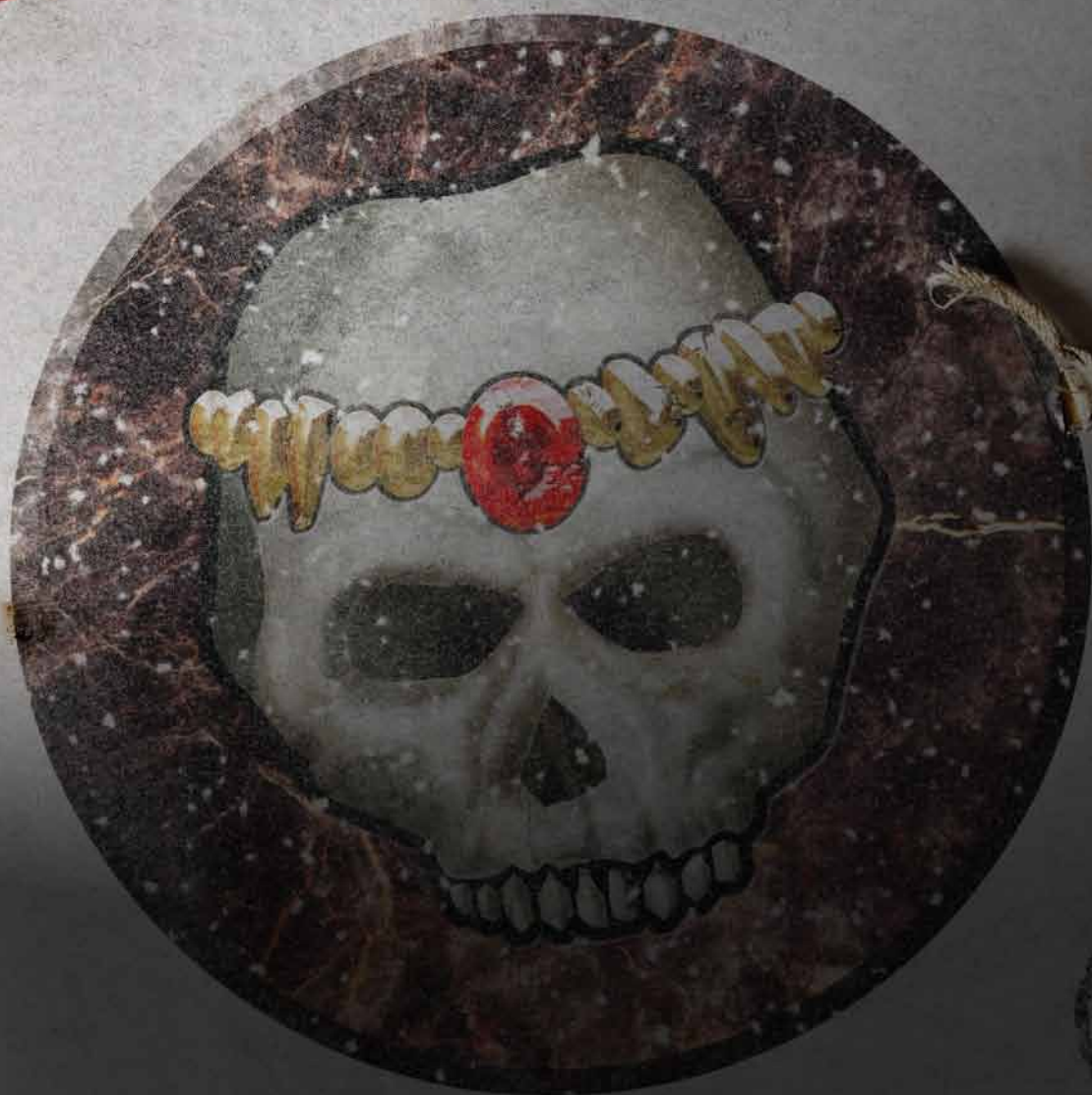


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FIELD REPORT: PERIPHERY

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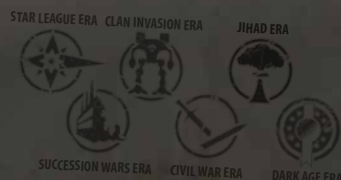
FIELD REPORT: PERIPHERY

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: Periphery describes the state of the various Periphery states in the wake of the events described in *Jihad Hot Spots: Terra*, including the overall military and logistical condition of the minor powers that exist on the fringes of the war-ravaged Inner Sphere. Whether plagued by piracy, ravaged by Word of Blake terror cells, or simply struggling to maintain their independence in a time of chaos, the various realms of the Periphery now struggle to rebuild as a new era beckons...



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FIELD REPORT: PERIPHERY



TO: Devlin Stone
FROM: David Lear
Date: 12 October 3079

Attached you will find our most comprehensive report on the status of the various militaries of the Periphery. Note that the distance between our borders and the Periphery is vast and may make the information seem irrelevant. However, given our knowledge of history and how according little respect for the Periphery doomed the Terran Hegemony, we should take care to monitor developments in this region of space lest we repeat the errors of our predecessors. Our people have deemed this compiled data as accurate, but relying as we are on shared information from multiple sources, errors are expected to be inherent in the information to a degree not easily quantified.

The primary nations of concern are the Magistracy of Canopus, the Taurian Concordat and the Marian Hegemony, though information on the burgeoning Fronc Reaches, Filtvelt Coalition, Calderon Protectorate, and various pirate factions is also included; the Circinus Federation is not included; effectively little more than a Blakist vassal state at this time, the Word's counter-intelligence has made it difficult to solidify an accurate picture of the military situation there at this time. The forces deemed most likely to encounter our own are the Canopians, given that their alliance with the Confederation has been cemented through matrimony. The Taurians suffered greatly in the Jihad against the Federated Suns and are expected to be a minor risk in terms of military power and political influence as they seek to rebuild their shattered economic and military might. The Hegemony is still in flux under its young new Caesar, but that

state's aggressive history points to future conflicts with its neighbors. Fomented rebellions in the Lothian District have escalated greatly of late, though the Caesar has curiously focused on acquiring new territory rather than securing those worlds within his domain.

The Periphery suffered less in some regions than in others. While the major realms sustained heavy damage, the Jihadists seemingly ignored most of the smaller states. The Fronc Reaches, for instance, has apparently prospered with the massive influx of refugees from all corners, while Randis IV continues to grow more self-sufficient. The breakaway Filtvelt Coalition has yet to experience its "teething phase" as a nation, while the pirate realm of Malagrotta died stillborn and was reabsorbed by the FedSuns. What little news comes from the Niops Association is grim. The Calderon Protectorate has spent the war vacillating between raiding and protecting the neighboring Taurian Concordat, while the Mica Majority has tried to remain unnoticed in the face of Clan Snow Raven's rising dominance in the Outworlds region.

In the deeper Periphery, the Hanseatic League is reportedly courting disaster by confronting both Clan forces and Nueva Castile at once. This conflict may become quite severe, but at this time, we feel it is too remote to be of immediate concern. (Nevertheless, our people will continue to investigate.)

Given the independence-mindedness that so fiercely embodies Periphery nations and their peoples, one should never discount their ferocity or their short tempers. While reserved when left alone, they are quick to retaliate and escalate beyond any perceived threats or attacks. They may eventually become valued trading partners, but we would be well advised never to take these distant powers for granted.

HOW TO USE THIS BOOK

Field Report: Periphery is a *BattleTech* supplement designed to provide players with information about the state of the various militaries in the Periphery 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 *Periphery Overview*—is divided into two broad sections, a *Strategic Update* and the *Goals of the States*. *Strategic Update* is a brief overview of the Periphery militaries' current conditions and perceived objectives, while *Goals of the States* presents the political and suspected military benchmarks the Periphery nations are likely to use in the future.

The next chapter, *Logistical Status*, covers the state of *Academies and Command Centers* throughout the Periphery, while *Infrastructural Integrity* will present an overview of the state of various Periphery support assets 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 in the Periphery militaries, 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 non-Periphery forces serving with their Periphery allies. These include the most prominent mercenary commands serving in the Periphery.

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Special Thanks: Thanks to Herb for giving me this great assignment. Thanks also to Nick, Ken' and Øystein for their advice and assistance. Thanks to all the Periphery players out there, whose appreciation for the frontier area of the BattleTech Universe is so infectious.

Developer's Note: For more information about militaries of the Periphery, or the state of warfare before and during the Jihad, see *Field Manual: Periphery*, *Field Manual: Updates, Masters & Minions: The StarCorps Dossiers*, *Jihad: Terra*, or *Technical Readout: 3085*.

FIELD REPORT: PERIPHERY





PERIPHERY OVERVIEW

While the Periphery has shown flashes of brilliance and cooperation in recent decades, much of that was lost during the Jihad. The Trinity Alliance that united the Canopians and Taurians with the Capellan Confederation threatened to destabilize the Rimward Periphery beyond anything since the Reunification War. The Jihad, however, put the final nail in the Alliance's coffin, when the bitter and marginalized Taurians finally withdrew. The ties between the Canopians and Capellans, however, only grew stronger as a new Magestrix assumed the throne, married the Capellan Chancellor and bore their children. The Taurians, meanwhile, railed against the Federated Suns, and now seek to rebuild and regain some semblance of stability while still holding on to their meager gains in the Federated Suns.

The Fronc Reaches reasserted its independence from the Canopians when the latter's military forces withdrew during the Jihad. In the Marian Hegemony, the death of the Caesar in a radiological attack demoralized much of the populace, but only strengthened their military resolve.

Pirates remain a problem to stability and reliable trade, but those who now ply the spacelanes for ill-gotten gains have changed. Some bands over-reached themselves during the war, and were overwhelmed by the responses they provoked. Meanwhile, the Filtvelt Coalition made a (so far) successful play for independence from the Federated Suns in the wake of the Suns' apparent abandonment of the region.

Most minor nations of the Periphery, including the Rim Collection, Mica Majority, and the Fiefdom of Randis, have weathered the Jihad with ease, largely because they are simply too small to have attracted the ire or attentions of the various forces fighting in the recent war. Likewise, the Deep Periphery has been spared the ills of the Jihad, though conflicts between them and with stray Clan forces continue to threaten their well-being.

STRATEGIC UPDATE

As to why the Periphery militaries did not participate in our Coalition against the Blakists, the reasons are as varied as the various powers themselves.

