with an orbital strike. Again, the Fifth—with assistance from elements of the Fortieth Dieron—managed to survive and throw off the Blakist attackers, but at the cost of operational functionality.

The Thirteenth and Sixteenth Cadres garrisoned the border along the Ghost Bear Dominion, managing to maintain defensive positions from Kiamba to Idlewind. Their orders were to watch for signs of Rasalhague expatriate aggression, as word of various rebel actions in the Dominion spread along the shared border. The two Cadres automatically received the newest recruits from the Academy for nearly a decade, constantly shuttling their more experienced warriors to reinforce the Fifth.

The Fourteenth Cadre suffered the greatest number of casualties early on Luthien from a sustained artillery attack and then an ambush by Black Dragon forces. With their experienced command staff wounded and/or killed, the Cadre's officers folded into the First Genyosha. The survivors elected to remain with the elite regiment, a decision honored by the *Kanrei* and Coordinator. Currently, the Fourteenth is not slated to be rebuilt until the Combine has boosted its troop levels in other areas.

MORALE

The tour of an academy graduate in a Cadre regiment averaged less than eighteen months over the last decade, with manpower constantly shuffled between the regiments and into postings with other DCMS line forces as needed. Though no true unit cohesion came about, a very strong bond between fellow Cadre veterans developed. Many of these graduates have adopted an air of fraternity between them, which has helped and hindered progress in other units. The High Command is aware of this growing "cult of brotherhood" and is taking steps to group more of them together, rather than dispersing them further within the Combine. This may result in several line commands having greater operational cohesion and tactical flexibility in the future.

Because of their status in defending Kessel and the heroism displayed on Luthien, the Sun Zhang Academy has seen a dramatic increase in applications, as many "wannabe samurai" wish to serve in what they see as the future of the DCMS.

REGIMENTAL STATUS

Fifth Sun Zhang Cadre

Regiment/Regular/Fanatical
45% strength | 70% Upgraded
Current Base: Kessel/Alrakis

Thirteenth Sun Zhang Cadre

Reinforced Regiment/Regular/Reliable
75% strength | 90% Upgraded
Current Base: Kiamba

Sixteenth Sun Zhang Cadre

Reinforced Regiment/Regular/Reliable
60% strength | 70% Upgraded
Current Base: Idlewind/Turtle Bay

FIELD REPORT: DCMS



GHOST REGIMENTS

Stationed along the Federated Suns border when everything disintegrated, the Ghost regiments remained true to their orders and stood fast against possible Davion aggression. Officially, *Kanrei* Minamoto ordered the Ghost regiments to ward against Society coups on other worlds. Unofficially, it's quite possible that Minamoto, who has some nebulous ties to the Society (still unconfirmed by our sources), forced the Ghosts to remain in place so rebellion could foment on other worlds. While we don't really know exactly *why* the *Kanrei* did what he did, it is interesting to note that none of the worlds the Ghosts were stationed on early in the Jihad fell into revolution.

CONDITION

Whatever the reason, the Ghost regiments remained largely unscathed early in the Jihad and civil war. Both the First and Fifth Ghost spent nearly three years garrisoning Fellain II and Shirotori, respectively. In 3070, the First was ordered to put down a Black Dragon rebellion on Kuzuu, which it did after nearly three years of sporadic fighting due to the difficult terrain of the planet. The Fifth was shuffled to Gram on the Protectorate border and suffered three separate raids by the Word of Blake; the last raid was a pure orbital assault that destroyed Gram's main spaceport and primary DropShip facilities. The Fifth lost over half a battalion from the swarms of Pocket WarShips that raked the planet.

The Sixth Ghost found itself repelling a surprise raid by Draconis March forces and faced with overwhelming odds, the regiment ceased to exist in any capacity by the end of 3068. There has been no indication from the High Command on rebuilding the regiment. Rumors on Benjamin insist that those few survivors of the Sixth paid for their failure to protect ISF Director Kerai during the attack; it's possible some managed to rejoin the yakuza after Federated Suns forces departed, but only after paying the proper blood offering.

