

BATTLETECH

★ **FIELD MANUAL** ★

TERRAN REPUBLIC



2785

John Lister

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by
John Luther



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SURVIVAL OF THE FITTEST

Basin Flat
Altair, Dieron Province
Terran Republic
0400 Local Time, 1950 TST
14 March 2785

Man, these guys just don't give up.

"Damn Snakes. They've ruined my coffee break for the last time!"

"Shut up Peters and get off the line!"

Jon cursed himself for using names over the radio. Sam probably didn't even realize the radios were working today. Altair's unstable star always causes havoc with com gear. These blackouts were frequent and Jon thought they might provide the Star Cavalry with a tactical advantage.

"I have been looking forward to our next encounter Brigadier Morningkill."

"Tai-sa Nakagawa, I'm privileged that you took time out of your day to think of me."

"Think nothing of it Brigadier; would you care to surrender now? You can not possibly match the might of the Dragon."

Nagakawa's insulting offer made his blood boil. The Draconis occupation of some Terran worlds including Altair had lasted since the start of Operation Liberation. They had spent more than eight years under the Dragon's so-called protection.

"Thank you for your generous offer Colonel but we shall not deprive your warriors of an honorable death." Especially one that they so richly deserve for their loyal service to the House Kurita, Jon thought.

"Hmph, foolish Terran. Today in the name of the Dragon we will take this city from you.

Tomorrow this entire star system shall be ours. And very soon Terra itself will be just another Kurita possession."

"Well you Snakes have your schedule and we have ours."

The situation was undeniably bleak for the new Republic. Any Great House outnumbers our ground forces by a ratio of 3 to 2. In space the situation was much worse. With only a small patchwork fleet, all that prevents the Draconians from leveling Terran ground positions are the vital ground based SDS. Also intelligence reports indicated an equal level of belligerence from the House Marik. If the new nation began to collapse all of the surrounding InnerSphere realms, no matter how benevolent, would no doubt attack destroying the Terran state.

"All units power up. Go weapons hot."

An instant after Jon's command the Dracs opened up with long range fire mainly missiles.

"Free Terra"

"For the Last Camero..."

Suddenly a burst of static signaled the end of the latest communications window.

"Now we have them." Morningkill hastily signaled his men from his Highlander. Going right down the lines with what one soldier called 'Mech sign language or old fashion Morse code he ordered a battalion held in reserve to hit the Snakes vulnerable right.

The furious Draconis attack came straight on as Jon knew it would. Kurita units typically adhere to rigid battle plans and without communications there was no variation.

Despite being outmaneuvered the Combine units surged forward.

The Terran flanking attack from the right came as a final blow to the proud Kuritan troops.

Also without communications there would be no surrender. No Draconian would dare disobey orders or show fear even in the face of certain death.

No quarter asked and none given. For in the end only the strongest would survive this conflict.



INTRODUCTION

Your Majesty,

Our newborn Republic stands on the edge of an abyss. Fate it seems has not decided to spare us from the coming storm even after the horrors we experienced during the Amaris Coup. This I fear you know all to well.

Currently tensions remain high with the continued occupation of Terran worlds by Kurita and Marik forces. Skirmishes between the Altarian Star Cavalry and a large Draconis taskforce continue on Altair. The other Houses of the InnerSphere (Steiner, Liao, and Davion) continue to abide by the Centuran Accords concentrating their military preparations against their other neighbors. Recently the Central Intelligence Bureau (CIB) has noted a covert military build up along the Terran-Capellan border but I believe that Liao will take a wait and see approach in coming conflict. The Capellans will probably look to take advantage of any favorable situation regardless of signing the Non Aggression Treaty. The Federated Suns continues to rapidly try and upgrade it's woefully under prepared military forces using former Star League troopers to fill in any gaps. The Lyran Commonwealth continues to annex vast expanses of the Rim Worlds Republic and recently seized several border worlds including Bolan in May. Captain-General Kenyon Marik continues to press his realm's claim to Denebola and the Bolan Reaches while pointing out Lyran aggression. He is currently trying to martial the Free Worlds League Military under his banner alone by passing groundbreaking resolutions in that nation's Parliament. The recent Lyran seizure of Bolan appears to have cemented him the support needed in the Free Worlds League. The House Kurita has been busy as well moving around nearly every BattleMech unit under its command. In addition, with your formal renunciation of the First Lordship Minoru Kurita has stepped up efforts to claim the crown of the Star League for himself.

This report detailing the Terran military will aid us in our struggle to survive the coming maelstrom. The document itself had been divided into four sections. The first, entitled Phoenix Rising is a brief history of the Terran military since its initial inception over seven centuries ago. Martial Assembly looks at the organization and structure of the new Terran Republic Armed Services while Future Stars outlines training methods and education for new Terran recruits.

The fourth and final section of this report, TRAS Roster 2785, details all major military units currently at our disposal for Operation Gold Shield. This overall defensive plan is nearing completion and awaits only your approval. Units like the Fourteenth deployed on special operations have not been included in this document. If you like I could forward all the information on the Demi Brigade and other units participating in Operation Silver Spear that I have. However, this data would be incomplete at best as we have tried to maintain the highest possible security level for this critical military operation that could very well be the difference between life and death for the Republic.

Whatever may come to pass know that the men and women of Terra stand behind you now and forever.

Lauren Hayes, Senior General
Chairman of the Royal Command & High Commander, TRAS
1 June 2785



PHOENIX RISING

The military of the New Republic is based on the armed services of Terra which preceded it. These include the now legendary Star League Defense Forces (SLDF), the formidable Hegemony Armed Forces (HAF), and humanity's first unified military the Alliance Global Militia (AGM). Understanding the Armed Services forerunners will help us realize our own current strengths and weaknesses.

Terran militaries have usually possessed weaponry that is technologically superior to their contemporary opponents. It is needless to say that this scientific supremacy has been responsible in large part for our continued military preeminence over the course of time. Generally this advantage has allowed smaller Terran forces to quickly achieve battlefield success with fewer casualties. This technical edge does not always lead to victory in every conflict. History has shown us many times that determined opposition and intricately complex systems can defeat even the well-equipped soldier.

Over time diplomacy has become a key weapon of defense in the arsenal of the Terran state. While its affect was not fully realized until the reign of Deborah Cameron it can not be ignored. The art of statecraft has led us to understand our opponents' motives and goals. Armed with this knowledge we can anticipate danger and stop conflicts before they begin. We must always be aware of aggressors and the threat they pose to our nation. Remember it is easier to see what you want to, then what actually is.

Terra's location is another important factor to be considered even in regard to the military. The cradle of humanity has always been the most developed world with a strong industrial base. Its central place naturally facilitated trade between Terra and the worlds of the InnerSphere. This robust economy was also fortified by an educational system second to none. These all contributed to the Terran military's strengths but there are many drawbacks to our position in the stars. Any military surrounded on all sides by five potentially hostile forces would be given pause. For the Terran soldier it is an everyday fact of life. This has had the added effect of choking off peaceful expansion for our nation while exhausting our own limited resources.

The new Terran Republic Armed Services (TRAS) has inherited many of its predecessors' traits. It is with these starting assets and flaws that our new military will defend this young nation from all threats to come. If the past is any indication then there is still hope for a bright future.

Origins

The Western Alliance Armed Forces (WAAF) established after the conclusion of the Second Soviet Civil War (2011–2014) were the immediate precursor to the first united Terran military. While it had a unified command and supply system it was still a multinational force. WAAF did come closer to a worldwide military than any previous army in history even though its soldiers still thought of themselves as nationals. The first, and as it turned out only, major test of WAAF was the Asian Co-Prosperity Sphere (ACPS) blockade of Japan in 2023. The ACPS, which saw itself as a rival to the Alliance, sought to free Japan of Western influence and persuade its people to join them. Their actions forced the Emperor of Japan, who assumed control after the government fell, to request aid from the Alliance who assembled a massive relief convoy. In May the submarine USS Bremerton was sunk with all hands by the Chinese cruiser Iron Flower



while scouting for the Alliance convoy. Two nearby Japanese destroyers, the Akagi and the Kongo, witnessing the aggressive actions engage and destroy the Iron Flower. With the blockade of Japan lifted the ACPS was forced to the negotiating table. Eventually Japan and the ACPS joined the Western Alliance creating the first Terran state.

The birth of the Terran Alliance in 2086 led to the creation of the Alliance Global Militia (AGM). For many decades national military cutbacks and WAAF unification efforts led to Terra's first fully integrated armed force. WAAF had become Earth's military and the founding of the AGM symbolically recognized this fact. In the years following AGM's establishment a spirit of world pride and unity replaced national identities. This new attitude, reflected most strikingly by the Terran military, was brought about by the tremendous scientific achievements of the age. These advancements included the colonization of Luna, manned exploration of Mars and the Asteroid Belt, the development of practical on site fusion reactors as well as fusion spaceship drives, the construction of orbital shipyards, full scale asteroid mining, and Interstellar (STL) Probes. There was a dark underside to this Brave New Age of Man. Third world nations felt the a technological pinch just three years after the formation of the Terran Alliance. These underprivileged states couldn't purchase the latest technical innovations and at the same maintain a practical standard of living for their people without them. Discontent among these poorer countries soon grew and led to clashes in Central and South America. This in turn led to the first large scale military deployment since the Second Soviet Civil War when two Alliance Paracavalry Divisions under the command of Major General Leonard McKenna were sent to quell the Brazilian Riots in July 2098. While bloody, thanks to Lieutenant Colonel Takeo Fuchida who commanded an Alliance Paracav battalion, this operation was successful in ultimately putting down the unrest in South America for the time being. Despite this and other smaller incidents war was unheard of during this era of peace and prosperity. With no major adversaries the Alliance Parliament cut the defense budget several times during this period. These cutbacks would ultimately strip the AGM of its effectiveness and have dire consequences for the Alliance.

Breakdown

The Deimos Project was the Terran Alliance's greatest achievement and ultimate doom. The great scientific undertaking to develop Faster Than Light (FTL) travel opened wide the growing rift between the Alliance's rich and poor member nations. Funding for the Project was barely approved after a lengthy debate by the Alliance Parliament in November 2103. The efforts enormous cost was disproportionately shifted to poorer states with larger populations. Revolts were widespread among these as the AGM was once again called upon to put down these insurrections. Some member states went so far as to secede from the Alliance rather than support the Deimos Project. In September 2107 scientists successfully tested their theories with an unmanned intra-system jump from Terra's zenith jump point to its nadir point. This was followed shortly after by Raymond Bache's first manned FTL voyage in February 2108. Finally in December 2108 the TAS Pathfinder led by Mission Commander Norm McKenna completed man's first interstellar journey to the Tau Ceti star system.

These tremendous achievements temporarily quelled most of the popular discontent but resentment towards the Alliance remained hidden below the surface for



many Terrans. Following the colonization of New Earth in 2116 a wave of interstellar exploration swept the Alliance. For dissidents settlement of outlying worlds provided a means of escape from the omnipresent Terran bureaucracy. Control over these new colonies while difficult for Alliance authorities because of the agonizingly slow communications of the day was made possible because of the settler's dependence on certain water purification systems. Without this necessary equipment a colony could not hope to survive. This all changed in 2177 when Rudolph Ryan developed his Ice Ships and revolutionized the colonial fresh water supply system. Ryan and his Cartel were also sympathetic to the outer colonies and their interests who helped anti-Alliance groups communicate with each more effectively.

Eventually heavy handed administration, high colonial taxes, and social constraints imposed by all powerful Terran Governors took their toll. By the mid 2230s several worlds began to declare their independence from Alliance oppression. Two revolts broke out almost simultaneously. The first of these revolts occurred on Denebola in late 2234. Soon after the planet Freedom followed declaring itself free of Terran rule. Following Freedom's example several other worlds left the Alliance, the Outer Reaches Rebellion had begun. Major Renault Ygon, a high level military courier, delivered the news to the Terran Parliament. In response to these actions General Armando Luchesi and Admiral Leonard Julliard ordered their command, the 2nd Interstellar Strategic Combined Assault Force (INTERSTRATCAF), deployed to Freedom to put down the insurrection. Three squadrons of jump capable strike cruisers, assault carriers, and attack transports already on maneuvers near Saturn immediately got underway. Major General Gunther Stein, field commander of the 2nd INTERSTRATCAF, planned to first isolate Freedom and its allied planets. Following this blockade action the Terrans would rapidly move to occupy these worlds crushing the rebellion. All did not go according to Stein's plan however. Fierce rebel resistance including the completely unexpected contesting of the Terran blockade caught Stein off guard. On many rebel worlds Terran troops landed to find no opposition instead the people had fled to the countryside. These ghost towns became the bases of garrisons who could not effectively gain control of the populace. Patrols leaving their bases disappeared as it became clear that the rebels wouldn't surrender quickly. The situation was different on Freedom where the planetary defenders built large fortifications around the capital, Jefferson City. President Tudella Dupont led 1,500 Freedom rebels against Terran domination vowing to destroy everything rather than surrender. On June 15, 2236 the 4th Paracavalry Division, six thousand men strong, under the command of General Desmond began a dawn assault on the city's weak southern gates. However, Dupont anticipated this maneuver and led a daring raid which captured several Alliance artillery batteries. Turning these weapons against the Terrans forced them to halt their advance and await reinforcements. Finally on August 25 the stalemate was broken by the 23rd Alliance Striker Regiment under the command of General Seth Van Dorne. These troops participated in the Rebellion's most horrific action the 4 month long genocide of 10,000 people on Summit. Terran troops leveled Jefferson City in the resulting battle but President Dupont escaped with a small force promising to carry on resistance. Over 2,000 Terran soldiers lie dead for their victory.

By mid 2237 over 50 worlds were actively engaged in hostilities against the Alliance. This included New Avalon which had erupted into rebellion against Rear Admiral Emil Varnay's troops. Many more planets refused to send aid to the Alliance



causing further difficulties. Most Terran units were ill equipped to carry out operations on this scale with exception of the Colonial Marines. Many began to suspect that the Alliance would not win this conflict. As losses grew higher the Terran Alliance ordered the withdrawal of their troops from the Outer Reaches in the autumn of 2237. Over 90% of the Alliance Global Militia returned home over the next six months without formally recognizing the Terran defeat. The outer colonies had won their independence. Not all the Alliance units returned home. Some went onto form the core of new InnerSphere militaries. The Avalon Hussars, which have gone onto become the core of the modern Federated Suns military, were formed by elements of a Colonial Marine unit and the 11th Terran Rangers became the 2nd Donegal Guard of the Lyran Commonwealth.

Order from Chaos

The Terran elections of 2237 drastically changed the political landscape of the Alliance. Since 2109 the Expansionist Party had held power in the Alliance mainly because of the success of the Diemos Project. Over time the Expansionists resorted to dirty tricks and sometimes outright violence to maintain their grip on authority. Colonial abuses and harsh measures that sought to curb individual freedoms began to loosen the Party's hold over Terra after one hundred and twenty years. In response to the failed policies of the Expansionists during the Outer Reaches Rebellion the public overwhelmingly elected a new regime.

The Liberal Party had been the main political opposition for the Expansionists since the early days of the Alliance. Years of being in the political shadow had forced the Party to adopt many underhanded tactics of their own. When the Rebellion erupted the Liberals quickly recognized their opportunity to win control of the government and capitalized on it. Immediately upon coming to power they freed all colonies beyond thirty light years of Terra. In the Liberals righteous rush toward complete colonial sovereignty they failed to recognize the fact that some colonies didn't want independence.

The result was a humanitarian disaster as large as the Outer Reaches Rebellion. Despite the best efforts of certain major corporations some entire colony worlds starved to death. Obsessed with creating paradise planets within the Sol star system the Liberal Party largely ignored the growing crisis. Aghast at the Liberals apathy towards the struggling outer colonies the people of Terra voted the Expansionists back into power in 2242. By this time the Alliance had shrunk to only thirty light years in size.

Unable to solve these problems or work together for the common good the Alliance government became unstable. Governments formed in Parliament disintegrated quickly as Liberals and Expansionists battled for control. Election fraud became common place as many Terrans simply gave up and left their polarized homeworld. This Exodus made matters worse for those who remained behind as political factions continued to struggle for control of the Alliance and neglected all else. Even planets within thirty light years of Terra (these included Dieron, Altair, Thorin, & Caph) began to declare their independence. All things on Terra from scientific research to social welfare seemed to grind to a halt during these six decades of chaos.

There was only one refuge from the chaos engulfing Terra, the Alliance Global Militia (AGM). Following their humiliating defeat at the hands of poorly equipped rebels the AGM resolved to stay out of the political squabbling. The leaders of the Militia asked only for the money to upgrade their organization. Both political parties recognized that



the military could be a powerful ally or enemy if provoked and were happy to help the Terran defense force by gradually increasing its annual budget. In time the AGM was revitalized by new recruits looking to escape the chaos on Terra. In fact so many Terrans flocked to join the Alliance Militia that some had to be turned away.

One of the lucky Terrans who managed to enlist in the AGM during this chaotic time was James McKenna. This native Canadian hailing from the Yukon wilderness would of course go onto found the Hegemony. Despite his family's long tradition of military service no one witnessing McKenna's early childhood would guess that James would go onto join the Militia. Many thought he would end up a lumberjack as McKenna didn't even begin school until he was twelve years old. However, he soon demonstrated a gift for history and science that eventually earned him a scholarship to the Annapolis Naval Academy. In spite of his outspoken nature and a tendency to question authority (which got him into trouble a number of times) McKenna had a bright military career with many honors. His exceptional service culminated with James' promotion to Admiral in 2295 commanding the Alliance Navy. For fourteen years he built and developed the first true interstellar combat fleet with ships like the Dreadnought class Battleship. Many in the government were pleased to give the charming Admiral his new toys but it was a decision they would come to regret.

The political situation on Terra finally took a dramatic new direction in 2310 with the appearance of Grant Zoli and his People's Independence Party (PIP). Zoli and his Party made a strong showing in the elections of 2310 when the people of the Alliance displayed their disdain for both traditional parties. Realizing that the PIP could swing the general elections of 2314 both parties tried to curry Zoli's favor. In the end Zoli was found murdered and violence swept the planet even as Parliament called for martial law. Armed Expansionist and Liberal supporters began a war on the streets of Earth slaughtering rival political gangs. Many innocent civilians paid for this political conflict with their lives.

As word of these atrocities spread Fleet Admiral James McKenna ordered the Alliance Navy to rendezvous at Mars. With violence threatening to spread to other Alliance worlds swift action was necessary. On June 2, 2315 Strand Rock in the North Sea and a small island off the coast of Australia were annihilated by the first orbital bombardment ever undertaken. McKenna made an impassioned speech to stop the violence and threatened dire consequences if fighting continued. The Global Militia and the Colonial Marines moved into destroy any opposition. The battles of Zurich and Bangkok highlighted the fighting planet side as political faction members were neutralized. Any armed force that didn't stand down in open terrain was obliterated by McKenna's warships which served to frighten most enemies into submission. In many places it did not come down to all out fighting as people took to the streets in support of McKenna forcing most combatants to lay down their arms. Terra had finally come through its years of chaos and now stood on the dawn of a new era.

Rise of Nations

In the wake of the Alliance's destruction McKenna proclaimed the birth of the Terran Hegemony. The Hegemony Charter laid down the form and substance of the new government. The massive bureaucracy that ruled the Alliance was scaled back and decentralized in favor of Planetary Governors. These officials answered to the ruler of the



new Hegemony, the Director-General. The Director held enormous power under the Charter akin to a constitutional monarch. James McKenna was elected to this high post in February 2316 by the people of Terra for a lifetime term. Assisting the Director-General govern the Terran state were nine High Councilors chosen from the ranks of Planetary Governors. Below the High Council was the Hegemony Congress which served as the legislature of the realm. Its membership was also elected by the people of the Hegemony. Political parties were banned and old style paper balloting replaced electronic voting which was too easily manipulated in the Alliance. The new government also saw the creation of Planetary Congresses instead of Parliaments preferred by the Alliance. Terms for almost every office in the Terran government were lengthened to avoid political instability and corruption which plagued the Hegemony's predecessor.

Shortly after his inauguration James McKenna officially founded the Hegemony Armed Forces (HAF). The new HAF was built around all AGM personnel who helped McKenna topple the corrupt Terran Alliance. New uniforms were issued and units renamed but much of the reformed (post Outer Reaches Rebellion) AGM made up the Hegemony's new military. James McKenna as the Director-General of the Hegemony served as the Terran Commander in Chief. Director McKenna even offered a place in the new military to those in the AGM that didn't support him. If these soldiers pledged loyalty to the Hegemony and accepted a reduction in rank they received frontline assignments with a full pardon for their previous actions. Many jumped at the chance and the few who didn't found themselves imprisoned.

With his new government in place and military readied McKenna embarked on consolidating his hold over all former Alliance worlds (those within 30 light years of Terra). Many of these planets happily joined the Hegemony while a dozen worlds had to be convinced mainly through political maneuvering. At the other extreme Altair and Caph had to be persuaded by the use of force to join the new Terran state. Following their conquest McKenna quickly turned his attention to nearby worlds outside the old Alliance. The Director launched a massive public relations campaign with the goal of increasing planetary membership for his new realm. Concurrently he directed a price drop for many Terran consumer goods hoping to create an economic dependence on some of these border worlds for Hegemony products.

Many independent worlds concerned by a newly expansionistic Terra began to form alliances in the hopes of maintaining their freedom from the Hegemony. One such alliance very near Terra consisted of Quentin, Errai, and Helen. These prosperous worlds wished to remain free of McKenna's dominion and made it clear that they would resist any Terran aggression as their forefathers had. In March 2316 the Hegemony began its 1st Campaign of Persuasion to bring these worlds under Terran rule. HAF would face its first challenge led by Director James McKenna himself aboard the battlecruiser Black Lion. While they could not hope to prevail against such a massive Terran show of force these independent planets put up a determined and fierce opposition. HAF, however, emerged victorious with some hard fought lessons as the 1st Campaign drew to a close with the successful invasion of Towne in 2317.

The Terran High Command studied its successes and failures during the 1st Campaign of Persuasion intensely. From this comprehensive review standardized tactics were developed to subdue defiant planets. First all possible intelligence was gathered on targeted worlds. From this information a provisional invasion plan was drafted which



outlined the necessary troop strength in order to conquer the planet. When the invasion force was fully assembled two warships, usually Cruisers or larger, with escorting fighter carriers jumped in first to secure the systems jump points. Once cleared of danger troop ships followed in system and began their run to planet. Achieving orbit around the target Hegemony forces conducted what they termed “naughty picture runs” again under heavy escort. This recon provided detailed maps and up to date surveys of the world’s defenses. Finally the actual planetary invasion was planned targeting population centers, drinkable water supplies (rare at this time and vital to survival), and industry. This invasion template worked well during the 2nd Campaign of Persuasion which was launched in 2320. The worlds of Terra Firma, Capolla, and Nanking fell to Hegemony control. Even distant Capella, capital of the once mighty Capellan state, was occupied from 2320 to 2335. It was during this time that Rear Admiral Adelaide Lola gained notoriety for her uncompromising demands for naval excellence while serving as commander of the Hegemony’s Warship Subcommand. Only the lack of a true aerospace fighter hampered the Terran military operations.

These military successes sparked a wave of unity throughout the human sphere although not as James McKenna had envisioned. Several small defensive pacts joined together in an effort to stave off renewed Terran expansion. The Hegemony was now surrounded by the Free Worlds League, the Federated Suns, the Draconis Combine, the Ozawa Association, the Tikinov Grand Union, the Liao Republic, Sarna Supremacy, the Federation of Skye, the Tamar Pact, and the Protectorate of Donegal. New security and prosperity further united these realms making it impossible for McKenna to reunite humanity under the Terran flag. The Director-General soon realized that diplomacy could be a powerful tool for the Hegemony. Reorganizing his Foreign Affairs Department McKenna began the process of recognizing these new states and welcoming them to the new interstellar community.

In 2335 the Terran Hegemony launched its third and final Campaign of Persuasion to secure worlds vital to its continued existence. McKenna viewed these planets as absolutely essential for the survival of the Terran state and in spite of growing diplomatic goodwill he authorized the use of force. Using lessons from its first two campaigns HAF quickly conquered Alioth, Lyons, Milton, Mizar, and Denebola. These assaults commanded by the Director’s son, Admiral Konrad McKenna, raised morale to new heights in the Terran military. With his father’s health failing many looked to Konrad as the future ruler of the Hegemony. This was not to be however as two critical errors would cost Konrad any support he had. The final objectives of the third Campaign were the water rich worlds of Galatea and Symra. Admiral McKenna underestimating his resistance at Galatea neglected to survey the planet before hand enabling the planetary natives to use the terrain to their advantage. While ultimately victorious the struggle for the planet was long and drawn out leading some to question Konrad’s competence. The Admiral made another questionable decision attacking Symra which would cost the Hegemony dearly. Perhaps hoping to make up lost time he directed Terran troopships to jump into system first and proceed to planet immediately. The system’s jump points had been mined however and the lightly armored troopships were easily destroyed. Symra was an unmitigated disaster for the Terran military and Admiral McKenna attempted to blame his subordinates. With mutiny on the horizon the Director-General had no choice but to relieve his son of command.



The Symra Ambush left the Hegemony in a fragile state in 2339. Public outrage spread as details reached the people of Terra. James McKenna's health was failing and his son was under fire for his actions before and after the horrific incident. Adding to the crisis the Director wouldn't allow his son to be prosecuted for incompetence. Critics blasted McKenna for this injustice and for a short while it appeared the Hegemony would not last as people began to call for his impeachment. A frail James McKenna appeared before the public one last time in a special nationwide broadcast. He confessed that it was his duty to prosecute the Admiral for the entire fiasco but he couldn't as Konrad was his son. Instead James McKenna announced his retirement. Much of the people's furor melted away with their leader's touching announcement. Only ten days later they were shocked to learn that the founder of the Hegemony had died from cancer.

Cameron Ascendant

The death of James McKenna, the Hegemony's beloved founder, threw the Terran nation into a state of uncertainty. Who would lead Terra into the future? His only son, Konrad, was completely discredited and slowly going mad after the Symra Ambush. No other member of the McKenna family was qualified or interested enough to assume the Directorship of the Hegemony. The High Council did agree that any candidate for the position would at least have to be distantly related to McKenna. They eventually settled on two distant relatives of the former Director-General, Graham Nellas and Michael Cameron. From the start the clear favorite was the charismatic Nellas who served with distinction in the Terran military and at the time was a well known conservative Senator in the Hegemony Congress. However, the younger and more knowledgeable Cameron impressed many with his honesty and sense of duty in spite of only serving in the military reserves. Unable to agree on which individual to nominate the High Council presented both to the people. The campaign run according to the laws of the Hegemony featured frequent public debates between the two candidates. Many analyst of the day thought that Nellas won these debates handily but ultimately he came off as too smug for the voters. Surprising many Michael Cameron won the election by a large margin and became the second Director-General of the Terran Hegemony.

After his inauguration Michael immersed himself in the inner workings of the Terran government. Pouring over the bureaucracy the new Director was driven to increase its efficiency. One of his first acts was to centralize all Hegemony science programs, save military research, under the new Hegemony Research Alliance Department (HRAD). This new system streamlined Terran research and development enabling government funding to be fully utilized and thus encouraging further investment. Soon after research budgets were doubled and the Hegemony had become the scientific leader of the Human Sphere. Next with a focus on smart governing Cameron improved the day to day functions of the Hegemony itself. The bureaucracy now laced with intelligent and well-informed officials doubled its overall efficiency. Economically he focused on moral standards and enforced strict business regulations. Michael even encouraged unconventional economies on worlds too poor to succeed in traditional capitalist systems. Perhaps his most lasting and far reaching reform was the creation of a modern Peer's List to encourage individual achievements. Announced on January 1, 2351 by the Director-General himself it laid the foundations for the neo-feudal system seen across the InnerSphere today. Michael went onto rule the Hegemony for another sixteen



years before retiring. His twenty seven year reign saw unrivaled economic growth and political stability that assured Terran ascendancy for years to come.

Following Michael's retirement his eldest child, Margaret Cameron, was nominated by the High Council as the next Director-General. Her father had made this possible in the Edict 2351 which allowed females of the ruling line and their successors to retain the Cameron name. In her early forties at the time Margaret possessed all of her father's talents plus one. That was a gregarious personality that made her the near perfect candidate to lead the Hegemony. A month after she was nominated the people of Terra elected Margaret their next leader. Not long after Margaret presented the Military Recruitment and Preparedness Bill to the Hegemony Congress. This controversial measure would draft every able bodied Terran into their homeworld militia. Each citizen would serve one month a year until the age of fifty five and on border worlds these citizen soldiers would be issued a rifle for defense. Ironically this bill aimed at strengthening the military by maximizing manpower was opposed by HAF. They feared that these poorly trained masses would hamper operations. Despite their opposition and other determined efforts to defeat the proposition it barely passed. Meanwhile new scientific innovations kept the Hegemony racing ahead of its envious neighbors in regards to cutting edge technology. Many of these fantastic discoveries had military application, like the Aegis class Heavy Cruiser and drop pallets for rapid atmospheric armored insertions, increasing HAF capabilities. Increasing demands to secure this technical advantage led to the establishment of the Mother Doctrine in 2380. The Mother Doctrine established the Official List of Sensitive and Secret Technologies or the Cameron Blacklist. Any item too advanced or even slightly linked with the military went on this list of technology whose export was expressly forbidden. Not every advance was hoarded by the Hegemony however. In search of new resources but without frontiers for expansion the Terran nation approached the Lyran Commonwealth and Federated Suns with offers to jointly develop previously uninhabitable worlds. Development of these joint worlds soon proved to be a boon for Terra and its allies. This convinced the other nations of the InnerSphere to make similar arrangements with the Hegemony.

Early in 2380 Margaret Cameron was diagnosed with cancer and while treatment sent the disease into remission it left her too weak to effectively govern. In 2382 she announced her retirement and suggested her eldest son Raymond as a possible successor. Raymond still suffered health problems from a near fatal crash while serving as a Hegemony aerospace pilot that left him badly scarred. Nonetheless the High Council nominated him and the people confirmed Raymond Cameron as the realm's fourth Director. His short reign was spent tightening the Hegemony's Mother Doctrine and harshly imposing order on the Terran nation itself. This was highlighted best by the abortive Bryant Rebellion. Hit hard by the Director's rule the planet overwhelmingly voted to withhold personnel from military training. The Director in response to this clear violation of the Military Recruitment and Preparedness Act threatened to cut all government funding to Bryant and prepared to send in troops. Bryant had no choice but to surrender to Raymond's wishes. This ruthless act continued to erode support for the Director who now had to bypass a hostile Congress in order to govern. Matters came to a head in late 2387 when it was discovered that his wife, Katherine McQuiston, was pregnant. As Raymond was sterile since his crash this created quite a scandal. The Director's brother, Brian Cameron, was arrested and charged with the high crime of



treason punishable by death. Many braced for civil war but two days before his brother's trail was to begin Raymond Cameron died of an apparent heart attack bought on by his medication.

The Hegemony was now swept up in a full succession crisis as the High Council tried to sort through the details of Raymond's sudden death. Following an exhaustive two month investigation by the High Council all evidence concerning the treason case of Brian Cameron was presented to the Supreme Court. The Court threw out the case and the High Council published all its evidence. It revealed that Raymond was an unstable person to say the least and completely cleared his brother of treason. This action by the High Council did much to quell popular discontent. Brian narrowly became the fifth Director-General after being nominated moved to secure his family's hold on power. In 2392 Brian introduced a Succession Bill that would clear up all questions on who could become the next Director of the Hegemony. It basically made the title hereditary among the Cameron family while technically allowing other candidates. In 2399 Brian put to rest any doubts that remained by marrying his brother's widow and claimed her young child as his own. Militarily the Director significantly increased the defense budget. A great deal of this new allotment went to build vast fortifications along the Draconis border. These enormous defenses became known as Castle Brians and would serve the Hegemony well. With tensions increasing throughout the InnerSphere no one questioned this prudent maneuver.