When Taurus was bombarded by asteroids, the decapitated Taurian leadership naturally responded by blaming the Federated Suns, who they were already in conflict with. Taurian fervor led them to launch genocidal attacks against many Suns worlds; that the AFFS had to task large numbers of troops against this fanatical enemy speaks to the quality of the Concordat's forces and the savagery of their actions. Millions of civilian casualties to date can be traced to the bombardments by the Taurian's solitary WarShip *Vendetta*, a gift from their Blakist allies. Meanwhile, Taurian ground forces in the Pleiades remain entrenched there, and continue to cause problems for our FedSuns allies. Though attrition is taking its toll, it is unlikely that the Taurians' posture towards House Davion

will relax in any meaningful time frame, meaning the possibility of another unrestrained series of attacks remains high. The Calderon Protectorate's open opposition to the Concordat's military junta has had little effect on this conflict. With planetary allegiances swinging from Concordat to Protectorate to neither, a de facto neutral zone now exists between the two. This could lead to increased and more aggressive pirate activity in the region, with less central authority to contain it.

The Canopians' lost their beloved Magestrix and a great deal of their military elite when Crimson was firebombed. Hadji Doru, one of the few surviving leaders, led the opposition against the Blakists until Canopian forces deployed within the Confederation could return to reclaim their nation. The fact that the Canopians allowed this to happen through the ill-advised spread of their defenses through the Fronc Reaches is unlikely to be repeated in the future and will surely affect their relationships with Sian and Fronc.

The Fronc Reaches took steps during the Jihad to build a true military force, especially after the Magistracy's withdrawal. While the Colonial Marshals remain as a law-enforcement body, the Reaches' Sentinels were created to serve regional defense. Though this is a small force at present, the proto-state's willingness to cede land and titles to troops in exchange for loyalty and defense has seen several small private commands join the Sentinels. The most prominent of these are the Fronc Cuirassiers, formed around the Derek's Devils mercenary force, whose pursuit and destruction of Blakists masquerading as pirates netted them both prestige and high-tech salvage. Primarily, President Carver Trondel and Force Commander Dirk McEvans believe that the Magistracy will be too distracted with its own rebuilding, and the Concordat too consumed by their war against the Federated Suns to pose any immediate threat to the Reaches. Still, Trondel has made overtures to the Calderon Protectorate for cooperation against pirate forces.

The Marian Hegemony lost a great number of troops through their opposition to the Blakist-backed Circinians, but the greatest loss was that of Caesar Julius and much of the military hierarchy in the neutron bombing of Nova Roma. Nevertheless, the struggle against the Federation's enhanced technologies forged the Legions into a cohesive and deadly force. Though depleted in numbers, they are now regarded as more formidable than ever, a fact demonstrated by their conquest of several nearby systems formerly claimed by the Free Worlds League. Young Caesar Cassius' choice to fight the Circinians hardest in the Lothian province—where the collateral damage would presumably weaken the resident Lothian rebels—may have seemed a brilliant strategy at the time, but the outcome has only exacerbated the insurrection beyond his ability to control.

The Filtvelt Coalition, seen by many as an upstart breakaway, capitalizing on the Federated Suns' upheavals during the Jihad, is actively soliciting any AFFS forces, mercenaries and even privateers who might prove willing to defend their new realm (or at least turn their guns away from it). While their overtures for military aid are so far generating few warm responses, the fact they can draw on

FIELD REPORT: PERIPHERY



the often derided, yet still high quality Filtvelt Academy for military leadership and new service members speaks well of their potential future. With the Taurians in disarray, Filtvelt's primary threat would be from a FedSuns police action to bring their state back under Davion control.

The Death's Consorts overt betrayal and takeover of the Malagrotta Collective, which also sought independence from the Federated Suns, led to not only the Collective's downfall, but that of the Consorts themselves. The destruction meted out by the AFFS against the Consorts was also visited upon other pirate bands in recent times, yet many more bandit operations remain in play, especially in the Periphery. Still, with the current power vacuum created by the Consorts' destruction and by Clan Snow Ravens' conquest of Antallos, it will likely be a while before any large, well-organized pirate bands emerge in the future.

The lesser nations of the Periphery have changed little during the Jihad. The most concern is for the Niops Association, from whom little word has come in some time. Rumors speak of internal political upheavals, while reports of a JumpShip fleeing the system with stories of marauding Blakists sound all-too familiar and believable. The Deep

Periphery is short on communication but long on independence. Reports speak of combat with encroaching Clans on the part of the Hanseatic League. Nueva Castile is apparently maintaining their hostility towards the League, further isolating that enclave.

GOALS OF THE STATES

The Taurian Concordat obviously has two primary goals. First, in their minds, is to hold onto the small gains they made in acquiring territory from the Federated Suns, and thus prove their strength to the Great Houses. Second, is to reunify the nation to the size and power prior to Baron Kithrongs creation of the Calderon Protectorate. This misplaced priority is unsurprising with a military junta in charge, according little value to diplomacy over military actions. The Protectorate, meanwhile, seeks to remain independent for now, refusing to reunite unless Erik Martens-Calderon is named Protector, and all members of the current junta resign. So, while the Concordat tries to maintain a façade of strength to ensure its populace, the Protectorate is content to consolidate its own power and security, while both state continue to vie for the loyalty of as many of the neutral worlds between them as possible.

THE MARSHAL'S CREED

THOU SHALT NOT BE ABOVE THE LAW.

THOU SHALT NOT BE UNARMED.

THOU SHALT NOT DISARM THE CITIZENRY,
MILITIA, OR MILITARY SAVE IN TIMES
OF ADJUDICATION.

THOU SHALT NOT PUT YOUR INTERESTS
ABOVE THOSE OF THE CITIZENRY.

THOU SHALT NOT HOLD THE RIGHTS
OR SAFETY OF ANY OTHER PEOPLES
ABOVE THOSE OF THE CITIZENRY.

THOU SHALT NOT PUT YOUR LIFE
ABOVE THOSE OF THE CITIZENRY.

THOU SHALT NOT REFUSE AID TO THE
CITIZENRY OR TO A FELLOW MARSHAL.

THOU SHALT NOT ENACT CAPITAL
PUNISHMENT AGAINST ANY CITIZEN SAVE
FOR INSTANCES OF MURDER, RAPE, CHILD
MOLESTATION, ENSLAVEMENT, OR TREASON.

THOU SHALT NOT USE AS THE BASIS
OF JUDGMENT ANY CITIZEN'S RACIAL
OR NATIONAL HERITAGE, GENDER,
OCCUPATION OR RELIGION.

THOU SHALT NOT SUFFER A PIRATE TO LIVE.



Frontispiece inscription, *The Colonial Marshal's Field Manual*,
Third edition, Fronc Free Press, 3078



In the Fronc Reaches, President Carver Trondel has openly stated his desire for the Reaches to realize the full benefits of the independence they won just before the outbreak of the Jihad. When a number of Canopian mercenary commands abandoned their posts in the Reaches to aid the Magistracy, they left a void in Fronc's defenses, and in the Reaches' faith in Canopian friendship. Trondel seized the opportunity and, rather than risk relying upon further Canopian military aid and influence, founded a military defense force of his own, actively soliciting local freelancers and resident guardsmen to bolster the Reaches' defense. Acknowledging the certainty that Detroit will forever remain under Canopian and Capellan rule, the Reaches flag now includes a black star to signify the loss of a founding world. At the same time, this proto-state is working feverishly to develop its industries to support its burgeoning military.

The Magistracy of Canopus is focused intently on rebuilding its core worlds after the Blakists' devastating assaults. While the Canopian military suffered greatly, we expect the MAF to be rebuilt relatively quickly, given how much of the realm's industry remains intact. Furthermore, as the alliance with the Capellan Confederation aided both realms in the Jihad, Magestrix Naomi Centrella-Liao is expected to try to leverage aid from her husband to further recover and upgrade the Magistracy's military and industrial infrastructure. Reportedly, this may include a new War Institute of Canopus. Meanwhile, even though the Canopians lost their inroads with the Fronc Reaches, we expect them to attempt to regain their favored status now that the Jihad is winding down in their area of space. Their continued presence on Detroit is unlikely to be unchallenged by the meager Reaches military, leaving the Canopians with the most advanced factory in the Periphery, and the Canopians may opt to use that as a means of securing trade dominance in the region. With this industrial powerhouse, and the backing of the Capellans, the Magistracy conceivably could eventually achieve primacy in the Rimward Periphery through access to more advanced military technology and greater productive capacity.

The Marian Hegemony, like many other major Periphery states, lost its leader to Blakist weapons of mass destruction. When the Caesar died, his plans to take the fight to Circinus died with him. However, the young Caesar Cassius managed to rally the Hegemony's core and prevented a complete governmental collapse. Still, the boy ruler has yet to establish his own clear vision for the Hegemony's postwar future, nor has he established his legacy. This puts the realm on shaky ground, especially as the insurgents in the restive Lothian District have radically increased in recent months. It is possible the HAF realizes the quagmire that the Lothians could become, as their latest bold attempts to expand the Hegemony have actually come at the expense of Free Worlds League, rather than a brutal suppression of the Lothian rebels.

The newborn Filtvelt Coalition joins the Periphery mindset of seeking first to survive, and later, hopefully, to thrive. While some realms have achieved both security and prosperity, it is rare in the modern Periphery for either to last for very long. Marquess Helen Trempeleau hopes to break this pattern and secure her borders through diplomacy rather than through military force. Knowing from long experience that the worlds of the Coalition can sustain themselves, their hope is that they will not face a serious FedSuns thrust to retake the tiny secessionist state if they can prove themselves to be a safe and friendly neighbor. Concentrating their new military leadership within the Filtvelt Academy faculty does all they can for defense, while they rely on their internal agriculture and industry to sustain them.

PERIPHERAL QUOTES

A compilation of quotes from or about prominent Periphery leaders goes far to summarize the different approaches taken to safeguard their borders during the Jihad. While some seem speculative or flippant, these have all appeared in some publication or other during the past decade

"Who in the hell's bright idea was this anyway?"

—*Captain Reginald Jonvelson of RDF1, during disastrous retreat from Chainlaine Isles, 3076*

"If they so enjoy being a thorn in our side, then we'll do our fighting in their backyard."

—*Caesar Cassius O'Reilly, on fighting the Circinian invaders in the Lothian District, 13 March 3073*

"Define... 'razed'?"

—*Senior Marshal Victor Sharpe, replying to TMI report on the razing of Amber Grove, 22 April 3075*

"Would you stay here when *this* happened?"