The Seventh Ghost spent two uneventful years on Harrow's Sun before being ordered to Marduk, where it encountered repeated raids by Draconis March forces. The Seventh requested permission several times to repay the Davions in kind, but no response ever came from High Command. (It was discovered later a sympathetic Society member kept redirecting the Seventh's requests and status reports, in order to keep the regiment pinned in place.) The misdirection allowed the rebel group to operate somewhat freely in the Iurzun Prefecture. That ended in 3075, when the Seventh was ordered by *Tai-shu* Isoroku Kurita, passing through in pursuit of the rogue *Sabre Cat*, to put down the overt rebellion that erupted on Fellain II following the First's departure there. Despite suffering heavy casualties when two of the regiment's DropShips were destroyed by the *Cat*, the Seventh managed to end the Black Dragon's rule just before the arrival of the ISF/O5P Inquisitor teams in mid-3076.

The Tenth faced the worst of the Blakist attacks, suffering a large number of casualties on Dieron within their first month on the ground. Withdrawing to Quentin, chronic shortages in war material—possibly a subtle admonishment for their catastrophic failure—meant the regiment did not see enough resupply and rearmament before they were ordered into battle again. Instead, the Tenth went rogue and has spent the last several years attempting to live the life of a mercenary command under the name of The Ronin, knowing that a return to the Combine is death.

Losing face and honor when bested by Clan Snow Raven forces on Valentina, the Eleventh Ghost spent much of the decade garrisoning Delacruz against further Raven/Outworlds expansionism. As SCOUR got underway, they were redeployed on the Ghost Bear border, nominally assigned as a reserve force for *Kanrei* Minamoto's task force but still too damaged to do more than guard against Clan aggression.

The Twelfth Ghost was still garrisoning An Ting when the first of the Galedon refugees arrived. The regiment assisted local forces in containing the plague-ridden arrivals, even opening fire on some in one tragic encounter. As far as can be determined, the Twelfth are still stranded on the planet, having given their DropShips to aid in the "clean" evacuation effort. With the system under indefinite quarantine, the Twelfth can no longer be considered an active force for the Combine.

MORALE

Demoralized to some extent from their failures to contain and destroy the Black Dragon threat to the throne before it began, as well as for the dishonorable actions of the Tenth Ghost, the Ghost regiments have been redeployed along the Protectorate and Dominion borders. Originally believed to be the first troops given to us by the Combine for SCOUR and beyond, apparently the High Command has little faith in the honor of these yakuza soldiers and are content to let them remain as garrison forces for the time being.

This attitude is prevalent not only in the upper echelons of command, but also among the people. Attitudes about the Ghosts have shifted among the populace, who see them more as undesirables and cast-offs, compared to the heroic actions by regular DCMS line units. No doubt much of it comes from Voice propaganda and the fact that the *Kanrei's* office has held a not-so-subtle grudge against Theodore's original brainchild of the thirties.

REGIMENTAL STATUS

First Ghost

Regiment/Regular/Reliable
60% strength | 85% Upgraded
Current Base: Kuzuu

Seventh Ghost

Regiment/Veteran/Reliable
33% strength | 60% Upgraded
Current Base: Fellain II

Twelfth Ghost (As of 3070)

Regiment/Veteran/Questionable
65% strength | 85% Upgraded
Current Base: An Ting (Under Quarantine)

Fifth Ghost

Reinforced Regiment/Regular/Reliable
55% strength | 65% Upgraded
Current Base: Gram

Eleventh Ghost

Regiment/Veteran/Questionable
40% strength | 75% Upgraded
Current Base: Camlann



LEGION OF VEGA/RYUKEN

Considered the bottom of the DCMS' military barrel, the Legions of Vega suffered near-catastrophic losses early in the Jihad. The honor-stained Ryuken—still looked upon with disgust nearly fifty years after their altercations with the Dragoons—did much to erase their dark beginnings, but at heavy cost. Whether the DCMS decides to reinvest in rebuilding either force remains to be seen; with so much damage done to the general line regiments, it may be a long while before the Legions and the Ryuken see the front lines again.

CONDITION

The Second Legion of Vega is the sole surviving Vega regiment from the last decade. Moved to Kimball III in early 3076, the Second was hammered by a Blakist counterattack from several Shadow Divisions. The Second's warriors sold themselves dearly, keeping the Blakists from capturing several new *Overlord* and *Achilles* assault DropShips from the new planetary yards. The Blakists inflicted heavy losses before withdrawing, looting a previously unknown SLDF warehouse in the Desert of Sanctification.