Descent into Madness

In 2398 war broke out between the Free Worlds League and the Capellan Confederation over the rich border world of Andurien. This event marks the beginning of perhaps the most violent time in human history, the Age of War. Lord Brian Cameron who had wisely strengthened the Hegemony's defenses would not live long into this period of conflict. While visiting Elbar he was killed in a bizarre ranch accident that left his sister to claim the mantle of leadership. Judith Cameron eagerly asserted her hold on power which concerned many Terrans including the High Council. The Council could ill afford a lengthy debate with wars raging across the InnerSphere they nominated Judith as the sixth Director of the Hegemony. The people of Terra confirmed her just as quickly. Surprising her critics Judith shrewdly continued her brother's military buildup concentrating on defenses along the Free Worlds-Capellan border. These Castle Brians were built exactly at the right moment as the Terran nation was attacked many times during this period.

Military involvement for the Hegemony in the Age of War began by repelling small scale strikes by the Draconis Combine, the Free Worlds League, and the Capellan Confederation. These "accidental" and "unintentional" attacks on Terran border worlds tested HAF responses. A major push by the Combine to take the Lyran capital world of Arcturus in 2407 brought Terra one step closer to all out war. Lady Judith agreed to aid the Commonwealth by sending troops to garrison jointly held worlds and thereby freeing up Lyran soldiers to fight Lord Kurita's advances. This action was responded to by the Draconis Combine's assault on Lyons in 2408 and marked the first large scale engagement fought by Terran forces during the Age of War. The 3rd Assault Armored Division squared off against an equivalent Kurita force. Both sides took massive casualties as the conflict progressed. The invaders were dislodged by Admiral Issac



Farragut's brilliant use of superior Terran warships to conduct a unified space-ground defense of the planet. This major victory came at a heavy price for the Hegemony costing Terra some of her best soldiers. Two years later Capellan forces managed to elude detection and attack Terra Ferma in force. Despite being outnumbered the elite Terran Black Charger Tank Division fought hard against the Capellan invaders. After two months the Chargers were forced to retreat off world granting the Confederation a pyrrhic victory. This Liao triumph was short lived as a massive Terran Relief Force was sent to reclaim Terra Ferma. The exhausted Capellan occupiers were overrun quickly and Chancellor Aleisha Liao was forced to sue for peace.

The initial fourteen years of the Age of War saw an ever increasing cycle of violence that led inexorably to the Tintavel Massacre in 2412. A savage battle for control of this border planet between Free Worlds League and Capellan forces resulted in a staggering seventy eight percent of all casualties being civilian. This horrific loss of life shocked the entire Human Sphere and began a personal crusade for Chancellor Aleisha Liao to limit the destructiveness of warfare. Eight nations agreed to attend her summit in the city of New Olympia on the Capellan world of Ares. Among these leaders was Director Judith Cameron who further enhanced the Hegemony's diplomatic image by agreeing to provide naval escort and security for all the dignitaries. Fiercely debated at the great summit was Chancellor Liao's original eighty page proposal that banned chemical and biological agents altogether, restricted the use of nuclear weapons, orbital bombardment, and urban combat while guaranteeing certain rules of war to all parties. By the time it was ready to be signed the official document had been expanded to three hundred and twenty pages in order to avoid any possible "misunderstandings". All the nations that attended the summit (the Taurian Concordat and Magistracy of Canopus refused to attend citing InnerSphere hypocrisy) ratified these Ares Conventions which were signed amid great fanfare on June 13, 2412. Hopes for peace were quickly dashed when war now sanitized and legitimized by the Ares Conventions actually spread across all human space. Regardless of this fact Chancellor Aleisha Liao was hailed as a peacemaker throughout the InnerSphere and upon her death in 2415 she was buried on the Terran world of Fletcher with full honors from the Hegemony and a grateful Lady Judith Cameron.

Nearing sixty years of age and in declining health Judith Cameron retired from the post of Director-General in 2419 to work on her last series of novels. Richard Cameron, the illegitimate child of Brian, was nominated by the High Council to replace his aunt as the sovereign of Terra. The competent commander of the THS Beatrice (Lola class Destroyer) Richard was elected the seventh Director of the Hegemony with little debate by the public. His reign was marked by conflict with the Federated Suns and is one of the few times in history where House Cameron and House Davion actively engaged in hostilities against one another. A series of tyrannical Davion rulers and a dispute over the planet of Cartago led to a number of Federation attacks. These assaults focused primarily on Cartago were all turned back by HAF. Director Cameron identifying Kentares as a vital star system for stopping future attacks as well as staging further invasions of the Federated Suns ordered HAF to seize it over the objections of his advisors. Military operations begun in early 2431 succeeded in driving Davion forces off world in just six months. The battle demonstrated HAFs skill for utilizing the new rules of war laid out in the Ares Conventions as the Terran military consistently



outmaneuvered Federation Peacekeeping Forces (FPF). This proficiency was shown in space as well by the daring, some say foolish, tactics of Captain Jane Hargreaves and the crew of the THS Spark (Aegis class Heavy Cruiser). Jumping close to enemy merchant vessels they quickly closed within the targets jump radius making a safe escape impossible. This dangerous maneuver called the Crazy Jane resulted in many captured enemy jumpships but could have led to disaster if a panicked merchant captain decided to jump out of system anyway destroying both ships in the process. The dramatic success on Kentares by the Hegemony Armed Forces allowed Richard to revise the nomination laws in 2432 strengthening the Cameron dynasty. The Director-General would now nominate his own successor to the public removing one of the High Council's major powers.

All that Glitters

Richard Cameron died suddenly from a massive heart attack while visiting a HRAD facility located in the Canadian Rocky Mountains. Before his death he used the Director's new power to nominate his own successor, his son Jacob Cameron. On the surface Jacob appeared to be a good candidate already showing his leadership in the Hegemony Navy commanding the THS Crowned Lion (Vincent class Corvette). The people had little problem confirming him as the eighth ruler of the Hegemony. Following his election Jacob began to show his true colors. The new Director soon alienated many Terrans with his arrogance and vanity as well as surrounding himself with incompetent lackeys. Two years after his inauguration Jacob foolishly launched a two front war against the Capellan Confederation and the Federated Suns. This new offensive culminated at the Battle of Tybalt where his son, Theodore, distinguished himself by assuming command of the 132nd Heavy Armor Regiment following the death of its commander. This bloody yet minor victory for Terra combined with its leaders poor attitude resulted in popular discontent throughout the Hegemony and open hatred for Jacob Cameron. In February 2448 an unknown assassin tried to poison Jacob leading to a massive manhunt led by Lady Terens Amaris. While the investigation ultimately proved pointless the attempt on his life left Jacob a changed man. He went on to found Cameron Mercy Hospitals and Shelters for the Poor winning back the hearts of many Terrans who had previously disliked him.

Militarily Jacob is best remembered for presiding over the invention of the BattleMech in 2439. Realizing the power of this new innovation Director Cameron rapidly maximized new 'Mech production. In 2443 a lance of BattleMechs from the 801st Heavy Armor Regiment easily defeated an entire Kurita tank company during the Battle of Styx. The introduction of the 'Mech as the new king of the battlefield sent other nations scrambling to develop their own great war machines. Twelve years later a Lyran special forces team supported by agents from the Rim Worlds Republic managed to steal the plans for the BattleMech from the Terran facility on the jointly held world of Hesperus. In 2461 a Draconis Elite Strike Team (DEST) performed the same feat against the Lyran facility on Coventry. Jacob accelerated 'Mech production after learning that the Dragon now possessed the plans to construct their own machines. The Director put so much emphasis on building new BattleMechs that he risked damaged to the Terran economy. Even warship maintenance was sacrificed for an entire year in an effort to stay ahead of other InnerSphere militaries now fielding the 'Mech.



Jacob Cameron died in 2461 from a stroke leaving the Hegemony strong militarily but weakened economically. Jacob had nominated his son Theodore to replace him following as Director following his death. Despite or perhaps because of his military career many people guessed correctly that Theodore was just like his father. Even though he won election as the ninth Director-General a full quarter of the electorate refused to confirm Theodore. Unfortunately he lived up to the public's low expectations and failed to properly address the problems facing the Hegemony. Instead Theodore loved to party and spend government money building new or restoring old palaces. In 2470 Theodore's plans for a new palace on the site of a historic landmark in Texas provoked a storm of outrage. Tearing down the Alamo was the last straw for many Terrans who staged a general strike. Faced with the very real possibility of a popular revolt Theodore was forced to apologize and promised to rebuild the Alamo as it was. This action quelled the growing rebellion but Theodore never truly learned his lesson. A growing threat from the Free Worlds League was next on the Director's agenda. The continuing Hegemony military buildup drove Captain-General Carlos Marik to gather a fleet to strike at Terra. Theodore moved to strike first with an armada of his own and personally took command of the THS Kiev (Hegemony class Battlecruiser). The Terrans hit the anchored Marik fleet at its staging base above Oriente and managed to destroy twenty warships while losing only two. It was a major victory that completely halted an enemy attack on the Hegemony. Theodore didn't live long to bask in this success of his victory after signing a peace treaty with the Free Worlds League. A year later he caught a virulent strain of flu during a massive celebration on Thorin and died.

Theodore had nominated his daughter, Elizabeth Cameron, to succeed him prior to his death. Unlike other past nominees she had not served in any capacity with the Terran military and campaigned for the post of Director by virtue of her birthright alone. In spite of this the public approved her nomination but by a smaller margin than her father. Elizabeth's twenty two year reign was marred by government apathy and personal extravagance. With little interest in public service Elizabeth delegated most governing authority to the High Council during her administration. Thankfully the Council proved capable and saved the Hegemony from dissolution. Continued emphasis on the military budget allowed for developments in computers, weapons, BattleMechs, and Aerospace Fighters. When Elizabeth died in 2501 from New Earth Pox many Terrans disgusted with the Camerons talked openly about disbanding the Hegemony.

Peace at Last

Nearly seventy years of social extravagance and political apathy left the popularity of the Cameron family at an all time low. While a core principle of the Hegemony Charter specifically outlawed political parties these groups flourished during this period. Calling for an end of Cameron rule or the complete disbandment of the Hegemony these parties soon had ample followers. Before her death Elizabeth Cameron nominated her only daughter, Deborah, to succeed her as the eleventh Director-General of the Terran Hegemony. Faced with a difficult confirmation process Lady Deborah steered a campaign of national healing. Deborah narrowly won the popular vote despite forty six percent of the electorate refusing to confirm her. With the election over most of the political vitriol died out. The new Director soon proved a capable leader eliminating the wasteful lavishness of her predecessors. These initial fiscal reforms did much to end



the public distrust of the House Cameron. As it turned out Deborah wasn't finished making beneficial changes for the Terran Hegemony.

In 2502 Lady Cameron expanded on the Hegemony's traditional role as a mediator by announcing her Strategy of Aggressive Peacemaking. Diplomatic teams using superior information gleaned by a newly revamped and expanded Central Intelligence Bureau (CIB) would now travel throughout the InnerSphere defusing hazardous situations. All Director Cameron asked in return from the Great Houses was safe passage for these peacemakers and a nominal service fee. This proactive approach towards diplomacy would increase Terra's security and prosperity. Some say Lady Deborah's bold new policy began to bear as soon as 2505 when Terran agents allegedly helped Archon Robert Steiner retain the Lyran throne. In reality it took many years for her strategy to take hold around the InnerSphere with events such as the Commonwealth-Combine Ceasefire of Alrakis and the Phact Peace of 2538. By 2540 the Director's initiative was hailed by many Terrans including the general public as a huge success. The Hegemony military was one of the few groups who disagreed with this assessment. HAF saw its budget cut and its role scaled back for the first time in decades leading some to question the Director's commitment to Terran defense. Most soldiers remained loyal to the Hegemony but several officers began to agitate for a stronger Terra.

After four decades in office Director-General Deborah Cameron elected to retire naming her eldest and most experienced son, Joseph, as her successor. Joseph had served with the Hegemony Armed Forces in the Marine Corps before a training accident took his right eye and claimed his military career. He pushed on however working in the foreign service and becoming a skilled negotiator. When his mother announced her retirement Joseph was the Terran Ambassador to the Lyran Commonwealth. Vowing to continue his mother's policies he was easily elected by the people as the twelfth ruler of the Terran Hegemony. Paying for more diplomatic initiatives at the expense of the military setoff another wave of dissent among the HAF. Cabals, or secret warrior societies, began to spring up all through the Hegemony military. Remarks by Joseph praising the peacemakers' tremendous accomplishments while trivializing the contribution of the HAF only fueled this growing fire. The overworked CIB failed to notice or take action against the Cabals who vowed to reclaim their rightful place in Terran society. It is unlikely that any of these Cabals would have taken action if not for the efforts of Captain Henry Green. A desk clerk with the Marines Green was infuriated by the Director's action and his Cabals blustering inactivity. He left the group pledging himself to make a difference. In late September 2549 Henry did just that assassinating Joseph Cameron in front of the Director's Palace in Geneva.

The entire InnerSphere was shocked by the murder of Joseph Cameron. The CIB now painfully aware of the danger posed by the Cabals began to hunt them down with ruthless efficiency. Almost overnight two of the largest groups were exposed and their members detained by loyal Hegemony soldiers. Many in the HAF were embarrassed and humiliated that they failed to act against the Cabals prior to the death of Lord Joseph. House Lords sent their heartfelt condolences and citizens all around the InnerSphere voiced their grief. Instantly these Terran Cabals became pariahs of the Hegemony blamed for the death of a beloved ruler. Ian Cameron, Joseph's younger brother, stepped forward to claim the mantle of leadership and immediately declared a state of emergency. While this act violated Terran law, as he had not yet been confirmed by the people, no one



objected. A day later on September 29, 2549 using Cameron's illegal action as justification elements of the 51st Dragoon Regiment (the Green Devils) seized control of the Terran capital at Geneva. Director Ian Cameron from his personal residence in Mexico City ordered the Royal Black Watch Regiment to surround the city. He then required every member of the Hegemony Armed Forces to swear an oath of allegiance to House Cameron and the entire Terran nation. Loyal units joined the Black Watch cutting off all power, food, and water to the rebels then waited. Finally after ten days the rebels began fighting among themselves. Director Cameron ordered his forces to move in and protect the city's residents. The brutal battle for control of Geneva last for a full day claiming many victims and destroying much of the city. In the final analysis the Loyalists superior numbers prevailed forcing the remaining Rebel battalion to surrender.

With the fall of the last Rebel stronghold on Lipton, a month after Geneva's liberation, the September Revolt came to an end. All Cabals were disbanded and their members arrested. Only those who led the revolt or committed atrocities of some manner were put to death. About two thousand who also participated in the insurrection were jailed for life. Many of these individuals were eventually pardoned while others still part of the military suspected of sympathizing with the Cabals were forced to retire early. The defense budget was increased so that the Hegemony could retain its technological edge. These just and fair measures won Director Ian Cameron the approval of all Terrans. It wasn't long until Lord Ian faced another dire crisis this time of economic proportions. Over time many inhabited Terran worlds had been depleted of natural resources. Cameron didn't want the Hegemony to become dependent on imported resources from other InnerSphere nations. His solution to the problem was his lifelong dream as well, the reunification of the entire Human Sphere. Ian again expanded Terran diplomatic efforts hoping to end the Age of War and tie the InnerSphere together economically. He also directed Hegemony scientists to improve interstellar communications and funded research that would lead to the invention of the HyperPulse Generator (HPG). By his own estimations it would take at least five decades to form this grand Star League. However, the universe at times appears to have its own timetable.

A New Dawn

The start of the 3rd Andurien War in 2551 between the Free Worlds League and the Capellan Confederation was the catalyst for change in the InnerSphere. Director Ian Cameron began a whirlwind diplomatic effort that he hoped would herald the dawn of a new age. While unsuccessful these initial talks that included the Free Worlds League, the Capellan Confederation, and even the Lyran Commonwealth laid the ground work for future discussions. Cameron continued to push forward his agenda with the help of some dignitaries he had won over, like Captain-General Albert Marik. Finally in 2556 Chancellor Terrence Liao was ready to talk peace after several Capellan defeats. At the summit held on Terra Lord Ian with Albert Marik's assistance convinced Chancellor Liao of the benefits of the Star League. As a result when the Andurien Peace Treaty was signed in March 2556 all three powers secretly concluded the Clasped Hands Agreement. This undisclosed accord called for a non aggression pact and trade union between the signatories. This was followed quickly by the confidential Treaty of Geneva that outlined Cameron's new interstellar organization. The three founding states of the League would maintain exclusive control over all domestic affairs and meet in a High Council to decide



matters affecting multiple parties. Another key provision guaranteed hereditary succession of all the ruling members of the Star League. Eventually a unified economy and defense force would be established by the League once the unification of humanity was complete. The Cameron line was recognized by all who signed the document as the First Lords of the InnerSphere. Every member was also required to contribute financially, socially, and militarily to the League for the well being of all.

The Age of War that had plagued mankind for over one hundred and fifty years drew to an end as Ian Cameron laid the foundations for the Star League. Commerce and industry sprung to life earning Lord Ian near universal acclaim for solving Terra's economic problems. However, the young visionary ruler of the Hegemony still wasn't satisfied and worked even harder to see his dream made reality. Despite his best efforts the Lyran Commonwealth under Archon Craig Steiner remained opposed to the League. The economic success of the League's founders soon lessened Lyran resolve. Tracial Steiner's rise to power and Albert Marik's subtle economic manipulation made the Commonwealth more supportive of the Star League. Promises of military aid to the Lyran nation led to the signing of the Tharkan Accords in 2558 that declared the Commonwealth's intention to join Cameron's grand experiment. Now Ian faced his most difficult opposition from the Federated Suns and the Draconis Combine. Both realms had strong martial traditions and disliked the idea of giving up their independence. Fortunately for Lord Ian both nations hated each other with a passion. The Director used this mutual distrust to convince these rival Houses to join the Star League. First he offered Alexander Davion a military alliance against the Draconis Combine in exchange for his pledge to join which the Prince did on October 27, 2567 when he signed the New Avalon Accords. Next Cameron offered the same deal secretly to Hehiro Kurita pledging Star League military support against the Federated Suns. The risky gamble paid off in the end allowing Lord Ian to come to terms with House Kurita in the Treaty of Vega on August 15, 2569. A series of talks in Geneva finalized what became the two thousand page Star League Accords. On July 9, 2571 the six leaders of the InnerSphere appeared together in the Hegemony Congress to read the Preamble of the Accords and sign the historic document. And so the Star League was officially born.

The devil, as they say, was in the details. It took three more years of delicate negotiations just to setup the Star League's bureaucracy. While First Lord Ian Cameron was coming to grips with his new office he realized that it was all too much for one person to handle. He delegated much of his authority to a select few individuals. General Shandra Noruff, Ian's wife and leader of the Terran military, became the Commander of the new Star League Defense Forces (SLDF). Lady Shandra faced the daunting task of assembling a unified military out of six very different and sometimes hostile armed forces. She did so masterfully using Terran units, now known as Royals, to form the core of every command. Through these trusted soldiers the League could insure the execution of proper orders. In addition, only a limited number of native troops would be posted in their homeland. This prevented insurrection against the Star League as well as keeping the SLDF out of any internal rebellions. While Lady Shandra preferred to recruit directly from the citizenry of each member state (an original provision in the Accords that the League had to fight hard to retain) she was forced to accept a large amount of House Regulars. Nicholas Cameron, the First Lord's young son, gradually assumed the leadership of the Terran nation with the help of the Hegemony Congress. Eventually the



post of Director-General of the Hegemony came to serve as an apprenticeship for the Star League's heir. Finally in 2573 the High Council officially created the Bureau of Star League Affairs or BSLA. The primary administrators of the League, they put into practice the policy directives of the High Council and the First Lord. The Commander of the BSLA was also one of the League's most powerful figures helping to enforce Star League laws and collect funds for the organization's daily operation. The headquarters of this vast new government were located on Terra's North American continent along Puget Sound. Unity City, or the Court of the Star League, embodied the best of the InnerSphere including its hope for a peaceful future. This was not to be however as Lord Ian tried in vain to convince the Periphery to share in his noble dream. Perhaps it is better to simply dream such things rather than start the nightmare that the League ultimately did.

Another Final War

As the Star League took shape First Lord Ian Cameron reached out to the distant Periphery states hoping to bring them into his new interstellar organization and secure a lasting peace for humanity. These four Periphery nations; the Taurian Concordat, the Rim Worlds Republic, the Magistracy of Canopus, and the Outworlds Alliance, had other ideas. They clung fiercely to their independence and saw the giant Star League as a clear threat to their sovereignty. At best the Periphery just wanted to be left alone but this was not to be. Despite Cameron's best efforts to peacefully unite humanity through careful diplomacy he fell woefully short of convincing the people of the Periphery. A "favored-nation" trade pact with the Taurian Concordat was rejected out of hand and the League's massive propaganda campaign utterly failed. Tensions grew as these reasonable offers of membership were simply dismissed by the Periphery. Three tragic incidents would set the stage for war between these two very disparate parties.

The first occurred in 2572 after First Lord Ian Cameron issued Star League Directive 21 that authorized Terran Hegemony and Draconis Combine troops to occupy some planets within the Outworlds Alliance. This was done to protect civilians from increasing pirate raids supposedly. The occupation while unpopular was not opposed by the Outworlds government. Resentment, especially towards Kurita forces that operated with a sense of superiority, grew until the fateful morning of December 14th. A simple child's prank led to the death of 27 Santiago citizens at the hands of Kurita soldiers. The Santiago Massacre caused riots throughout the Periphery and stiffened the people's resolve towards the Star League. To make matters worse in February 2573 a Taurian warship squadron inadvertently jumped into the disputed Malagrotta star system. Under previous treaty with the Federated Suns military forces from both sides were forbidden in system. Davion reacted quickly by sending warships from its own fleet into the Malagrotta system to safeguard their own interests. The situation grew out of hand rapidly until a full scale naval battle erupted. Only one Taurian ship escaped the melee now known as the Malagrotta Affair that ruined any chance at a peaceful settlement. Shortly afterwards the only friendly Star League Periphery realm, the Rim Worlds Republic, began its descent into chaos. In the spring of 2573 the Rim Republican Army or RRA, a dissident group opposed to the rule of the Amaris family, seized control of Efrimal Long. This maximum security installation housed political prisoners who shared the Army's disgust of the pro-Terran Amaris family. Amaris forces were eventually able to put down the insurrection after a humiliating defeat that forced them to level the



facility. While unsuccessful the rebellion showed that the BattleMech was not invincible. By 2754 the League High Council had seen enough and ordered harsh trade restrictions with the Periphery. These sanctions had more of a negative effect on the InnerSphere than the largely self-sufficient Periphery. Finally on January 1, 2575 First Lord Ian Cameron issued his famous Pollux Proclamation that delivered a three month ultimatum to the Periphery. Join the Star League willingly or become conquered nations occupied by the InnerSphere.

While the Reunification War did not begin officially until 2578 the first campaign of this great conflict took place in early 2575. Almost immediately following the Pollux Proclamation the Star League deployed troops to deal with the most powerful Periphery state, the Taurian Concordat. Four Star League Corps (1st, 3rd, 4th, & 6th) and a Federated Suns Corps were assigned the task of defeating the stubborn Taurians. Protector Mitchell Calderon of the Concordat refused to sit idly by while the SLDF massed along his border for an invasion. In the fall of 2576 he authorized Case Amber, a preemptive strike, against the Davions Corps now positioned along the Taurian border. The action which lured the Federated Suns Navy into a trap was a huge success destroying twenty Davion warships. It wasn't until 2578 that the Star League forces now in place under the command of General Charles Mainstein Wexworth responded by driving towards the Hyades Cluster. While the SLDF won many battles during this time the Taurians made them pay dearly. Fanatical resistance led to brutal reprisals that deepened the hatred on both sides of the conflict. After four years the Star League had managed to capture one-third of the Concordat's star systems a feat which was originally projected to take six months. Frustrated by slow progress and high casualties the Star League High Command replaced General Wexworth with the very capable General Amalthia Kincaid. This brilliant young officer developed many successful strategies against the Periphery states and her new command promised to bring a quick end to the Concordat war. The Taurians were so unsettled by General Kincaid's appointment that they devised Case Black in order to assassinate her. In 2583 the Concordat successfully pulled off Case Black and eliminated Kincaid once again paralyzing Star League forces. General Amos Furlough was appointed the new commander of the Taurian front in the summer of 2584. Ruthless and methodical methods begun by General Furlough enabled the Star League to reclaim the initiative. It wasn't until the costly battle of New Vandenberg in 2588 that the Star League grew weary of General Furlough's harsh measures. The First Lord himself chose Lord Daniel Onaga to replace Furlough as of January 2590 and deployed the elite Star Guard Corps to finally end Taurian resistance. It would take another six years before Taurus itself was within the reach of the SLDF and forcing the Concordat to finally surrender.

The Star League began its second offensive against the Magistracy of Canopus in June 2577. Deploying the 7th Star League Corps and twelve Free Worlds League regiments under the command of Captain-General Marion Marik victory seemed assured against the industrially strapped Canopians. Magistracy Colonel Adam Buquoy developed a hit and run strategy that took advantage of the Star League's long supply lines. In January 2578 the Canopians successfully attacked a major SLDF supply depot at Meadowvale. This delayed the League's advance for six months while their logistical strong points were completely revamped. In the summer of 2583 the battle of Thurrock decisively shifted the conflict in the Star League's favor. The Canopians attacked this



major supply area believing they would surprise the Star League forces in system. However, it was the Magistracy forces that were surprised by the hidden Marik fleet. The two day engagement destroyed much of the Canopian fleet and left the Magistracy capital world vulnerable to attack. In April 2584 Captain-General Marik personally led Star League forces in the invasion of Canopus. A month later Star League forces emerged victorious after taking heavy casualties. The Magistracy refused to capitulate and fought on for four more years until every Canopian world had been conquered. Because Captain-General Marik insisted on Star League adherence to the Ares Conventions in this theater the Canopians held less of a grudge towards the InnerSphere.

In 2581 the Star League launched its campaign to bring the final two Periphery nations into the human sphere. President Gregory Amaris was the only Periphery Lord to endorse the Star League which had in turn earned him his people's hatred. It was thought that eventually the Rim Republic would join the League peacefully. In April 2575 matters came to a head when Amaris attempted to break a strike on Apollo. The last of the RRA and the people rose up defeating Amaris troops sent to restore order. Worse yet for Amaris many in his military joined the revolt. Soon after the Rim Provisional Government was proclaimed and Amaris was forced to ask for Star League aid in putting down the rebellion. At the same time the Star League bypassed the inconsequential Outworlds Alliance who had only 120 'Mechs to defend itself with. Clever diplomacy by Grigori Avellar allowed the Outworlds to build an effective defense with a Star League member-state's aid. When the Star League was finally ready to proceed with their attacks in 2581 they found determined opposition instead of little resistance. Operation Mailed Fist led by Archon Viola Steiner-Dinesen called for a five year campaign to subdue the Rim Worlders. League Regulars, Steiner, Marik, and even Kurita soldiers participated in the offensive which would take for longer to complete than the Star League expected. On the Outworlds front Star League and Draconis Combine forces encountered unexpected resistance from a unit known as the Pitcairn Legion. Actually these soldiers were volunteers from House Davion who agreed to help defend the Alliance in exchange for rich border worlds near the Federated Suns. Ultimately they delayed the Star League's advance but could not prevent the Alliance's defeat. Events along the Taurian front saw the reassignment of many Star League troops from the Outworlds campaign. General Franklin Barnex who took command at that time could not press the advantage and was only able to hold those planets the League already occupied. It didn't matter because the League was able to negotiate a settlement in 2585. The Peace of Cerberus ended the conflict and the Alliance became the first Periphery state to join the Star League. Meanwhile the war dragged on in the Republic nearly costing the Archon her life in 2995 when a League ambush went horribly a rye. The Rim Republic wouldn't hold out much longer as more and more pressure was brought to bear by the Star League. On September 3rd, 2596 the Rim Provisional Government was forced to surrender. The Reunification War officially ended later that month when the Taurians capitulated on the 22nd.

Finally one of humanity's most horrible conflicts was at a conclusion. The Star League had been successful incorporating the last of the Periphery nations under its banner. Victory came at an awful price but Lord Ian's dream had finally been realized. The Periphery was to be occupied in the short term but even this didn't last. The BSLA conducted one of the most effective propaganda campaigns ever conceived. This went hand in hand with a new era of prosperity brought on by the Star League's very



existence. Within a generation many Periphery citizens were happy to be part of the Star League and acknowledged its benefit to mankind. Most of the occupation forces were withdrawn but the Periphery never received a vote on the High Council or the rights granted to member-states. Ultimately the seeds for the League's downfall were planted during this conflict because some people never forget.

Beneath the Surface

The Star League has accurately been described as humanity's Golden Age. It was an era of peace and tremendous advancement for all mankind. Yet beneath the surface of this tranquil was an assortment of shadow conflicts, hidden intrigues, and covert military buildups. After the horrors of the Reunification War people throughout the InnerSphere wanted to see prosperity and stability. Chief among these people was First Lord Ian Cameron who constantly pushed his dream of interstellar unity. Unfortunately Ian would not live to see the true greatness achieved by the creation of his new Star League. His wife and first commander of the SLDF, Lady Shandra, died at the turn of the century. Lord Ian followed his beloved companion two years later leaving behind the greatest legacy of all time to his only son, Nicholas.

Nicholas Cameron had been groomed since birth to assume the awesome mantle of leadership. A graduate of the Sandhurst Royal Military College he served as a Mechwarrior with the SLDF. Nicholas spent his entire military career in the Periphery where he was wounded twice losing an arm in the process. Nicholas' mother died while recuperating from his serious injuries on Terra and he was officially named heir designate. Nicholas became the second ruler of the Star League upon his father's death in 2602. The League faced its first crisis since the Reunification War as Nicholas ascended the throne. Coordinator Leonard Kurita had been the source of many problems before but his foolish campaigns to ensure his legacy now threatened the stability of the entire InnerSphere. Matters came to a head in 2604 when Leonard (intoxicated as usual) physically assaulted and tried to kill the First Lord during a meeting of the High Council. Lord Kurita fled to his native Draconis Combine where he threatened full scale war. Lord Nicholas wisely kept a cool head refusing to strike first and provoke a conflict with the House Kurita. The Kurita family embarrassed by Leonard's increasingly poor behavior acted first assassinating him before the situation could escalate any further.

It was following this potentially dire incident that the Star League entered the so-called Good Years. For the next fifty years the greater human Sphere experienced unparalleled levels of economic and scientific achievement. Advances like the Hyper Pulse Generator (HPG), the JU Water Purifier, and the Star Dollar all heralded the success of the League. The only black mark on the reign of Lord Nicholas was that of his delinquent oldest son, Joseph. Despite a good upbringing Joseph developed a massive ego and a reputation as a notorious prankster that over time appeared to wane. In 2630 his father appointed him Director-General of the Terran Hegemony in anticipation of the day when Joseph would succeed him. However, ten years later Joseph was implicated of accepting kickbacks in what became known as the Mhan-Gradium scandal. To make matters worse a reporter investigating the scandal disappeared. The First Lord removed Joseph from his position and assigned him the remote task of planning strategic wargames. It is here where Joseph excelled developing many of the systems that were



eventually used in the Martial Olympiads. Joseph died in a training accident as authorities closed in ending the entire affair.