—*Anonymous Canopian, after Magestrix Naomi departed the ruins of Crimson to return to Sian, 16 December 3075*

"I guess I just don't see your problem. That's how we handle them in the Reaches. They come here, they die, and not after draining the public coffers to clothe, feed, and house them for decades. If you don't like it, the Sphere's more than happy to waste money on thieves, murderers, rapists and slavers. Look how that worked with Lady Death."

—*Force Commander Dirk McEvans, replying to complaints of refugees who witnessed Marshal Duke Marion calmly executing captured and bound pirates, 1 March 3071*

"Of course they reneged! They're pirates, for Christ's sake! What the hell were you thinking, issuing those Letters in the first place?"

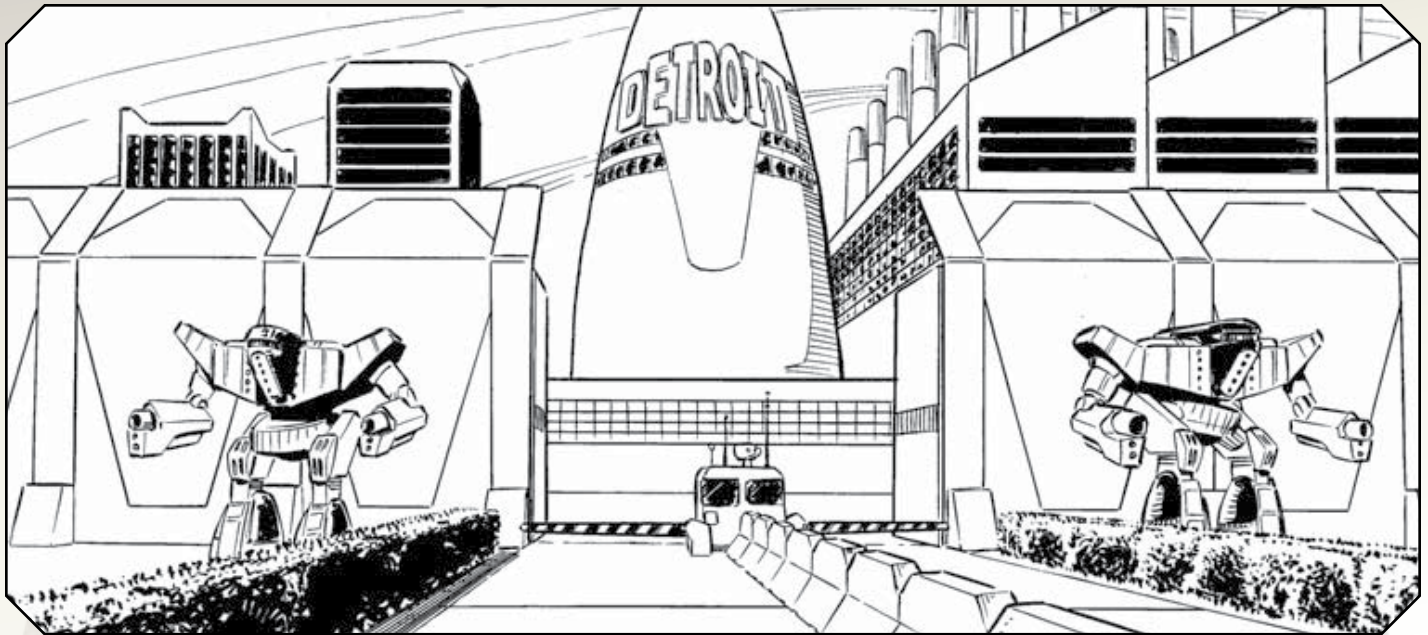
—*Planetary governor Harold Edgrer of Broken Wheel to Marquess Helen Trempeleau, after the first Letter of Marques-bearing pirate group raided Broken Wheel and disappeared into the void.*

"Let me get this straight, you're worried about pirates, so you founded the Guards, then you sent us to Charleston to guard the Taurians against *pirates*? Seems to me we could have skipped a couple steps in there, don't you think?"

—*Col. Peter LaCasse, Commander, First Taurian Pride, to Baron Marshal Kithrong, 10 July 3076*

"Did you hear that?"

—*Leonus Gracus, Mayor of Tripolus, 100km outside Nova Roma, 6 June 3071*



LOGISTICAL STATUS

The Periphery states benefited from their small size and relatively sparse populations during the Jihad. Most of the Blakist marauders saw these scattered powers as little threat and disregarded their outlying worlds accordingly, as a general rule. Unfortunately, this also meant that those worlds significant enough to feel the Jihadists' wrath suffered greatly.

ACADEMIES AND COMMAND CENTERS

While each Periphery realm experienced the Jihad differently, the Magistracy of Canopus arguably sustained the worst damage of all. Since the alliance with the Capellans saw many of the Canopians' better commands stationed within the Confederation, while more Magistracy troops were scattered throughout the Fronc Reaches, few were left in position in and around Canopus itself. When the Blakist assault and subsequent occupation began there in October 3068, the Word's blackout of the HPG network left the Magistracy alone in the dark, unable to call for help. It was not until Naomi returned in 3075, only to find the capital city of Crimson in ashes, that the full extent of the damages became clear. Lost was the Canopian Institute of War and most of the Magistracy Armed Forces' central command structure. Only those who were away from the conflagration—including Naomi herself—survived to resist the Word and rebuild the shattered MAF. The MAF's recovery will be slowed with the loss of many of the provincial academies, which were targeted by occupying or raiding Blakists, depending on the world in question. New facilities and faculties will be required to replace the planetary academies on Bass, Lindenmarle, Megarez, Adherlwin, Borgan's Rift, Royal Foxx, Fanardir, Gallis, and Early Dawn, along with the Canopus Institute of War itself.

The Fronc Reaches instituted their own internal recruitment and training for the Marshals well before the loss of the Canopian Institute of War (where Marshals had previously trained since their founding), primarily because Force Commander McEvans refused to tolerate the pro-Canopian indoctrination that was taking place there. In addition, the newly created Fronc Reaches Sentinels swelled greatly with the influx of several wayward soldiers fleeing the Jihad. While they have no dedicated military academy as yet, the various components of the Sentinels have become cadres for the training of locals and other refugees, while recruiting some Dispossessed MechWarriors in the bargain. These informal training programs tend to take place at the various duty stations and landholds granted to the highest-ranking Sentinels, while the state-managed Marshalry Academy is being constructed on Fronc itself, under the direction of McEvans and President Trondel.

The Taurian Concordat has also suffered greatly during the Jihad. In this case, the damage wrought is due less to attacks by the Blakists—who remain the Concordat's erstwhile allies—than from a devastating asteroid attack on Taurus itself. Blamed on the Federated Suns (though many sources still question the circumstances), the attack cost thousands of lives, including those of Protector Grover Shraplen and much of the TDF's high command. In the midst of a war that had already grown personal between the bitter fighting in the Pleiades and the FedSuns-employed Hansen's Roughriders' campaign of vengeance against the Taurians, this strike spurred even greater savagery in the Suns-Concordat fighting. Indeed, the demolition of the Taurian capital world drove the surviving military leaders to seize the government and institute a kind of martial law, sending the surviving Taurian Defense Forces (TDF) into the FedSuns. The destruction on Taurus also cost the Concordat its



primary military academy, the Ecole Militaire, while the Naval Institute and Aerospace Flight School continue to operate unabated, being located elsewhere. Fortunately, the Concordat's state requirement that all citizens serve in the national defense has softened its losses somewhat. By extending the period of service and beginning it earlier, the military government is driving that recovery hard, no doubt hoping to maintain its efforts against the FedSuns.

The Calderon Protectorate, confined to few worlds, boasts only the recently built New Hope Military University on Erod's Escape, the only major world under their sway. The university's first graduating class was commissioned only recently, but as it rests close to the seat of the Protectorate's government and central command, this academy is expected to be the primary source for future Protectorate elite. Unfortunately, an exodus of sorts has marred even this achievement. While most of the academy faculty remained at their posts when news of the tragedy on Taurus reached the Protectorate, many of their cadets chose to leave for the TDF and joined the invasion of the Federated Suns. When Baron Kithrong finally managed to recall the Calderon Protectorate forces from Concordat space in protest of the extreme actions on the Davion front, most of the Protectorate cadets had already been killed. Those who still lived chose to remain with their new TDF comrades instead.

The Marian Hegemony's direct opposition to the Blakist-allied Circinus Federation led to great losses for the Legions. In the nuclear attack on their Alphard, the Hegemony lost its one major military academy, the Collegium Bellorum Imperium. The Alphard Air Academy was similarly wiped out. Though Caesar Julius' predecessor, Sean O'Reilly, had established numerous other academies during his reign, these were little more than basic training camps. With conscriptions unchanged from Sean's time during Julius' reign, the loss of the Alphard faculty forced Caesar Cassius to rely more heavily on graduates of these camps, increasing their prestige at least in the short term, but not their quality. Indeed, the training curriculum has been abbreviated even more than it was before the Jihad, to push more troops into the field faster, a desperate effort that has reduced the Legions' overall quality. While Caesar Cassius has ordered various officers to serve as instructors, this has only decreased the capability of his field commands further, while they wait for the camps to produce more reinforcements. Even worse, this plan has only been partially carried out, as increased fighting in Lothian District prevents proper reallocation of resources.

The Filtvelt Coalition, despite being the youngest nation included in this briefing, boasts an exceptional military academy in the form of Filtvelt Academy. Though it was the newest of the Federated Suns military academies and derided by others as a substandard Outback training facility, Filtvelt turns out quality graduates. That its cadets lack access to the advanced training simulators and other modern amenities found elsewhere in the Suns, Filtvelt's trainees receive more hands-on time with actual equipment. Training accidents are more common than the Inner Sphere norm as a result, but those who graduate tend to have a better feel for actual combat and the means to prosecute it as a result. As the core of the new Filtvelt military, this is a solid foundation to build upon.

The other nations of the Periphery, including the Niops Association, Hanseatic League, Rim Collection and others, do not have formal military academies as such, at least not on the same scale as those of the major Periphery states. Their regiments are based upon traditions of cadre-style training, often in the field with the personnel actively using the equipment.

INFRASTRUCTURAL INTEGRITY

Compared to the Inner Sphere, the Periphery's industrial base fared quite well. When facilities were damaged, as often as not it was by other hands than of the Word of Blake.