The Eleventh Legion was shattered on Vega when the Blakists captured the world in May 3069. The Legion fought hard but was overwhelmed quickly by a combination of a lightning ground assault and heavy orbital fire from several Pocket WarShips. Only two women survived the occupation, found in one of the only two camps left on Vega after the system's liberation by Clan Ghost Bear.

The Sixteenth Legion arrived on Benjamin in early 3069 to push occupying AFFS forces off and were caught in a major crossfire after the Word invaded the world shortly after, but managed to survive and withdraw. The Sixteenth returned again in the spring of 3072, tangling with the Forty-fifth Shadow Division before managing to disappear into the wilds. Operating in small groups, the Sixteenth kept tabs on the occupying forces, feeding critical intel to ISF spies and ultimately to High Command. The intel, though handy, was not enough to save another Combine task force later that year, when heavy naval assets hidden in the system shattered the relief force, resulting in the destruction of the *Swiping Claw*, *Night of Agony*, and the *Luthien*, not to mention most of the Fifteenth Benjamin. The Sixteenth threw themselves at the Blakists to little avail; roughly a company remained when Clan Nova Cat arrived a month later. These survivors died to a man when the Word dropped two tactical nuclear warheads on their position as they attempted to link up with the arriving Clan forces.

The Ryuken-ni was ordered to remain in place on Caripare to dissuade Clan Nova Cat from abandoning their post and to keep tabs on the Clan in general. The regiment was the first offered by the DCMS to the Coalition, participating in the liberation of Algol and then nearly wiping out the Com Guard's Second Army after a friendly-fire incident killed *Tai-sa* Masayoshi Kitakyusho on Hamal. Though they were present in the Terran assault, the unit suffered grievous orbital fire and the survivors were relegated to the reserves in the North American assaults.

Hit in a surprise attack in the first week of 3068, the Ryuken-san fought against a determined Black Dragon coup for nearly two years. After putting down the rebellion, the regiment was ordered to Proserpina. The Ryuken-san finally arrived nearly three years later after a series of jump mishaps (and possible acts of sabotage) that claimed nearly a third of their force in transit. The DCMS had the command listed as deserters until the subsequent investigation bore out their story.



FIELD REPORT: DCMS



Relocated to Ko as the Jihad unfolded, the Ryuken-yon was assembled as part of a relief force to retake Imbros III. The small fleet was ambushed by Word of Blake forces, who managed to destroy ten of the flotilla's JumpShips and capture three others at Ko's nadir point. There were few survivors. Many of the personnel captured by the Word have since turned up in various prison camps, mostly on Dieron. These surviving Ryuken petitioned the High Command to reconstitute the Ryuken-yon, but to no avail. They have since been reassigned to other regiments.

The Ryuken-go defended Matsuida from a heavy Davion assault in early 3068. While holding out against nearly two-to-one odds, lack of reinforcement for over a month kept the regiment from gaining any advantage and the command was destroyed by the end of the year.

The Ryuken-roku garrisoned Ningxia for two years before the Black Dragons made their move on the Prefecture capital. There, the survivors of the mauled Second Night Stalkers were recruited by the Society and turned loose, but they lasted less than three months against the Ryuken. Shortly after their victory, the Ryuken-roku was reassigned to New Samarkand to guard against further duplicity after the Coordinator returned to the Combine's new capital. They were assigned to General Lee's task force for SCOUR, assisting in the brutal liberation of Genoa, and discovered the Word of Blake's "fake-out" at Northwind. The regiment was instrumental in turning the tide on New Home, but the command suffered tremendous damage in the "Week of Death" as they wiped out the Forty-seventh Shadow Division. As a result, the unit was listed as combat destroyed, with survivors and equipment already transferred to the other Ryuken. New recruits and equipment are slated to fill their depleted numbers in the coming year.

MORALE

The ISF has listed most of the surviving members of the Legion of Vega and the Ryuken as questionable, no doubt because of the severe combat damage done to all of their regiments. Despite their losses, these units remain in high spirits despite the low return of supplies and other support. It will be some time before they receive adequate resupply due to the Quartermaster's strict rationing of new war materiel; whether the luster of success remains with these men and women remains to be seen.