First Lord Nicholas Cameron surprised many by naming Joseph's son, Michael, heir-designate rather than one of his own children. Michael had attended the War Academy of Mars and went onto serve with the Star League Navy as a science officer. Three years later Lord Nicholas died leaving the League to his intelligent young grandson. Many critics wondered aloud if the new First Lord had the necessary political experience to lead the Star League. Not even a year in office these critics found that he did have the proper skills as Lord Michael successfully confronted a massive military buildup by the Rim Worlds Republic. Acting quickly he passed the Edict of 2650 through the High Council limiting the size of each state's military. This was a tremendous political coup as each Council Lord carefully guarded their private militaries. This unanimous act forced the Republic to disband its new military and halt any further buildup. Michael eventually met his most trusted advisor and future wife, Duchess Katarina Mann, after spending the early years of his reign as a very eligible bachelor. Their wedding was one of the grandest ceremonies ever undertaken by the Star League.

Not everything was so blissful during these times. Coordinator Urizen Kurita resentful of the Edict of 2650 took steps to reduce foreign influence within his realm. So Urizen in accordance with the Edict cutback back his military while letting soldiers keep their equipment. These masterful warriors known as ronin took out their frustration on the SLDF stationed within the Combine, as the Coordinator knew they would. This resulted in the so-called 1st Hidden War were Draconis ronin squared off against Star League troops in a series of 'Mech duels. At first superior training won the ronin many duels but after the Star League developed the Gunslinger Program the Regular Army won its fair share of these contests. The conflict finally ended in a draw following fifty years of low intensity fighting. In 2690 Lord Michael decided to retire after learning he had cancer. He spent his final days writing the epic Journey of Humanity which detailed all of mankind's history. The twenty six volume work will forever be a tribute to one of the greatest rulers of the Star League.

On the surface Jonathon Cameron was very much like his father and seemed to be the perfect candidate to lead humanity into the future. Unfortunately he was a troubled man. While Jonathon put up a charming public facade he was plagued with horrific (some would say prophetic) reoccurring visions as well as other physical traumas. As his administration continued and the pressure of governing rose these illnesses became more pronounced. Taking advantage of new technologies Lord Jonathon funded many revolutionary defense programs like Space Defense Systems or SDS. This military expansion flew in the face of standard defense policy previously established during his father's reign. The people of the League while shocked accepted this buildup. Their faith in the First Lord would soon be justified. A dispute over the Davion throne threatened to plunge the two strongest League members, the Federated Suns and the Draconis Combine, headlong into war. Strangely the Star League did not intervene to stop what became the War of Davion Succession because of Lord Jonathon's increasingly poor health. After four years and a near coup the First Lord's sister, Jocasta (who was a nun), intervened at Jonathon's request and ordered the SLDF to separate the combatants. The damage had already been done as the 2nd Hidden War effectively began to sunder the



League. This war together with Council Directive 41, which impoverished the Periphery, began the Star League's slow disintegration.

As Jonathon Cameron became more ill over time he relied heavily on Mother Jocasta to help him govern. He took pleasure in helping others with great acts of kindness like the construction of hospitals. For these humanitarian actions Lord Jonathon became the most beloved ruler the Star League ever had. In 2738 Jonathon died leaving the League to his son, Simon. He had served as the Director-General of the Terran Hegemony for the past four years and was more than qualified to assume the First Lordship. A strict no nonsense type Simon quickly set down to business. The other Council Lords however had their own plans. Each began to feud with the others and the business of the Star League ground to a halt. Lacking the cooperation to govern effectively Simon took his agenda directly to the people in 2750. Despite the initial success the trip ended in appalling failure as First Lord Simon Cameron was killed in February 2751 while touring mining facilities in the Star's End system. The Star League was now in trouble of collapsing entirely.

Tip of the Iceberg

Now without a leader when it needed one the most the Star League struggled to survive. The previously deadlocked High Council met in emergency session to resolve the crisis at hand. Miraculously after several long debates the Council Lords agreed to name eight year old Richard Cameron the new First Lord of the Star League. In addition they named Commanding General Aleksandr Kerensky the young Lord's Regent and Protector. The people of the InnerSphere rejoiced at the High Council's intelligent and apparently fair decision. The League had been saved for the time being but the Great Houses soon made it clear that they wanted more than just stability. Each Lord now struggled for greater power as the situation quickly grew out of hand.

General Kerensky was already a well known and respected officer at the time of his appointment as Regent. When Aleksandr was born on December 16th, 2700 in the city of Moscow on Terra no one could have guessed that this frail Russian infant would become one of the InnerSphere's most notable leaders. Childhood heart problems that required surgery to repair left young Alek physically small and thin. His parents and teachers soon noted that he was quite smart and polite despite being shy. His good grades earned Kerensky a scholarship to far off Tharkad University in the Lyran Commonwealth. It was there he met his good friend Michael Steiner and found that he had the innate ability to pilot a BattleMech. His parents and friends persuaded him to join the SLDF. Graduating with honors from the Nagelring Military Academy on Tharkad he immediately qualified for the Gunslinger training program. This advanced training made Aleksandr one of the Star League's finest Mechwarriors. His exceptional military career soon took Kerensky to the very top of the League's military hierarchy. While serving in the High Command he became good friends with Simon Cameron before he ascended the throne. When Simon did become the First Lord he promoted Kerensky to Commanding General in charge of the entire SLDF.

Kerensky had been a vocal critic of some Council Lords as he rose through the ranks. He made many enemies speaking out against these greedy politicians but at the same time won public admiration for his honesty. It was therefore shocking when the Council not only named him Regent but refused his resignation from the military. While



a wise move on the surface the Council had an ulterior motive. By keeping the popular General Kerensky very busy the High Council would now have a free hand in actually running the Star League. The Council Lords went to work quickly expanding their power with new laws like the Arms Amendment of 2752 which legally allowed them to double their armed forces. The following year the High Council raised taxes on the Periphery to pay for this renewed military expansion. Denizens of the already suffering Periphery were furious at these despicable acts and began to actively rebel against League authority. General Kerensky could not challenge the legality of these acts because of his large work load and Periphery terrorism. As the power of the Great Houses grew the Star League was further weakened and with the Periphery ready to secede Kerensky had no choice but support the High Council.

First Lord Richard Cameron grew up as the Council Lords and General Kerensky jockeyed for control of the deteriorating Star League. After his parents died young Richard was socially isolated by his high station. He indulged in fanciful tales of nobility and romance certain that this was how he should behave. As time went on he became very lonely and increasingly delved into fantasy rather than reality. Only one person was apparently aware of these facts and would use them to his utmost advantage. His name was Stefan Amaris the President of the Rim Worlds Republic. A grand schemer of the most diabolical order ever known he carefully manipulated his way into young Richard's life. Always portraying himself in the best possible light Amaris secretly plotted the downfall of the Cameron dynasty. Unfortunately for the good of all no one took notice of this blossoming relationship. The Council Lords were too busy with their own nefarious schemes and actually were glad to see the First Lord being so "ably" tutored by a Periphery bumpkin. General Kerensky was also distracted by his numerous duties to the Star League as well as attempting to watch over the devious High Council. Only a jealous few seemed to guess the Usurper's true intentions.

Even as First Lord Richard Cameron came of age the Periphery was a hotbed of unrest and the Star League government was unable to effectively function. Terrorism was rampant in three of the League's four Periphery Territories. Rebellions over high taxes and heavy exploitation were common everywhere except the Rim Worlds Republic. In the meantime the Council Lords obsessed over their own nations (their private militaries in particular) and ignored vital League business. Without guidance from the High Council the BSLA ground to a halt. Confidence in the League began to waver as the InnerSphere wide economy crumbled. All this of course pleased Amaris who simply bided his time until the young First Lord trusted no one but him. Finally in 2755 he acted getting the First Lord in his Birthday Proclamation to withdraw all Star League troops from the Rim Worlds and granting Amaris soldiers complete control over all Star League installations within the Republic. Both General Kerensky and the High Council were shocked but had little choice and ultimately complied with the order. Amaris wasted no time in exploiting these new gains and set his forces to learn the secrets of the SLDF.

General Kerensky deeply troubled by Amaris' influence with the First Lord organized Operation Persuasive Force. Overseen personally by Kerensky and Lord Richard this giant military exercise was hoped to impress upon the new leader a sense of things to come. Richard remained loyal to Amaris however and so the path was now set. Thanks in large part to General Kerensky's efforts the years from 2757 to 2760 served as an eerie calm before the storm. Amaris continued his plotting almost unabated while



everyone anxiously awaited the First Lord's majority. In 2760 a nuclear explosion on the disputed world of Demeter held by House Davion threatened to plunge the InnerSphere into war once again. The Federated Suns blaming the Capellan Confederation launched an offensive which the High Council refused to stop. Again thanks to General Kerensky the conflict sputtered out in 2762 just prior to the First Lord's ascension. A week after his birthday Lord Richard boldly issued Executive Order 156 demanding that the Great Houses disband their militaries. Of course the High Council rejected the Order out of hand and forced the young First Lord to rescind it. Angry and embarrassed at his defeat Lord Richard withdrew into seclusion relying on Amaris now more than ever.

Shortly afterwards Amaris began to finalize his plans meeting with Kerensky to help him against Periphery rebels. As he expected the General asked him to leave Terra and let Lord Richard find his own way. This alienated Richard completely from General Kerensky and allowed Amaris to propose the last part of his grand scheme to the naïve First Lord. A secret treaty between the Terran Hegemony and the Rom Worlds Republic would allow Amaris troops to garrison Terran worlds if the need arose. As Stefan departed for his homeland the Periphery erupted in rebellion. A number of Taurian worlds seceded from the Star League and forced General Kerensky to resort to harsh measures. Despite the SLDFs best efforts the Uprising grew. Then from beyond known space came a force of fifty BattleMech Divisions intent on liberating the Periphery. Years of unrestricted military build ups now came back to haunt the Star League as Periphery Mechwarriors trained in secret fought hard for their nations' independence. The onslaught was tremendous as General Kerensky himself barely escaped. Kerensky commanded the entire SLDF into the fight to restore order to the Periphery playing right into Amaris' plans.

The Great Usurper

As virtually all the SLDF moved away from Terra to put down the Periphery Uprising rumors began to fly throughout the Hegemony. Suspicious troop movements by the Draconis Combine supposedly signaled an invasion of Terra. Panic set in as citizens began to fear for their safety. Lord Richard chose this moment to announce his secret defense treaty with the Rim Worlds Republic. The arrival of Amaris troops in the Hegemony did little to assuage the public's fears. Terrans disliked having any foreign army set foot on their soil. Unfortunately the criticism of Takiro Kurita and General Kerensky did not shake the First Lord's confidence in his new guardians. In fact, Lord Richard pointed to the tranquil Rim Republic and their huge victory over Periphery rebels at Gotterdammerung as proof of Amaris' good intentions. What the First Lord didn't know was this giant ruse by Lord Amaris was nearly complete. Stefan had planted the rumors of a Draconis invasion and faked the entire Battle of Gotterdammerung to advance his plans. Republican units were now in place all over the Hegemony. Terrans noted they seemed to be everywhere. Indeed they were as Amaris had ordered all his loyal troops, far more than the First Lord knew of, to take up station in the Hegemony. After a few "helpful suggestions" by Amaris these foreign troops were allowed more access to vital Terran defenses like the SDS. While a few Terrans spoke out against this it was probably already too late. Amaris arrived back on Earth at the First Lord's request with all his loyal soldiers in place.



On the morning of December 27th, 2766 Amaris began his coup. Only a little under ten Star League divisions spread throughout the Hegemony stood opposed to the Usurper. Despite some heroic efforts many were simply overwhelmed by Amaris forces who didn't hesitate to use weapons of mass destruction in their conquest of the Hegemony. First Lord Richard Cameron was one of the first to die at the hands of Amaris himself. The rest of the Cameron family was rounded up as well and executed in a brutal manner by the Usurper. Only Richard's young daughter, Amanda, was rescued by a member of the Black Watch and whisked away to safety. By the end of the month Amaris forces had secured 95 of the Hegemony's 103 worlds. The Usurper had finally made the Camerons' pay for all the years of disrespect to his family and successfully held Terra. He would soon declare himself leader of the new Amaris Empire.

Word of the Coup didn't reach General Kerensky until May 2767 almost five months after it began. During this time the SLDF was focused on battling Periphery rebels and was unconcerned with the lack of communications from home. As the Star League counterattack continued the surviving Periphery BattleMech Divisions almost acknowledging misfortune broke contact. Now General Kerensky grew worried. On May 19th he received the terrible news from the Usurper himself in a gloating proclamation. Stunned Kerensky immediately declared a cease fire with the Periphery. Soon after the SLDF declared war on Amaris and headed straight for the Rim Worlds Republic. Quickly subduing the Usurper's native realm the Star League, and the Amaris Empire, began preparing for the inevitable final confrontation. Both Kerensky and Amaris approached the Great Houses for aid but all of them refused. Many common citizens were outraged by this betrayal of the Star League and volunteered to help Kerensky. As the preparations for war continued life in the occupied Hegemony worsened. Amaris forced many to work for his benefit or die. Atrocities became common place as the resistance valiantly fought back. Hope was the one thing that the vile Usurper could not kill. Stories of the Last Cameron spread during this reign of terror driving Amaris mad will everyone awaited the SLDFs assault on the Hegemony.

In 2772 the SLDFs campaign to liberate the Terran Hegemony finally began. Earlier that year Star League forces left their bases within the Rim Worlds Republic to take up final positions for the Hegemony assault. Only three of the Great Houses allowed the SLDF to use their territory for the operation. Accordingly General Kerensky split his massive army into three separate taskforces each named for their staging area. Taskforce Commonwealth under the command of Admiral Joan Brandt operated out of Steiner space, Taskforce Suns under the command of General Aaron DeChevilier operated out of Davion space, while Taskforce Confederation under the command of General Kerensky himself operated from Liao territory. On July 14th the long grueling drive to Terra began for the SLDF. Not only did Star League soldiers have to fight Amaris units but they faced advanced League weaponry meant to defend the Hegemony from intruders. The Usurper's forces made things worse by stooping to inhuman acts like the use of human shields and weapons of mass destruction to slow the SLDFs advance. The Terran Resistance helped the Star League by providing solid information on Amaris troop deployments and destroying or disrupting whatever enemy activity they could. Five years after it began the Star League had liberated every Hegemony system except one, Terra.

Operation Liberation was the code name that General Kerensky used for his assault on Terra. The attack began on January 23rd, 2777 as Star League forces based in



eight different star systems jumped into the occupied Terra system. The first phase of the massive Battle for Terra occurred as the Star League Navy under the command of Admiral Janos Grec fought 250 drone warships under the control of the Usurper. While the Navy completely destroyed the drones attacking the Star League fleet it took heavy casualties. As the SLDF closed in on Earth the Terran Resistance rose up creating all kinds of havoc for Amaris troops on world. Thanks to their efforts thirty Star League divisions safely made planet fall across the Eurasian super continent. General Kerensky headed up the assault himself quickly securing Moscow and rescuing his family. He was glad to find that Amanda Cameron, the last heir to the throne, was in his wife's care. Many rejoiced but the bloody fighting to secure Earth would go on for two more years. Finally on September 30th, 2779 Star League troops under the command of General Kerensky captured Amaris. The battle to free Terra was finally over.

The New Republic

As the battle to secure Terra raged on Brevet General Ian Sinclair, one of Kerensky's top aides, began Project Phoenix. This effort to restore the Terran government and begin reconstruction was quite ambitious. As early as 2778 Sinclair's efforts began to show signs of success as the remnants of the Hegemony Congress met to approve Project Phoenix. While largely symbolic it gave the Terran people hope for a better tomorrow. The damage to the Hegemony was enormous and even as the SLDF helped with reconstruction many people choose to leave Terra forever. It wasn't until January 2780 that the full Hegemony Congress met again to officially nominate Amanda Cameron as the twenty first Director-General of Terra with Kerensky as her Regent. The people who remained on Terra overwhelmingly ratified Amanda as their next leader amid great fanfare and optimism for a bright future.

With the Usurper defeated General Kerensky once again took the Regency and called for a meeting of the High Council. A month after his defeat Amaris, his family, and his top aides were executed by the SLDF for crimes against humanity. Kerensky had been reluctant to do so at first but after witnessing the fate of the entire Cameron family in the Star League throne room he gave the order. Almost a year later on October 10th, 2780 the High Council convened in the remains of Unity City to discuss the fate of the Star League. In spite of General Kerensky's plea for harmony the Council remained divided on all but three issues. They agreed to appoint Jerome Blake Minister of Communications in order to repair the damaged HPG network. Further they agreed not to back Amanda Cameron's rightful claim to the throne of the Star League because of the current state of affairs. And finally they stripped Kerensky of his title of Regent of the Star League and later ordered him to disband the SLDF. For the next ten months the greedy Council Lords attempted to convince each other that they should become the next First Lord. Tired of pointless debate the High Council officially disbanded the Star League on August 12th, 2781.

As the Star League dissolved a new Terran spirit arose. Using facilities and equipment found in the undamaged Rim Worlds Republic with SLDF assistance the Terran people rebuilt. Soon industry roared to life helping to rebuild planetary infrastructure. General Sinclair was also hard at work trying to forge a new Terran military. As the new Chief of the Royal Command he started to transfer loyal Terrans to specific SLDF units that would form the core of a new armed force. It was during this



time that Amanda Cameron and Ian Sinclair fell in love. Kerensky busy trying to restore the Star League disapproved of the relationship and Sinclair's efforts to build an independent Terran military. The two men once very close decided to go their separate ways and Sinclair ultimately resigned from the SLDF. The movement for renewed Terran statehood would not be denied however as many people voiced their support for Sinclair.

In 2784 as the Great Houses continued to gear up for war General Kerensky called together more than a hundred division commanders from the SLDF and proposed his planned Exodus. This he argued would preserve a final remnant of the Star League, albeit in Exile, and prevent greater destruction by the Great Houses by removing the largest armed force from the InnerSphere. Most of the SLDF enthusiastically accepted Kerensky's proposal and after the initial conference on February 14th they moved rapidly to make the General's plan a reality. Star League Quartermasters gathered all necessary supplies for the long journey. They assembled Jumpships to provide transport and stripped all League facilities outside of Terra for any useful item. All preparations for the Exodus were kept secret as very few outside the SLDF were informed. Kerensky tried to convince Amanda to accompany him but she eventually chose to remain with her people. On July 8th the Exodus began as the SLDF traveled through the Draconis Combine towards the Periphery. General Kerensky and his troops disappeared from the InnerSphere on November 5th when they jumped into the great beyond.

After Amanda made her choice to stay in the InnerSphere she undertook a whirlwind diplomatic effort to keep Terra out of the oncoming general war. Nations like the Free Worlds League and the Draconis Combine had already made their belligerent intentions known as they moved to occupy Terran worlds before the SLDF departed. The other three Great Houses (Steiner, Davion, and Liao) proved most willing to negotiate Terran neutrality in exchange for certain concessions. This arrangement was formalized in the Centuran Accords which recognized Terra's borders and neutral status in exchange for Amanda's formal renunciation of the Star League throne. Many were shocked by this move announced just after the Exodus but the newly independent Terran state moved forward with defense preparations. The SLDF had helped as much as it could by repairing the SDS above many Terran worlds. Sad to see another war looming the public rejoiced when Amanda Cameron and Ian Sinclair announced their pending nuptials. What many failed to realize was the dawning of a new Terran government at the direction of Amanda Cameron began this day. The new constitution proclaiming the birth of the Terran Republic during New Year's celebrations was greeted with mass acclaim. The Republic's new Regent (a constitutional monarch) Amanda Cameron married Ian Sinclair only days later declaring that their children would forever bear the name Sinclair. We now have the great responsibility to see that this new House, born from the greatest of the old, rises up to meet its true potential that will surely exceed any other Great House.



MARTIAL ASSEMBLY

The Terran Republic Armed Services are a newborn military organization created from the ashes of the greatest defense force ever known. We are learning fast thanks to our parents' sacrifices and stand to inherit a glorious legacy. Our ancestors achieved the unthinkable a universal age of peace and prosperity known as the Star League. More recently they stood up to the greatest evil ever seen defeating the Usurper who defiled the cradle of humanity. Soon we will face our first test, from those who we once considered family, and we must be ready.

These challengers, the Great Houses of the InnerSphere, have achieved near technological parity with our new nation. Terra has historically held a distinct technical lead over its neighbors but this gap closed significantly during the fall of the Star League. As a result the InnerSphere can now field its own advanced military hardware that almost matches ours. Luckily only a single SLDF Royal unit, which received the very best Terran military upgrades, defected to a rival Great House. Thanks to the efforts of General Kerensky and Ian Sinclair the 11th Royal Heavy Assault Regiment was stripped of its high tech equipment before its departure. Also the unit signed on with the friendly Lyran Commonwealth and as such is not considered a threat to Terran security.

In fact only two Great Houses, the Draconis Combine and the Free Worlds League, directly threaten Terra at this moment. These nations have already seized several Terran border worlds and continue to build up their forces along our frontier. The rest have signed the Centuran Accords recognizing the Republic's neutrality. Unfortunately Regent Amanda Cameron's renunciation of the First Lordship has touched off a succession crisis amongst the former League states. Despite the Star League's formal disbandment almost four years ago certain House Lords are moving to push their claim to this abandoned mantle of leadership. Despite calls from some, Terra must remain out of any general war in order to properly rebuild from the horrors of the Amaris Coup. After all we might be able to repel a two pronged invasion but not even the once mighty SLDF could hope to win a five front war.

Our forces are after all still adjusting to smaller scale deployments like House units rather than larger Star League units that most descend from. Also any of the InnerSphere's five great militaries outnumbers our frontline ground units by at least thirty percent. The Royal Navy faces longer odds in space as it fields one warship to any Houses' ten. Not to mention that nearly all Terran militia forces are suffering severe manpower shortages thanks to the prolonged Amaris occupation. On top of that the entire Republic could face a critical lack of vital resources, a natural material extinction if you will, in the event of our participation in a drawn out conflict.

Thankfully the SLDF left ample amounts of military hardware and other supplies that it simply couldn't take with it on the Exodus. Huge equipment storehouses spread throughout the Republic should enable us to conduct operations for a good while. We also inherited the SLDFs super efficient bureaucracy which has allowed us to put the maximum number of troops in the field. Our military communications aided by functioning mobile HPGs is far superior to any House force that must rely on the damaged civilian HPG network. On many worlds the high tech SDS have been repaired and could nullify any hostile naval group with surprising efficiency. These facilities along with numerous Castle Brians located on planet were built long ago by foresighted



Terran leaders on the Kurita, Marik, and Liao borders. This will make any conquest difficult to say the least.

In short we have the finest equipped and most battle hardened military in the entire InnerSphere. Energized by a renewed Terran spirit they make a formidable opponent for any hostile force. Backed by the people of the New Republic and prepared for war once again we stand ready to ensure the survival of a free Terra.

FORCE COMMAND

The Terran Defense Act of 2785 set the standards for the New Republic's military. While somewhat based on the armed forces that preceded it the Terran Republic Armed Services or TRAS is very different. Many distinctions due at least partially to the new regime on Terra separate the Services from their predecessors. However, the new organization does share many similarities to those who have defended the cradle of humanity in the past. The following details on the new chain of command will bare these out.

Regent

The Terran Constitution names the Regent of the New Republic as the Supreme Commander of the nation's military. There is no prerequisite military requirement that a potential successor must have before ascending the throne. However, many Terrans leaders did serve in the military before coming to power. This tradition will likely continue. While a hereditary monarch, the Regent wields less military authority than his predecessor the elected Director-General of the Terran Hegemony. In retrospect the Director, as Lord Protector of the Hegemony, held near absolute authority over the Terran military answering to virtually no one. The Regent on the other cannot declare (an offensive) war, only the Terran Senate is empowered to do that. However, he can declare a (defensive) state of emergency which gives the Regent unchallenged (military) authority in the event of an enemy invasion or an internal crisis. In addition, the Royal Assembly controls the pursue strings of the military by annually or on an emergency basis approving the defense budget. This really hasn't changed from when the Hegemony Congress did the exact same thing with military spending but it is another check on the Regent's (military) authority. Lastly the New Republic established Provinces run by Premiers to give worlds outside of Terra a larger role in the government. While the Provinces have certainly added to the nation's strength, by helping to recruit more personnel than the central government could alone, it has raised a few concerns. Critics argue that these regional governments might be able to influence TRAS operations even though they have no official power to do so.

Minister of Defense

A new link in the Terran military's chain of command whose responsibilities were outlined in the Terran Defense Act of 2785. Like all other members of the Council of Ministers he must be an elected member of the Terran Congress, nominated to the Ministry by the Regent and confirmed by the Senate. Unlike other Ministers he must have served at least one full tour in the TRAS or in the Central Intelligence Bureau (CIB). This provision insures that the bureaucrat who occupies this vital post is qualified to advise the government in matters of defense. With the Republic in its infancy,



equivalent service in the SLDF is considered adequate at this time to fulfill this legal requirement. Officially designated the Deputy Supreme Commander of the New Republic, the Minister of Defense is the nation's second in command. According to the Terran Defense Act the Defense Minister must be informed of all military actions ordered by the Regent but his consent is not required for these commands to be valid. As such the Minister doesn't issue orders to the military but simply advises them as he feels necessary, usually on political matters. His authority while not direct is very influential because of the Minister's other responsibilities as the Regent's chief military advisor, the Congress' official military liaison, and his identical role with the CIB. As such an unfriendly defense minister could easily scrap a foolish plan or mean the end of someone's military career by variety of subtle political maneuvers.

Senior General (Senior Admiral)

The highest officer rank in the new TRAS is that of Senior General (or Admiral depending on which branch of the military the person served with). The position itself was created by Amanda Cameron shortly before General Ian Sinclair's resignation from the SLDF. Purely honorary at the time it denoted the Chief of the Royal Command as the leading Terran officer within the Star League military. As the new Terran military took shape under General Lauren Hayes it evolved to distinguish this forces overall commander. After the Exodus when the New Republic was created the title of Commanding General was briefly considered for the commander of TRAS but ultimately rejected out of respect for Kerensky and the SLDF. According to the Terran Defense Act the Regent may nominate any currently serving Terran General or Admiral to this post. The Terran Senate must then ratify the nominee in order for the posting to become official. Designated the High Commander of the New Republic, the Senior General is the nation's third in command. In practice he is the day to day leader of the Terran military, responsible for every detail that the Regent cannot focus on. Concentrating on national military strategy and broad leadership of the TRAS itself consumes most of the Senior General's time. Only the Regent may overrule his military decisions.

Royal Command

Following the creation of the Star League, the High Command of the Hegemony Armed Forces (HAF) became the Royal Command of the Star League Defense Forces (SLDF). Officially the Command was assigned to handle special situations that could occur with Terran or so-called Royal units in Star League service. In practice it served as a secret military command that could issue classified orders to Terran units. This was showcased during the birth of the new Terran Republic Armed Services (TRAS). Ian Sinclair was promoted to General in charge of the Royal Command by Commanding General Kerensky in recognition of his efforts with Project Phoenix. General Sinclair would go on to use his position to develop a new Terran military. Kerensky trying hard to restore the Star League strongly disapproved of these maneuvers. Matters came to an impasse after General Sinclair countered a Capellan offer to secure the loyalty of the Tau Ceti Rangers. Sinclair retired rather than continue to argue with Kerensky. His replacement was General Lauren Hayes, who continued many of Sinclair's policies especially after Amanda Cameron announced her decision to stay in the InnerSphere. The SLDF would continue to filter loyal Terrans into units that would remain behind



following the Exodus under the direction of Royal Command. When the new Terran military officially came into being, Regent Amanda Cameron decided to retain the Command's regal name in recognition of all the loyalty it had displayed.

The pinnacle of the Terran Republic Armed Services (TRAS) the Royal Command works to determine the realm's overall military strategy. Three important positions form the core of the Royal Command. The Regent as the nation's Supreme Commander serves as the Chief of the Royal Command. The Minister of Defense who is the Deputy Supreme Commander serves as the Supervisor of the Royal Command. While the Senior General (or Admiral) as the Terran High Commander is the Chairman of the Royal Command. Only the Senior General is present at every meeting of this command staff. The other integral or permanent members of this military high council are the Chiefs of the other eight Terran military Commands (Army, Navy, Reserve, Intelligence, Logistics, Support, Special Services, & Administrative) that makeup the entire TRAS. In addition, the Regent may invite any number of high-ranking officials to sit in on these meetings. These temporary members also hold seats in the Royal Command. Meeting at the Royal Palace or onboard the *Cameron's Strength* (a McKenna class Battleship) the Command constantly studies battle reports, planetary terrain, and enemy strengths gathered by the Central Intelligence Bureau (CIB) and Intelligence Command. Though all members of the Royal Command are free to advise the Regent on any military affair by offering their own plans, the final decision and responsibility ultimately lies with the ruler of the realm.

Military Commands

The entire TRAS are split into eight different departments called commands. Based on the old SLDF organization the new Terran model is more simplified with only about half as many overall commands. Despite this key difference both organizational types seem to be equally efficient in regards to personnel use. Each uses only one third or half as many support personnel in comparison to House militaries of equal size. Still Terran military organizers are striving for better personnel efficiency. Their goal is to use at maximum a fourth as many personnel for administrative tasks as their next closest competitor.

Army Command

One of the two main bodies that comprise the Terran Republic Armed Services (TRAS) is the Terran Army which makes up the Army Command. The Army consists of every frontline military unit involved in combat within a planet's atmosphere. It receives the single largest proportion of the annual Terran defense budget. The Terran Army is commanded by the General Staff which serves like a Royal Command for the Republic's ground forces. The command is further divided into five different subcommands that are each among other duties responsible for their own weapons and equipment. The five branches that makeup the Army are the BattleMech Subcommand (containing 'Mech units), the Armored Subcommand (containing tanks and other types of armored vehicle units), the Nautical Subcommand (or the Wet Navy, it contains submarines and all planet bound surface naval units), the Air Subcommand (containing conventional aircraft), and the Infantry Subcommand (containing all infantry units).