The Marian Hegemony's losses in the Alphard bombing did not include their military industries. Both the Alphard Trading Corporation and Marian Arms, Inc., are located far outside of Nova Roma, a consideration designed to avoid harm to the local population should an enemy target these factories. The only other major Hegemony factory, Hadrian Mechanized Industries on Pompey, has also been spared, thanks to its location deep within the Hegemony's interior. Moreover, the Hegemony's Third Legion is split between both worlds, providing excellent protection for these valuable national assets.

SEEKING THE SHADOWS

As was demonstrated during the Star League occupation centuries ago, even the most avaricious of conquerors is put off balance when his newly subject peoples do not oppose his rule. Too quickly they relax under the belief that the populace assimilated quickly. It is then that the unwary foe must be struck, from the shadows, from behind, while he is sleeping, eating, bathing, defecating... Sunder their calm with unremitting sneak attacks, assassinations, poisonings, stabbings, then melt back to the shadows before they draw their own weapons. But in the light, give them smiles and assurances, fawn over their wounds and losses. Preserve the territory. Kill the invader. Avoid rebuilding by avoiding destruction. It has always been our way.

—From *Tactics of Recovery During War*, First-year Seminar, Canopian Institute of War, 3065

DESPERATE MEASURES

Marquess Trempeleau,

I cannot, under any circumstances, accede to your request. One year of instruction is simply too little time to prepare these cadets for combat. I understand and appreciate the need for a greater number of troops in the field, but sending half-trained students into battle is something I cannot condone. It would be quicker and less costly in the long run if we just shot them ourselves.

—Official reply from General Erich LeBeau, 3079



SALVAGE

Caesar Cassius turned from the wreckage and looked back at the Senators who had accompanied him. He appeared pleased, though it was difficult to tell with the protective helmet and environmental suit. Members of his Royal Guard, their imposing armor muted by the protective suits, fanned out from his position, intent upon the uninhabitable region that surrounded them. It was the first time the Caesar had seen the formal royal palace in Nova Roma. The entire party moved on, returning to the outskirts of the city to begin their search.

After what seemed an eternity of watching plebes pick through the rubble of the Collegium, a similarly garbed member of the technical staff that had been leading the effort hurriedly approached Caesar, only to be slowed when the Guards reflexively raised their weapons. He carried a large metal box and seemed terribly excited about his find. Caesar and those senators nearest him echoed that excitement. Mission apparently over, our entire party turned about and headed for the vehicles to return to safe ground. The schematics had survived the devastation. Now all that remained was to negotiate with HMI on how to implement production of the Heavy LRM Carrier.

At least something useful could be recovered from the wreckage.

—*Diary entry by Senator Kevin McLowery of Pompey, 3 September 3075*

UNREMITTING HATRED

Wolfgang Hansen turns from the one wall left standing at the edge of what was once the factory complex on Perdition, its former canyons of concrete filled with rubble and wreckage. He drops the rattle can he'd been using and places his hands at his hips to survey his work: the white outline of a large stylized fist, fore- and middle fingers raised to the sky, the words "HANSEN WAS HERE" beside it, also in white.

Hansen turns to regard one of his comrades who strolls up and hands him a very large item. Unfurling the gift, Hansen reveals the tattered and scorched flag of the Taurian Concordat that formerly had flown over the base of the local defense force. He exchanges some words with his fellow Roughrider. Hansen then throws the flag to the ground, releases the catch on the front of his trousers, and urinates on the flag.

Turning back to his comrade, he speaks a few more words, lips easily read even from a distance: "Now we can go."

—*Grainy video recorded from a distance, Perdition, Taurian Concordat, July 3075.*

The Magistracy of Canopus, perhaps due to their duplicitous nature of dealing with conquerors, fared well against their Blakist occupation. While openly accepting the new order, they waged a guerilla war in the shadows. Even so, the Blakists never targeted the various Canopian military factories to thwart the insurgency. Instead, they simply kept the factories running and made use of much of what was produced for their own forces. A decade ago, when the Blakists attempted an invasion of Detroit, the Consolidated aerospace, 'MechWorks and vehicle plants suffered minor damage, but production was barely impacted. Majesty Metals and Manufacturing on Canopus IV took some damage in 3071 when a covert raid to obtain weapons for Doru's forces was caught in the act and decisively crushed by the Forty-first Shadow Division. Meanwhile, the Magistracy has done for its industries what other Periphery realms have not: they have built new factories. Novis AT-H, Inc. completed construction of its new plant on Detroit in 3071, while others followed on Krimari and Palladix, both completed in 3075.

The Fronc Reaches is in far worse shape industrially than militarily, especially after accepting the loss of Detroit to the Magistracy of Canopus. Perhaps guilty over the de facto annexation, the new Magestrix granted the Reaches a continued tithe from the production of *Anubis* and *Marshal BattleMechs*, or whatever might supplant them in Detroit's future, but this is a pittance. Unlikely even to house a WorkMech factory for decades, the Reaches has turned its efforts instead to supporting the domestic production of combat vehicles and weaponry. Though the expertise is not in place, rumors abound of retooling at the Colonial Tractors plant on Fronc and the Interstellar Agriculture Concerns plant on Rockwellawan to produce Hetzers and Vedettes, respectively. The same rumors speak of issues like timely delivery of weapon barrels and armor, and transmission failure issues, likely explaining why a bare trickle of said vehicles has made its way to the Reaches' military and their various defense installations.

The Filtvelt Coalition inherited little in the way of heavy military industry since its secession from the Federated Suns. The best facilities they currently possess are the Cal-Boeing factories on Filtvelt itself, which is producing the Ripper VTOL for the burgeoning Filtvelt Militia. They also have the Quikscell plant on Broken Wheel, and a number of agricultural equipment factories that can be retooled to prepare light combat vehicles or weaponized civilian equipment. The lack of a modern BattleMech factory forces the Militia to rely on conventional forces for their buildup, even if it will consist of equipment ill-suited for the task, like armed WorkMechs or tractors. Some intelligence suggests that new combat vehicles are being made domestically, if very slowly, at one of these adapted factories, while a fairly new upstart company, Coalition Armory Inc., has been supplying RetroTech 'Mechs as a supplement since 3076.

The Taurian Concordat suffered the worst industrial losses in the Periphery. The asteroids obliterated the Taurus Territorial Industries factory on Taurus, while their other factory on Sterope was forced offline when Hansen's Roughriders attacked the world. The Roughriders similarly damaged the Sterope Defense Industries installations. Hansen was more destructive on MacLeod's Land, seriously damaging Pinard Protectorates Limited factories, and on Perdition where they completely destroyed both the Pinard Protectorates and Alphard Trading Corporation factories there. The Calderon Protectorate raided Edge Industries on Celano in 3072, slightly damaging the facility in the process. The Taurians heavy losses against the FedSuns will be harder to replace with so much of their industry in ruins.

The Deep Periphery as ever presents little to report. No intelligence of any new construction or losses of significant industry is known. The lesser Periphery realms also lack industry of military significance for the most part. The only known loss is that of the Niops' Association Project Workshop, believed destroyed in the civil war or an alleged follow-up attack launched by the Word of Blake.

FIELD REPORT: PERIPHERY





MAGISTRACY OF CANOPUS



The Magistracy Armed Forces (MAF) has emerged from the Jihad as the premier military force in the Periphery, boasting both the region's most advanced factories on Detroit, as well as a stable alliance with a Successor State. While their forces and command structure suffered in the Word of Blake's initial strikes, the survival of their top general helped maintain the MAF's cohesion until Magestrix Naomi Centrella returned.

CONDITION

The Magistracy's leadership was nearly decapitated when the Blakists firebombed their national capital of Crimson. The attack not only claimed the life of the Magestrix Emma Centrella, but also eliminated most of the MAF's command structure in the process, and destroyed the Canopian Institute of War. The Blakists were able to occupy numerous Canopian worlds in the chaos following the attack, under cover of an HPG blackout, but not without facing a strong guerilla resistance led by Senior general Hadji Doru. While the return of Magestrix Naomi solidified the MAF's resolve in opposing the Blakists, the loss of Raventhir's Iron Hand in the Crimson firebombing will likely be felt for years to come. Most of the other commands fared as well as one might expect against the technologically superior Word of Blake military, but held firm for years thanks to aid from the Capellan Confederation. Still, as the Word's campaign against Canopus was more targeted and used fewer troops, the MAF is in relatively better condition than the militaries of the Inner Sphere.

MORALE

Left to fend for themselves for so long before Naomi returned to claim the title of Magestrix in person, some of the MAF saw some of their dedication to the Magistracy wear away. Others—particularly those who fought alongside General Hadji Doru against the Blakist occupiers on Canopus—had their resolve strengthened. The MAF is thus a force with a range of loyalty to the throne, well equipped to handle high-tech enemy opposition.

REGIMENTAL STATUS

Magistracy Cavaliers

Regiment/Regular/Reliable
75% strength | 5% Upgraded
Current Base: Novo Tressida / Crawford's Delight

First Canopian Brigade

Regiment/Regular/Questionable
85% strength | 20% Upgraded
Current Base: Dunianshire

Magistracy Royal Guards

First Canopian Cuirassiers
Regiment/Veteran/Fanatical
40% strength | 62% Upgraded
Current Base: Canopus
Second Canopian Cuirassiers
Regiment/Elite/Reliable
95% strength | 70% Upgraded
Current Base: Canopus

Chasseurs Á Cheval

First Canopian Light Horse
Regiment/Elite/Fanatical
95% strength | 70% Upgraded
Current Base: Detroit
Second Canopian Light Horse
Regiment/Veteran/Reliable
65% strength | 48% Upgraded
Current Base: Joppa
Third Canopian Light Horse
Regiment/Veteran/Reliable
55% strength | 10% Upgraded
Current Base: Marantha

Canopian Fusiliers

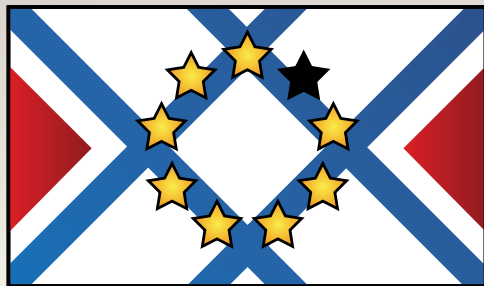
First Canopian Fusiliers
Regiment/Elite/Reliable
80% strength | 20% Upgraded
Current Base: Bethonolog
Second Canopian Fusiliers
Regiment/Veteran/Reliable
70% strength | 22% Upgraded
Current Base: Ballad II / Weistheimer
Third Canopian Fusiliers
Regiment/Elite/Fanatical
65% strength | 100% Upgraded
Current Base: Krimari / Joyz / Candiear

Magistracy Highlanders

First Magistracy Highlanders
Regiment/Veteran/Fanatical
70% strength | 30% Upgraded
Current Base: Fanardir / Early Dawn
Second Magistracy Highlanders
Regiment/Veteran/Reliable
70% strength | 20% Upgraded
Current Base: Addasar
Canopian Highlanders
Regiment/Veteran/Fanatical
75% strength | 30% Upgraded
Current Base: Cate's Hold / Brixтана

Raventhir Cuirassiers

First Raventhir Cuirassiers
Regiment/Regular/Questionable
85% strength | 5% Upgraded
Current Base: Thraxa / Vixen
Second Raventhir Cuirassiers
Regiment/Regular/Reliable
85% strength | 15% Upgraded
Current Base: Bass / Gallis



FRONC REACHES

No longer just clawing desperately to hang on, yet still far from established, the Fronc Reaches has progressed from a fledgling collective of scattered worlds to a unified realm led by a charismatic leader and a loose government. Protected from internal threats by the Marshals and from external threats by the Sentinels, the military of the Reaches shows promise in terms of maintaining the security of their small state. Should the current amity with the Magistracy come to an end, however, this disparate force would find itself hard-pressed to hold out against a major army.