REGIMENTAL STATUS

Second Legion of Vega

Regiment/Veteran/Reliable
60% strength | 75% Upgraded
Current Base: Kimball III

Ryuken-ni

Regiment/Veteran/Questionable
15% strength | 60% Upgraded
Current Base: Matsuida

Ryuken-roku

Regiment/Veteran/Questionable
20% strength | 60% Upgraded
Current Base: Benjamin

Ryuken-san

Reinforced Regiment/Regular/Questionable
30% strength | 60% Upgraded
Current Base: Proserpina

FIELD REPORT: DCMS



ALTERNATE PATHS

Considered secondary line units when compared to the rest of the DCMS, the hodge-podge of regiments that fill in the military cracks of the Combine are no less experienced than their front line companions. Unfortunately, several of these commands turned out to be of questionable value to the safety of the DCMS, as they ended up serving Society purposes or failed to stop the Word of Blake's onslaught.

CONDITION

The First Amphigean Light Assault Group was relocated to the Protectorate border from Capra and held the line against several Word of Blake raids on Atria. The command was then rotated to Dromini VI after one brutal assault in 3073, only to be caught in another raid less than a month after arrival. The First hit back hard, flanking the assaulting Protectorate troops and destroying half of the Word's DropShips with accurate artillery fire. The First remained active in both systems, receiving a large portion of infantry and aerospace reinforcement just before SCOUR launched.

The Seventh Amphigean suffered an internal civil war as nearly half the regiment sided with the Black Dragons on Buckminster. The battle to resolve their loyalties became moot in October 3069 when the Word of Blake bombarded the planet from orbit, and followed up with a pinpoint ground assault that shattered both halves of the divided Seventh.

The Second Night Stalkers sat out a Black Dragon coup on Cebalrai, claiming they did not receive orders to the contrary and that they were there to "protect against outside aggression". They did find themselves doing just that when the Word assaulted the planet in 3069, and less than a quarter of the regiment survived to withdraw. The survivors—all Black Dragon supporters—made their way Ningxia, where they found their death at the hands of the Ryuken-roku.

The Third Night Stalkers were overwhelmed on Yoriii and Lyons early in the Jihad; few of the regiment's warriors survived the long incarceration in Blakist re-education camps that followed.

The First Proserpina Hussars immediately declared their support for the Black Dragons, seizing Xinyang and connecting with the Fifteenth Dieron to overthrow several loyal governments for Society sympathizers in the Prefecture. The regiment was shattered on Baruun Urt by elements of the Fifth Sword of Light in the mid-70s.

The Third Proserpina Hussars bolstered the defense of Kiamba until it became apparent the Dominion had no interest in jumping the border. The regiment was then shifted deeper into the Combine to Niles, to protect the valuable DropShip yards in the system and on the ground and possibly serve as a reaction force. As a result, the Third has seen very little combat—a true rarity over the last decade—and is now clamoring for reassignment.

The An Ting Legions fared little better than the regular line forces. Early in the Jihad, a Blakist naval force pounded Skondia with chemical and nuclear weapons, killing nearly a quarter of the system's population, including the Sixth An Ting, and destroying the entire newly-built LAW/Skondia OmniMech factory. The Second An Ting found itself putting out Society fires on Virentofta, McAlister, and Bangor before garrisoning Bjarred. In early 3078, they were ordered to reinforce the Tenth Pesht in quelling the violent Society actions on Korramabad, arriving just ahead of the First Arkabs. Disgusted with what they found, the Second put themselves under the command of the First Arkab when that group assaulted Slaithwaite, gutting the Society's main leadership in the Prefecture and avenging the deaths of over four million Azami.

MORALE

With several commands shattered and destroyed, and with the Combine stretched thin in major military resources, there is little indication the DCMS will be reactivating any of these destroyed regiments. The First Proserpina Hussars were stricken from the DCMS roles in late 3077 for their actions in the Xinyang Prefecture. That action has further fueled the Third's desire to redeem Proserpinan honor by entering the fight; however, such insistence has thrown up several cautionary flags with the ISF, which is covertly investigating the regiment's loyalties.