Command Listings

Royal Command (*HQs: Royal Palace, NY, Terra or TRS Cameron's Strength*)

Chief of the Royal Command	Regent Amanda Cameron
Supervisor of the Royal Command	Minister Simon Kruger
Chairman of the Royal Command	Senior General Lauren Hayes
Chief of Army Command	General Erich Schultz
Chief of Navy Command	Admiral Dana Knight
Chief of Reserve Command	General Peter Vladimirov
Chief of Intelligence Command	General Lance Arnold
Chief of Logistics Command	Admiral Steven Aurelius
Chief of Support Command	General Deborah Hayden
Chief of Special Services Command	General Benjamin Marion
Chief of Administration Command	General Jessica Dowd

Central Intelligence Bureau (CIB) (*HQs: Langley, Virginia, Terra*)

Chairman of Terran Intelligence (TID)	Director Robert Petrovka
Chief of Counter-Insurgency (DCI)	Deputy Director Samuel Harter
Chief of Diplomatic Security (DDS)	Deputy Director Paula Alberts
Chief of Information Analysis (DIA)	Deputy Director Nicholas Spikes
Chief of Military Investigations (DMI)	Deputy Director Patricia Keel
Chief of Foreign Service (FSD)	Deputy Director Alan Milunsky
Chief of Special Armed Services (SAS)	Deputy Director Mark Richards

Army Command

Commander: General Erich Schultz

Headquarters: General Staff HQs, Fort Constitution (NY), Terra

Subcommands:

- BattleMech - Fort Kincaid, Yakima (NWS), Terra (CO: Lieutenant General Sarah Scarr)
- Armored - Fort Hood, Texas, Terra (CO: Lieutenant General Alan "AJ" Jonsson)
- Nautical - Portsmouth Nautical Base, Great Britain, Terra (CO: Lt. General Danielle R. Mandel)
- Air - Fort Campbell, Kentucky, Terra (CO: Lieutenant General Jaime Brooks-Gunn)
- Infantry - Fort Benning, Georgia, Terra (CO: Lieutenant General Marianne Wallach)

Navy Command

Commander: Admiral Dana Knight

Headquarters: Royal Terran Admiralty, Normandy, Keid

Subcommands:

- Aerospace - Geerson Airbase, Fomalhaut (CO: Vice Admiral Genia Kochanska)
- Warship - O'Neil Shipyards, Terra (CO: Vice Admiral Yin Zhang)
- Marine - Camp Pendleton, Carver V (CO: Vice Admiral Lorenzo Gonzales)
- Transport - Nicholas Staryards, New Earth (CO: Vice Admiral Michel Ammenheuser)
- Discovery - Fort Discovery, Epsilon Indi (CO: Rear Admiral Anne Baddeley)

Reserve Command

Commander: General Peter Vladimirov

Headquarters: TRAS Reserve & Readiness Center, Fort Prescott, Concord (Mass.), Terra

Subcommands:

- Emeritus - Fort McPherson, East Point (Georgia), Terra (CO: Lt. General Anthony Goodson)
- Ancillary - Fort Kerensky, St. Petersburg (Russia), Terra (CO: Lt. General Nita Tingey)
- Militia - Fort Hosceejun, New Dehli (India), Terra (CO: Vice Admiral James Franklin)
- Licensing - Fort Isu, Tokyo (Japan), Terra (CO: Vice Admiral Eugene D'Aquili)
- Conscription - Fort Ling, Beijing (China), Terra (CO: Lt. General David Selbourne)



Intelligence Command

Commander: General Lance Arnold

Headquarters: TRAS Space and Ground Intelligence Center (SAGIC), Koryo, Mars

Subcommands:

- Interrogation - Terran Disciplinary Barracks, Europa (CO: Vice Admiral Ryan Siegal)
- Propaganda - National Military Information Center, Cheltenham (Great Britain), Terra (CO: Lieutenant General Samantha Conger)
- Security - Terran Military Security Complex, Shefford (GB), Terra (CO: Lt. General Jason Taylor)
- Infiltration - Camp Incursion, Mars (CO: Lieutenant General Ellen Tronzick)
- Surveillance - Shadow Station, Phobos (CO: Vice Admiral Fatima Varha-Kahdem)

Logistics Command

Commander: Admiral Steven Aurelius

Headquarters: TRAS Logistical Control Center, Fort Aleksandr, New Earth

Subcommands:

- Cache - Fort Shandra, Neuble Downs, New Earth (CO: Lieutenant General J. Peter Lecanuet)
- Design - Outpost Fuller, Aswan, Caph (CO: Lieutenant General Jenna Davidson)
- Research - Outpost Bertlsman, New Brunnel, Caph (CO: Vice Admiral General Brian Bertenthal)
- Manufacturing - Fort Lee (Virginia), Terra (CO: Lieutenant General John de Villiers)
- Supply - Fort Lee (Virginia), Terra (CO: Vice Admiral Brian Hart)

Support Command

Commander: General Deborah Hayden

Headquarters: TRAS Support Center, Rhein-Main Air Base (Germany), Terra

Subcommands:

- Communication - Hoshiko Station, Sydney (Australia), Terra (CO: V. Admiral Ramon Rodriguez)
- Engineer - Rheindahlen Military Complex (Germany), Terra (CO: Lt. General Peter Zelazo)
- Justice - Fort Washington, Washington (Maryland), Terra (CO: Lt. General Herbert Gruber)
- Medical - Fort Jasper, London (Great Britain), Terra (CO: Lieutenant General Sidney Coltrane)
- Technician - Holloway Spaceport, Vandenberg (Calif.), Terra (CO: Lt. General S. Mary Shonk)

Special Services Command

Commander: General Benjamin Marion

Headquarters: TRAS Special Operations Center, Fort Rogers, Sabik

Subcommands:

- Guard - Fort Bragg (North Carolina), Terra (CO: Lieutenant General Jacob Taylor)
- Fighters - SkyBlazer Air Station, Fomalhaut (CO: Vice Admiral Arjun Chandra)
- Commando - Camp Exmouth (Great Britain), Terra (CO: Vice Admiral Raymond Reid)
- Rangers - Rheindahlen Military Complex (Germany), Terra (CO: Lt. General Nathan Gamrezy)
- Scout - Fort Apollo, Koryo, Mars (CO: Lieutenant General Janine Roopnarine)

Administration Command

Commander: General Jessica Dowd

Headquarters: TRAS Central Administrative Tower, Geneva, Terra

Subcommands:

- Archive - National Military Archive, Ecol City, Thorin (CO: Lieutenant General Amy Bandura)
- Education - Royal Military Academy, Sandhurst (GB), Terra (CO: Lt. General Ben Ackerman)
- Finance - TRAS Central Treasury, London (GB), Terra (CO: Vice Admiral Derek Johnson)
- Liaison - Martial Institute of Cooperation, Harlech, Outreach (CO: Lt. General Brandon Thomas)
- Veteran - Veteran Administration Center, Paris (France), Terra (CO: Lt. General Eric Maccoby)



Navy Command

The second main body of the Terran Republic Armed Services (TRAS), the Royal Navy consists of military units that are proficient in space combat. It is commanded by the Admiralty, from the naval headquarters of the same name, located on the planet of Kied. The Admiralty serves much the same task as the General Staff does with the Army. The Navy receives a substantial share of the defense budget and is also divided into five different Subcommands. They are the Warship Subcommand (containing all Combat Jumpships), the Aerospace Subcommand (containing aerospace fighters), the Marine Subcommand (containing 'Mechs and Infantry skilled in space as well as atmospheric combat), the Transport Subcommand (contains Jumpships and Dropships responsible for moving Army units and supplies) and the Discovery Subcommand (containing second line naval units that are responsible for exploration and colonization).

Reserve Command

The Reserve Command of the Terran military contains all rear line troops and their supplies. After retiring from active military service a soldier could elect to join the Reserves receiving a bonus and keep his equipment (i.e. BattleMech, Fighter, etc.). Naval Reservist is the exception to this rule as they are usually charged with maintaining mothballed vessels and facilities. Army Reservist many times received promotions and often commanded System Defense Forces or SDFs. These SDFs combine all reserves within an inhabited star system into one unified military unit. The Reserves provide vital defense services that help protect the Terran nation. Unfortunately with the Amaris Coup and the departure of the entire SLDF the Terran military fielded only a thin reserve.

In order to compensate for this defensive shortfall the new Terran Constitution provided for the creation of Independent System Commands or ISCs. These ISCs are essentially ducal guards raised entirely by the planet's nobility and are not funded by the Terran central government at all. As such the Republic does not manage or coordinates these ISCs which are limited to one Mech battalion in size. Nobles have great freedom of action with their own militaries. Though not permitted to attack other nations they may, if justified, fight each other. This combat is strictly monitored and regulated by the central government so that it does not become wasteful. Planetary Militia is supplied by both the central Terran government and planetary authorities, so they are loosely coordinated by this Command. Although the individual planet has control over its own militia the Reserve Command obtains equipment (usually outdated) from the Army and distributes it to these organizations.

Finally the Terran Republic allows large corporations (mainly defense contractors) to maintain military forces (designated Corporate Military Forces or CMFs) in order to safeguard key industrial sites. First, the company must obtain permission from the proper planetary authorities. Next the company must apply for a Corporate Military Permit to the Ministry of Defense. If the Ministry endorses the application, it then goes to the Terran Senate. If ratified by the Senate the company is permitted to keep up to but not exceeding 1 battalion under arms (again planetary authorities also have a say on how large the corporate military can be). Note this does not include security forces, which are not armed with heavy support weapons and large armored vehicles.



In time of war control over all Militias is transferred directly to this Command while ISCs and CMFs are only loosely coordinated by the Reserves. Individual System Defense Forces or SDFs are forces of last resort and don't leave their native world.

Intelligence Command

The information gathering arm of the military is responsible for finding out as much as possible about potential military opponents. This includes reports on enemy personnel, military technology and organization, world geography, and finding any other potential advantage for the TRAS use. Like the other branches of the Terran military, Intelligence Command is divided into five separate subcommands. Of these, Infiltration Subcommand is perhaps the most elite branch which is completely dedicated to penetrating enemy units on the battlefield. Interrogation Subcommand is charged with questioning all prisoners of war. Propaganda Subcommand works to influence not only public opinion but also enemy troop morale. The Security Subcommand constantly monitors Terran military units against subversion by enemy spies. Finally Surveillance Subcommand gathers information by passive means (usually electronically by decoding enemy messages) for later analysis. Intelligence Command is headquartered in Koryo, Chryse Planetia on Mars.

Logistics Command

The quartermaster of the TRAS, Logistics Command was so named during the last days of SLDF to help aid in the formation of an independent Terran military. The name cut down on confusion between the Star League Quartermaster Command and the new Terran quartermaster department. It too is divided into five subcommands that are the logistical core of the TRAS. Cache Subcommand maintains all military storehouses within the Terran Republic to facilitate quick distribution of supplies to the front. Design Subcommand presents and reviews all military designs submitted to ensure the highest quality military equipment is being utilized by Terran troops. Manufacturing Subcommand sets up defense contracts with various corporations to ensure that the firms are working in the best interests of the military. Research Subcommand is charged with conducting scientific research to improve the combat efficiency of Terran ground and naval forces. Working in conjunction with civilian counterparts, military research experts coordinate science project development, testing, and quality control at the direction of the Royal Command. Finally, Supply Subcommand prioritizes all distribution of equipment, provisions, and vital material to military units. Units are prioritized into five different classifications based on all unit needs, requests and loyalty. So just because a unit needs supplies doesn't mean that it will get them.

Support Command

Support Command is composed of all Terran military personnel who provide close in support for Republic frontline units. As such the Command is dedicated to keeping the combat forces of the realm running at peak efficiency. The Support services again like other Commands of the TRAS are divided into five separate subcommands. Communication Subcommand installs, operates, and maintains all military electronic equipment and communications gear such as the TRAS HPG Network. Engineer Subcommand has units that are responsible for construction and demolition during



combat situations. Justice Subcommand handles all the unique “legal” matters involving the military. Medical Subcommand is responsible for the care and treatment of military personnel and their families. Technician Subcommand is responsible for the maintenance of military equipment.

Special Services Command

Special Services Command is composed of the very best soldiers in the Terran military and they are used only for the most difficult of missions. Because of the hazards of this type of duty the Special Services are made up entirely of volunteers. Once these volunteers complete their specialized elite training they receive the prestigious NovaStar signifying their new status. There are five different types of Special Services that comprise the entire Command. Guard Subcommand (NovaStar Guards) are the special forces of the Terran Army and are trained to infiltrate deep behind an enemy's lines and to carry on guerrilla warfare. This Mech equipped force is tasked with such special missions as high risk extractions and sabotaging well protected enemy installations. Fighter Subcommand (NovaStar Fighters or the Firebirds) is the special service branch of the Republic's aerospace forces. These elite pilots compose a crack strike force that like (and some operating with) their Guard brethren undertake only the most difficult of missions. The Firebirds are easily the most well known Special Service Subcommand because of the air shows they perform on many Terran worlds to boost recruitment and improve the public perception of the military. Commando Subcommand (NovaStar Commandos) is the premier Royal Marine unit operating in the TRAS. Able to fight in any environment the Commandos use the most diverse TO&E (Mechs, Fighters, Dropships) fielded by any Special Service Subcommand. Specialist Subcommand (NovaStar Rangers) is composed of master combat engineers proficient in the disposing of Weapons of Mass Destruction (WMDs). Formed during the hell that was the Amaris Coup were WMDs saw heavy use the Rangers became very adept at decontamination and chemical reconnaissance. Scout Subcommand (NovaStar Scouts) is made up of personnel from the TRAS Intelligence Command. Usually operating deep behind enemy lines the Scouts acquire information on enemy targets that normally would be unattainable.

Administration Command

The largest branch of the Terran military by number of personnel assigned to it is the Administration Command. The Command while deemed desk jockeys by the rest of the TRAS is no less important than any other branch of the Armed Services. They are responsible many mundane tasks like maintaining the service records of the entire Republic's military and tracking the finances of the TRAS. The five subcommands that make up the military's administrative department are Archive, Education, Finance, Liaison, and Veterans. Archive Subcommand manages the military's mammoth records division that keeps track of every little thing in the TRAS. Education Subcommand is charged with educating potential recruits and battle hardened veterans of the TRAS with new martial philosophies. Finance Subcommand not only manages the entire military budget but also provides perhaps the single greatest service to common soldiers ensuring their pay arrives on time. Liaison Subcommand maintains friendly relations with allied militaries and professional soldiers. To facilitate this Liaison officers are posted to units and other command groups to more effectively communicate with allies as needed.



Veterans Subcommand handles all veteran's benefits like pensions, loans, vocational rehabilitation, education, insurance, and the Republic's largest medical-care system.

Central Intelligence Bureau (CIB)

While not part of the TRAS the Central Intelligence Bureau (or CIB) also works to safeguard the New Republic from its adversaries. This paramilitary organization was originally founded by James McKenna in 2316 to secure the Hegemony and gather information on nearby worlds. Some parts of the Bureau, often called Departments, can even trace their heritage to pre-Alliance days. This proud tradition carries on today in the CIB which was widely regarded as one of the InnerSphere's best foreign services. Despite their best efforts CIB saw their role dramatically diminished during the Star League era. The Star League Intelligence Command (SLIC) part of the SLDF absorbed many of the Bureaus responsibilities leaving it a mere shell of its past. During this time what was left of the organization carried out assignments "too dirty" for the "high and mighty" SLIC. While the CIB did its best to convince the First Lord of the folly of trusting the Hegemony's security to foreigners, like Stefan Amaris, it was largely ignored. Bureau personnel were vital however in forming an effective Terran resistance during the Amaris Coup. With the birth of the New Republic, CIB has found new life. Paired with the TRAS to form the Ministry of Defense many of the Bureaus old powers have been restored. Armed with the most advanced spyware and personnel whose skills were honed during the Usurper's Occupation the Bureau now stands ready to reclaim its former stature throughout the InnerSphere.

Department of Counter-Insurgency (DCI)

Known as the Spynhunters they are charged with finding any and eliminating all foreign agents operating within the Terran Republic. It was this branch of the CIB that was responsible for assembling the Terran Resistance during the Amaris Coup. Horrified by the presence of Rim Worlds troops on Terra they secretly began to plan for the worst. At the first sign of duplicity DCI operatives throughout the Hegemony began guerilla operations to repel the invaders. Composing the core of the Resistance it was their efforts which shaped it into such an effective force. After the war the DCI rapidly grew in strength thanks to new recruits from the Resistance. While its funding increased, the DCI found its new role in the Republic somewhat altered. New agencies outside the CIB, like the Office of Sensitive Technologies (OST) in the Ministry of Science for example, have assumed some of the DCI's tasks including safeguarding Terran technical secrets. Regent Cameron has explained this will help the DCI focus more effectively on counter intelligence operations. This move has angered some in the CIB but the Spynhunters have openly shown their displeasure by making some gruesome examples of several House agents foolish enough to test their capabilities. DCI operatives will not hesitate to use brutal force to ensure Terra's sovereignty and are absolutely ruthless if provoked.

Department of Diplomatic Security (DDS)

One of the CIB's more visible branches the DDS is dedicated to providing protection for any sufficiently important individual within the Terran Republic. The so-called Guardians while serving these "high profile" dignitaries prefer to remain largely unseen unless circumstances warrant otherwise. The DDS performs other vital services



for the Terran nation as well. Trained observers they help gather intelligence at appropriate state functions and sometimes even act as couriers for information so sensitive it cannot be simply transmitted. In order to carry out their mission DDS agents receive extensive training in all types of combat and conveyances. They are as a whole the most loyal department of the Bureau. All DDS agents are ready to lay down their lives in order to defend Terra. This was proven beyond any doubt during the Amaris Coup when a majority of Guardians gave their lives in order to protect their charges. Unfortunately many of these sacrifices were in vain because the Usurper had planned his Coup so well. A few survived till the liberation and form the core of the new DDS. Currently they are woefully under strength. While the Sinclair Fusiliers bare the responsibility of protecting the Regent several DDS agents help them in their daily tasks usually as drivers or pilots.

Department of Information Analysis (DIA)

All data gathered by the Bureau and other Terran agencies eventually finds its way here. Every bit of information is studied for anything of value to national security. To sort through this mountain of intelligence the Sages of DIA used a sophisticated network of computers to help them accomplish their mission. During the Star League the DIA lost a lot of funding and much of information flow was directed to SLIC. When the Amaris Coup swept Terra many agents of this branch escaped thanks to their comrades in the Bureau. However, all of their outdated equipment was captured and destroyed by the Usurper's forces. They still helped the Resistance during the occupation by pinpointing weak points in the Rim Worlds defenses and encrypting Resistance communiqués. The Republic has focused a great deal of resources on restoring their operations. The agents of the DIA are now better equipped with ultra high-tech Star League computers used by the SLIC and previously unavailable to them. DIA recruits only the brightest candidates for their branch and doesn't focus on physical attributes like the rest of the Bureau. While they have basic intelligence training most Sages are truly desk jockeys lacking any significant field experience.

Department of Military Investigations (DMI)

Lord Ian Cameron founded DMI in late 2549 to ensure the full loyalty of the Terran military following the September Revolt. The Inquisitors as they were named by their "admirers" in the Hegemony Armed Forces soon earned a reputation for persistence. Suspects could be sure that DMI would never stop hounding them if they turned on the Cameron family. Critics mainly in the military soon learned to despise these loyalty police. The Bureau has always fiercely defended DMI as it provides them with indirect connection to the military. CIB fought to keep the department successfully during the Star League era. It was during this time that candidates for Royal units, made up exclusively of Terrans, were screened for any prejudices towards other InnerSphere nations. Many soldiers with otherwise excellent service records found themselves bounced from the SLDF. This only increased the rift between the military and DMI. The Inquisitors took heavy casualties during the Amaris Coup but managed to survive the conflict along with the rest of Terra. This department now smaller, and under funded in their opinion, is unhappy with some of the units that "pledged" to defend Terra. It is working hard to weed out some of these bad apples.



Foreign Service Department (FSD)

The Outsiders are the covert operatives of the CIB who are tasked primarily with gathering information on neighboring states by any possible means. Operating almost exclusively in outside the Republic, hence their nickname, this department uses a wide variety of personnel to accomplish its mission. During the Star League era it was the only branch of the Bureau not to be cut significantly. To avoid any unbecoming behavior the First Lord conducted many vital espionage missions from this Terran agency thereby avoiding allegations of impropriety by the Star League. Even these assignments were scaled back to minimize any potential harm to the League's high ideals. As hostility grew between the Great Houses the Star League had no choice but to resume FSD missions. When the Amaris Coup struck most of this department went into hiding around the InnerSphere. Despite trying to keep a low profile they helped Kerensky gain some support from the unwilling House Lords by continual feeding the SLDF information. It is a testament to their skill that most of these covert operatives were not discovered by rival House agencies during this time. Now restored to full operating capacity the FSD is working diligently to fill gaps created by the Amaris Coup. While digging up dirt has been their primary mission since the time of Director Deborah Cameron all Foreign Service agents are skilled in more hostile arenas as well. They are very capable of performing sabotage, carrying out assassinations, and spreading false information. However, there is no intelligence operative in the InnerSphere more "in the know" than those who work for the FSD.

Terran Intelligence Directorate (TID)

Functioning as the Bureau's high command it is made up of all CIB departmental Directors as well as the agency's overall Director. All valid orders for the Republic's intelligence Bureau pass through or originate here. Certain actions may only be taken with TID authorization or higher. Besides issuing orders TID oversees all Bureau training programs and coordinates CIB actions with all other appropriate government agencies. This last task is still unfamiliar to many at the CIB who are used to handling problems without any other Terran help. The New Republic in order to improve Bureau operations has created a number of agencies to focus on specific security issues. Grudgingly thanks to Regent Amanda Cameron it appears as though these efforts at cooperation are gradually succeeding. Some in the Bureau however are still pushing for a return of their lost powers.

Special Armed Services (SAS)

Perhaps the oldest active intelligence group in existence this branch of the CIB is certainly it's newest. The Terran SAS is descended directly from the British Special Air Service formed during the Second Terran World War. This premier Special Forces unit officially changed its name to its current incarnation after the Second Soviet Civil War. When the SAS joined WAAF it was consolidated with other Special Operations units to form the Special Armed Services. Since that time the SAS has continued to distinguish itself as the best Special Forces unit around. Their "assistance" helped end the political wars that destroyed the Terran Alliance. Director-General James McKenna attached them to the Hegemony CIB thereafter. During the Star League era the SAS long relationship



with the CIB apparently ended as they were transferred en masse to the SLDF. Again they earned more renown during their deployment in the Periphery Uprising and subsequent campaigns against the forces of the Usurper. The SAS never really adapted Star League practices. They recruited only from Royal or Terran Star League units and their brutal methods especially during the Periphery Uprising drew criticism even from General Kerensky. Their highly successful results were hard to argue with however. While some elected to join Kerensky on the Exodus many choose to remain with Amanda Cameron and defend Terra. The newly renamed the Blackstars have been reattached to CIB were they continue to serve as the InnerSphere's premier counter espionage and anti-terror unit.

Regional Commands

The TRAS uses the Republic's new Provinces as military defense zones. Each of these seven Provinces consists of twenty to twenty one inhabited star systems. The Terran Army and the Royal Navy both use these regional commands but separately so there are, or will be, two different commanders for each Province. The Navy's current condition makes such deployment for them impossible at this time. The Army defense regions are commanded by their Provincial Guard leaders. While these military leaders (both Army and Navy) cannot hold dual office, like in the March Lords can in the Federated Suns, their posting is influenced by the Premiers. These hereditary rulers of the Terran Provinces have already seen their close family members promoted to command Provincial Guard units. Some criticize these posting but the Regent has stated her support for these family tied promotion. As she said "that is what we are fighting for after all, our families and our homes". This breakdown will assuredly help our coming defense but only time will tell for sure.

FORCE STRUCTURE

The TRAS divides its combat forces into four major groups, each one detailed below. However, each of these groups use integrated and exclusive force organization.

Integrated units, usually centered on BattleMechs, are composed of many different force types that constantly train and operate together. While the 'Mech remains the core of these combined arms units other conventional forces (like Armor and Infantry) augment their capabilities creating a more effective fighting force. These tactics practiced by the SLDF and honed during the Amaris Coup have proven so successful that nearly all Terran BattleMech forces have been deployed in this fashion. The most obvious example of an integrated unit in the TRAS would be the Brigade Combat Team (or BCT as some say). This line organization made up of a BattleMech regiment, two Conventional regiments (usually split evenly between Armor and Infantry), and an oversized Support regiment is the nucleus of the new Terran military. While larger integrated divisions made up of three BCTs are frequently setup for maneuvers they are not standard operating units. Other inventive commanders have further divided their BCTs into smaller integrated units, some as small as company level, but these tactical experiments have not yet been accepted.

Exclusive units are made of one force type alone. Commonly used by the Great Houses of the InnerSphere they are cheaper to maintain and usually easier to operate. In the Terran military these units are mainly composed of aerospace or conventional forces



used to support other combined arms troops or to carry out their own rudimentary assignments. These exclusive (Non-‘Mech) units are not listed in this report in order to keep it brief and on focus. A list of these exclusive units will be available if you wish as an addendum to this Field Manual. While they are not team players these often overlooked troops make up the bulk of our line forces and are no less vital to our national defense.

TRAS STANDARD BRIGADE COMBAT TEAM ORGANIZATION	
Element	Combat Strength
1 BattleMech regiment	108 BattleMechs
1 Vehicle regiment	108 armored vehicles
1 Infantry regiment	756 infantry troopers
1 Fighter squadron	36 conventional fighters
1 Artillery battalion	36 artillery pieces
1 Recon battalion	36 'Mechs or hovercraft
1 Combat Support battalion	252 infantry troopers

Terran Regulars

Making up more than one third of the New Republic’s serving line forces are the Terran Regulars. Operating throughout the Terran nation these units constantly rotate assignments and serve wherever they are needed. Always on the move each unit has its own integral transport squadron enabling rapid deployments when necessary. As a natural extension these units tend to focus move on offensive strategies and tactics. While Regular units can be placed under the direction of Provincial Military Commanders, on a case by case basis, they typically operate independently of regional military authorities. This has led some critics within the TRAS to label them “Independent Commands”. This nickname has already stuck to the Terran Regulars who enjoy repeating it to regional authorities and hence displaying their special status. Many new cadets seem to be aware of this status and are applying for posting to a Regular unit. If this trend continues the Regulars will have their choice of potential recruits from all over the Republic. The Regulars are already made up of personnel from every corner of the nation allowing them to maximize their highly mobile operations with some local knowledge.

Provincial Guards

The bulk of Terran line forces, nearly two-thirds, are composed of the Provincial Guards. Rarely moving outside their native Province these units are typically stationed on key border worlds or other important planets. As such the Guards do not have transport assets attached directly to their units. Remaining in one system or on planet for long durations these units focus on defensive strategies and tactics. Guard units operate under the direction of their Provincial Military Commander and usually serve as the lead units for planetary defenses. These units take their roles as regional defense authorities very seriously. Some native cadets with strong ties to their home Province have already started a trend in the Provincial Guard to recruit only local graduates. This gives Guard units a special, almost family like, chemistry that will no doubt make them fanatical defenders of their native lands. Knowledge of the local terrain and a kinship with citizens of each Province will also make them excellent guardians of the Terran nation.



System Defense Forces (SDF)

Every reserve unit within the Terran military serves in a System Defense Force. The last line of defense for worlds of the New Republic is more than just a mere planetary militia. It is a single military unit made up of Reservists, Noble Forces (called Independent State Commands or ISCs), Planetary Militias, and Corporate Security (called Corporate Military Forces or CMFs) from their respective homeworld. Training together at least one month out of the year; today of course they remain on near constant maneuvers, they form an effective fighting force. Other Houses view this as an unnecessary waste of resources but the TRAS remain convinced of the SDFs value. They are the only completely integrated or combined arms group in the Terran military. Their size depends on the importance of the SDF's homeworld but many are currently under strength because of the Amaris Coup. Under no circumstances is a SDF to leave its homeworld as this maybe its greatest advantage. They operate under the direction of their Provincial Military Commander because SDFs are a fundamental part of regional defense. A SDF's membership is diverse to say the least. From Reservists who have completed their service in the TRAS, to retirees who volunteer for militia service, to high paid corporate security personnel, to teenagers not yet of age, and finally haughty soldiers of the nobility all from the same planet. They all fight for the same goal defense of their homeworld.

Mercenaries

Historically, soldiers of fortune have had a poor relationship with the Terran nation. Viewed as troublemakers, malcontents, and misfits by the Terran people who have really never needed their services. These wild military gangs were often renounced by the Terran government as enemies of peace and stability. Times have changed now with a vulnerable New Republic seeking any kind of military assistance. Some mercs have accepted contracts from Terra but at best have to prove their worth to the denizens of the Republic. Many still remember the actions of those hired by Stefan Amaris especially the infamous Greenhaven Gestapo. The mercenaries hired by the New Republic are a far cry from those evil demons and most people know this. However, some Terrans still oppose hiring any mercenaries and urge the Regent to destroy these bandits wherever they maybe. These extremists are a small minority but all Terrans hold some prejudice towards hired guns. Unless explicitly stated in their contract, which has yet to happen, all mercenary forces hired by the Republic operate under the direction of the Provincial Military Commander. In a good sign for the future, some mercenary groups have adopted Terran combined arms organization. Of course any future dealings will depend upon their performance in the looming conflict.

FORCE COMPOSITION

The TRAS is a military force in a state of flux. Gone are the SLDF uniform battalions where a single piece of equipment once made up an entire unit. In other words a Star League BattleMech battalion might be composed of Bombardiers exclusively while a Vehicle battalion would be completely assembled around the Kanga. This compositional technique made maintenance and repairs relatively easy but could make a Star League unit vulnerable to a specific type of attack. Any particular weakness in a



certain design was magnified making it possible for an enemy to exploit these types of units. In the new Terran military they have been replaced with hodgepodge units composed of various different kinds of equipment. These units tend to complement their equipment with other classes that cancel out any potential battlefield disadvantage. However, on occasion companies or more commonly lances still remain uniform when it comes to their equipment. Even these smaller uniform units are grouped with complementing forces to enhance their performance and mask any potential weakness. While the maintenance requirements of these units are more difficult to meet the TRAS is not spread out all over the InnerSphere like the SLDF and it enjoys a huge spare parts surplus left over from the Amaris Coup thereby easing logistical demands.

BattleMech Units

Since its appearance on the battlefield in 2443 the BattleMech has reigned supreme as the King of modern warfare. Terran units take pride in this native innovation more so than any other Great House. Even now with our emphasis on combined arms strategies the 'Mech remains the cornerstone of the Terran military. The value of the BattleMech to the New Republic cannot be understated. The key of any defensive action and the core of all offensive operations it is absolutely vital to our continued national security. Our very survival in the looming conflict depends on the continued dominance of the Terran BattleMech.

All line BattleMechs are grouped into companies and battalions depending upon their capabilities and performance. In turn these units make up regiments which form the heart of the new Brigade Combat Teams. The Royal Command has so far granted a large degree of autonomy given to each Terran 'Mech unit allowing them to determine their own specific composition. The specialization of these line regiments depends on what type of BattleMechs they can obtain. 'Mechs serving in reserve units are organized in much the same fashion but these forces are not so well-equipped and often contain odd pairings. While they operate together in a single System Defense Force these BattleMech units are composed of various groups such as Army Reservists, Noble Troops, and Corporate Militaries.

Years of Star League BattleMech production have left the New Republic with a heavy weight 'Mech force. In fact only the Lyran Commonwealth's 'Mech force outweighs our own native units on average. There are few exceptions to this rule like the Deneb Light Cavalry which requires light weight BattleMechs to carry out its assigned duties. This weight advantage will help our military effectively defend Terra and can most easily be seen in almost any Provincial Guard unit. As time goes on this weight advantage will most likely shrink due in large part to our dwindling resources.

Currently the Republic fields the lowest number of BattleMechs of any InnerSphere nation. House 'Mech units outnumber our own by a ratio of three to two in sheer amounts of active machines. The Draconis Combine may have an even greater advantage thanks to illegal buildups during the Star League era. However, unlike the other Houses we have a surplus number of BattleMechs hidden on certain key planets in the Republic. We lack only trained Mechwarriors to pilot these Star League 'Mechs left behind by General Kerensky. These BattleMechs can easily be deployed in case replacements are required to replenish combat losses.



All Terran ‘Mechs are equipped with the finest military systems known to man. The Republic’s slim lead in technological advancements is a significant advantage for our BattleMech forces. On average Terran ‘Mechs tend to be faster than their InnerSphere counterparts thanks to advances like Extra Light (XL) Fusion Engines and Myomer Accelerator Signal Circuitry (MASC). Also widespread use of Ferro-Fibrous armor and EndoSteel internal structure help safeguard ‘Mechs of the New Republic better from any potential damage. Double Heat Sinks help dissipate waste heat more effectively. Combined with new weapons fielded only by the TRAS, like the Snub Nosed Particle Projection Cannon (SN PPC) and Headhunter Missiles, make any Terran BattleMech a deadly foe.