CONDITION

With only pirate raids and similar banditry to oppose, the Sentinels are working hard to build their command into something resembling a professional combat command. Integrating new arrivals with fighting experience—including freelancers and Dispossessed MechWarriors lured with promises of landholds—has produced some improvement in numbers, but they have barely exceeded a battalion in total strength. An influx of conventional vehicles, including new Vedette and Hetzer tanks from retasked civilian manufacturers, is swelling their numbers. This new equipment would benefit the Reaches by allowing their 'Mechs to act as a reaction force while the conventional forces are stationed for a more dedicated defense of static objectives like water treatment plants and industrial facilities. Unfortunately, the rate of volunteer recruitment has yet to match their manpower needs at present, so until the Reaches manage to train enough crews to operate and maintain these vehicular forces, these defenses will amount to little more than a paper tiger.

The Colonial Marshals remain the starch in the collar of the Fronc Reaches. Their unwavering dedication to the safety of the Reaches and its peoples rivals that of any other military force. While they may not be willing to commit suicide to appease their superiors, all Marshals exhibit a stunning lack of self-preservation when their charges are threatened. Even perceived threats face lethal force from these defenders of liberty, yet in their capacity as adjudicators of the law, they are typically even-handed and command respect when ruling over local disputes.

MORALE

President Trondel's concept of binding new arrivals with military experience and equipment to their new home realm by granting them landholds to protect has borne some remarkable fruit. While comparable new forces would normally have a questionable loyalty, the First Fronc Cuirassiers are judged as a reliable unit. Whether this is due to the temporary euphoria of becoming a kind of minor nobility, or something more permanent, is a question only time will answer.

The Colonial Marshals, with their dispersed forces throughout the Reaches, would seem susceptible to rot from within in terms of their loyalty to Fronc. Despite this, their close connection to the peoples of the Reaches—regardless of Canopian, Taurian, or refugee origins—has instilled a remarkably strong loyalty in these military adjudicators, both to those they protect and to the Reaches that guides their fates. Still, the Marshals are not to be trifled with when the security of their fellow citizens is threatened; pirates are accorded no mercy under any circumstances, and other raiders might expect to receive better treatment from a lynch mob than from the Marshals.

REGIMENTAL STATUS

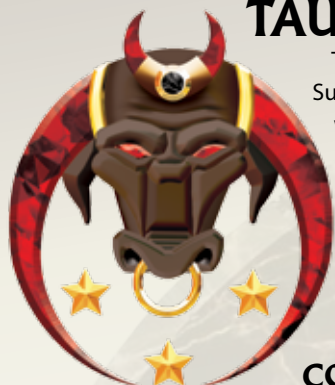
Colonial Marshals

Regiment/Veteran/Fanatical
90% strength | 35% Upgraded
Current Base: Fronc

Fronc Reaches Sentinels

First Fronc Cuirassiers

Regiment/Regular/Reliable
25% strength | 30% Upgraded
Current Base: Rockwellawan



TAURIAN CONCORDAT

The Taurian Defense Force is a shell of its former self, especially since its fanatical invasion of the Federated Suns in 3074. While these troops' initial reaction to the asteroid attack on Taurus prompted a brief reconciliation with their estranged brethren in the Calderon Protectorate, the latter's forces withdrew in 3076, appalled by the mounting atrocities the TDF was committing in their assault on House Davion—even on worlds considered to be historically Taurian. Unrelenting, the TDF continued their pogrom of indiscriminate orbital and nuclear bombardment, demonstrating a ferocity and hypocrisy on a scale it had never displayed before. That these actions were weakly opposed by the numerically and technologically superior strength of the Blakist-distracted AFFS has been the TDF's only saving grace, but as the Word is now on the run, the Taurians' luck may soon run out.

CONDITION

The Taurian Defense Force has lost significant numbers in its war. The entire IV Corps has been destroyed; the Second Taurian Lancers were annihilated on Midale in February 3070 at the hands of Hansen's Roughriders, and the survivors were folded into a replacement formation, the Fourth Taurian Lancers, with aid from the Word of Blake—only to be wiped out again by the Roughriders on Brusett in early 3075. Other TDF commands have lost significant numbers as well, including losses greater than a quarter each of the Taurian Guard and III Corps, over thirty percent of I Corps, and over ten percent of V Corps, based on pre-Jihad strengths. With severe damage to Concordat infrastructure (again at the hands of the bloodthirsty Roughriders), the TDF's ability to recover may be compromised for decades to come.

MORALE

The TDF undertook some of the most savage attacks perpetrated during the Jihad, much of which, we believe, was at the urging of the Word of Blake. The fanatical reaction to the asteroid attack on Taurus itself only showed the Concordat's weakened leadership following Protector Shraplen's death, but not a weakened sense of devotion.

REGIMENTAL STATUS

Taurian Guard

Regiment/Veteran/Reliable
60% strength | 25% Upgraded
Current Base: Horsham / Robsart

Concordat Commandos

Regiment/Elite/Reliable
75% strength | 35% Upgraded
Current Base: Bromhead / MacLeod's Land

I Corps

Concordat Jaegers

Regiment/Veteran/Questionable
70% strength | 55% Upgraded
Current Base: Ridgebrook / Flintoft

Red Chasseurs

Regiment/Veteran/Questionable
60% strength | 20% Upgraded
Current Base: Organo / Althea's Choice

III Corps

Pleiades Hussars

Regiment/Veteran/Fanatical
70% strength | 30% Upgraded
Current Base: Merope / Pleiades Cluster

First Taurian Lancers

Regiment/Green/Fanatical
60% strength | 35% Upgraded
Current Base: Maia / Electra

First MacLeod's Regiment

Regiment/Green/Fanatical
60% strength | 30% Upgraded
Current Base: Perdition

V Corps

Third Taurian Lancers

Regiment/Green/Reliable
60% strength | 15% Upgraded
Current Base: Hyalite / Lothair



CALDERON PROTECTORATE

The Calderon Protectorate's agenda has vacillated during the Jihad. Consequently, so has their military. Initially involved in a low-level civil war with the Taurians, this fighting petered out early in the Jihad as a spike in pirate attacks against the Protectorate's few home worlds curtailed their campaign of probing raids against the Concordat. When Taurus itself was bombarded, the Protectorate swiftly agreed to a cease-fire to aid its motherland's recovery efforts, going so far as to garrison several Taurian worlds against pirates—once more denuding the Protectorate's defenses. As news of the Taurian atrocities against FedSuns civilians mounted, the Protectorate recalled all of its forces and resumed its original low-intensity war against the Concordat. Though their willingness to aid their estranged brethren is laudable, given the sacrifices that resulted, the Protectorate likely regrets the outcome.

CONDITION

The First Taurian Pride remains the bulwark of the Protectorate's defense force. As the premier line unit, they receive the hardest assignments and get the best equipment. Still, with little domestic manufacturing to resupply them against attrition by pirates (some of which we now suspect to be Blakist-backed marauders or even Blakists in disguise), their numbers and advanced tech have declined. Baron Kithrong continues to prioritize the First as much as possible, while diverting a significant number of recruits to the Calderon Guard units.

The Second Taurian Pride—formerly the TDF's VI Corps—has fared somewhat better than their comrades in the First. While slightly less rabid in their support of the Protectorate, they have acquitted themselves well in their actions during the Jihad. Their exceptional salvage from the curiously advanced pirates they continue to face has bolstered their technology base.

The Calderon Guard is something of an anomaly. While the Concordat has seen its military strength plummet, Baron Kithrong managed to found an entire brigade to defend the Protectorate. Although it will be years before all three regiments will reach full strength, each is growing at a respectable rate, receiving supplies and personnel at the same rate, to keep all on an equal footing and evade charges of favoritism.

MORALE

While some defections back to the TDF followed in the wake of the devastation on Taurus, the Calderon Protectorate has recovered from most of this phenomenon. With disgust at the actions of the Taurian forces against their FedSuns enemies (for whom no love is lost with the Protectorate forces), a resolve to defend the Protectorate from forceful reintegration by the Concordat has solidified, reflected by increased loyalty to President Martens-Calderon and his fledgling government.

REGIMENTAL STATUS

Taurian Pride

First Taurian Pride

Regiment/Veteran/Fanatical
65% strength | 20% Upgraded
Current Base: Erod's Escape

Second Taurian Pride

Regiment/Regular/Reliable
75% strength | 25% Upgraded
Current Base: Oscar/Lastpost

Calderon Guard

First Calderon Guard

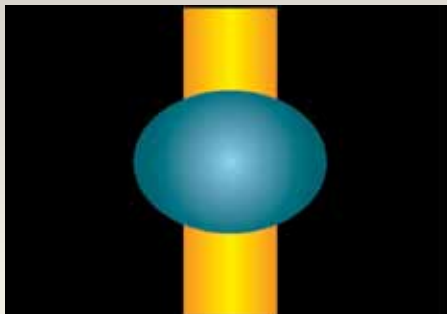
Regiment/Green/Reliable
20% strength | 0% Upgraded
Current Base: Gaul

Second Calderon Guard

Regiment/Green/Reliable
20% strength | 0% Upgraded
Current Base: Marknick

Third Calderon Guard

Regiment/Green/Reliable
20% strength | 0% Upgraded
Current Base: Diik



FILTVELT COALITION

Currently considered the youngest of the Periphery nations, it remains to be seen if the Federated Suns will allow the tiny breakaway Coalition to exist once the Blakist threat is finally and completely defeated. Formed around the Filtvelt Academy training battalion and local militia forces, the Coalition's military is barely a threat to a determined invader. After all, while the Federated Suns boasts the best militia units in the Inner Sphere, they never sent their best troops to their Periphery border.