REGIMENTAL STATUS

First Amphigean Light Assault Group

Regiment/Veteran/Reliable
60% strength | 85% Upgraded
Current Base: Dromini VII/Atria

Third Proserpina Hussars

Reinforced Regiment/Regular/Reliable
90% strength | 100% Upgraded
Current Base: Niles

Second An Ting Legion

Regiment/Veteran/Fanatical
70% strength | 90% Upgraded
Current Base: Gravenhage/Hartshill/
Korramabad



IRREGULAR FORCES

STATE OF NON-STATE FORCES

Ever since Takashi Kurita's infamous "Death to Mercenaries" edict in the earlier half of this century, the mercenary trade within the Combine has been a very difficult one. With Theodore's ascendance to the throne in the 3050s, the DCMS began to augment its defenses using top-rated mercenary commands such as the Northwind Highlanders and the Wolf's Dragoons. When these commands enacted "legal breach" clauses and left their postings, however, the DCMS High Command saw this as justification of Takashi's original edicts. To them—and to many of the Combine's citizenry—the failure of the vaunted Dragoons to prevent widespread devastation on Buckminster, combined with the abandonment of border worlds by the Highlanders and the duplicity of Sathen's Snipers on Luthien, all proved that no one cared about the Combine, except the Combine.

That attitude, ironically, surfaced again on the breakaway worlds of the Azami. With the perception that the DCMS, and by extension, the Coordinator, did not particularly care about the welfare of the Azami on worlds afflicted by natural disaster and Word of Blake aggression, the Azami did what came naturally: they became independent. While nominally still part of the Kuritan realm, the Azami have made it clear in their dealings with the Coordinator and the *Kanrei* that they couldn't care less if the Dragon fell apart around them.

Actions taken by the Coordinator and High Command have begun to heal that widening rift, especially with the recent resolution of the situation in Qandahar Prefecture. There is a history of bigotry and prejudice on both sides that will take a long time to overcome, however, and until then the forces of the Azami cannot be counted by the DCMS as a reliable defense.

ARKAB LEGIONS

The mishandling of Algedi by the Combine broke wide open an underlying current of mistrust and prejudice between the two distinctive cultures, a situation very similar to the Rasalhague situation nearly fifty years ago. While the fissure has certainly been exploited by both Word of Blake and Black Dragon agendas, the Coordinator has taken steps to come to a peaceful détente with the Azami. Now that the threat of the Protectorate and Blakist forces has been mostly neutralized and the Society is slipping back underground, the Dragon will need to address the situation in order to regain the full use of the Arkab Legions.

The Legions, when compared to the rest of the DCMS, have gotten off lightly. The Second was the hardest hit during the Algedi crisis, with over a battalion of BattleMech forces lost to Combine tactical nuclear strikes. The First Arkab, created by the Caliph to build on the fervor struck by Algedi, did suffer some casualties on Slaithwaite. The unit's decorum and respect with regards to the Tenth Pesht and Second An Ting have nevertheless given hope to the Imperial Throne that reconciliation is a possibility, if not an immediate one.

Until such a time comes to pass, however, the Arkab Legions will remain in the Azami cluster of worlds around Algedi. The DCMS has halted all shipments of reinforcements to other Arkab commands at this time, so the only source of material and men for the Legions now comes from its small protectorate of worlds. As such, it will be slow going for the Legions to recover their pre-Jihad strength, unless a new accord can be struck between the Caliph and the Coordinator.

Unlike the DCMS rosters, the Azami force listings below indicate the total combined-arms strength of each Arkab Legion command. In practice, only one third of each Legion force is actually comprised of 'Mech forces, with the rest filled mainly by conventional and infantry assets.

FRACTURED, BROKEN... BUT NOT CRUSHED

The Black Dragons are still a viable threat to the Combine's internal stability, but much less so than in decades past. Much of the secret society's momentum was expended during the last decade of war, despite the swift actions of *Kanrei* Minamoto to nullify its effects beyond individual systems.

The Society's actions varied from world to world. Nearly all of the Prefecture and District capitals experienced some form of armed coup, with Luthien being simply the most notable and most violent. New Samarkand, conversely, saw only a violent labor strike that ended two days after it started. (The strike was put down by overeager academy students who used the situation as a "live fire" exercise.)

Because many of the HPG compounds went "selectively dark" at various times, communication across the realm has been disrupted. While many of the more important functions such as finance, military communications, and select bureaucratic functions remained on task, the relative slowdown in communication guaranteed that the Society could not maintain any sort of coordination between its higher level leadership except through face-to-face or same-world meetings.