Typically Terran ‘Mech units are made up of Star League era designs like the Highlander, the Excalibur, the Crab, and the Mongoose. Older designs seen throughout the InnerSphere like the Banshee, the Warhammer, the Sentinel, and the Locust can also be found in line units but are more common in the reserves. Advanced designs like the Exterminator, the Phoenix Hawk LAM, the Stinger LAM, and the Wasp LAM can only be found in the very best units. Augmenting these designs are some new Terran BattleMechs, the Bulwark and the Prowler, likely to become mainstays of the Republic’s military.

TRAS STANDARD BATTLEMECH ORGANIZATION

Element	Component Units	Combat Strength
Lance	4 BattleMechs	4 BattleMechs
Company	3 lances	12 BattleMechs
Battalion	3 companies	36 BattleMechs
Regiment	3 battalions	108 BattleMechs

Infantry Units

More than sixty five percent of all Terran line regiments are some type of infantry unit. While they are traditionally the weakest and most under appreciated force their military value cannot be denied. Used intelligently they can turn the tide of battle and without infantry securing ground would be impossible. We have organized our infantry units in a more compact fashion than the SLDF previously did for two reasons. One was to simplify Terran military structure in order to facilitate combined arms operations with other units. Now infantry forces are divided along the same lines as ‘Mech and Conventional Armor forces helping to eliminate confusion among Brigade commanders. Two, this cosmetic reorganization will probably be overlooked by our enemies but the appearance of large numbers of infantry regiments created by this restructuring may just convince them to rethink their actions.

There are four different types of infantry currently deployed by the Terran Republic. By far the most common is foot infantry so named for their lack of integral ground transportation. Mainly found in SDFs or the Provincial Guards these inexpensive troops carry out stationary tasks that do not require a high degree of mobility. Mechanized infantry is equipped with Armored Personnel Carriers (APCs) or Infantry Fighting Vehicles (IFVs) that enable them to function effectively with other mobile units. While they can be found in reserve units most are assigned line unit status. Jump infantry however is almost exclusively found in combined arms units were their superior mobility is best utilized. Difficult to train and expensive to equip these units will likely remain rare



in other roles. Rarer still is the newest type of infantry developed in the last days of the Star League. Armored Infantry or Battlearmor is found only in Special Operations units where their amazing abilities are best showcased. For the time being they are organized in a similar fashion to BattleMech units although no Battlearmor force has ever been deployed at regimental strength. It is unclear if the Republic will or can continue the development of this high tech infantry.

Infantry regiments are organized by their desired mission specialization in addition to their unit type. Line infantry is divided into two overall categories based upon structure of course. Combined Arms Infantry or Riflemen work closely with other units to achieve maximum combat efficiency. Not all of these Infantry units work with BattleMechs in Brigade Combat Teams. Some have been grouped with Conventional Armor to form Provisional Combat Brigades (PCB for short). Usually made up of an Armor Regiment, a Mechanized Infantry Regiment, and a Foot Infantry Regiment they are assembled for a limited time and serve as substitute BCTs. Many of these units have been assembled specially for the upcoming conflict and hopefully will make some difference in the war. All Reserve Infantry working in SDFs operate in a similar cooperative fashion.

Line infantry also has exclusive units deployed at the regimental level throughout the Republic. Auxiliary regiments augment other combined arms units during planetary invasions or extended defensives. These prestigious yet dangerous assignments see plenty of action in support of other Terran units. Garrison regiments are just that. Assigned to defend any rear line world they are expected to maintain order on their designated planet. Troopers posted to these units complain constantly about the boring duty livened up by the occasional terrorist attack or civil disturbance. Specialized infantry carries out particular assignments based on their refined skills. Experienced in certain types of combat deployments (Paratroopers, SCUBA, or Marine) or planetary terrains (Arctic, Desert, Mountain) these units constantly practice for special missions usually ordered by Royal Command.

TRAS STANDARD INFANTRY ORGANIZATION		
Element	Component Units	Combat Strength
Squad	7 Troopers	7 troopers
Platoon	3-4 squads	21-28 troopers
Company	3 platoons	63-84 troopers
Battalion	3 companies	189-252 troopers
Regiment	3 battalions	567-756 troopers

Conventional Armor Units

While not as plentiful as infantry or as durable as BattleMechs, conventional armor still occupies a unique niche on the battlefield. This middle status has relegated most armor units to a supporting role in today's warfare. The diverse array of vehicle types that make up Conventional units can perform certain tasks better than any other force. With more than five times the amount of combat vehicles than BattleMechs and Conventional Armors relatively cheap cost these forces will likely remain a center piece of the Terran Army for years to come.

Operating only on planet or within an atmosphere these Conventional Armor units have been broken down into three different types. These vehicle types indicate the



environment where each was designed to operate. Air units like conventional jets, planes, and helicopters work to secure the atmosphere and serve as planetary transports for troops or supplies. Ground units divided into tracked, wheeled, and hover vehicles make up the bulk of Conventional Armor forces. These units usually work in coordination with 'Mech and Infantry forces to overcome enemy ground troops. Nautical units are the rarest armor forces working to secure large bodies of water on planet. Split into surface craft and submarines these units are usually static and are deployed on Terran worlds only with significant seas or oceans.

These units are also organized around a certain mission objective just like infantry forces but have different designations even though they share nearly identical roles. Combined Arms Vehicles (or CAV) are found in a supporting role in BCTs and serve as the principle force in PCBs. Ground units serving in this combined arms capacity are called Armored Cavalry while air units are named Air Cavalry. As a reserve force all types of Conventional Armor might serve together in a SDF. Exclusive armor units are divided along the same lines as their infantry brethren. Cataphract regiments usually made up of the heaviest armor units act in direct support of frontline engagements. Their lighter comrades, the Dragoon regiments, serve as second line troops helping to secure territory already bypassed by line forces. Currently there is only one type of special armor unit known as the Paracavalry. These elite units have been trained to deploy via hotdrops and work in coordination with other forces at times.

Terran conventional armor probably uses the greatest amount of advanced technology in the InnerSphere. In comparison to other units of the New Republic development of high tech designs has so far been minimal. Relying heavily on pre-existing Star League equipment, advanced designs like the Kanga Hover/Jump Tank are the exception not the rule. Recently, the General Staff approved funding for the brand new Coblitz Main Battle Tank in order to compensate for this benign neglect. This new project has gone a long way in fostering higher morale among Terran armor units although it many grumble it was long overdue.

TRAS STANDARD ARMOR ORGANIZATION

Element	Component Units	Combat Strength
Platoon	4 vehicles	4 vehicles
Company	3 platoons	12 vehicles
Battalion	3 companies	36 vehicles
Regiment	3 battalions	108 vehicles

Aerospace Units

The New Republic has placed all aerospace forces under the command of the Royal Navy as they operate outside the atmospheric plane. Some argue that since they also operate on world that a number of these forces should be directly assigned to the Terran Army. The aerojocks who so skillfully pilot their craft, already with a great deal of autonomy, have suggested the creation of a whole new Command. This proposal has so far gone no where but it shows the independent streak of these high flyers.

The Terran Aerospace Subcommand has reorganized its units in a different fashion from the Star League. All wings are classified into six diverse categories based upon their assigned flight duties. Attack Wings work closely with the Terran Army to provide close in support to ground units engaged in hostilities. Composed of heavy



fighters they specialize in bombing, strafing runs, and air superiority missions. Escort Wings on the other hand are attached to the Royal Navy and tasked with providing fleet security as well as naval attack support. Also composed of heavy fighters they usually are adept at all forms of deep space combat including dogfighting and anti-ship engagements. Interceptor Wings are stationed at strategic locations all over the Terran Republic for the purpose of challenging any incoming bandits. Usually made up of medium weight fighters they loosely coordinate their activities with SDFs to maintain planetary security. Pursuit Wings are very similar but far more mobile than Interceptors. Constantly on the move they rotate to any potential target area and wait for enemy activity. Following an incursion these medium fighters rush in to destroy or disable any escaping raiders. Recon Wings serve as advance scouts for any Terran invasion or exploration. These light units are usually equipped with more sensors than weapons and use their superior speed to withdraw from any large threat forces. Strike Wings are raiders who jump deep into enemy territory and create havoc. Again composed of heavily armed light fighters they are trained to use their speed to the greatest tactical advantage.

Larger aerospace commands are formed for specific, sometimes limited, assignments. Squadrons composed of two identical aerowings are assembled for heavy duty missions where a wing plus of enemy fighters are expected or a particular station requires their presence. Groups are the largest Terran aerospace organization gathered for a similar purpose but may contain several different aerowings. Some of these Combined Aerospace Groups (or CAGs) operate independently in the Republic and function much the same as BCTs or PCBs. Their development has so far been limited and is considered temporary but CAG proponents continue to lobby for their continued existence.

Terran Aerospace forces rely heavily on Star League designs just like Conventional Armor units. In some ways the aerowings of the New Republic have suffered even more neglect. While upgrades and retrofits, such as SN PPCs, have found their way onto some fighters no new aerospace designs have been scheduled for development by the Admiralty. This is particularly disturbing as new research has shown that new fighters could be equipped with XL Fusion Engines dramatically increasing their capabilities. The Royal Navy does not appear to be concerned at this moment with aerospace development concentrating instead on rebuilding its warship fleet. Of course this led to more calls for the establishment of an independent Aerospace Command.

TRAS STANDARD AEROSPACE ORGANIZATION		
Element	Component Units	Combat Strength
Lance	2 fighters	2 fighters
Flight	3 lances	6 fighters
Wing	3 flights	18 fighters
Squadron	2 wings	36 fighters
Group	3 squadrons	108 fighters

Naval Units

Undoubtedly the Royal Navy has the most distinguished past of any InnerSphere fleet. Before the invention of the BattleMech, the Navy was the most prestigious branch of the Terran military. The Army's newfound prominence has deepened the rivalry between the two halves of the armed forces over the years. Even now in its weakened condition the Admiralty has retained its traditional independence from the Terran Army.



More than just a glorified transport service for the Republic's ground troops the Royal Navy is a fully armed combat group ready to do battle. Thanks to the efforts of its current commanders any foolish bickering between the Navy and the Army has ceased. Both sides apparently realize the gravity of our current situation.

The Royal Navy has divided all naval forces currently in the Terran fleet into two separate types, mobile and static. Mobile units are composed of small craft, dropships, jumpships, and what few warships we can currently muster. These units travel to different star systems either helping defend Terran worlds or attack enemy forces. Operating with naval combined arms techniques these forces grouped into Fleets make up the bulk of the Royal Navy. Currently far below strength these forces are chaotically organized into ad hoc formations rather than the standard organization seen below. Static forces made up of space stations and battle drones always remain in the same system waiting to repel any enemy naval assault. These forces are far less integrated than the mobile fleets as each acts independently of the other. Drone warships have organized in the standard Terran fashion and could prove to be the deciding factor in the coming war.

Rather than developing brand new ships the Royal Navy has made the decision to rely on salvaged Star League craft. In light of the numerous derelict vessels left over from the Amaris Coup this seems to be a wise choice. It has allowed the New Republic to field almost fifty ships of the line overnight. This practice is likely to continue for sometime until we have exhausted our supply of repairable ships. New production remains a possibility even though it may prove problematic given our lack of available resources.

TRAS STANDARD NAVAL ORGANIZATION

Element	Component Units	Combat Strength
Ship	1 large craft	1 dropship, jumpship, or warship
Squadron	4 ships	4 dropships, jumpships, or warships
Flotilla	4 squadrons	16 dropships, jumpships, or warships
Fleet	4 flotillas	64 dropships, jumpships, or warships
Armada	2-4 fleets	128 - 256 ships

FORCE APPAREL

The New Republic's uniforms, ranks, and awards all have roots stretching far back to the first days of Terran unity. As Earth's ancient nation-states combined to form the Western Alliance they adopted joint military standards that would become the basis of a single Terran military. It is no surprise that the United States (having the strongest military) and the United Kingdom (who led global unification efforts) were the primary models for the new WAAF. Of course, as the Western Alliance grew to encompass the planet and evolved into the Terran Alliance it adopted some new traditions. However, "western" military history and customs remained dominant throughout the Outer Reaches Rebellion and the ultimate collapse of the Alliance. With the rise of James McKenna and the birth of the Hegemony these practices were enshrined for all time as Terran. While many new governments in the InnerSphere threw off Terran oppression their new militaries embraced ancient non-Western military traditions (usually based on their ruling family or predominant culture) that gave them a unique identity. After the Age of War the dawn of the Star League heralded a time of peace and prosperity under the aegis of a Terran led defense force. Ironically this force based again on "western" or Terran military philosophy became the standard for all other militaries we see today. This is especially



true of the armed services of the New Republic who closely resemble their Terran predecessors.

One of the first projects undertaken by the TRAS was the issuing of new uniforms, awards, and rank insignias. This process was begun by General Ian Sinclair shortly after his promotion to Chief of the Royal Command to strengthen the morale of the liberated Terran state. Kerensky vetoed these initial efforts as he was struggling to hold the Star League together. Not long after Amanda Cameron officially came of age she ordered the development of new Terran military standards. While based on the SLDF, which was based on the HAF, this latest Terran military apparel differs slightly. No unit choosing to depart the InnerSphere with General Kerensky opted to request this new garb thereby showing their commitment to the ideals of the Star League. Since the creation of the New Republic only slight revisions have been made to Terran military uniforms to emphasize the start of a new era.

Uniforms

All personnel serving in the TRAS are issued and required to wear uniforms for the appropriate occasion identifying their branch of service, rank, and to a lesser extent unit. These uniforms carry important significance to all Terrans and are treated with the utmost respect. Soldiers take special care of their uniforms constantly maintaining them as a gesture of respect to their native land. A soiled uniform is no laughing matter for any trooper or sailor. Not only do superiors harshly discipline “unkempt” troops but fellow soldiers tend to enforce their own standards as well. As a result Terran uniforms, especially Dress Uniforms, remain in pristine condition. Denizens of the New Republic honor uniformed troops in everyday life. Soldiers frequent receive special gestures of appreciation for their commitment to the nation’s security. The situation mirrors how Star League troops were treated all over the InnerSphere but is much more apparent given the current situation now faced by Terra. In fact many soldiers report pledges of support from seemingly ordinary civilians who will always stand with them to keep Terra free. This bond will be put to the test soon enough and all soldiers in uniform seem even more determined to protect the Republic from all threats.

Dress Uniforms

This garb also known as formal or ceremonial is worn mainly during official (social) military events. Following the precedent established by the SLDF both officers and enlisted personnel of the TRAS wear similar dress uniforms that denote branch of service rather than rank.

Nearly physically identical to their predecessors both the Army and Navy use a white base color (symbolizing the Terran military’s purely defensive almost peaceful nature and a melding of both military branches) with black trim (denoting the passing of the Star League and General Kerensky’s departure) and gold accents (the color of the Terran star). For outdoor ceremonies officers wear white gloves. Only cadets wear a cap with the dress uniform and that is discarded amid graduation celebrations. These cadet caps are collected and stored until a soldier retires or dies. They are then returned.

So the Army Dress Uniform has white pants and half-jacket with black shoulders and a green stripe down each leg outlined in gold. Rank insignia is worn on the right shoulder while unit insignias appear on the left. The Stars of the Republic (the new



Terran crest) appear on the left chest and a sash, worn from the right shoulder to the left hip, indicates the Province/World of origin or in the case of officers which military academy they graduated from.

The Naval Dress Uniform still consists of a knee-length white coat with gold piping over navy blue pants and shirt. The Stars of the Republic appear on both collars of the coat. Worn on the left shoulder were Naval Honor Cords that were given for years in service and special actions. Again rank insignia is worn on the right shoulder. A cummerbund, called a School Rag, showed an officers military academy or the sailors Province/World of origin. Marines are a special case. They wear the Army Dress Uniform with Naval Honor Cords and their School Rag.

Duty Uniforms

The everyday clothes of the Terran soldier have changed very little from the Star League's standard field uniform. Just like dress uniforms they are divided into two different types that emphasize what branch of service the soldier is a part of rather than the individual's rank.

Troopers in the Terran Army still sport the olive drab pants and shirt of the Star League Regular Army. This light weight clothing is environmentally friendly and surprisingly durable thanks to advanced fabrics that seemingly adjust to various climates. Fitting over the olive drab shirt is a legless step-through jacket in standard camouflage. Appearing on the shoulders of this jacket is the soldiers rank. The Stars of the Republic appear on the left upper arm while the unit insignia appears on the right. Completing the look with standard issue gloves and boots is the helmet worn by the TRAS ground trooper. Many still retain the high tech Star League era defenses, visual enhancements, and integral communications that make these helmets far superior to their InnerSphere counterparts.

Unlike the Army, the Royal Navy standard uniform has been significantly altered from its Star League predecessor. While it is nearly identical to the garb worn by the League Navy some of the appearance has been obviously changed. Both officers and enlisted personnel wear the same khaki jumpsuit covered by a high collared gray flannel shirt that keeps sailors warm. Rank insignias appear on the right side of the high collar for officers while enlisted personnel wear their rank on their right upper arm. As with the Army's duty uniform the Terran national symbol, the Stars of the Republic, appears on the left upper arm. In addition, sailors still wear the CD (Communications Device) that facilitates on board communications between a ship's crew. The purple boots and stripes in the old Star League uniform have been replaced by navy blue in the New Republic's. This was done to eliminate a color long associated with House Marik who has already proved its ill will towards the Terran people. Another large omission from the new duty uniform was the lack of a naval cap.

Mechwarriors

While piloting their machines Terran Mechwarriors wear the most advanced combat suit currently available to the InnerSphere. This technological masterpiece was engineered by the Star League, or course, and was standard issue for their Mechwarriors. The outfit consists of a tan long sleeve shirt and shorts made of heat-resistant synthetics that also include coolant tubes woven throughout. Covering the tan shorts and shirt is a



camouflaged cooling jumpsuit that provides almost total body protection. Connecting to specially made gloves and boots of the same type this coolant suit helps protect pilots from excessive heat often generated by BattleMechs. The cooling system itself uses a synthetic coolant that is not hazardous to the pilot in case of damage and is three times more efficient than water in removing waste heat. This system is usually plugged into the BattleMech for standard operation but in case of an emergency a small pump and heat exchanger found on the Mechwarrior's belt can run it for a limited time. The Terran neurohelmet is also smaller, lighter, and more efficient than its current InnerSphere counterparts. It is sensitive enough to provide enhanced operations without the need for direct contact while at the same time better protecting Mechwarriors from excessive feedback. When properly worn the uniform is completely air tight and with an air supply of its own is more than capable of keeping a pilot alive for hours in a hostile environment even if his cockpit is breached. As with standard Army duty uniforms rank insignias appear on the shoulders for officers as well as enlisted personnel. A pistol and dagger are also included as part of the uniform for self protection while in the field.

Armor Crews

The crews that man all Terran ground combat vehicles wear uniforms similar to but far less extensive than Mechwarrior Combat Suits. An olive drab cooling jumpsuit dissipates any excess waste heat while a standard field jacket provides added protection. Some crews that regularly traverse rough terrain wear shoulder pads to protect their shoulders and necks. Helmets provide not only added head protection but also enables the crew to operate much more efficiently. Integral advanced communicators allow the crew to talk without effort and in built sensors help not only the pilot but the gunner as well. Again as with standard duty uniforms for the Army rank insignias appear on the shoulders for both officers and enlisted personnel. Completing the uniform are standard issue boots, half-gloves, and a sidearm for self defense outside the vehicle.

Pilots

Terran fighter pilots still wear nearly the same high tech flight suit that their Star League predecessors wore into combat. Not only does the combat uniform include a coolant system that doubles as a G-suit to prevent blackouts from high speed maneuvering but it also has an integral semi-exoskeleton that protects the pilot from blast impacts. This plastic steel alloy exoskeleton can absorb large shocks without inhibiting a pilot's control over the craft. Additionally small motors in place throughout the exoskeleton assist the pilot in performing high speed maneuvers. A pilot's neurohelmet is larger and more bulky than a Mechwarrior's but is no less impressive. It allows a pilot engaged with multiple threats to follow them action completely with CTNA. This stands for Complete Tactical Neuro Assessment which through the pilot's visor presents a clear view of the battlefield. To the pilot it appears as if he is flying seated without a plane. Special sensors and cameras included on aerospace fighters enable this special view in a variety of visual modes; such as infrared, ultraviolet, starlight or normal. Key to pilot survival are multiple life support systems that ensure safety in case of failure. Despite their lax attitude towards rank all pilots must display theirs on the right side of their flight suit in standard naval fashion. So insignias for officers appear on the collar and enlisted personnel display theirs on the right upper arm.



Technicians

For those who maintain all forms of military equipment and hardware a seemingly simple jumpsuit is worn during work. However, the jumpsuit is made out of advanced synthetic fibers that are fire resistant, electrically insulated, and repels most grime. Strands of lead are also included in the jumpsuit to help protect personnel from radiation. This is a common hazard for all Techs who work on or near nuclear reactors frequently. A number of pockets and hooks included on the suit are handy for carrying tools or small parts. When serving near the frontline this uniform includes a helmet and camouflage jacket that provide some protection in combat. The color of the jumpsuit depends on the Techs branch of service. Army techs wear khaki jumpsuits with rank insignias appearing on their shoulders while naval techs have white suits with rank showing on the right side in proper fashion.

Ranks

The rank structure of the new TRAS is unique despite being based on Star League and Terran Hegemony military traditions. Some new ranks have been created while others have been changed or eliminated. The biggest difference from the old style is the complete elimination of Warrant Officers. These military noncombatants were termed by General Ian Sinclair an anachronism and the New Republic has agreed. As we saw during the Amaris Coup to prevail in war no one, especially those in the military, can truly be considered a noncombatant. The new system follows the ancient custom of splitting military personnel along commissioned (officers) and noncommissioned (enlisted) ranks. Officers have further been divided into two separate groups, field and flag. Each rank group; enlisted personnel, field officers, and flag officers, contains five different grades spanning the entire Terran military. Enlisted personnel are no longer represented by patches but by (bronze) stripes that symbolize advancement through hard work. Field officers are signified by (silver) bars and stars while flag officers display only (gold) stars. Each rank and its naval equivalent (shown in parentheses) are listed below in detail.

Private (Spaceman)

After a soldier completes boot camp and officially joins the Army he becomes a Private. Prior to this any candidate who enlisted in the TRAS is simply known as a Recruit and has no official rank. This is a departure from standard Star League and Terran Hegemony practices which maintained Recruit as an official rank. However, the New Republic felt that successfully completing training earned the soldier his first diagonal bronze stripe. The naval equivalent of this rank is Spaceman.

Corporal (Lance Corporal)

After completing a tour with an excellent service rating any Terran trooper can be assured of promotion to Corporal. It is this rank where enlisted personnel have their leadership skills tested for the first time. As a result a Corporal is usually placed in charge of a small work detail or named the second in command of a squad. Many who lack these skills are treated harshly by their squad commanders so they do not reenlist with the TRAS. As a result this rank represented by two bronze diagonal stripes is the highest



achieved by most Terran soldiers who lack advanced training. The naval equivalent is known as Lance Corporal.

Sergeant (Petty Officer)

Soldiers who complete at least two tours of duty with the TRAS and who have an ability to lead others or those troopers who have successfully completed advanced training are all commonly ranked Sergeant. Serving as commanders in armor crews or infantry squads they are the first link in the Terran chain of command. Mechwarriors and aerjocks begin their careers in the military at this rank as well. Three diagonal bronze stripes identify a Sergeant of the New Republic. In the Royal Navy this rank is called Petty Officer.

Master Sergeant (Senior Petty Officer)

With at least three full tours completed a trooper in the TRAS can attain the rank of Master Sergeant. Again this is a departure from Star League norms where a Master Sergeant was the highest ranking noncommissioned officer. Individuals now bearing this rank serve as company, or sometimes even battalion, NCOs ensuring order and morale throughout their respective unit. They also form the main body of instructors at boot camps in the New Republic. Master Sergeants wear four bronze diagonal stripes and in the Navy are known as Senior Petty Officers.

Sergeant Major (Chief Petty Officer)

The most dedicated and skilled Terran soldiers who never receive a commission with the TRAS top out at the rank of Sergeant Major. These regimental NCOs usually answer only to their Colonel and are tasked with maintaining unit morale. With many years of military service and vital combat experience these individuals are held in the highest regard by their fellow soldiers. Their five diagonal bronze stripes easily distinguish them from other enlisted personnel. Their equivalent rank in the Navy is Chief Petty Officer which serves as a jumpship or warship NCO.

Lieutenant (Ensign)

Terrans chosen to attend officer candidate school graduate with a commission in the TRAS and receive the rank of Lieutenant. This alters the SLDFs old practice of starting officers out as Sergeants who had to earn their full commissions as Lieutenants. Terran Lieutenants are expected to perform right out of the academy. Given command of a platoon or lance these young officers must learn the realities of command quickly. A single silver bar denotes a Lieutenant in the Terran Army. Ensigns are their naval equivalent and they command an aerolance or serve as junior officers aboard ship.

Captain (Lieutenant)

The company commanders of the Terran military are known as Captains. These officers have at least one successful tour already served. Usually Captains see a lot of actual combat rather than commanding from the rear and as such are highly respected by many soldiers including enlisted personnel. Two silver bars serve as a Captain's rank insignia. Equivalent grade naval Lieutenants command a flight of aerospace fighters or serve as senior officers aboard Terran dropships.



Major (Lieutenant Commander)

In command of battalions are Majors which is standard military practice seen throughout the InnerSphere. Only slightly removed from the front this rank is viewed by many as the highest tactically. These officers have always served at least two successful commissioned tours with the Terran military. Majors are identified by silver bars connected by a golden pip in the center. Lieutenant Commanders are the naval equivalent of this rank and command aerospace wings as well as serving as executive officers aboard dropships.

Lieutenant Colonel (Commander)

A new rank in the Terran military is that of Lieutenant Colonel. While serving as a senior battalion command and/or regimental executive these officers learn the strategic arts of combat. Of course an officer who attains this rank must already have ample tactical experience with three tours of service completed. A solitary silver star with a golden pip in the center serves as the rank insignia for Lieutenant Colonels. Commanders are the Royal Navy's equivalent who serves as executive officers in aerospace squadrons and on jumpships or warships. They also command dropships in the fleet as well.

Colonel (Captain)

The highest field rank that usually becomes directly involved in battles is that of Colonel. Serving as regimental commanders or brigade executives they are vital officers for any military. Only the best candidates with more than ten years of outstanding military service rise to these important positions. Colonels wear two silver stars each with a golden pip in the center to distinguish themselves from other officers. In the Navy are Captains who command whole aerospace squadrons, jumpships, or warships.

Brigadier (Commodore)

Another innovation made by the TRAS to the standard Star League structure was the additional rank of Brigadier. These officers are in charge of brigades which are commonly organized in a combined arms fashion. The New Republic has invested a lot of importance in these brigades and takes care to select only the very best commanders for them. Represented by a single gold star with a silver pip in the middle this grade is considered to be the first flag rank in the Terran military. Seldom do they participate directly in battle which bothers many young Brigadiers who must adjust to this sudden loss of personal control in determining the conflict's outcome. Commodores in the Royal Navy command aerospace groups, naval squadrons, and major space installations.

Major General (Rear Admiral)

In the new Terran military structure the rank of Major General has swapped positions with Lieutenant General. However, thanks to the creation of Brigadier many of these officers retain their divisional commands. With the emphasis on Brigade level action in the TRAS these positions serve as overall unit commanders (depending on the size of the unit) rather than actual combat commands. They are the first rank represented by a single gold Terran star with a silver pip in the center. Rear Admirals are their naval equivalents commanding entire naval flotillas.



Lieutenant General (Vice Admiral)

Now designated a true deputy commander with the TRAS a Lieutenant General can have many different responsibilities. One of these is corps commander for units of appropriate size. Currently only Provincial Guard units are at this strength but it is unlikely that they could ever be deployed for battle in this fashion. However, in this capacity they control all forces permanently stationed within their Province. Vice Admirals perform the same function for the Royal Navy commanding a naval fleet. Both of these ranks represented by two gold Terran stars each with a silver pip in the center also serve as Subcommand Chiefs with the Terran military.

General (Admiral)

Nearly the highest rank in the TRAS is that of General or Admiral in the Navy. Most are in charge of the separate Commands that make up the entire military. However, it is also within their realm of authority to command an Army or Armada. These mega formations do not currently exist in the New Republic and as such no positions have yet been created. The Commanding Officer of the Terran Army and the Royal Navy also hold this rank and are regarded as holding higher authority than their fellow Generals. This is because of their positions in charge of both halves of the entire military. A General or an Admiral has three gold Terran stars each with a silver pip in the center as their rank insignia.

Senior General (Senior Admiral)

The High Commander of the New Republic's military is known as the Senior General if appointed from the Terran Army. If this supreme officer is chosen from among the Royal Navy the rank then becomes Senior Admiral. This position functions almost exactly like the SLDFs Commanding General or Admiral. Four Terran stars each gold with a silver pip in the middle signifies the highest ranking officer in the TRAS.

COMPARATIVE RANK TABLE		
Star League	Terran Army	Royal Navy
<i>Officers</i>		
Commanding General (or Admiral)	Senior General	(Senior Admiral)
General (Admiral)	General	Admiral
Major General (Vice Admiral)	Lieutenant General	Vice Admiral
Lieutenant General (Rear Admiral)	Major General	Rear Admiral
	Brigadier	Commodore
Colonel (Commodore)	Colonel	Captain
	Lieutenant Colonel	Commander
Major	Major	Lieutenant Commander
Captain	Captain	Lieutenant
Lieutenant	Lieutenant	Ensign
<i>Enlisted Personnel</i>		
	Sergeant Major	Chief Petty Officer
Master Sergeant	Master Sergeant	Senior Petty Officer
Sergeant	Sergeant	Petty Officer
Corporal	Corporal	Lance Corporal
Private	Private	Spaceman
Recruit		



Awards

To honor heroic deeds by soldiers and citizens alike the New Republic has created several medals and decorations. Again it should come as no surprise that many of these awards are based on Star League citations. The Regent has decreed that any soldier who served with the SLDF and received a medal while doing so may wear it with their Terran dress uniform. New Terran decorations listed below can be easily distinguished from their Star League predecessors.

Medal of Honor

The single highest award that the Terran Republic bestows upon any citizen is the Medal of Honor. Recipients have displayed a legendary act of courage while upholding the honor of the New Republic in spite of tremendous opposition. A witness must first report this act to the Defense Ministry who thoroughly investigates each such claim. If accurate and worthy the Minister of Defense presents his findings to Congress who then votes to award the Medal. The actual presentation is made annually by the Regent at the conclusion of the Grand Memorial Day Parade in New York City. Accompanying the Medal is a sizable reward that enables the recipient's offspring to attend any military academy or university he chooses. Also the Medal winner receives the honorary title of "Keeper of Terra's Honor". This makes the recipient a de facto Knight even though he belongs to no Order and any servant (including nobles and higher ranking officers) of the Republic must stand at attention. Many times Medal of Honor winners are also separately knighted for their heroic actions. The medal itself, a large Terran Star made of gold, is hung from a colored ribbon with six yellow Provincial stars and is worn around the neck. The color of the ribbon depends upon the recipient's branch of service; blue for Navy, green for Army, or white for civilians.

Freedom Legion

The Legion is generally regarded as the second highest award given by the Terran Republic for extraordinary bravery. Bestowed in much the same fashion as the Medal of Honor it can be awarded to anyone (including foreigners) who have advanced the cause of a free Terra. This decoration is accompanied by a reward of money or citizenship for the recipient. Presented by the First Minister in an elaborate ceremony it confers the honorary title of "Defender of the Republic". Again the Legion grants a de facto knighthood but it doesn't carry any extra respect. The medal itself; the national symbol (the Star of the Republic) is hung from a blue, green, and white ribbon worn around the neck. It is about half the size of the Medal of Honor.