CONDITION

With little infrastructural support to build upon compared with its neighbors, the Coalition relies heavily on homegrown (if green) troops to fill out its ranks. Since these are primarily infantry troops, their numbers appear lower than they actually are, and often lack full BattleMech support.

The First Filtvelt Citizen's Militia was built around the Filtvelt Academy training battalion. While it has the best leadership cadre of their military, it is still primarily made up of those who could not make it in a premier AFFS line unit. Capable, yet largely unimaginative, these forces tend to falter in the field when their textbook-learned skills face pirates and other raiders with years of practical field expertise. In most military intelligence circles, the First FCM is often regarded as a collection of "talented amateurs". Sophisticated by Periphery standards, the presence of battle armor bolsters this command's combat acumen, but like the rest of the officer corps, only experience can hope to tap its true potential.

The Second Citizen's Militia was founded from a collective of planetary militias and many considered the organization little more than a laughingstock. When the Malagrotta Militia saw a large defection to Filtvelt, however, they became the new core of the Second, dramatically improving their overall effectiveness. Now boasting a number of troops seasoned in actual combat against more than mere down-and-out raiders, the Second should become a significant force, though much of this experience remains diluted at this time.

The Third Militia has yet to face a true challenge, though raiding from the Malagrotta region and other pirate dens savaged these inexperienced troops incessantly. Like their fellow Militia regiments, they are split between duty stations, but have suffered greater attrition, as pirates seem to target them specifically due to their younger and less well-equipped status.

MORALE

While outsiders might claim that the Coalition would be best served returning to the Federated Suns' fold, that assertion merely repeats the sentiment that spurred the Coalition's secession to begin with. These people broke free due to a need for more focused and dedicated protection against piracy and the now-aggressive Taurians. Recognizing a need for local direction, these "talented amateurs" have more to fight for than any off-world AFFS force sent to protect them at House Davion's convenience. While they have a lot to learn about proper military organization, Filtvelt knows it cannot issue a call for help, and must rely on its own people's determination to protect themselves and their kin. Thus, the Coalition has little fear of losing its troops to defection or reassignment by a far-off government.

REGIMENTAL STATUS

First Filtvelt Citizen's Militia

Regiment/Regular/Reliable
70% strength | 30% Upgraded
Current Base: Hephzibah / Redondo /
Vaucluse

Second Filtvelt Citizen's Militia

Regiment/Green/Reliable
60% strength | 10% Upgraded
Current Base: Mararn / Sodertalje

Third Filtvelt Citizen's Militia

Regiment/Green/Reliable
55% strength | 10% Upgraded
Current Base: Sherwood / Lackland



MARIAN HEGEMONY

The Marian Hegemony, like the other major realms of the Periphery, saw its capital world brutally attacked and its leader killed. While Crimson in the Magistracy was firebombed, and Taurus subjected to a guided asteroid bombardment, Alphard was struck by a carefully premeditated neutron bomb attack that cut off the nation's head and stopped cold its planned invasion of Circinus. The capital city of Nova Roma, and a huge swath of surrounding territory became a charnel house. With an accompanying invasion by Blakist-backed Circinians, it took a number of gifted generals and a new, heretofore unknown heir, to control the situation and turn back the tide of defeat.

CONDITION

Stationed on Trondheimal, the First Legion remains the cream of the crop for the Marian Hegemony Armed Forces (MHAF). With the best equipment and personnel, this command has been instrumental in keeping order in the Illyrian District while also fighting off the invading Circinus Federation. Whether from facing lesser forces, or as a result of superior training and personnel, First Legion has continued to acquit itself admirably despite the losses they suffered in Nova Roma.

After driving the Federation out of Marian space, only to suffer repeated defeats against the Circinians during the follow-up counterattack, Caesar Cassius turned his troops against several worlds on the edge of the Free Worlds League, in an effort to establish the Hegemony's strength. After meeting initial success, the defending forces on San Nicholas retaliated with nuclear weapons, nearly annihilating the Second Legion. With the survivors recalled to Illyria, they are trying to rebuild and regroup, a task made only more difficult without an academy class to refill their ranks. The Fourth Legion remains on Landfall, while the Sixth continues to hold the other conquered world of Lahti, both in much better overall condition than Second Legion.

The Third Legion guards the Hegemony's interior, split between the worlds of Alphard and Pompey. Their status is among the best in the MHAF by virtue of their posting, though their equipment is not of the highest quality. As the former command of Caesar Julius, the Third's anti-Blakist fervor has this force champing at the bit to face the slayers of its beloved leader. For the moment, Caesar Cassius has tempered their fire by funneling new recruits to bolster their strength and infuse new blood into their midst, hoping they might become as dedicated to him as to his late father.

With their high population of Lothario natives, the Caesar may have erred in allowing the Fifth Legion to remain on Lothario. This posting may serve to provide a stalwart defense against any more Circinian-provoked rioting and rebellions, and bolster the morale of these troops, but it also poses a security risk in the still-rebellious region. The Emperor has voiced concerns to Caesar Cassius that Fifth Legion's strength should be greater with the influx of new blood from local recruiting, and its consumption of supplies far exceeds its reported expenditures. If true, it is possible that rebels have already compromised the Fifth and are drawing on the Hegemony's own logistics network to support their agitators in the District.

The Cohors Morituri resides on Valerius, as something of a reprieve from recent times. This newly settled world has not suffered the unrest common to the Illyrian and Lothian Districts, and has also been spared the guns of the Circinians. Thus, these condemned men have relaxed a bit, but will never be considered a reliable command. Their success against the Circinian forces to date is largely due to their lack of self-preservation, as most see death as the only release from service in this penal force.

MORALE

Morale in the Caesar's Legions is exceptional, considering the circumstances of his ascent to the throne. By taking the advice of the many generals who held the Hegemony together until he took power, he reinforced the importance of the military leadership, which filtered down through the ranks. By placing his forces to repel the Circinians on those restive worlds where anti-Hegemony uprisings were common, he simultaneously stopped the invaders cold and limited the damage to worlds that would—theoretically—quickly learn the value of Hegemony protection. With the exception of the Cohors Morituri, the MHAF has actually improved its overall cohesion. That the Caesar keeps his troops from consolidating any resentful feelings by prosecuting both active defense and invasion of new worlds to expand the realm (thus busying them with new populations to subjugate), the legion commanders have no time to incite rebellions from within the ranks.

REGIMENTAL STATUS

I Legio

Regiment/Veteran/Fanatical
60% strength | 50% Upgraded
Current Base: Trondheimal

II Legio

Regiment/Veteran/Fanatical
20% strength | 35% Upgraded
Current Base: Illyria

III Legio

Regiment/Veteran/Fanatical
85% strength | 20% Upgraded
Current Base: Pompey / Alphard

IV Legio

Regiment/Regular/Reliable
85% strength | 15% Upgraded
Current Base: Landfall

V Legio

Regiment/Regular/Reliable
55% strength | 35% Upgraded
Current Base: Lothario

VI Legio

Regiment/Veteran/Reliable
70% strength | 15% Upgraded
Current Base: Huntington

Cohors Morituri

Regiment/Regular/Questionable
85% strength | 15% Upgraded
Current Base: Valerius



LESSER PERIPHERY STATES' FORCES

While the information we might gather from the lesser powers in the Periphery can be dated, simply due to lack of proper channels of communication, in the absence of news, our intelligence is generally presuming that the older data remains viable. Thus, some of the following information might not be current for these lesser powers.

CONDITION

The Brotherhood of Randis remains a viable combat force despite reports of fending off significant pirate raids. That the raiders have little of value to target on Randis lends credence to the notion that the attacks are directed specifically at the Brotherhood and not the Fiefdom. The Brotherhood has lost some warriors as a result, but some reports indicate they may actually raise a third battalion from their current forces, dedicated to ending the threat of banditry in their region.

Novo Franklin has thus far eluded the interest of the Snow Ravens, but its proximity to the borders of the Outworlds Alliance is likely to lead to contact at some point. Whether the Ravens will crush the various minor kingdoms on the divided world, or merely wait for one power or another to achieve dominance first remains to be seen, but we should be surprised if any conquest of Nova Franklin by Clan forces has not materialized within the next five years.

The barren worlds of the Mica Majority continue to rely on their mineral exports for their primary income, with inexplicable numbers of tourists also flooding the Majority's coffers despite the lack of much to see outside the atmospheric domes. The Majority worlds' poor habitability makes them unattractive to potential invaders, though as with Novo Franklin, it may be only a matter of time before Clan Snow Raven arrives from the Outworlds Alliance. If such time comes, Larsen's Loners will provide little obstacle to the invading forces.

The remote world of New St. Andrews may have avoided the conflict between the Marian Hegemony and the Circinus Federation, but only on account of its insignificance. Among the last bits of news we have received from this world, is a report that Nelson's Longbows landed there, intent on forsaking their mercenary ways to become a permanent defense force for their new home.

Thanks to scattered reports that escaped an apparent HPG blackout in the micro-state, we believe that the Niops Association—or at least its government—has essentially ceased to exist. Their militia apparently ran afoul of Blakists seeking to exploit the Association's recent internal troubles and sieve the worlds' mineral wealth. Shattered on two of their three worlds, their survivors are reportedly waging a determined guerilla war against the Word, but with little success.

The Rim Collection Militia maintains its commitment to protecting the democratic realm against piracy, but this forces has fared poorly against a recent string of raider attacks. Though the experience has proven valuable in honing the Militia's skills, it has not been without casualties the tiny realm can scarcely afford.

MORALE

Compared to the morale of the Successor States' forces, the forces serving the lesser Periphery powers might as well be beaming. Despite their proximity in some cases to regions of severe conflict, their desire to avoid any direct combat beyond self-defense has seen them weather the Jihad storms better than most. Of course, the fact that they have less territory to defend greatly aids them in these endeavors.