While the actions of a few of the DCMS line regiments underscored how widespread the Society's reach was, in the larger view it affected relatively little of the DCMS' chain of command. (It is arguable that the Admiralty suffered the greatest percentage of fracture, with four WarShip groups "going rogue" at one point.) Society actions relied mainly on the subversion of the Combine's standard ground militias—usually infantry with vehicle forces, with rare BattleMech support—and the use of small-time mercenary commands outside of MRBC oversight. In many cases along the Protectorate border, Society members set aside their ideological differences to repel the Blakist threat, though the more hardcore extremists simply added more targets to their list. In fact, several actually executed their own atrocities and attempted to blame the Word of Blake, such as the catastrophic use of nuclear and other WMDs on Luthien, Xinyang, and Philadelphia.

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FIELD REPORT: DCMS



The *Misogi* War that resulted from the capture of key Society leaders has born much bloody fruit. Not one world within the Combine will go untouched by the blades of the Inquisitors' katanas by the time it is over. Yet inevitably, many of the Society's members will escape; the simple vastness of the Combine's empire guarantees it. Is it possible those survivors of this internal war will surface again with weapons and material to support the Combine against an external threat? An interesting question to ask with no ready answer; even with concrete proof of what war materiel may have disappeared, it is impossible to know how much connection these survivors may even have, much less where they may be. An organized presence is most likely impossible, but we cannot rule out the ideological power a group such as this may wield against an outside force that might prove contrary to its extreme ideals. That power may be the intangible edge that imbues the necessary strength to a battered nation.

—Introductory synopsis to “BDS: Study in Fractured Causes” by Lin Murikami, prepared for David Lear; 28 March 3079

MERCENARIES

The abandonment of key worlds by the Northwind Highlanders followed by similar actions of the Wolf's Dragoons (compounded by the latter's failure to defend Buckminster) has only reinforced to many within the DCMS High Command that mercenaries are simply a disloyal and unreliable force in even the best of times. Nevertheless, the reality remains that the DCMS needs the services of some mercenary forces to supplement key defenses and strategic targets, such as the *Yamato*, her sister ship the *Ryū*, and the large network of JumpShip yards at Dover. The Combine has returned to its policy of not actively recruiting mercenaries and thoroughly vetting those that are selected to serve the Dragon.

The *Kouki no Otakebi* is a relatively new mercenary command formed from the scant survivors of several destroyed DCMS units, including the Sixteenth Legion of Vega, the Third Dieron, and the Ryuken-go. Because the unit's members are all strictly former DCMS, the Combine has tacitly approved their use by Luthien Armor Works to garrison the company's new construction sites and facilities along the volatile Outworlds border. (The same, ironically, cannot be said of the Ronin, who remain wanted fugitives.)

Specialized aerospace commands seem to be in demand by Combine corporate interests as well, since there are no spare squadrons or wings to protect the rapid growth of various DropShip and JumpShip yards and repair facilities. Units such as McFadden's Sky Riders and Summer's Storm have been locked down to long-term contracts through corporate interests, though there are clauses in place to slip the mercenaries under DCMS command, should the need arise.

While the Combine's inherent distrust of using secondary forces may seem a weakness on a strictly strategic level, it is wise for us to remember that lack of force quantity does not necessarily indicate a lack of *quality*. The DCMS appears to be weak in areas, but to discount the increased fanaticism and fervor of the troops at its disposal would be a mistake. Nothing is more dangerous than a cornered animal; the Dragon certainly qualifies here.

IRREGULAR FORCE STATUS

First Arkab Legion

Mixed Regiment/Regular/Questionable
40% strength | 70% Upgraded
Current Base: Algedi

Second Arkab Legion

3 Mixed Regiments/Veteran/Questionable
55% strength | 40% Upgraded
Current Base: Algedi

Fourth Arkab Legion

3 Mixed Regiments/Veteran/Questionable
80% strength | 50% Upgraded
Current Base: Rukbat/Shitara

Sixth Arkab Legion

3 Mixed Regiments/Veteran/Questionable
75% strength | 50% Upgraded
Current Base: Dabih/Albalii

Crater Cobras

2 Regiments/Regular/Questionable
45% strength | 70% Upgraded
Current Base: Alnasi

Kouki no Otakebi

Battalion/Veteran/Questionable
90% strength | 80% Upgraded
Current Base: Kaznejoy

McFadden's Sky Riders

2 Wings/Elite/Questionable
60% strength | 80% Upgraded
Current Base: Isesaki

Summer's Storm

2 Wings/Veteran/Questionable
105% strength | 100% Upgraded
Current Base: Dover