Sword of Valor

The elimination of ceremonial weaponry from Terran dress uniforms has led to the creation of the Sword of Valor. This redesigned award from the Star League era shares its forerunners purpose. The blade is given to Terran soldiers only and is bestowed for conspicuous gallantry and professionalism by the Senior General of the TRAS. It is the only weapon authorized by the Regent to be worn with formal military apparel. If it is granted to an enlisted person the sword confers an automatic commission or in the case of officers a promotion to the next rank. The weapon is forged by skilled craftsman out of



the finest most advanced metals available to the Republic and decorated with many dazzling jewels. The type of sword depends upon the recipient's branch of service. Army personnel receive a broad sword while naval personnel receive a cutlass. On the hilt of each is the recipient's name (or the name of the sword if the recipient prefers) and the Star of the Republic.

McKenna Wheel

The wheel is awarded annually by the Chief Commander of the Royal Navy to the finest warship in the Terran fleet. The award itself resembles an ancient ship's wooden wheel adorned with gold kept in near perfect condition. Not only does the naval vessel itself factor into the Navy's yearly decision but the ship's crew helps determine which warship will carry the prestigious Wheel. Typically the best trained and most efficient crew in the Royal Navy often wins the highest naval award. The crew currently holding the wheel receives golden wheel pins to wear with their dress uniforms. Right now the *Cameron's Strength* holds the first Terran awarded naval wheel.

Royal Flying Cross

The highest award a fighter pilot in the New Republic can receive is the Royal Flying Cross. Presented by Chief of the Aerospace Subcommand it recognizes the very best pilots in the TRAS. Bestowed for aerospace combat excellence it is hung from a blue ribbon. Displayed on a Maltese cross are the Stars of the Republic held aloft in the center by two wings. The Flying Cross is worn on the left side of a recipient's chest just below the Stars of the Republic on the Army's dress uniform.

Star of Sacrifice

This small black star hung from a dark colored ribbon worn on the chest is the one medal that soldiers don't want. It is awarded to soldiers of the New Republic who were wounded or killed in action. The border of the star indicates which fate has befallen the recipient; red for wounded and gray for those killed.

Orders of the Republic

There are five different types of knighthood currently awarded by the New Republic for meritorious action. Of course there are many more Terran Orders of Knighthood but only these five are national decorations and hence maybe worn with dress uniform. Accompanying these knighthoods are monetary awards, land grants, and the title of Knight. All of these knights are chosen by the Regent alone although the award itself is often presented by the head of the particular Order. A small platinum medieval knight's helmet hung from a red ribbon with a symbol shows the bearers status. The symbol on the ribbon denotes which Order the Knight belongs to. For example a star for the Order of the Star which is awarded to a Knight of the Republic for a second time thus entering a special group, a phoenix to the Order of the Phoenix for those who have been instrumental in rebuilding Terra's spirit, a sword for the Order of the Sword for those who have best defended the Republic, a crown for the Order of the Crown for those who have shown fanatically loyalty to the House, or the dove for the Order of the Dove whose efforts have advanced peace and stability.



Service Medallions

These Medallions are given to those Terrans who have completed an elite or highly specialized type of training and serve the New Republic currently in this fashion. This can be Aerospace Pilot Wings given upon graduation from flight academy, Gunslinger Pistols bestowed for completion of that elite program, the NovaStar granted to Special Service members, or even more unique the BlackStar presented to members of the SAS. These pins are displayed on the recipients left chest with other military awards.

Campaign Service Medals & Ribbons

These medals and ribbons are granted by the TRAS for military service in a particular campaign by frontline units, naval vessels or SDFs. These campaigns can be offensive or defensive combat deployments. Not only a unit citation (ribbons affixed to unit standards) but an individual decoration (medal) as well. Just as with Star League decorations of this type, which maybe worn with Terran dress uniform, the color and design are different for each.



TRAS PROFILES

Your Highness, after speaking with you about those special postings I took the liberty of assembling a short bio on the best two candidates. I am aware that you know each of these individuals better than any dossier could possibly describe. It is included in this report to help readers other than yourself understand both men. I do recommend that you carefully review this information as it may give you insight as to what others think of these men.

CIB PROFILE TP85-31441ET

Subject: Ian William Sinclair

Position: Baron of Conseco, Premier of the Terran Province, Regent-Consort

Born: 14 March 2741, Edinburgh, Terra

Military Career:

Combat College of New Earth (Student): 2757-2762

Military Academy of Aphros (Gunslinger Training): 2763-2764

328th Royal BattleMech Division (Lance Commander): 2764-2765

Star League High Command (Aide to General Kerensky): 2766-2767

Star League Army Group Marik (Liaison to Captain-General Marik): 2768-2770

13th Royal Infantry Division (Battalion, Regiment, & Acting CO): 2771-2777

Terran Military Region (CO): 2778-2779

Royal Command (Chief): 2780-2783

Characteristics:

Physically, Sinclair is approximately six feet tall and is well built with a strong physique. A handsome man of Scottish ancestry he has brown eyes and brown hair combed back simply. Usually clean shaven he has a few small scars gleaned from battle with the Usurper's minions that further distinguish him.

Sinclair is a quick learner with an excellent memory that serves him well in almost any situation. He also possesses a quick wit and is fond of making flippant remarks on occasion. Although Ian has learned to control these comic outbursts over time they tended to get him in trouble early in his career. He is slow to give commands relying on trusted subordinates to take the initiative. Once Ian has made a decision he will see that his plans are carried out to the letter. Methodical and exacting his orders to those in the field have always been best described as complete. Some accuse him being stubborn, a common family trait, but his strong will has never led him astray yet.

Socially he is somewhat cold and formal amid large crowds. He isn't fond of dressing up but rather prefers casual intimate meetings with a smaller numbers of people. As a result Sinclair has a small circle of close friends (which includes Arnold Collins, David MacKenzie, and Jon Case) with a significant number of acquaintances. Ian enjoys sports (such as football, baseball, and volleyball), traveling (especially with the Terran nation), and reading (history preferably). He has a hot temper which is kept in check and "lost" only for positive effect.

On the battlefield Sinclair is an excellent Mechwarrior, a graduate of the Star League's Gunslinger and a veteran of many battles, who is at home in the cockpit of a 'Mech. Ian is still fond of practicing in his specially modified Warhammer, called Stormbringer, painted with the Fusiliers colors. Several Terran companies have inquired if they can mass produce this design but as of now no deal has been reached. He is very patient during combat letting his opponent make a critical mistake then exploiting it mercilessly.

Brief History:

Ian is part of a proud Terran family that traces its heritage to the first days of the Hegemony. It was Admiral Thomas Sinclair, a close friend and aide to James McKenna, who



helped found the second Terran nation. Over the ages the family's fortune rose and fell. James Sinclair, Ian's grandfather who was the Count of Conseco on New Earth, was stripped of his lands and title during the Second Hidden War. James had supported Commanding General Ikolor Fredasa's failed effort to depose First Lord Jonathon Cameron and was subsequently disgraced. This forced the Sinclairs to move back to Edinburgh, Scotland on Terra where they lived in relative anonymity.

Ian's father, William, proved to be a hard working Tech who always remained proud of his family including his disgraced father. Eventually William married Diana Rhodes who was a local school teacher. Ian was their only child born a little more than a year later. Early in his childhood James, Ian's grandfather, died and the Sinclairs were allowed to move back to New Earth. Working hard in school Ian excelled and appeared to have a bright future ahead.

His parents being very protective of their only son urged him to join the BSLA. His natural skills for leadership and excellent work ethic brought him to the attention of the SLDF who discovered Ian was a gifted 'Mech pilot in the rough. This led Sinclair to accept a scholarship with the Combat College of New Earth. As a senior cadet he led his class to victory over the Sandhurst cadets, who were commanded by Arnold Collins, in their annual exercise. Immediately afterwards he graduated at the top of his class and was selected for advanced training on Venus.

Sinclair met his adversary from Sandhurst, Arnold Collins, again during his time in the Gunslinger Program at the Military Academy of Aphros. These bitter rivals competed vigorously during their training for the top spot at graduation. As time pasted both men developed a bond of respect and eventually became very good friends. In the end Collins won their contest graduating at the top of their class despite Sinclair's implication that he cheated to do so.

Arriving in the Taurian Concordat shortly before the start of the Periphery Uprising he was assigned to the 328th Royal BattleMech Division (The Lion-Hearted Division) as a lance commander. Sinclair was instrumental in saving the life of the SLDFs commander when Periphery rebels hit New Vandenberg hard trying to kill General Kerensky. Promoted to Captain he became Kerensky's personal aid and protégé. The two men became close friends in spite of Sinclair's "willful attitude" as the Commanding General put it.

Ian was promoted to Major and appointed the Star League's Liaison to House Marik following the assault on the Rim Worlds Republic. Captain-General Kenyon Marik and Major Sinclair never established a good rapport which of course led to the Talithan Incident and the SLDFs expulsion from the Free Worlds League. As a result Ian was reassigned to the 13th Royal Infantry Division (The Superstition Division) as a battalion commander prior to the start of the Hegemony Campaign. Proving himself in battle after battle he quickly rose through the ranks of the 13th to become the division's acting commander just before Operation Liberation began.

On New Earth he was overjoyed to find his family alive even though his parents had been badly hurt during the Amaris Coup. General Kerensky appointed Sinclair and his unit personal guardians of Amanda Cameron after her rescue early in the Battle for Terra. Shortly thereafter Ian was given command of the Star League's Terran Military Region by Kerensky to facilitate the reconstruction of the Hegemony. Under his direction Project Phoenix began restoring Terra's battered infrastructure. After the Usurper was defeated Ian was promoted to Chief of the Royal Command for his impressive success in revitalizing Terra.

Many wondered aloud if he would indeed succeed Kerensky as the new commander of the SLDF. It was not to be however as the Star League was dissolved by the High Council and Kerensky disapproved of Sinclair's efforts to strengthen Terra's defenses. Ian resigned from the SLDF rather than argue with Kerensky over the fate of a "defunct organization". It was Sinclair who convinced Amanda Cameron to remain in the InnerSphere and lead a renewed Terran nation. The couple was married on January 6, 2785 just after the founding of the New Republic. Sinclair, the so-called Father of the Republic, has remained active in the affairs of state and has pledged to do whatever is necessary to keep Terra free.

**CIB PROFILE RP85-80841XNR****Subject:** Arnold Christopher Collins**Position:** Duke of New Rhodes, Premier of the Rhodesian Province**Born:** 8 August 2741, Xerxes, New Rhodes**Military Career:**

Sandhurst Royal Military College (Student): 2757-2762

Military Academy of Aphros (Gunslinger Training): 2763-2764

Royal Black Watch Regiment (Lance Commander): 2764-2766

Star League High Command (Liaison to General Kerensky): 2766-2767

Star League Army Group Davion (Liaison to Prince Davion): 2768-2770

270th Mechanized Infantry Division (Regiment & Division CO): 2771-2775

Communications Command (Deputy Chief & Chief): 2776-2784

Characteristics:

Arnold stands five feet ten inches tall and a wiry physique. He is very good looking with light skin that has nearly perfect complexion, striking hazel eyes, and sandy colored hair. Since being injured in the war he has grown a goatee to conceal a large scar on his chin. After losing his right leg in battle he walks with a slight limp. Collins does his best to hide these physical scars which most people don't even know that he has.

Mentally he is highly intelligent. Arnold can quickly work out complex mathematical equations in his head with little difficulty. He is also well read and fond of quoting his favorite authors. Collins has a very serious attitude and is said never to have laughed even at the funniest of moments. The most one can hope for is a mere smile. He does possess a dry sense of humor which he displays on rare occasions. Arnold charges into chaotic situations and takes control through sheer force of will. He is in constant communication with his subordinates frequently issuing orders until the situation is resolved. This boundless energy has led some to call him a control freak or micromanager (usually be those he considers lazy) but most of his soldiers adore Collins because he generously rewards them for a job well done. While remarkably talented Arnold can be arrogant at times a fact he is keenly aware of and constantly on guard for.

One of the most charismatic individuals in the New Republic Arnold is at his best when he is playing to the crowd. Always well dressed he revels in large gatherings and enjoys being at the center of attention. Collins can strike up a conversation with anyone over anything and manages to always sound knowledgeable. Quite the ladies man he enjoys dancing, the theater, and parties. The bigger the occasion the better. Drinking fine wine is another one of his passions. This self described people person has numerous friends like Ian Sinclair, Jerome Blake, and John Davion to name a few. In addition, Arnold is well connected throughout the entire InnerSphere.

His dashing battlefield presence is the stuff of legends. An exceptional Mechwarrior, who has now fully recovered from his severe injuries, he is an accomplished combat veteran as well as a top flight Gunslinger. His Exterminator class BattleMech named Nightstalker is now painted with the colors of the Rhodesian Borderers. Absolutely relentless in combat he constantly pressures opponents until they simply stop fighting.

Brief History:

The Collins family is relative newcomers to the Terran peerage. Other more traditional Hegemony nobles always looked down on the Collins family because of their lack of pedigree. However, you would be hard pressed to find a more patriotic and fanatically loyal family within Terran space. Their support of House Cameron through even the darkest of times has never once faltered. This devotion expressed mainly through political campaigning has earned the Collins dynasty title over New Rhodes.

Arnold's father, Benjamin, was another die hard supporter of the Camerons and a close political aid of the First Lord. He married the beautiful Jessica Winston, a distinguished Terran



officer in the SLDF, and the couple went to have three children. Arnold was the first followed by his sister Hannah and his youngest brother Robert. The family led a typical lifestyle for the privileged on New Rhodes with frequent stays on Terra. After Simon Cameron's shocking murder the family remained staunchly loyal to his son, Richard.

Arnold was one of the few childhood friends of the young First Lord but their lives took them in separate directions. His father, Benjamin, had achieved high office in the BSLA and was now usually busy outside the Hegemony. Combined with Richard's growing responsibilities the two young friends grew apart. Soon Arnold like his parents began to attend military school in preparation for service with the SLDF. A natural leader from the start he soon discovered his aptitude for martial sciences like strategy and tactics. Between his parents' connections and his own excellence in school Arnold was accepted into the prestigious Sandhurst Royal Military College.

His appointment to Sandhurst enabled Arnold to increase his own personal connections. His instructors became concerned that he was neglecting his studies but Collins always managed to get by in his classes. Arnold was easily the most popular cadet at Sandhurst and led his fellow classmates onto the field in the annual contest against the rival Combat College of New Earth. Despite some early success the Sandhurst cadets were defeated by New Earth students led by Ian Sinclair. Humbled by the defeat Collins finished his studies at Sandhurst with a renewed vigor that qualified him for Gunslinger training.

Arriving at the Military Academy of Aphros he met his opponent from New Earth, Ian Sinclair. While their training looked more like a competition than an exercise both men developed a strong friendship based on mutual respect. Collins eventually came out on top in the Gunslinger Program but Sinclair to this day insists (half jokingly) that Arnold somehow cheated.

Collins was reunited with his old friend Richard Cameron when he was assigned to the Royal Black Watch Regiment by the personal request of the First Lord. He leapt into his assignment becoming a fine officer who was instrumental in helping Rim Worlds troops integrate with the Hegemony's defenses. Arnold freely admits that he was beguiled by Amaris and him implicitly mainly because Richard did. Rumors go further however suggesting he was collaborating with the Usurper. This has never been proven and with his exceptional service record is hardly even taken seriously anymore.

Eventually the First Lord appointed Collins as his personal liaison to General Kerensky. This didn't sit well with many in the High Command but that hardly mattered with the Periphery Uprising in full swing. When communications were disrupted from Terra and the Usurper's message finally arrived many blamed Collins for not knowing what had happened. Only the support of Ian Sinclair backed by General Kerensky prevented his arrest on suspicion of treason. His conduct during the Rim Worlds campaign and his vast connections throughout the InnerSphere that helped supply the SLDF vindicated the confidence placed in him.

Following the assault on the Republic, Arnold was promoted to Major and appointed Star League Liaison to House Davion. He was able to convince Prince John Davion with the help of some Terran expatriate families (Green and Achernar) to allow the SLDF to base their Hegemony campaign from the Federated Suns. He also was able to side step the question of Davion Regency by suggesting that any announcement could endanger the life of Amanda Cameron. Kerensky was quite pleased with Collins success and promoted him to Colonel.

Assigned to the 270th Mechanized Infantry Division (The Rhodes Rifles) as a regimental commander Arnold felt as though he had returned home. Many of the unit's soldiers were natives of New Rhodes and took to their future Duke immediately. They would share tragically a return home where the 270th would find that the entire ducal family was killed. Collins now commander of the entire division forged bravely onward spurring his troops to victories over Amaris loyalists. Continual heavy fighting caught up with the 270th as they were virtually annihilated by a nuclear blast set off by the Usurper's forces. Arnold barely survived the attack lapsing into unconsciousness.



When he awoke Collins found himself on board the McKenna's Pride severely injured. In spite of some horrific wounds (like the loss of his right leg) he pushed himself hard to recover. He was unable to participate in Operation Liberation because of these injuries even though Arnold desperately petitioned to be included somehow in the final battle. It was during this time that he met Jerome Blake and the two men rapidly became the best of friends.

General Sinclair recruited Collins to help with Project Phoenix as he recovered. At Blake's suggestion he joined the SLDF's Communications Command to which he was appointed Deputy Chief by a grateful Kerensky. Again Arnold worked tirelessly to help rebuild the shattered Terran nation. He was instrumental in organizing the Project sorting through all details and ultimately helping to restore Terra's battered infrastructure.

As a little known addendum to this vast reconstruction program Collins is responsible for creating the Rim Protectorate. These remnants of the once mighty Rim Worlds Republic lie just beyond the Lyran Commonwealth and now contain only a handful of star systems. Occupied by Terran troops (conventional forces only) these planets mostly worthless now still contain some useful items too large and complex to be transported.

After the war Arnold was promoted to General and appointed Chief of the Communications Command by Kerensky. Despite some reservations he backed Sinclair's effort to build an independent Terran military. He remained with the SLDF until they began to depart the InnerSphere where upon he resigned and returned home. Soon after Amanda Cameron offered Collins the title of Premier of the Rhodesian Province. Arnold wasted little time in accepting this new position and declaring his loyalty to the New Republic.



FUTURE STARS

Even though the TRAS is currently made up of the most battle hardened veterans new recruits are unquestionably needed to adequately defend our nation. Combat losses, accidents, and age will all take their toll on the Terran military given time. And time doesn't appear to be on our side. Not only are we likely to be faced with high battlefield casualties soon but with the oldest military per soldier in the InnerSphere we will be confronted with a manpower crisis within a decade perhaps. The cause, of course, is again the Amaris Coup which created a recruiting gap of more than twelve years. During this time only a tiny fraction of Terrans trained with SLDF instructors in ad hoc military camps. To make matters worse many who survived the Coup fled the crippled Hegemony cutting into our future pool of recruits even further. Only a smattering of professional Terran soldiers occupies this fifteen year service gap. The result is a force of veterans who are now 37 years old at the youngest and a new wave of rookies who are 22 years of age at the oldest.

To augment these professional troops and fill the military's service gap members of the Terran Resistance have been asked to join the TRAS. These irregulars learned how to fight the hard way during the Amaris Coup. When General Sinclair began Project Phoenix he recruited these partisans to stabilize planetary garrisons with the blessings of Commanding General Aleksandr Kerensky. While the new Terran military grew this policy became more widespread as these enthusiastic volunteers helped plugged holes in the New Republic's Army. When a freedom fighter applies for military service he is rushed through an accelerated training program and quickly accepted into the TRAS. Despite the respect shown to these steadfast patriots by the Regent and the Royal Command many problems have developed between these irregulars and career soldiers. Without traditional military training these "amateurs" usually lack discipline common to any modern defense service. On top of that they tend to think in unconventional terms implementing risky strategies to win even the most straight forward battles. Senior General Lauren Hayes has recently reminded both groups that we must work together in order to successfully defend Terra. She declared, "I have no toleration for those who disobey orders but unconventional strategies must be considered if we hope to emerge victorious in the conflict to come".

Terra's military education system began to return in 2778 when the first wave of new recruits entered the rebuilding Hegemony Academies. This was thanks to the efforts of Ian Sinclair and Project Phoenix which prioritized the restoration of Terran defense. Kerensky himself credited Sinclair for advancing the reconstruction of the Hegemony (military academies) by a number of years and thus helping win the war. Not only were these halls of martial discipline rebuilt but special effort was made to draw in talented individuals. Special incentives were offered to skilled citizens who were already proficient in certain types of high tech piloting. This ranged from aircraft pilots, to WorkMech operators, as well as spaceship crews all of whom were intimately familiar with their craft. Depending on their quality and skill set these individuals can receive a scholarship to an academy and either a sizable monetary bonus or their own piece of equipment. Sinclair's effort to rebuild Terra's shattered military did not stop there. In a controversial move he invited foreign volunteers to take up the defense of Terra and the last Cameron. CIB carefully screened each applicant and so far each one that passed



scrutiny has proven worthy despite some overt prejudice from native Terrans. These new recruits should allow the TRAS to rebuild effectively given time.

Finally the Regent has authorized conscription in order to bolster Terran defenses in the likely event of war. Every eligible citizen of the Republic is obligated to serve in the nation's military for at least two years in some capacity. Most as determined by Education Subcommand receive only rudimentary training and are posted to Conscript units that will temporarily be assigned to SDFs. These units have swelled the size of SDFs hopefully increasing their capabilities until the crisis has passed. Once peace is declared these Conscript units will be disbanded. Conscripted standouts maybe asked to join the military and receive formal education in some type of specialized warfare. Drafted citizens may apply for exemptions or special duty if so inclined but these requests are often denied. Exemptions are granted to those who can't serve due to physical or mental limitations including being the last member of your family. Special duty for those with high morale objections toward war (often being asked to serve in the Medical Subcommand) or those with close ties to their homeworld (serving with Planetary Militias or local police forces) are more often granted. While no Terran citizen likes being required to serve there has been little objection given the New Republic's dire situation.

MILITARY ENLISTMENT

A majority of TRAS personnel will eventually enlist in the nation's military after signing up at a local Recruiting Station. These facilities run by the Office of Military Recruitment are found all over the New Republic. Every planet depending on its population has multiple stations usually located in major urban areas. Recruiters at these stations do their best to convince young citizens to take up the defense of Terra. Currently their job is relatively easy as the draft and foreign aggression have sent hordes of Terrans rushing to their local Recruiters looking to do their part.

Basic Training

More than three quarters of new Terran recruits proceed directly to basic training. This instruction is provided at so-called Recruit Depots in the New Republic. In most cases there are several of these military camps on each Terran world depending again on the size and willingness of the native population. All of these Depots are administered by the Office of Military Enlistment which sets uniform standards for basic training. For three months recruits are given intensive training in weapons, survival, and discipline preparing them for service in the TRAS. About a tenth of every recruiting class "washes out" and are dismissed from military service. The rest usually graduate receiving their first rank (Private or Spaceman depending on service branch) and officially become part of the Terran military.

Field Schools

All basic training graduates are continually monitored and tested while undergoing their initial military instruction. Following their graduation every trooper is sent off to a Field School based on abilities and talents showcased during basic training. These Schools located on many Terran planets teach soldiers their specialized military field skills. Of course the length of training depends on the type undertaken. The more



sophisticated the skill field the longer the educational period. The Office of Martial Sciences manages these installations and establishes the typical criteria for supplemental military education programs in the New Republic. New soldiers are assigned to units based primarily upon their performance at these schools. While other factors (such as homeworld, various connections, and loyalty) play a role in these assignments none matter as much as performance here. The best soldiers almost have their choice of assignment so competition is fierce. Veterans of the military (these include many in the Terran Resistance) also train at these facilities. Either cross training for combined arms operations or in the case of partisans formalizing their military background. These former guerilla fighters are formally given their rank in the TRAS after graduating from Field School.

MILITARY ACADEMIES

These institutions provide the finest military schooling to the most qualified individuals throughout the New Republic. Many of Terra's greatest leaders have emerged from these academies ready to become the heroes of tomorrow. Currently the Republic maintains six National Military Academies to train officers and advanced military specialist such as Mechwarriors. These Terran academies are steeped in military tradition more so than any equivalent InnerSphere institution creating a deep sense of patriotism. Only the very best are chosen to attend these top schools which is a high honor in itself. Many of the new Provinces have requested permission from the Regent to establish their own academies. While these Provincial Academies would certainly boost recruiting many in the Royal Command are wary of promoting regional loyalty at the expense of national unity. The current situation however has so far suspended any of these plans indefinitely. A variety of smaller planetary or privately run academies also exist throughout Terran space. Alumni from these schools are typically held in lower regard than graduates from the more prestigious national academies. These local academies allow affluent Terrans to undergo the best military training (slightly lower quality than National Academies on the whole) without having to worry about qualifying for the limited positions in National Academies. The Republic also pays for those who are willing to make a ten year military commitment and who can qualify for the selected training.

Standards of Training

All of those facilities fall under the control of the Office of Military Academies which monitors educational practices and determines the basic curriculum of each. Understanding new technologies is chief among these universal teaching concerns. Cadets are taught how to operate advanced combat equipment right from the start in order to prepare them for service in the high tech Terran military. For this purpose each Military Academy is equipped with some of the InnerSphere's most cutting edge computers which every cadet must have acceptable proficiency on. Also cadets are instructed in the bureaucratic workings of the TRAS in which they will serve. Many find this attention to detail boring but without it any operation is doomed to failure. As such the Education Subcommand insists on bureaucracy being learned by all cadets. Another aspect being stressed at every Terran academy is combined arms operations. Cadets train constantly with many different types of combat equipment learning the strengths and weaknesses of each. The value of team work cannot be understated. Finally the



Instructors at these academies are the best ensuring high training standards. All are veterans of the Star League Defense Force (SLDF) committed to getting their point across to each one of their pupils.

Enrollment

Eventually there will be three different standards for enrollment in Terran Military Academies if the Provinces have their way. For now there are only two; National and Local. The toughest are reserved for the six premier National Academies which will accept only the best candidates. The easiest to qualify for entrance would be the Local Academies who accept adequate candidates who aren't able to measure up to the higher demands of other institutions. If created Regional Academies would probably fall somewhere in the middle. The Office of Military Academies in association with various governing authorities set these enrollment prerequisites based on the current needs of the Republic.

Every cadet at each level must show some type of academic success that has qualified them for entrance into a Terran military academy. This is the first step in the application process that must be cleared by every cadet. If accepted a candidate must next pass a strenuous physical test that is more demanding than a common military enlistment exercise. Finally a hopeful cadet must pass a difficult entrance exam that is the last step for all applicants. Failure means a still aspiring candidate may try to enter a local academy or enlist in the Terran military.

Almost as a mere formality each enrollee must have a recommendation from an appropriate official in the government. For National Academies this would require a Terran Congressman or the Regent to support a certain candidate. This is accomplished by sending a formal letter of intent with the academy's approved application to a potential sponsor. These requests are usually granted unless the candidate is found to commit some heinous act. Local Academies usually require the Duke or the System Council to support a candidate in the same fashion.

Curriculum

The basic curricula at every Terran academy is the same no matter its size or speciality. All cadets are taught leadership, strategy, and weapon skills as basic courses. Also mandatory is the in depth study of military history which begins with the ancients (Sun Tzu, Alexander, Caesar) and concludes with the Terrans (McKenna, Coblitz, Kerensky). By order of the Royal Command special attention is given to the phrase "Those who forget history are doomed to repeat it" (in fact it can be seen in every history classroom) so cadets know this academic focus is vital.

The first year at a Military Academy is very similar to a Recruit Depot. Cadets receive basic training just like common recruits in self defense, weapons, and discipline. This Academy training is more thorough and rigorous than the basic given to enlistees. Again like enlistment training all the cadets are watched and tested to determine their best use in the Terran military. It is in their second year that these cadets are trained in the Military Occupation Specialty or MOS. These courses include BattleMech and Aerospace piloting as well as Infantry and Marine training. The length of this training varies upon its complexity. The more complex the longer it will take complete.



Most cadets will have completed their academy training at that time but some will be asked to take additional courses called Fields of Study or FOS. These exceptional individuals are chosen based on their performance during their time in the academy. These FOS include Special Forces training, Jumpship piloting, Military Science, Advanced Technical training, Officer Candidate School (OCS), and Advanced Combat Maneuvering School (ACMS or Gunslinger Training).

Graduation

After a minimum of three years in the academy some cadets are ready to graduate although many attend much longer depending again on their studies. When they do graduate many cadets receive the rank of Sergeant in the Terran Republic Armed Services (TRAS). Graduates of Officer Candidate School receive a commission in the military and the rank of Lieutenant.

Based on their performance at the academy and their specializations learned therein graduates receive their field assignments. Cadets are asked prior to their graduation where they would like to serve but many don't get their dream billet. Only the top three requests are actually granted unconditionally while the others depend on unit needs for assignment. Of course, units tend to choose the best candidates no matter the graduate's wishes.

The length of service an academy graduate must endure depends entirely on how the individual's tuition was paid. Scholarship grads are required to serve at least three tours of duty in the TRAS. Volunteer grads are required to serve the longest, five tours, while Affluent grads only have to serve one. Of course all commissioned personnel (officers) maybe recalled to service by the Regent even after they leave the military.

Royal Military Academy of Terra (RMAT)

The largest and most prestigious military academy in the New Republic is also the nation's youngest as well as it's oldest. Prior to the Amaris Coup over one hundred separate military academies on Terra trained soldiers for the SLDF. This system had remained unchanged since the early days of the Terran Alliance when Earth's ancient nation-states united. This nearly seven hundred year practice was changed forever by General Ian Sinclair. To help quickly restore these hallowed halls Sinclair temporarily consolidated them all into a single planetary wide institution called the Royal Military Academy of Terra (RMAT). Operations were so improved under this new administration style that Regent Amanda Cameron officially made the change permanent. Already graduating the largest class of new soldiers ever before seen this new academy with a distinguished past should have a bright future.

Situated at the very heart of the realm this academy has eight primary campuses and a host of ancillary facilities scattered all across Terra. Each campus has its own unique history and specialization but all conform to a single set of school standards. Every campus of the academy has access to the finest equipment available for training cadets. In addition, the academy not only has the largest budget of any school but per student as well. In short no expense is spared to provide unsurpassed military training for all alumni. In return the academy expects nothing but the best from its own students. The courses here are considered the most difficult of any academy period and tests constantly



push cadets to excel. Graduating almost certainly insures a successful military career for any talented individual.

Lieutenant General David Brazelton is the Superintendent of the Royal Military Academy and the Chief of Education Subcommand. A former Corps Commander of some repute in the SLDF his experience stretches decades and was invaluable in helping restore the military education system. Each of the eight major campuses also has a Commandant who oversees day to day operations therein.

Atmosphere

The first thing one notices when approaching any campus of the Royal Military Academy is the pristinely kept historic grounds. The sense of tradition and a storied past just seems to pervade them all. Some campuses have been in service for an incredible period, a few over one thousand years. Even recent damage incurred at the hands of the Usurper is evident left behind on purpose to remind future generations of that terrible time. This rich heritage does much to instill pride in the cadets of the New Republic as well as remind them of their responsibility to defend these revered halls.

Attending the academy can be extremely challenging for any individual no matter how talented. Students are keenly aware of the benefits of graduating the highest in their class and this helps push cadets to realize their maximum potential. Another form of competition is the campus rivalry that is fostered by the academy's commanders in order to teach students the benefit of teamwork. This rivalry, most intense between Sandhurst and West Point, comes to a head during the Homecoming Day Exercises that determine the best campus annually. The winning campus class represents the entire Academy against the Combat College of New Earth in their annual Graduation Day Exercises.