REGIMENTAL STATUS

Fiefdom of Randis

Brotherhood of Randis, 1st Battalion

Battalion/Veteran/Fanatical
125% strength | 100% Upgraded
Current Base: Randis IV

Brotherhood of Randis, 2nd Battalion

Battalion/Veteran/Fanatical
135% strength | 90% Upgraded
Current Base: Randis IV

Franklin Fiefs

Fiefdom Military Forces

2 Battalions/Regular Reliable
90% strength | 5% Upgraded
Current Base: Novo Franklin

Mica Majority

Larsen's Loners

Company/Veteran/Reliable
165% strength | 35% Upgraded
Current Base: Mica II, V, & VII

New St. Andrews

Nelson's Longbows
Battalion/Regular/Fanatical
95% strength | 30% Upgraded
Current Base: New St. Andrews

Niops Association

Niops Association Militia

Regiment/Green/Reliable
35% strength | 75% Upgraded
Current Base: Niops V

Rim Collection

Collection Militia
Regiment/Veteran/Fanatical
85% strength | 10% Upgraded
Current Base: Caldarium / Slewis / Waypoint



PIRATE FORCES

If one shining light of joy is to be found in the mindless demolition of the Jihad, it is that the pirate forces preying upon the defenseless have suffered as badly as the legitimate forces in the Periphery.

CONDITION

After their ambitions at taking and holding FedSuns territory fell flat with the AFFS re-conquest of Malagrotta, Tiqualmé's Consorts are no longer on the rolls of the pirate forces to be feared in the Periphery. Since they had recruited large numbers of their fellow pirates from the Tortuga Dominions and Pirates' Haven, their destruction also means that the numbers of these brigands in the region have dropped more in recent years than at any time since the days of the original Star League. Joining them in oblivion are the Band of the Damned and the New Belt Pirates, with very few large pirate groupings of note left to threaten civilians.

The *Shen-se Tian* were caught on Fronc itself in early 3071 and mauled by Harcourt's Destroyers. Having already suffered losses in the 3060s, the damage this time was proportionately higher. Humiliated, the survivors might have fled the Fronc Reaches altogether this time, perhaps planning to strike other, easier targets from their as-yet undiscovered base in the Reaches.

The Calderon's Commando pirate band remains a thorn in the side of the Rimward Periphery states. With the breadth of their range, it is still believed that they reside on a secret base somewhere within the borders of the Fronc Reaches, which enables them to strike at the Reaches, as well as the neighboring Magistracy of Canopus and the Taurian powers. Of late, their raids have focused more on the Protectorate/Concordat border worlds, which could indicate a recent change in their base of operations, or they could simply be focusing on worlds easier to strike as both states remain distracted by their own conflict.

Late 3077 saw a noteworthy raid on the Combine world of Nowhere. Believed to originate from the former FedCom world of Farstar, these pirates were of company strength with a large infantry support element that performed the actual on-the-ground gathering of loot while their 'Mechs stood watch. Dubbed the Farstar Raiders by locals, the origin of these pirates remains a mystery. That they have not reappeared since this event has not reassured any Combine citizens near the Periphery.

While the Snow Ravens provide a significant deterrent to pirates in the regions surrounding the Outworlds Alliance, and with anti-pirate forces seeing significant gains against banditry in recent years, the safe havens for pirates are growing scarce. This may only be temporary, however, as the dissolution of the Free Worlds League will likely result in a sharp upswing of criminal activity. The destabilized, Blakist-controlled Circinian Federation has also become home to a number of smaller pirate bands, though no major bands have evolved there as of this time. Meanwhile, the Filtvelt Coalition continues to offer Letters of Marque to pirate bands to defray raiding on their own soil, and a number of small privateer operations continue to operate under these auspices.

MORALE

Morale among pirates is a nebulous concept at most. Even among the jetsam of civilization, they are usually the dregs and know it. When their raids are successful and they have enough money, supplies, slaves, and ammunition to carouse and indulge their vices, they have high morale. When they are running low on supplies and repeatedly face strong defenders who send them packing, their morale is low. Regionally, it would be logical to conclude that the criminals in Tortuga Dominions and Pirates' Haven have low morale, while those in the Fronc Reaches to the Circinian Federation are flying high.

REGIMENTAL STATUS

Shen-Se Tian

Battalion/Veteran/Fanatical
25% strength | 5% Upgraded
Current Base: Unknown

Calderon's Commando

Regiment/Regular/Questionable
75% strength | 10% Upgraded
Current Base: Unknown, suspected Fronc Reaches

Farstar Raiders

Company/Veteran/Questionable
100% strength | 0% Upgraded
Current Base: Farstar



DEEP PERIPHERY FORCES

The Deep Periphery remained unchanged for decades, if not centuries, until the Clan invasion. Since then, a great deal of upheaval has resulted, with Clan occupation and Blakist influence causing great changes. Most prominent is the rumored unity of the Nueva Castile worlds of late, since the revelation that the Hanseatic League had been instigating and profiteering off the internal conflicts between the Castilian Principalities and Umayyad Caliphate.

CONDITION

The Hanseatic Security Force (HSF) boasts impressive strength, considering the small size of their realm and its distance from the Inner Sphere. The six HSF regiments have, however, faced some major challenges in recent years, including an apparent Clan incursion within the Hansas' sphere of influence. While the Second RDF was successful in driving off an Ice Hellion raid on Antwerp, they took heavy losses when their superior numbers failed to outmatch the Clan weaponry. The HSF's effort to drive the Diamond Sharks out of the Chainlaine Isles was also an unmitigated disaster, with RDF 1 losing a quarter of its 'Mech force, and RDF 3 suffering more than fifty percent casualties before limping home in defeat. The other RDFs remain occupied against pirate raids and incursions by the Umayyad Caliphate. The Hansas' Convoy Defense Forces have also tangled with Diamond Shark forces with increasing frequency, and suffered significant casualties in each encounter.

The Umayyad Caliphate has avoided conflict with the Castilians for about a decade now, with their focus now on the Hanseatic League exclusively. The Umayyad Corps, though higher in recruiting numbers, lacks the materiel to equip all of its commands with 'Mechs, much less warriors trained well enough to use them effectively. All three Corps have thus been engaged in raiding the Hanseatic League both for on-the-job training and to capture as much salvage as possible. While they have been successful to a degree, the fact that the Hansa have yet to retaliate might be the only reason to celebrate.

The Castilian Principalities have faced internal issues, including the loss of the Third Brigada, though their overall numbers are mostly unchanged due to absorption of the survivors and salvage into Second and Third Brigadas. It is unknown if Third Brigada will be reconstituted or if it will disappear from the active rolls permanently. Unknown forces using a reptile of unidentified type as their insignia have been reported raiding worlds of the Principalities, but their origin is as mysterious as their imagery. They reputedly possess equipment much more advanced than the Castilians, who have had to fall back in the face of the strangers on multiple occasions.

MORALE

The HSF has a high morale amongst RDFs 4-6, mostly as a result of repulsing the common pirate raids. That these raids often pit them against numerically and technologically inferior forces does not factor into their propaganda. The Second RDF suffered greatly in the Ice Hellion raid, but the survivors' pride at their "success" in repelling "Clan invaders" has swelled their heads more than a little. The damage sustained by RDFs 1 and 3 in their abortive attack on the Chainlaine Isles has humbled them, and they are now focused on rebuilding their shattered commands.

Meanwhile, the Nueva Castile worlds maintain their hatred against the meddling Hansa government, and every piece of salvage brought back by raiders returning to the Umayyad Caliphate makes heroes of the warriors who achieve such "payback".

REGIMENTAL STATUS

Hanseatic League

Regional Defense Force 1

Regiment/Veteran/Fanatical
75% strength | 25% Upgraded
Current Base: Bremen

Regional Defense Force 2

Regiment/Regular/Reliable
50% strength | 15% Upgraded
Current Base: Antwerp

Regional Defense Force 3

Regiment/Regular/Reliable
40% strength | 10% Upgraded
Current Base: Gateway

Regional Defense Force 4

Regiment/Veteran/Reliable
100% strength | 15% Upgraded
Current Base: Riga

Regional Defense Force 5

Regiment/Green/Reliable
100% strength | 5% Upgraded
Current Base: Tomalov

Regional Defense Force 6

Regiment/Veteran/Reliable
80% strength | 10% Upgraded
Current Base: Bergen

Convoy Defense Force

Regiment/Veteran/Fanatical
70% strength | 0% Upgraded
Current Base: None

Nueva Castile: Castilian Principalities

2 Regiments/Regular/Reliable
90% strength | 15% Upgraded
Current Base: Asturias / Cordoba / Castile

Nueva Castile: Umayyad Caliphate

4 Battalions/Regular/Fanatical
75% strength | 10% Upgraded
Current Base: Granada / Cordoba



IRREGULAR FORCES

STATE OF NON-STATE FORCES

As much as ever, the Periphery realms are desperate for mercenaries to augment their own troops. Primarily, this is due to combat losses sustained in recent fighting, but for some is it because their usual mercenary standbys have recently been decimated, defected, or annihilated. While all the realms covered in this briefing have professional troops in their employ, many of these are small, unremarkable outfits. What follows is thus a listing of the more prominent irregular commands operating throughout the Periphery.

MAGISTRACY OF CANOPUS

Always a realm known for its favorable contracts, the Magistracy has benefited from the loyalty of several key outfits. Indeed, one of the most notable commands—the Canopian Highlanders—recently merged into the MAF proper, adding to a growing list of “nationalized” mercenary commands. Their most prominent mercs under Canopian contract include Harcourt’s Destroyers, Ramilie’s Raiders, and Markson’s Marauders. Of these, the Destroyers and the Raiders suffered especially heavy losses during the Jihad.

TAURIAN CONCORDAT

Having lost Longwood’s Bluecoats and Bannockburn’s Bandits to the recent warfare, and with the unannounced departure of Prey’s Divisionals, the Taurians’ major mercenary force strength is a far cry from that of just a few years ago. Presently, the most noteworthy force under Taurian contract is Gordon’s Armored Cavalry on Lothair.

MARIAN HEGEMONY

The Marian Hegemony succeeded in keeping Winfield’s Regiment under contract even after their disastrous invasion of Circinus, while the Dragonslayers were a great help in opposing the Circinian counterattack. The Head Hunters also remain under Hegemony contract, but their restive status creates a question as to how long they will remain at their present posting. While the Marians would appreciate more troops to deal with internal crises, they have so far refused to hire many local mercenary outfits, as they simply cannot trust anyone recently employed by the Word-controlled Circinus Federation.