The School Rag of the RMAT is Terra's most decorated. This blue cloth is adorned with the colors of the first Terran nation; the Alliance (Green, Red, & White). In addition the silver campus pin placed over the Alliance colors designates which campus the individual attended.

Special Notes

Since it is located at the center of the New Republic each applicant to the Royal Military Academy must pass intense scrutiny by the Central Intelligence Bureau (CIB). This is the most comprehensive screening for any Terran military school insures no surprises and perhaps the most loyal soldiers ever trained. If their background checks out then these cadets are guaranteed the best education in the InnerSphere. This has the effect of making RMAT graduates extremely attractive to private corporations as well. The academy often uses brand new equipment manufactured on world like the new Marauder series BattleMechs and the Coblitz Main Battle Tank.

Naval Academy of Aphros (NAA)

Originally created by the Terran Alliance in 2242 the Military Academy of Aphros was the second such extraterrestrial facility built by mankind. It was first conceived by the ruling Conservatives in the Parliament as part of a broad effort to upgrade the Alliance Global Militia and ultimately help win the disastrous Outer Reaches Rebellion. Despite the end of that horrible conflict the newly elected Liberal party hoping to win support within the military actually expanded the Academy. This beneficial (for



the Aphros Academy anyhow) cycle of political wrangling continued until the fall of the Alliance when James McKenna created the Hegemony. By this time Aphros was a premier military academy on par with any other Terran facility. This trend continued until the Amaris Coup when much of the Academy was destroyed. The New Republic has rebuilt Aphros around some surviving orbital stations as a Naval Academy. Much work remains to be done if the facility is to regain its former status.

Located above the original academy site in geosynchronous orbit of Venus is the new Naval Academy of Aphros. The surviving space facilities have been expanded with salvaged parts from the Rim Worlds and newly manufactured pieces from Terra. This will eventually create one of the largest space stations ever built complete with livable habitats, dockyards, hanger bays, and defense systems. Decontamination and construction are also taking place on the academy's old grounds which will when finished help train BattleMech equipped Marines. Thanks to its position in the Sol system the academy has its choice of naval and aerospace equipment. Funding remains strong as the nation has invested substantial resources in rebuilding Aphros. Alumni are assured a place in the Royal Navy upon their graduation from the Naval Academy.

Rear Admiral Jane Torey is a legend among the Royal Navy for her heroic exploits during Operation Liberation. She was among those who volunteered for the initial attack on Terra's Casper Drones prior to SLDFs advance in system. Her warship squadron managed to destroy eleven drones before it was annihilated. Torey was badly injured in that battle (losing her right arm and leg) but survived thanks to a crewman who dragged her to an escape pod. While she recovered General Sinclair convinced Jane to become the Commandant of the rebuilding Aphros Academy. Admiral Torey has remained there ever since teaching new cadets the old tricks of the Navy.

Atmosphere

Aphros Station sits in a strange place not typical for other naval academies. Located deep inside a star system's gravity well the Academy creates many challenges for even the veteran sailor. This environment will hopefully develop the very best officers and crewmen for the Royal Navy. The incredible demand placed on students has the affect of creating a high stress atmosphere very similar to combat. This shared experience has the advantageous side effect of binding cadets together and producing the greatest spirit of camaraderie in any Terran school.

Cadets are trained intensely and learn quickly that even the smallest mistakes can cost lives. They are taught the basics of zero-g operations and stellar navigation as well as survival in the toughest of places, space. Some find these methods harsh but few argue with their tradition of excellence. While certain individuals crack under this rigorous training program it is better for them to fail now than in combat. The new Naval Academy retains the identical School Rag of the old Military Academy. It is an orange cloth adorned with the symbol of Venus.

Special Notes

Training includes time on sophisticated simulators as well as advanced aerospace fighters, small craft, and dropships. Derelict warships and battle stations in orbit of Venus help marines and warship crews train for all eventualities. Graduates of NAA as a result



of their specialized training deep within the Sol system are the best at plotting and utilizing non-standard (aka pirate) jump points.

War Academy of Mars (WAM)

The origins of the War Academy actually begin much earlier than it's well known reopening in 2601. In fact Mars was home to the first extraterrestrial military academy ever established. This occurred with little fanfare in 2114 as the Military Academy of Mars officially opened its doors. The Academy provided a secure training facility for new recruits of the Alliance Global Militia (AGM) faraway from the tax rebellions sweeping Earth. Many in Parliament had a hidden agenda for backing the Martian Academy and hence establishing a large military presence on world. Conservatives especially wanted to stave off any chance of a Martian Revolution so engrained in contemporary science fiction and embraced by popular culture. Having recently invested large sums of money in Project Lowell (the Mars terraforming effort) no politician wanted a rebellious Mars. Of course this dissident movement arose in the outer colonies and not Mars which always remained close to Terra politically. The Military Academy served the Alliance and the Hegemony well until Ian Cameron ordered its expansion as the first Star League War Academy.

The rebuilt campus of the War Academy lies within the Noctis Labyrinthus (huge twisting canyons) on Mars very near the remains of the destroyed Star League facility. Decontamination continues on that site in hopes of one day restoring operations there as well. For now these old grounds remain off limits to most personnel as radiation continues to linger thanks to the device used by Amaris to defeat the Academy's defenses during the Coup. Surprisingly the old structures built into the canyon walls were not badly damaged by the blast but only parts of that facility remain safe to travel in. The new facility is constructed like the old and uses equipment seized from Periphery Mechwarrior Academies. Together with salvaged Star League parts the still rebuilding Academy houses an impressive array of technology. So far the Academy has only restored ground combat training and this will not likely be changed in the near future. The TRAS has however designated the War Academy of Mars (WAM) the headquarters of the Gunslinger Program which means that the school will train the very best Mechwarriors. Graduates will likely be assigned high profile jobs in the Terran military thanks to the Academy's continuing reputation.

Major General Matthew Quaid is a native Martian, a veteran of the Star League Defense Force, and a noted infantry commander. His fantastic story of service begins during the Periphery Uprising where he was gravely injured and thought dead. In reality Quaid had been stricken with amnesia and nursed back to health by a Taurian family. When he recovered "Jon Hauser" traveled to Circinus to join Kerensky and help liberate the Hegemony. It wasn't until the end of the war that "Jon" discovered who he really was. Quaid elected to stay when the Exodus was proposed and accepted a position in the TRAS as the Commandant of the War Academy. Matthew is a superb officer who likes to say he has forgotten more than most cadets will ever know.

Atmosphere

Since its establishment as the Military Academy of Mars this institution has focused on strategic thought. Cadets learn how to master the mental aspects of combat



and are taught that their minds are the greatest weapon of all. To that end exercises at this academy hone the intellect and involve outwitting your opponent rather than using brute force. Observers will immediately notice the cerebral environment that pervades the War Academy. Cadets play chess, read, and study in their spare time leading some to call them the least existing students ever. Competition typically pushes average test scores higher at the War Academy than any other military school in the New Republic. By the time they graduate their skills in leadership, strategy, and tactics cannot be denied. Alumni from the Mars Academy are usually described as aloof or brooding by their fellow soldiers. The War Academy retains the identical Star League School Rag for Terran uniforms. This cloth featuring the symbol of Mars is bright red in color.

Special Notes

Graduates typically have more awareness than other rookies fresh out of the academy but often struggle to fit in with their new companions. Academy alumni have gone onto high profile postings in the past, a trend that is likely to continue.

Combat College of New Earth (CCNE)

Director-General James McKenna established the Combat College of New Earth in 2331. Militarily this was significant as it was the first such academy built outside the Terran system. However, this gesture was somewhat politically motivated. It signaled to other Hegemony worlds that they now had a real presence in the Terran government and that their contributions were valued. Since that time the Combat College has attempted to surpass its forerunners on Terra. During the Amaris Coup the campus was burned to the ground by the Usurper's henchmen and abandoned until Kerensky liberated New Earth. General Ian Sinclair, an alumnus of the Combat College, quickly moved to restore this facility to full operation. His efforts were successful and the College once again began to graduate troop classes just prior to the conclusion of Operation Liberation. Currently the College is continuing to grow in importance as the Terran military puts a greater emphasis on combined arms training. Something this institution specializes in.

The Combat College is situated very near Foundation Point, site of humanity's first interstellar colony and New Earth's capital city, on the continent of McKenna. The College was lightly damaged compared to other Terran military academies and now looks nearly identical to its pre-war appearance. The campus grounds originally used by the Colonial Marines of the Terran Alliance as a training area are meticulously maintained with special attention paid to historic consequence. Other than this and the fact that the College teaches every military field there are no obvious similarities between it and the Royal Military Academy. These rivals take every opportunity to spite each other. For example, the equipment used by the College is older but still in good shape while the Academy loves to flaunt its top of the line gear during joint exercises. However, College cadets sometimes get the last laugh with their more reliable equipment. In regards to annual budget the College receives only a fraction of the massive Academy's funding but still manages to remain competitive. Alumni usually find their way into a Provincial Guard unit safeguarding the New Republic's borders.

Major General Lamar Walker is the Commandant of the Combat College of New Earth and an old classmate of Ian Sinclair. A native of Elbar with an eye for talent Lamar joined the SLDF at a young age and was granted a scholarship to the Combat College. He



fought with distinction in the Periphery Uprising and the Star League's conquest of the Rim Worlds. Lamar's meteoric rise nearly came to an abrupt end during the Hegemony campaign when he was badly injured. When he recovered Sinclair offered him command of the Combat College, which Lamar accepted. Despite some initial concern General Walker has developed a good relationship with the Lords of New Earth, the Tau Ceti Rangers.

Atmosphere

From the beginning a variety of military specializations taught at the College lead to an emphasis on combined arms operations. This ancient tradition has propelled the Combat College of New Earth to new heights with these tactics back in favor throughout the Terran military. Recruitment is at an all time high helping the College turn out the finest soldiers to defend the New Republic. Typically efforts are made to attract the best candidates from all over the nation except Terra itself. This practice keeps alive the CCNEs proud distinction of encouraging "outer" Terrans participation in the central government. Some say this role is being threatened by proposals to build Provincial Military Academies which have thus far been put off. Others argue that graduates from the Combat College will be the glue that unites these Provincial units together. Whatever happens, the College will likely continue to teach its cadets that team work will overcome. This is a cornerstone principle of the Combat College that can be seen in every graduate. Focusing on defeating the Royal Military Academy in their annual Graduation Day Exercises is just one example of how competition here encourages New Earth cadets to work together. The Combat College is the only major Terran military academy to radically change its School Rag from its Star League precursor. Now green in color the cloth features New Earth's planetary insignia.

Special Notes

Graduates of the CCNE usually end up in Provincial Guard units or as part of the Tau Ceti Rangers. Wherever they go these soldiers bring their team first attitude with them.

Fleet School of Keid (FSK)

This military academy was established thanks to many natural factors that led in turn to its creation. As the Age of War continued several major deposits of rare metals and chemicals were discovered on Keid. These resources were prized by the Navy and led to the growth of a substantial space based industry. This soon grew to include a shipyard which utilized these homegrown industrial products. With Keid becoming a shipping hub it was readily apparent that a naval academy could be an obvious next step. So it was no surprise to anyone when Deborah Cameron officially announced the founding of the Fleet School of Keid in 2500. The school really blossomed during the Star League era when it became the largest naval academy in the InnerSphere. The Amaris Coup was not kind to the Fleet School however and by the end of that conflict this once great institution lay in ruins. Rebuilt using salvaged parts this facility is now only a shell of its former self. It remains to be seen if the Fleet School will ever fully recover from the damage inflicted by the Usurper.



The Fleet School orbits Keid in the exact same location it did before the Coup. The facility itself is a patchwork of many different space stations and orbital installations giving it a unique look to say the least. As part of their training cadets help perform standard maintenance on their orbital academy. The school is also in close proximity to the Thompson Shipyards which are used frequently by the cadets. Here students assist in new ship construction as well as other naval repairs. All of this maintenance gives students a practical knowledge of their new craft. This hodgepodge of equipment has led to some tension between the Fleet School and the Naval Academy of Aphros which views itself as the superior campus. Needless to say a rivalry is brewing between both schools that could lead to some sort of annual competition similar to the RMAT and the CCNE Graduation Exercises.

Rear Admiral Marco Beniviti is a native of Keid who was born in space and has lived there most of his life. Marco has had a long and distinguished military career and is one of the oldest serving members of the TRAS. Rather than retire he chose to stay on as Commandant of the Fleet School of Keid. His son's departure with the SLDF might have had something to do with this decision. Students generally view the "old man" as a gruff know it all and in the New Republic's current state understand just why he is such a harsh teacher.

Atmosphere

Since the primary environment of the Fleet School is space all aspects of education focus in on this barren locale. The school seeks out those applicants with prior experience in space all over the New Republic. Naturally this recruitment effort goes after "spacer families" who often live aboard ship or station for their entire life. Regardless of their background cadets don't set foot on the ground until after their training is complete with the exception of marine students. As they are constantly exposed to this Zero-G environment cadets often grow physically as well as mentally gaining a few inches in height. More apparent but taking a back seat to their actual surroundings is the students continually efforts to fix all different kinds of naval equipment. This provides students with a superior knowledge of nearly every type of gear used by the Royal Navy. The by product of this however is a barely veiled contempt for those who aren't as familiar with these standard systems. In fact many outsiders already say that new Keid alumni have an attitude. Historical and tactical courses round out the standard training at the Fleet School. Keid retains its original School Rag from the Star League era which alumni display proudly. The cloth is half black and half blue (which alumni jokingly refer to as proof of their hard knocks training) adorned with Keid's planetary symbol.

Special Notes

Alumni of Keid are found of older ships with a storied history of service rather than being assigned to brand new vessels. Graduates typically enjoy fixing up craft and have a superior knowledge of naval engineering than other new sailors.

Flight Academy of Graham

The only major Terran military academy wholly dedicated to the training of aerospace pilots is the Flight Academy of Graham. While the school itself was only



slightly damaged in the war against the Usurper the planet that supported it was laid waste. The fighting was so intense that most of the world's cities were left completely uninhabitable. This was thanks to Amaris troopers who detonated some of the "dirtiest" nuclear weapons when it became clear that they had lost. Graham IV's bleak situation hasn't gotten any better since. Project Phoenix largely wrote off the entire planet moving citizens to safe areas and salvaging what it could of the world's industry. The only major corporation that survived with significant government aid, Mitchell Vehicles, moved back to its ancient headquarters on Terra. Even restoration of the Flight Academy was initially passed over by Royal Command in favor of other military schools. Ultimately the Academy was reopened and even slightly expanded by order of the Regent but even this may not be enough to save this once noble institution. Without an adequate planetary infrastructure operating costs are skyrocketing forcing Aerospace Subcommand to seriously consider moving the Academy to a more suitable location. This will most likely be the Subcommand's new baseworld, Fomalhaut.

The Flight Academy's location in orbit of Graham IV made it unique during the Star League era as it was solely located in space. This made it ideal for SLDF pilots as they remained in the void frequently performing their various assignments. Times have changed however and the new TRAS has different roles for its aerospace fighters to perform. Many experts say the facility is outdated and that tactics have now evolved to favor trans-atmospheric operations. There are already some indications of a move underway to a new facility on Fomalhaut. The best equipment has recently been relocated to Geerson Airbase (the new headquarters of Aerospace Subcommand) for extensive study. This has left the Academy with just enough older equipment to get by. The school's annual budget has like wise been frozen and new funds relocated to other Academies. The alumni of Graham IV realize all of this and seem to go about daily life resigned to the fact that their last class may soon come to pass.

The Commandant of the Flight Academy is the young Rear Admiral Michael Wilson. An excellent officer and former pilot himself Wilson is considered a rising star in the TRAS. Grounded before the start of the Hegemony Campaign by a rare Periphery virus that shattered his equilibrium Michael became an extraordinary staff officer serving some of the SLDFs best Admirals. He revolutionized aerospace tactics during the war despite what many critics called impulsive decisions. Michael was tapped by Admiral Dana Knight to evaluate the Flight Academy of Graham after he declined to join the Exodus. Replacing the retiring Commodore Ferdinand Rosa, who joined the Exodus, was no easy task for Wilson. Under Rosa's (a native of Graham IV) administration the schools morale began to plummet and it was decided that Wilson (a native Terran) should take over. His final report is due soon which will no doubt close the Academy which he has so far found lacking.

Atmosphere

Focused entirely on the operation of aerofighters, small craft, and dropships the Flight Academy is still struggling to survive. Once capable of graduating two thousand pilots a year the Academy as of now will be lucky to train five hundred students annually. In spite of the expansion that now includes dropship facilities vast areas of the campus remain unused and virtually abandoned. This has created a "ghost station" effect for the Academy's current class who say that it is so quiet it is like a tomb. This dark



environment has added to the cadets' malaise instilling them with a devil may care attitude. This unemotional and detached behavior unnerves friends as well as foes. The Flight Academy's neglected equipment matches its cadets whatever style. To reverse this downward trend a whole new school may need to be created. The School Rag for the Flight Academy remains unchanged from its Star League predecessor. It is a black cloth with white stars.

Special Notes

No longer home to the Navy's best aerospace pilots graduates are lucky to receive front line postings or equipment.



TRAS ROSTERS 2785

This section of the Field Manual includes overall unit backgrounds and descriptions for every Terran line BattleMech unit now available for Operation Gold Shield. Information provided here ranges from composition to notable officers to favored tactics as well as other relevant data. In addition each units' component brigades or regiments are listed but as all of these combat formations are new no individual history is given for them. For a more complete overview of the New Republic's military detailed reports on the Terran Fleet, Mercenaries, and the Rim Protectorate have been added to this section. Following these briefings are two posts which list current Terran Deployment and Large Scale Military Organization. This should adequately familiarize the reader with the strength of our defenses.

Every line unit follows identical TRAS force procedure as described in the Martial Assembly section of this Field Manual unless otherwise specifically stated. All of the following Terran line BattleMech units with the exception of the Star Volunteers are organized into Brigade Combat Teams (or BCTs).

Each unit description includes its name, insignia, strength, skill level, and loyalty rating. Official nicknames or mottos are also included with this information. All Terran line BattleMech units are listed under the appropriate force category which is either Provincial Guards or Terran Regulars. For further details please refer back to the Martial Assembly section of this Field Manual.

A unit's skill level is a direct reflection of its fighting ability and combat experience. Obviously those units with a higher skill level tend to outperform those with a lower rating. This skill level is determined by the Terran Army (General Staff) or the Royal Navy (Admiralty) depending on the unit's make up and is updated frequently.

These skill levels follow standard ratings established by the Star League Defense Forces (SLDF) during its establishment. They are as follows; Green, Regular, Veteran, and Elite. Green units are usually made up of new recruits with no practical military experience or on occasion a wholly unproven command. Regular units are competent troops with average abilities and some battlefield knowledge, either real or simulated. Veteran commands are composed of quality soldiers whose talents are many and experiences are plentiful. Finally Elite units are the best of the best and their skills reserved for only the highest profile assignments.

Unit loyalty ratings are similar to skill levels but instead of judging combat effectiveness they estimate patriotic zeal. Several different factors go into these broad ratings such as national, regional, familial, and personal loyalties. In short this is just an estimate of a unit's trustworthiness which depending on the situation could change suddenly. Since the infamous September Revolt these ratings have been determined by the Department of Military Investigations (DMI) which is part of the Central Intelligence Bureau (CIB) and hence lies outside of TRAS control.

Again these loyalty ratings were codified by the SLDF and encompass three large categories. Questionable units are made up of troublemakers (real or suspected) or who have an agenda contrary to the best interests of the nation. Reliable units are consistent performers who act appropriately everyday. Fanatical units go above and beyond the call of duty displaying their loyalty proudly for all to see.



Terran Guard

The Black Chargers



For the premier Provincial Guard unit that was to safeguard the very heart of the new Terran Republic no expense was spared. Only the finest soldiers and best equipment went into making up the Terran Guard. At the core of the new Guard unit was the Star League's 151st Royal BattleMech Division (Ulysses S. Grant Division) formerly led by General Lauren Hayes who has gone onto command the entire TRAS. Significant portions of the Star League's 38th, 89th, & 90th Dragoon Regiments also went into the new unit. Additional members of the Guard came from other Star League Royal units including the famous 309th Royal BattleMech Division (the Black Charger Division). Regent Amanda Cameron chose the Black Chargers nickname and color scheme (black with gold accents) for the new Guard because of the unit's glorious heritage in defense of the Terran state. This tradition dates back to the battle of Terra Firma in 2409 where as a tank division the Black Chargers held off a Capellan attack despite being hopelessly outnumbered for two months.

There are some special perks for the elite Guard of the new Republic but like any other Provincial Guard unit they are assigned to protect one specific region of the realm. However, the Terran Guard can be authorized by the Royal Command to operate outside the borders of their province for extended deployments unlike their fellow Borderer units who cannot leave their home worlds unless of dire emergency. It is needless to say that postings in the Terran Guard are highly sought after not only for the prestige of such an assignment but for the additional experience that can be gained from specialized training. This training ranges from Gunslinger courses to advanced strategic operations exercises given at Republican military academies within the Terran Province. Despite the organizations young age officers from the Guard have already gone onto high positions within the TRAS a trend that is likely to continue.

The Black Chargers share a special bond with the province they safeguard. The Terran Province, often called the Home or Central Province by its people, contains many of mankind's first worlds. As such the region has one of the highest per capita populations in the InnerSphere. Of course these worlds have been well developed over time making it one of the most industrialized areas in all of known space. On top of that the Terran Province has been the center of science, trade, and culture since humanity first traveled to the stars. Politically it remains important as the Premier of Terra, currently Ian



Sinclair (Regent-Consort) is the Provincial leader, serves as the next potential successor to the Regent of the New Republic. Its location at the core of the Terran nation usually isolates the Province from any conflict. Unfortunately this hasn't been the rule lately with the effects of the Amaris Coup and the continued occupation of Altair by the Draconis Combine still wreaking havoc with the Province. In an effort to restore this vital region as quickly as possible a lion share of Project Phoenix's resources have been allocated here. The results have already been promising as many worlds are already on their way to full reconstruction and beyond.

The Guard also performs several ceremonial duties when not involved in training or active combat. As a result all of the unit's equipment is constantly maintained in pristine condition for parade operations. While critics have pointed to this "socializing" as the cause for the rapid promotions within the Guard many know the truth. Unit members taking a queue from their commander are quiet speaking only when necessary and many of these critics are from other Provincial units jealous of the Guards high status.

OFFICERS

Lieutenant General Robert Strickland was the executive officer of the 151st Royal BattleMech Division (Ulysses S. Grant Division) during the Amaris Coup. He was promoted to command of what would become the Terran Guard following General Lauren Hayes promotion to head up the Terran Royal Command. Strickland can be described as a quiet blue collar officer who has always earned the respect of every soldier that he has ever served with. His favorite saying when he does talk is, "It is better to be thought a fool than open your mouth and remove all doubt".

Major General Brian Sutton-Smith is the polar opposite of his commanding officer. Loud and in your face are two ways fellow soldiers most often use to describe the executive officer of the Terran Guard. Brian is the highest ranking officer from the original 309th who chose to remain in the InnerSphere. Both he and Lieutenant General Strickland, a classmate and old friend, have been instrumental in assembling the Guard. He is a fiercely patriotic officer with an abundance of combat experience and refined leadership skills. While not particularly well liked by many in the TRAS he is respected for his ability to get things done.

The mysterious Major General Keng Sen Ong is a naturally gifted Mechwarrior. A trained Star League Gunslinger Keng was posted to the Periphery shortly after graduation. This young officer's promising career apparently came to end when his lance was overrun by a large bandit force. Somehow nearly single handedly he managed to defeat the pirate 'Mech force prevailing against three to one odds. While his actions saved the lives of his comrades and earned him the Star League Medal of Honor the experience left him a changed man. Apparently shaken he returned home to Korea where he lived in complete seclusion. There Keng would likely have remained if not for the destruction caused by the Amaris Coup. He once again took up arms in defense of his neighbors as the fight came to Ong. He became one of the most successful resistance leaders of the conflict leading his cell to victory after victory against the Usurper's minions. A special request by the Regent kept this fine warrior in Terran service for the duration of the current emergency. Quiet and reserved he leads by example. Keng is an expert martial artist and an accomplished warrior in nearly every aspect of combat. More



comfortable with leading smaller formations and participating directly on the battlefield he is still adjusting to his new position as a divisional commander. He is considered by many in the TRAS to be the finest Mechwarrior in the InnerSphere.

A member of the 309th Royal BattleMech Division (the Black Charger Division) Elizabeth Walden has risen to become the commander of the 3rd Terran Guard brigade. Unlike most of the members of her old unit Elizabeth chose to stay and defend the Terran nation. Elizabeth is proud of her new unit although she misses many old comrades who departed the InnerSphere with General Kerensky.

Brigadier Malcolm Small is the heir to the Duchy of Small. The Small family has ruled their world since it was settled during the initial wave of human colonization making them one of the oldest noble houses in the InnerSphere. The Small's have always been an ambitious lot amassing more and more power throughout the centuries. There were even rumors during the Amaris Coup that the family collaborated with the Usurpers troops despite Duke Small's death during the conflict. Helen Small, the Duchess of Small World and Malcolm's mother has so far been disappointed in the creation of the new Republic. While she has further increased her family's hold over their home system the Small's failed to expand their influence beyond. Malcolm, another chip off the old Small block, has risen to command the 8th Guard brigade now stationed on his home planet.

TACTICS

A defensive military unit that practices many different styles of warfare the Guard performs nearly every combat maneuver with equal skill. As a result it specializes in all types of "protective" warfare in several types of planetary terrain. As a rule the Guard will only give ground to an invader if the price is so high that it will bankrupt the aggressor's nation. A heavy unit equipped with advanced tech weaponry the Terran Guard just may be capable of doing that to any assault force.

1st Terran Guard

Brigade/ Elite/ Fanatical

CO: Lieutenant General Robert Strickland

2nd Terran Guard

Brigade/ Veteran/ Fanatical

CO: Brigadier Jason Riveria

3rd Terran Guard

Brigade/ Veteran/ Reliable

CO: Brigadier Elizabeth Walden

4th Terran Guard

Brigade/ Regular/ Fanatical

CO: Brigadier Rafeal Garcia

5th Terran Guard

Brigade/ Regular/ Fanatical

CO: Brigadier Daniel Sims

6th Terran Guard

Brigade/ Regular/ Fanatical

CO: Brigadier Selena Mendoza

7th Terran Guard

Brigade/ Regular/ Reliable

CO: Brigadier Janus Aurelian

8th Terran Guard

Brigade/ Regular/ Reliable

CO: Brigadier Malcolm Small

9th Terran Guard

Brigade/ Green/ Fanatical

CO: Brigadier Jamal Saunders



Astan Borderers

Martial Sovereignty



On January 2nd 2785 the Star League's 280th, 79th, and 272nd Mechanized Infantry Divisions were all officially combined into the newly formed Astan Borderers. In practice these divisions had been operating as such since the beginning of Kerensky's Exodus. While none of these divisions had Royal (Terran only) designation, official nicknames (Note: All Star League units had some kind of nickname but only a select number were actually bestowed by a First Lord. This is why only certain commands were so listed in official SLDF documents.), or Shandra Noruff Ribbons (denoting Martial Olympiad championships) all were gifted combat commands earning distinction during the Amaris Conflict.

Another thing many soldiers of the new Astan Borderers have in common was that they had been stationed in the Draconis Combine during their SLDF service. This fact (no doubt considered by the Royal Command when assembling the unit) has already prepared them for their potential enemy, the House Kurita. Senior General Lauren Hayes recently designated the Astan Province as the Coreward Draconis Flank. So in the event of war the Borderers of Asta would serve on the Kurita front. Many within the unit yearn to retake Moore and Imbros III (both star systems lying within the Astan Province) from Combine "peacekeepers" (occupation forces).

Relations along the other Astan border are considerably friendlier. Currently there are no hostilities between the House Cameron and House Steiner. In fact of all Terras neighbors the Lyran Commonwealth seems to enjoy the closest ties. This is in part due to the Brewer family, who were during the Star League era the State Administrators of the Lyran Commonwealth. During the Amaris Coup the Brewers were granted lordship over Hesperus II and Defiance Industries by House Steiner. After the war they officially left Terra for their new home in the Commonwealth. Their chief assistant and personal friend Darrell Moyers was appointed Premier of Asta by Amanda Cameron after the Republic's formation. The good friendship between Brewer and Moyers has built a strong and prosperous relationship for both nations.

Indeed the Lyrans and Terrans have cooperated well during their joint efforts to stabilize the disintegrating Rim Republic. Despite their assistance (or rape of their land as some Rim Worlders call it) the situation on some planets continues to spiral out of



control. The Commonwealth has already taken de facto possession of many Rim worlds while Project Phoenix continues nearly unabated for the Terran Republic. The Republican Legionaries mere presence and refugees from the old periphery Republic settling all along the Lyon's Rim within the Astan Province has caused a great deal of concern among the Borderers rank and file. Many will never trust anyone ever associated with the Rim Worlds since the treachery of Amaris. Other more moderate soldiers have taken a wait and see approach with the newcomers.

OFFICERS

Lieutenant General Sardius Grey attained near legendary status within the SLDF for his exploits during the Periphery campaign and the Amaris Coup. Immediately after the end of hostilities Grey retired from the military stating he was tired of war. While he was offered a spot in the Exodus, reportedly from General Kerensky himself, Sardius declined because he didn't wish to leave his home on Asta. Not long afterward Ian Sinclair requested that Grey rejoin the reforming Terran military with tensions rising following the Exodus. Reluctantly he agreed when his old command, the 280th Mechanized Infantry Division, was transferred to the still developing Astan Borderers from Rhodesia. When asked about his and others conscription into the new Terran Republic Armed Services (TRAS) Sardius boldly proclaimed that "freedom can never be given, it must be earned". This statement became the origin of his Borderers nickname, Martial Sovereignty. The unit's gray, silver, and gold paint scheme is called Shades of Grey in his honor.

Two of the wealthiest members of the TRAS are Major Generals in the Astan Borderers. Linda Hess and Elizabeth Burns are both what you would call old money. Their respective families made their vast fortunes in Terra's distant past. Both were part of large families and stood little chance of inheriting significant wealth from their relatives. With this clear fact in mind they resolved to join the SLDF at a young age and build their own affluence. They met at the Sandhurst Royal Military College and became the best of friends. Together these young cadets discovered a mutual love of the Star League military and decided to make a career of it. While serving these officers developed a reputation for excellence, Burns for her stubborn tenacity and Hess for her tremendous organizational ability. After many years of distinguished service particularly during the Amaris Coup these highly experienced officers agreed to stay on with the new Terran military. Both women could have been the Astan Borderers executive officer and second-in-command but they chose to pass that assignment to (the younger and very capable) Major General James Carse. Hess has recently spoken of her desire to retire as soon as possible. Burns on the other hand is a die hard officer and will not likely leave the military until she can no longer serve.

Brigadier Shelton Northcutt is Lieutenant General Grey's young protégé and a rising star in the Terran military. A young volunteer fighting with the Terran Resistance during the early part of the Amaris Coup, Shelton eventually escaped the Hegemony and to journeyed to Circinus. It was from there that he received his formal military training and a posting to the 280th as a replacement for those lost in combat. Quickly earning distinction for heroic service he climbed in rank and met General Grey who immediately took a liking to him. It was Northcutt who actually convinced Grey to reenter military service because of Terra's desperate need for capable officers. General Grey recently



recommended Northcutt for a promotion to Major General which is likely to be approved soon by the Royal Command. Shelton's next big challenge will be controlling the difficult 9th in the face of an imminent Kuritan invasion.