FILTVELT COALITION

So desperate for defensive forces that it has courted known pirates with Letters of Marque, the Filtvelt Coalition has so far obtained the services of only one noteworthy mercenary command—the Thumpers—who were instrumental in driving off a raid-in-force from Death’s Consorts soon after they arrived in Coalition space.

RIM COLLECTION

The Rim Collection is still the domain of Able’s Aces, but while the Aces are officially still listed as a mercenary outfit, they have served the Collection for so long they might as well be considered the core of the realm’s regular army. Though Collection Militia they helped raise and train now outnumber them, but the Aces remain far better skilled and equipped than the militia.

IRREGULAR FORCE STATUS

Magistracy of Canopus

Harcourt’s Destroyers

2 Battalions/Veteran/Reliable
40% strength | 10% Upgraded
Current Base: Canopus

Ramilie’s Raiders

Regiment/Veteran/Reliable
40% strength | 35% Upgraded
Current Base: Canopus

Markson’s Marauders

Regiment/Veteran/Reliable
55% strength | 10% Upgraded
Current Base: Trznadel Cluster

Taurian Concordat

Gordon’s Armored Cavalry

Regiment/Veteran/Reliable
40% strength | 15% Upgraded
Current Base: Lothair

Marian Hegemony

The Dragonslayers

Regiment/Veteran/Reliable
85% strength | 45% Upgraded
Current Base: Valerius

Winfield’s Regiment

Regiment/Regular/Questionable
40% strength | 80% Upgraded
Current Base: Trondheimal

The Head Hunters

Regiment/Regular/Questionable
75% strength | 20% Upgraded
Current Base: Lordinax

Filtvelt Coalition

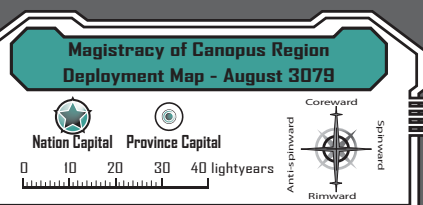
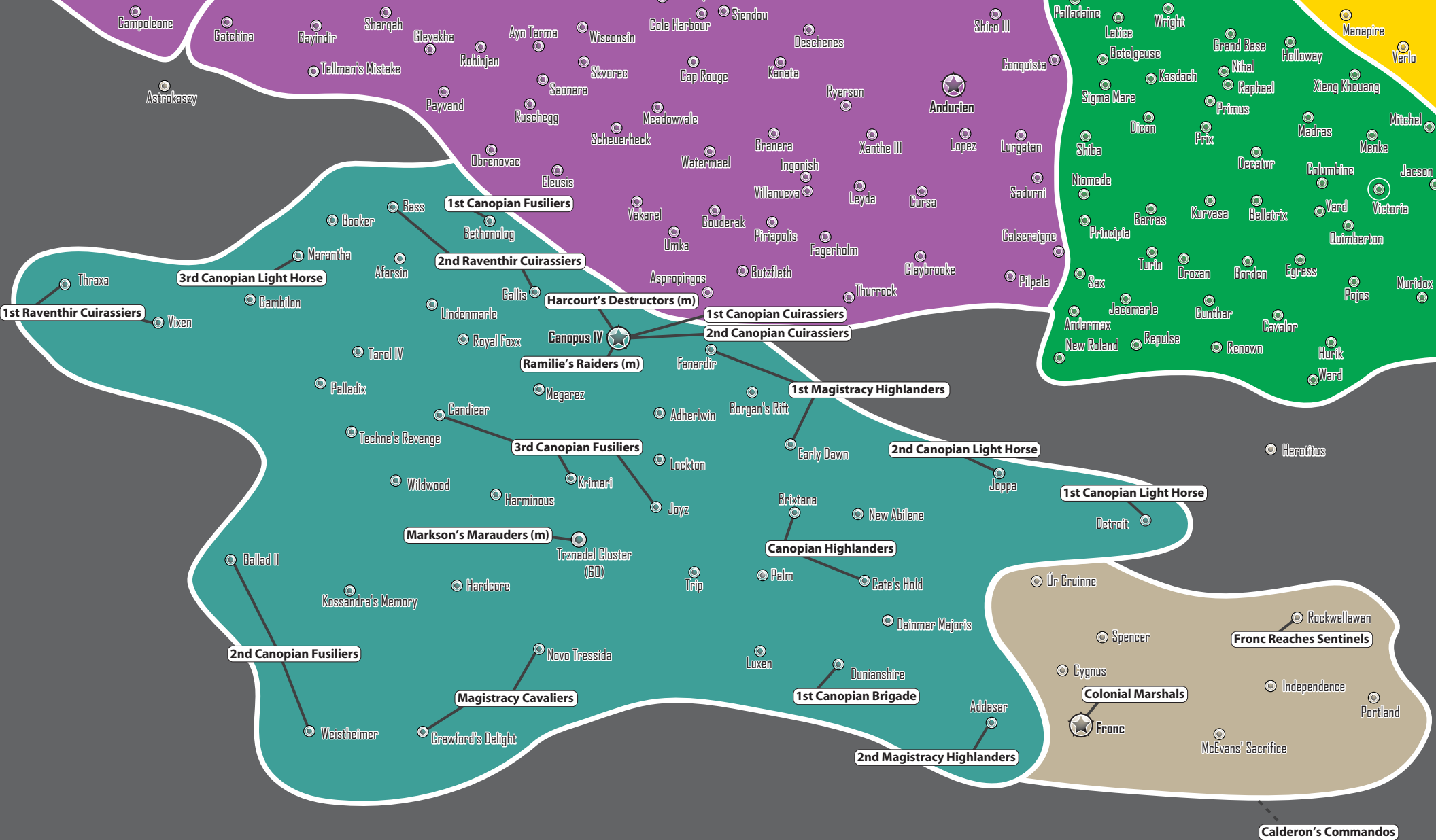
The Thumpers

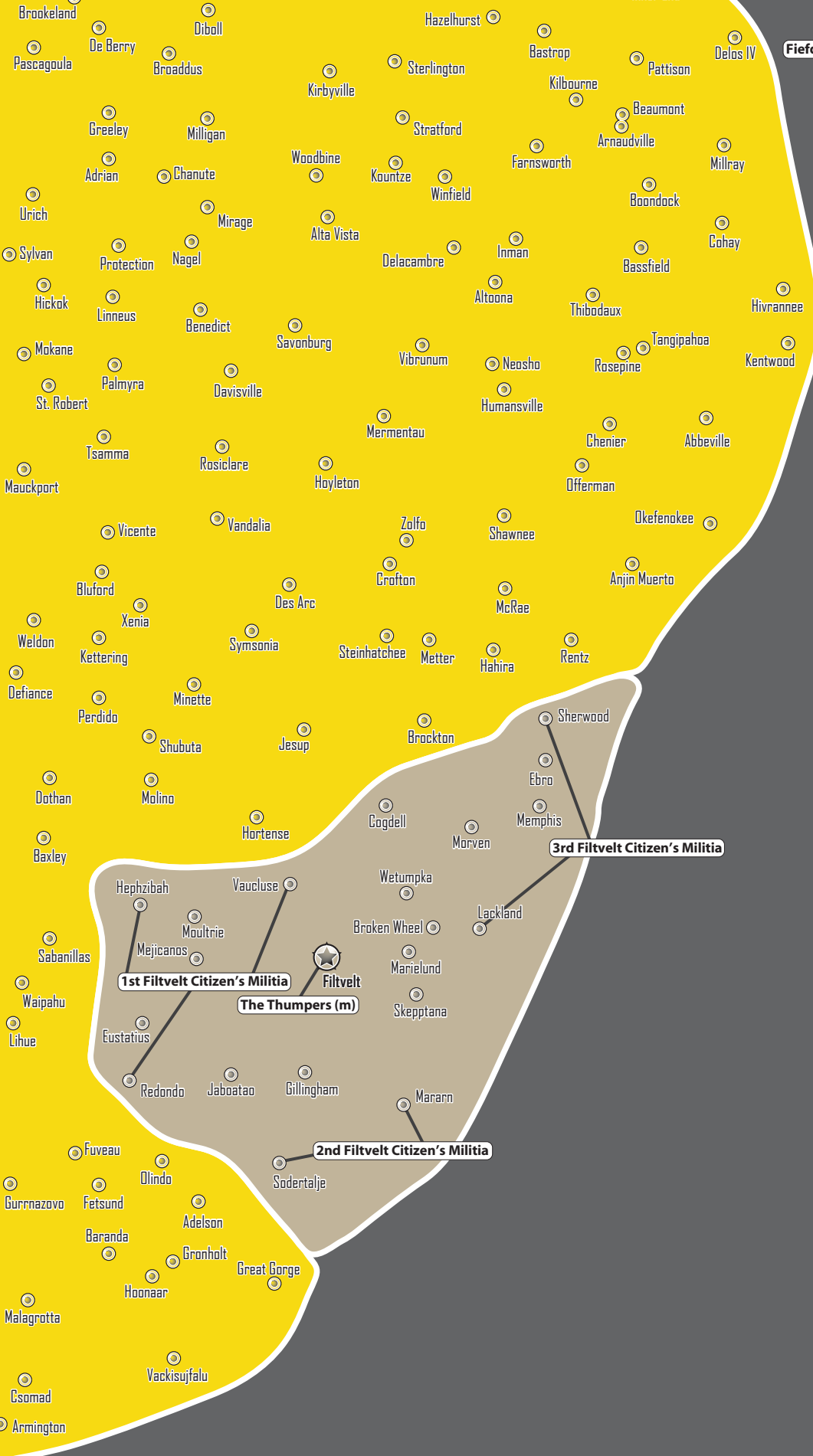
Battalion/Veteran/Reliable
70% strength | 20% Upgraded
Current Base: Filtvelt

Rim Collection

Able’s Aces

Battalion/Veteran/Reliable
115% strength | 15% Upgraded
Current Base: Gillfillan’s Gold





Fiefdom Military Force

Novo Franklin

Larsen's Loners

Mica II
Mica V
Mica VII

Filtvelt Coalition Region
Deployment Map - August 3079

Nation Capital (star icon) Province Capital (circle icon)

0 10 20 30 40 lightyears

Coreward
Anti-spinward
Spinward
Rimward



Brotherhood of Randis

Randis IV

50
Pirates Haven (clst)