Ironically the 7th Astan Borderers, also known as the Boys of Summer, are led by a woman. Brigadier Gianna Leto of Muphrid is a strong and capable commander who is well respected by all those in the Astan Borderers. The unit's homeworld, Summer, has become a hub of commerce between the Commonwealth and the New Republic. It is due to this proximity to Skye that the Seventh has developed a very strong relationship with that entire region of the Commonwealth.

Brigadier Robert Godsey and his unit, 9th Astan Borderers, have become a thorn in the side for the Terran Royal Command. Godsey and many of his comrades hate these newcomers to Terran known simply as "Rimmers". The Brigadier's entire family was wiped out by the Usurper's forces during the Coup. Many of his followers, both in the 9th and throughout the Republic, have also suffered at the hands of Amaris during his occupation. They now seek vengeance upon those who seek freedom in Terra's new order. There have been a number of incidents on Symra where Godsey and his unit have been stationed since the Republic's formation. Lieutenant General Grey has recently ordered their redeployment to Lambrecht along the Combine front.

TACTICS

The Astan Borderers are a heavy unit thanks in part to their close relationship with the Lyran Commonwealth. It is not uncommon to see Lyran military designs (both BattleMech and others) within the ranks of the guardians of Asta. Like many other Terran Borderer units, the Astan Borderers practice divisional maneuvers regularly. Thanks to General Grey and their component units the Astan Borderers are probably the most adept within the Terran military while fighting at divisional strength.

1st Astan Borderers

Brigade/ Elite/ Fanatical

CO: Lieutenant General Sardius Grey

2nd Astan Borderers

Brigade/ Elite/ Reliable

CO: Brigadier Shelton Northcutt

3rd Astan Borderers

Brigade/ Veteran/ Fanatical

CO: Brigadier Gina Phelps

4th Astan Borderers

Brigade/ Veteran/ Reliable

CO: Brigadier Morgan Rosa

5th Astan Borderers

Brigade/ Veteran/ Reliable

CO: Brigadier Cheryl Irving

6th Astan Borderers

Brigade/ Regular/ Fanatical

CO: Brigadier Vincent DiNapoli

7th Astan Borderers

Brigade/ Regular/ Reliable

CO: Brigadier Gianna Leto

8th Astan Borderers

Brigade/ Regular/ Reliable

CO: Brigadier Lou Brown

9th Astan Borderers

Brigade/ Regular/ Questionable

CO: Brigadier Robert Godsey



Dieron Borderers

Dragonsbane



The 326th Royal BattleMech Division (The Mantuffel Division) and the 126th Mechanized Infantry Division (The Bullfighters of Seville) were the two elite Star League units chosen to make up the new Dieron Borderers. Both of these divisions served with distinction in the Draconis Combine prior to the Periphery Rebellion. During their time in Kurita space both units developed a certain familiarity with the Draconis Combine Mustered Soldiery (DCMS). Royal Command believes that this experience with the Dragon will give the Borderers of Dieron a distinct tactical advantage over their closest and most belligerent neighbor.

The Dieron Borderers maintain a close relationship with the Royal Command through the efforts of General Erich Schultz. Schultz is the former commander of the 326th Royal BattleMech Division and the current Chief of the Terran Army (or Army Command). After Ian Sinclair retired from military service Schultz was a leading candidate to replace him as Chief of the Royal Command. Ultimately that high honor went to General Lauren Hayes who immediately promoted Erich to General and placed him in charge of the newly forming Terran Army. This promotion hasn't stopped General Schultz from helping his old unit which he knows faces a looming threat.

Indeed the threat posed by the Draconis Combine seems to grow with each passing day. Kurita troops continue to occupy Styx and Nashira despite constant Terran protests. In addition, the situation on Altair compromises any defensive measures taken by the Dieron Borderers. All of these factors combine to make Dieron the tensest Province in the Terran Republic.

For these reasons the Dieron Province has been designated the Main Draconis Front by the Terran Royal Command. To help repel any Kurita invasion the 5th and 6th Deneb Light Cavalry have been stationed within the Province. There has also been rumors that an overall commander for the entire Draconis Front (which would include the Provinces of Dieron, Asta, and Rhodesia) maybe appointed by the Regent.

Premier Kuno Isu of Dieron has vowed to reclaim Terra's subjugated worlds and stop any foolish military adventurism by the House Kurita. The elderly matriarch of the Isu family, who administered the Bureau of Star League Affairs (BSLA) Draconis



branch, knows her potential opponent well. Kuno has called upon all of her family's vast resources, both in the Terran Republic and the Draconis Combine, to help defend her homeland. She is also receiving a great deal of support from Premier Arnold Collins of Rhodesia. Collins has made several visits to the Dieron Province (more specifically Quentin) pledging support for his fellow Terrans in their time of need.

OFFICERS

The former commander of the 126th Mechanized Infantry Division and current commander of the Dieron Borderers is Lieutenant General Taro Isu. Taro is the oldest son of Premier Kuno Isu and the heir-designate of Dieron. The Lieutenant General is in his early fifties and appears to be in excellent physical shape. His soldiers describe Isu as a strict but fair commander who often pushes them to the limit but rewards those who perform well.

The second in command of the Dieron Borderers is Major General Irving Settel. A native of the planet of Styx he despises the Draconis Combine with a passion not seen in a former officer of the SLDF. He blames the House Kurita for the fall of the League and the occupation of his homeworld has further intensified his feelings. General Settel has not kept his hatred for the Dragon a secret. Irving has already called for a drive to liberate Terra's lost worlds several times and urges his people to take the war to the Combine. His loyalty to the New Republic and Regent Amanda Cameron is not in question as Settel has proven himself a rabid Terran patriot.

Major General Diana Taylor is a wily old veteran of the 326th Royal BattleMech Division (The Mantuffel Division). Her unconventional tactics practiced frequently during the Amaris Coup were well known throughout the SLDF. Some criticized her for these risky strategies that resulted in higher than average casualties. Few can argue with Taylor's results which proved to be successful on nearly every occasion. She has helped the New Republic's military integrate members of the Terran Resistance who frequently used similar daring maneuvers to fight the Usurper.

Major General Don Handelman is perhaps the most well cultured officer in the Terran military. His refined personality and alleged romantic liaisons are the stuff of legend. Thanks to his numerous personal connections his troops have always been well cared for and hold their commander in high regard. On the battlefield this flamboyant officer has so far proven to be very successful. Some say he is just plain lucky but Handelman's combat performance is so far unsurpassed.

Brigadier Wilson Dunn is the young protégé of General Erich Schultz. A Colonel with the 326th Royal BattleMech Division during most of the Amaris Coup he impressed many within the SLDF with his fine combat performance and unquestioned loyalty. General Schultz made Wilson his Chief of Staff just prior to the reconquest of Earth. Both officers chose to remain in the InnerSphere and defend the fledgling Terran Republic. Despite Schultz's promotion to command the Terran Army both men keep in close contact with each other.

Premier Arnold Collins has been in close communication with Brigadier Shan Chi the commander of 3rd Dieron Borderers. Both appear to be working in concert improving the defenses on the planet of Quentin. This extensive construction effort exceeds the normal rebuilding efforts of Project Phoenix. It would seem as though whatever they are up to is a highly classified undertaking as we have no information on it.



While his loyalty to the New Republic is not in doubt Brigadier Gabriel Vaughn is under constant suspicion by some Terrans. Vaughn and his soldiers have a tremendous amount of respect for the Draconis Combine Mustered Soldiery (DCMS). For Vaughn this attitude stretches back to his distinguished service with the SLDF. However, the entire Seventh Brigade has already demonstrated some strange battlefield behavior while facing off against the soldiers of the Dragon. This has earned them a degree of derision from their fellow Dieron Borderers but the warriors of the Combine have noticed as well. Vaughn and his unit are known as honored opponents of the House Kurita. To the disappointment of those accusing Brigadier Vaughn and his men of being Kurita sympathizers all of these small engagements, mainly raids from various Draconis regiments, have all been rebuffed easily.

Brigadier Erik Clarke is the youngest brigade commander in the Terran military at the tender age of twenty eight. A naturally gifted tactician he led a highly successful resistance cell during the Amaris occupation. Granted a special commission after that conflicts end by Regent Amanda Cameron he has continued a meteoric rise through the Terran Republic Armed Services. Many of his fellow soldiers consider their commander unconventional at worst but none doubt his leadership abilities.

TACTICS

The Dieron Borderers are primarily composed of the heaviest military vehicles due in large part to their Star League predecessors. Every member of Dragonsbane, as they are nicknamed, has a solid grasp of Kurita tactics and strategy. Of all the Borderers they have the most Gunslinger trained personnel within their units. Their daily training continues to focus on the warriors of the Dragon and the coming conflict with the Draconis Combine. During parade functions, a rarity these days, the Borderers of Dieron use a gold and white base color scheme to decorate their equipment.

1st Dieron Borderers
Brigade/ Elite/ Fanatical
CO: Lieutenant General Taro Isu

2nd Dieron Borderers
Brigade/ Elite/ Fanatical
CO: Brigadier Wilson Dunn

3rd Dieron Borderers
Brigade/ Elite/ Reliable
CO: Brigadier Shan Chi

4th Dieron Borderers
Brigade/ Veteran/ Fanatical
CO: Brigadier Virginia Jordan

5th Dieron Borderers
Brigade/ Veteran/ Fanatical
CO: Brigadier Noriko Akuri

6th Dieron Borderers
Brigade/ Veteran/ Fanatical
CO: Brigadier William Russell

7th Dieron Borderers
Brigade/ Veteran/ Reliable
CO: Brigadier Gabriel Vaughn

8th Dieron Borderers
Brigade/ Regular/ Fanatical
CO: Brigadier Erik Clarke

9th Dieron Borderers
Brigade/ Regular/ Fanatical
CO: Brigadier Cornelius Gamble



Rhodesian Borderers

Razorsedge



Made up of the Star League's 287th BattleMech Division (Tobruk Division) and the 54th Mechanized Infantry Division the Borderers of New Rhodes are a formidable military force. However, unlike many of the Terran Border units their component Star League Divisions have no previous experience in dealing with their neighboring realms. This is in part due to the transfer of the 280th Mechanized Infantry Division to the Astan Borderers in exchange for the 54th. This unit swap hasn't caused any problems within the Rhodesian Borderers and in fact New Rhodes seems to be extremely pleased with the troops assigned to its defense. Another unintended bonus of the whole scale transfer was the opening of close communications (something prized on New Rhodes) with the distant Astan Province who is also part of the Draconis front.

The former commander of the 287th, General Deborah Hayden, was appointed by Regent Amanda Cameron to head up Support Command. The Command is made up of Republican soldiers who do not participate in actual combat but directly support Terran frontline units. Their work is absolutely vital in order to produce the most effective military units possible thus adding to Terra's overall defense. General Hayden took many of her best officers from her old unit to help fill out her new command. She has however continued to support her old command by assigning some of the very best support units to the Rhodesian Borderers.

While New Rhodes shares a common border with House Kurita the Province remains almost completely aloof to the growing danger posed by the Draconis Combine. None of its star systems have been occupied or much less threatened by the Dragon unlike Dieron and Asta. Despite this and mainly because of its location the Royal Command has designated Rhodesia the Spinward Draconis Flank. No additional forces have been shifted to defend the Province however indicating that even Royal Command believes an all out assault on New Rhodes is unlikely.

This attitude can be in part attributed to Rhodesia's other neighboring realm, the Federated Suns, with which it shares the largest portion of its border. Relations between the Far Province (a nickname bestowed because of the areas distance from Terra in actuality as well as its popular attitude) and House Davion are extremely cordial. This



friendship has been helped along by the Green and Achernar families subsequent relocation to Davion space. Formerly Terran citizens these wealthy and influential people have continued to lobby for closer bonds between the Terran Republic and the Federated Suns perhaps as a prelude to a new Star League.

Another supporter of stronger ties to House Davion is the highly popular Premier Arnold Collins of Rhodesia. Collins once served as the SLDFs Liaison Officer to House Davion during the Amaris Conflict. Since then he has gone onto fight along side of General Kerensky during Operation Liberation, help organize Project Phoenix, and eventually run the Star League's Communications Command. He turned down Kerensky's Exodus choosing to remain with his native land. Recognizing Collins tremendous popularity (which is only eclipsed by Regent Cameron and Premier Sinclair) he was appointed Premier of the Far Province. The very charismatic Premier then chose New Rhodes III, his homeworld, to be the capital of this new Province which he called Rhodesia. The scandalous rumors about his collusion with the Usurper have long since been forgotten by most. Collins is now a key figure in the Terran Republic and is very good friends with Ian Sinclair (despite earlier rivalries) and Jerome Blake.

OFFICERS

The former commander of the Star League's 54th Mechanized Infantry Division and the new commander of the Rhodesian Borderers is Lieutenant General William Marshall. This uncompromising officer is yet another heroic veteran of the Amaris Conflict. General Marshall is an excellent Mechwarrior with a firm grasp of strategy and tactics. These skills are not however what make him such a great leader on and off the battlefield. It is the dedication to the men and women under his command that makes Marshall such a dangerous foe. He is so beloved by his soldiers that they will go to the greatest lengths for their commander. Despite this adoration by his troops Lieutenant General Marshall looks forward to the day he can finally retire.

The very capable executive officer of the Rhodesian Borderers is Major General Lynn Atwood. An excellent administrator she has been best described as the singular force that makes the Borderers of New Rhodes go. Despite this reputation for excellence she is a mere afterthought to many fading into the unit's background thanks to Lieutenant General Marshall's mere presence. Atwood does her best to carry on in spite of her thankless assignment which she has quietly begun to complain about. She remains an ardent follower of the New Republic thanks in large part to her admiration of and praise from Premier Arnold Collins.

Major General Martin Henig is a tough no nonsense officer who does not tolerate politics in his military. Many soldiers describe him as a gruff commander. This uncompromising attitude has not won him many friends but his exemplary service record with the SLDF and the TRAS has propelled his career. One of his few friends is Lieutenant General William Marshall with whom he shares a close personal relationship. On the other hand Henig refuses to play ball with Premier Collins who he dislikes.

Brigadier Trent Atellar is an old academy pal of Premier Arnold Collins. Despite being a year ahead of Collins the pair became life long friends while attending Sandhurst Royal Military College. Trent served with distinction during the Amaris Conflict and displayed a knack for using unconventional tactics. Atellar is more of a cerebral opponent on the battlefield preferring to outwit his adversary.



Some within the Rhodesian Borderers call Brigadier Michael Argento a criminal and petty thug. During the Amaris Conflict he distinguished himself several times by profiteering goods both in the Periphery and in the Hegemony. While he was caught by his fellow soldiers Argento has always managed to maintain his position in the military. His connections with Brigadier Atellar and the current dire situation faced by the Terran Republic continue to keep him on active duty.

One of the very few remaining critics of Premier Arnold Collins is Brigadier Suzanne Jackson. She does not trust Collins or his best buddy Brigadier Atellar as Jackson has dealt with Brigadier Argento in the past. She believes that they are all hopelessly corrupt and will betray the Republic the first chance they get. Suzanne has shared her concerns with Lieutenant General Marshall many times but so far her warnings have gone unheeded. Brigadier Jackson continues to remain vigilant and will not violate any rules of conduct to prove her point.

TACTICS

The Rhodesian Borderers are not a heavy military formation like the rest of the Terran border units deployed along the Draconis front. Instead they rely on speed and maneuverability to achieve their objectives. For example, many of the units BattleMechs are equipped with jump jets. All the troopers of Razorsedge (so named because of their speed and skill as well as their location on the edge of Terran space) have excellent communication skills allowing them to perform as one. This integration extends to the units already skilled support staff further enhancing the Borderers abilities. In addition, the Borderers have a solid grasp of aerospace tactics thanks to the 287th's previous posting in the Outworlds Alliance. When not in the field the Borderers of New Rhodes paint their gear blue and red with gold accents for ceremonial affairs.

1st Rhodesian Borderers
Brigade/ Elite/ Fanatical

CO: Lieutenant General William Marshall

2nd Rhodesian Borderers
Brigade/ Elite/ Reliable

CO: Brigadier Trent Atellar

3rd Rhodesian Borderers
Brigade/ Veteran/ Fanatical

CO: Brigadier Gilbert Livingston

4th Rhodesian Borderers
Brigade/ Veteran/ Fanatical

CO: Brigadier George Baldwin

5th Rhodesian Borderers
Brigade/ Veteran/ Reliable

CO: Brigadier Michael Argento

6th Rhodesian Borderers
Brigade/ Veteran/ Reliable

CO: Brigadier Valdemar Einarsson

7th Rhodesian Borderers
Brigade/ Veteran/ Reliable

CO: Brigadier Marina Raskovi

8th Rhodesian Borderers
Brigade/ Regular/ Fanatical

CO: Brigadier Jose Ramirez

9th Rhodesian Borderers
Brigade/ Regular/ Fanatical

CO: Brigadier Suzanne Jackson



Nanking Borderers

Silent Tigers



The Nanking Borderers were assembled from the Star League's 213th BattleMech Division (The Carver Division) and the 197th Mechanized Infantry Division (The Florida Swamp Foxes). These divisions both served in the Capellan Confederation prior to the Periphery Rebellion. Integration of the Nanking Borderers was expedited because both units were very familiar with each other as they were part of the Star League's 5th Army. In fact they were the first Terran Borderer unit declared fully operational by Royal Command in January of 2785.

Both commanders of Star League divisions which composed the Nanking Borderers were chosen by Regent Amanda Cameron to lead Commands of the Terran Republic Armed Services. General Lance Arnold, who commanded the 213th during the war, was selected to head up Intelligence Command. Arnold had come up through the ranks in the Star League's Intelligence Command and was promoted to lead the 213th after its commander was assassinated during the Periphery Rebellion. The former commander of the 197th, General Benjamin Marion, was picked to direct the Special Services Command. The General is apparently a descendant of the original Swamp Fox, Francis Marion, who gained notoriety during the American Revolution for his superb use of guerrilla warfare. Benjamin displayed his ancestor's tactical acumen during actions in the Periphery Rebellion and Operation Liberation.

The situation along the Capellan border remains guarded at best. The Capellan military continues to secretly buildup their forces near the frontier even though House Liao signed the Centuran Accords pledging peaceful relations with the New Republic. The Capellans are most likely searching for weakness in the Terran defenses and could try to exploit any chance they get in the wake of a Kurita and/or Marik invasion. For now all appears well on the surface of things as merchants continue to trade goods and lines of communication remain friendly between both governments.

While the Nanking Province doesn't share a common border with the Free Worlds League it has still been designated the Rimward Marik Flank by Royal Command. So in the event of a Free Worlds League invasion the Nanking Borderers would be deployed to support other star systems on the Marik front. However, this plan seems to be extremely conditional because of the threat posed by the House Liao. As a result the Borderers of



Nanking have been effectively pinned down until the situation with the Confederation can be resolved which could seriously hamper the security of the Republic.

The Premier of Nanking, Wai Gada Sinzu, was a high level business man before the Amaris Coup with rumored underworld connections. Sinzu was the head of the Terran division of Dehli Warships based on Carver V. When the Usurper seized control of the Hegemony he led the Terran resistance effort in what is now the Nanking Province. Sinzu's partisan group named the Silent Tigers (which the Nanking Borderers have officially adopted as their nickname) used Triads, Tongs, Liao sympathizers, and Terran guerilla fighters to disrupt Amaris forces. Regent Cameron recognized Wai's efforts by appointing him leader of the new Nanking Province.

OFFICERS

The Nanking Borderers commanding officer is Lieutenant General Donna Chang who was a junior officer during the Amaris Conflict. Her parents were Terran merchants who frequented Capellan space during the Star League. As a result Donna was immersed in all aspects of Chinese culture even though she was not Chinese. When she came of age she decided to join the Star League Defense Forces. Donna climbed her way up the chain of command during the Amaris Conflict proving herself time and time again. Chang was promoted to command the 213th BattleMech Division after electing to remain in the InnerSphere with the new Terran Republic. Donna is an excellent strategist who is fond of quoting the Art of War by Sun Tzu.

The executive officer of the Nanking Borderers is the ambitious Major General Erik Baranov. A veteran of the SLDF he is a proven combat officer with many different meritorious commendations received during the Amaris Coup. Baranov is a capable Mechwarrior but his true talent is leadership. After the Coup he resolved to stay in the InnerSphere and turned his formidable skills toward the political arena. As a Terran national of Tikinov he became the champion of the Exiles who were displaced following the signing of the Centuran Accords. Although these delicate negotiations resulted in a peace agreement the price was too high for some. To head off any potential dissent Regent Amanda Cameron named Baranov the Duke of Hamal. Many Exiles have traveled there in search of a new start and mindful that Hamal was once a provincial capital in the old Tikinov Union. After the current crisis has abated it is likely that Baranov will retire from the military to pursue his growing political career.

Major General H.P. L'Orange was born into a wealthy mercantile family of Terra Ferma and expected to become a sailor with the Star League. Instead he was recruited by the Regular Army to become a Mechwarrior after passing the dreaded "Skull Cap" test. His talents brought him to the attention of many in the SLDF during the Amaris Coup where he eventually served as the executive officer of the 197th Mechanized Infantry Division. One of the officers who took notice of his skills was General Benjamin Marion who made L'Orange his chief aid. He chose to remain with his old unit rather than join General Marion in Special Services Command and take a "desk job". Despite this both men stay in constant communication and rumor has it that L'Orange has been quietly infiltrating Liao merchantmen with the intent of determining Capellan plans.

Brigadier Wai Gada Mao is the eldest son of the Premier of Nanking. Mao was a member of the Terran resistance or more specifically the Silent Tigers under his father's guidance. After the war he took advantage of the government's offer to formally train any



Terran resistance fighters and joined the military. Despite accusations of favoritism and tampering Brigadier Wai is well on his way to becoming the next commander of the Nanking Borderers.

The commander of the 4th Brigade of the Nanking Borderers is Bruce Harris. The Brigadier is a life long infantry man who began his career with the SLDF. Harris saw some of the toughest fighting during the Periphery Rebellion and the Amaris Coup. Although years of combat gradually took their toll this grizzled veteran is still physically gifted despite his advanced age. While he still likes to be in the thick of the fighting Brigadier Harris now uses his Mobile Headquarters vehicle to command his brigade during a battle.

Brigadier Susan Billings is the commander of the 8th Nanking Borderers. She also served with distinction during the Amaris War earning many awards for heroism. Her return home however was tempered with grief after she learned that her family was executed by the Usurper. She refused to abandon the InnerSphere and has worked that much harder to protect what is left of her home. Susan's only living relative is her cousin, Jeff, who is the commander of the mercenary unit Billings Bandits. Despite signing on to defend the Republic Susan refuses to speak with Jeff because of the mercenary unit's past history.

TACTICS

Thanks to its component Star League units the Nanking Borderers are a heavy military force. The exception to this rule is the Borderers vehicle complement which is made up of hovercraft and VTOLs. This plays to one of the units strengths which are fighting in or around water. The Borderers are also adept at using deceptive tactics learned while stationed in Capellan space. For ceremonial functions the Nanking Borderers paint their equipment black and dark green with brass accents.

1st Nanking Borderers

Brigade/ Elite/ Fanatical

CO: Lieutenant General Donna Chang

2nd Nanking Borderers

Brigade/ Elite/ Questionable

CO: Brigadier Anatoli Gromov

3rd Nanking Borderers

Brigade/ Veteran/ Fanatical

CO: Brigadier Wai Gada Mao

4th Nanking Borderers

Brigade/ Veteran/ Reliable

CO: Brigadier Bruce Harris

5th Nanking Borderers

Brigade/ Regular/ Fanatical

CO: Brigadier Mora Cruz

6th Nanking Borderers

Brigade/ Regular/ Reliable

CO: Brigadier Charles Reed

7th Nanking Borderers

Brigade/ Regular/ Questionable

CO: Brigadier Hong Sai Lung

8th Nanking Borderers

Brigade/ Green/ Fanatical

CO: Brigadier Susan Billings

9th Nanking Borderers

Brigade/ Green/ Reliable

CO: Brigadier Ganesa Akbar



Talithan Borderers

Unbreakable



At first glance the Talithan Borderers appear to be a hodgepodge group of battered old soldiers and enthusiastic young recruits. While they are made up of six different Star League units (31st Infantry Division, 231st Striker, 238th Striker, 509th Battle, 211th Hussar, 242nd Hussar, & 321st Hussar Regiments) appearances can be deceiving. In fact the Borderers are far from mere battlefield rabble. They have the highest concentration of elite forces in the entire Terran military fielding four crack brigades. No other Terran Borderer organization can match the Talithan combat expertise with the possible exception of the Dieron Borderers. This level of martial excellence was achieved through surviving some of the harshest battles ever fought by mankind. Every Star League unit that makes up the new Talithan Borderers was stationed in the Periphery when the Uprising began. Over one hundred Star League divisions were annihilated during the great rebellion but the units of Talitha persevered. Not only did they endure but they went on to fight the Usurper in more epic conflicts like Operation Liberation. So while every Terran military unit maybe battle hardened the members of the Talithan Borderers are all grizzled veterans in the extreme. This is where the unit received its nickname because no matter how bad the situation they never broke.

Their resolve maybe tested soon enough if matters with the Free Worlds League come to a head. After all, Captain-General Kenyon Marik has made no secret of his hatred of all things Terran especially Premier Ian Sinclair. Tensions have recently risen to a fever pitch after the Lyran seizure of Bolan and continuing crisis on Denebola. This combined with Marik occupation of five shared star systems, including Dieudonne and Zion which both lie within the borders of the Province, have all contributed to the heightened state of alert along the League border. It is due to their location that Royal Command has designated the Talithan Province the Main Marik Front. There have also been rumors that an overall commander for the entire Marik Front (which includes the Provinces of Talitha, Nanking, and Oliver) could be appointed by the Regent. Despite the high security trade continues between the Free Worlds League and the Terran Republic. While certain items are restricted (such as military goods) the continued mercantile exchange is considered a good sign that relations could improve. Project Phoenix continues apace within the Province with the heaviest construction occurring on Hall.



Premier William Van Timons of Talitha is the last member of a once proud Terran family. Always staunch supporters of House Cameron they made their dislike of Stefan Amaris clear years before his infamous coup. During Terra's occupation the Van Timons and their planet suffered horribly for their fierce resistance to the Usurper. Only Ian Sinclair's daring raid staved off a possible worldwide genocide that certainly would have been carried out by some of Amaris' worst henchmen. It was also during this action that the young William Van Timons was rescued by the SLDF. Unfortunately he was the only member of his family to survive the war. William has become an inspiring new leader beloved by his people despite his personal tragedy that continues to haunt him. He continues to back Regent Cameron and champions democratic principles throughout the New Republic enacting many in his own Province.

OFFICERS

Hector Diaz was a young Major with the Star League Defense Forces stationed in the Periphery at the start of the great rebellion. The initial Periphery assault left him in command of a shattered remnant of his old unit that barely managed to escape the first onslaught. Trapped with his unit on planet Hector led a brilliant military campaign and managed to hold out until relieved by other Star League forces. For his actions in the Periphery he received the Medal of Honor and a promotion. He immediately volunteered for duty against the Usurper forces both in the Rim Worlds and in the Hegemony. During these actions Diaz again earned commendations for heroism and bravery. Hector received many offers after the wars end including one that he couldn't pass up leadership of his homeworld, Hall. When General Kerensky called for the SLDFs exodus Diaz told him that he could not leave his native land. The Duke of Hall returned to active service as the commander of the Talithan Borderers upon the request of Regent Amanda Cameron.

Major General Nigel Spivey is an old school Star League officer who does things strictly by the book. He was specifically requested as the unit's first executive officer by Lieutenant General Diaz to help teach large scale organizational techniques. Nigel quickly became known as "the Old Man" for his conservative tactics as well as his advanced age. Many in the unit while skeptical at first have already grown to appreciate Spivey's proven methods. Both the old man and his new unit have developed a healthy amount of mutual respect for each other improving their overall efficiency.

Brigadier Matthew Burton is one of the finest Terran brigade commanders. Burton spent his entire Star League military service with the elite 231st Striker Regiment. The 231st was the champion regiment of the 21st Martial Olympiad held on Outreach in 2720. Stationed in the Outworlds Alliance during the onset of hostilities with Periphery freedom fighters Burton and his regiment became embroiled in a different kind of conflict. In addition to the Periphery BattleMech Divisions, albeit in much smaller numbers than on the Taurian and Canopian theaters, Star League troopers faced a non violent resistance campaigns which Outworlders hoped could win their independence. Matthew and most of his regiment pledged loyalty to the Regent and were incorporated almost wholesale into the 4th Talithan Borderers.

Beau Yates is more machine than man after years of conflict took a heavy toll on his body. During the Amaris Coup he lost both legs and his right arm to the Usurpers forces. High tech bionic replacements have completely restored Yates' formidable Mechwarrior skills. Without a doubt one of the bravest battlefield commanders in the



InnerSphere Beau will not ask anything of his soldiers that he would not do himself. His cybernetic appearance hasn't earned him any friends in the Free Worlds League who have offered a bounty for this half man.

The youngest brigade commander in the Talithan Borderers is Brigadier Randy Bowens. An adolescent fighter during the Amaris occupation of the Hegemony he has always had a flair for daring strategies. Taking advantage of the Terran military's call to arms he attended formal military schooling and was posted to the Borderers. Lieutenant General Diaz immediately took a liking to the young officer and promoted him to command the 9th Borderers. Bowens has quickly shaped his new unit into the fastest brigade in the Borderers. The young Brigadier is still prone to taking many high risk maneuvers which frighten even the most hardened soldiers.

TACTICS

The Talithan Borderers are the lightest Provincial Guard unit fielded by the New Republic. Assault BattleMechs and Heavy Vehicles are a rarity in this unit as they use no equipment heavier than 80 metric tons. This lightweight organization tends to be extremely fast and the commanders have further agreed to field no ground vehicles whose cruising speed is slower than 54 kilometers per hour. Also their equipment appears to be roughed up or distressed but is kept in excellent condition by all unit members who at least have basic maintenance and repair skills. Another quirk about the Talithan Borderers is that they prefer older more reliable weapons to super high tech hardware. Obviously they favor hit and run tactics which the Borderers excel at performing. In addition the Talithan Borderers have recently been training heavily in guerilla warfare tactics. While already proficient in these tactics due to their previous experience in the Periphery they have honed these skills to a fine edge. The Borderers of Talitha paint their equipment soft blue and yellow with white accents for non-combat duties.

1st Talithan Borderers
Brigade/ Elite/ Fanatical

CO: Lieutenant General Hector Diaz

2nd Talithan Borderers
Brigade/ Elite/ Reliable

CO: Brigadier Kirk Wallace

3rd Talithan Borderers
Brigade/ Elite/ Reliable

CO: Brigadier Chaz Lewis

4th Talithan Borderers
Brigade/ Elite/ Reliable

CO: Brigadier Matthew Burton

5th Talithan Borderers
Brigade/ Veteran/ Fanatical

CO: Brigadier Beau Yates

6th Talithan Borderers
Brigade/ Veteran/ Reliable

CO: Brigadier Cynthia Parks

7th Talithan Borderers
Brigade/ Regular/ Fanatical

CO: Brigadier Samantha Martin

8th Talithan Borderers
Brigade/ Regular/ Fanatical

CO: Brigadier Conrad Schnider

9th Talithan Borderers
Brigade/ Regular/ Reliable

CO: Brigadier Randy Bowens



Oliver Borderers

Outbackers



Three Star League Mechanized Infantry Divisions (123rd, 173rd, & 184th) went onto make up the Oliver Borderers. All of these units had served in the Lyran Commonwealth along the Free Worlds League border prior to the Periphery Uprising. Their experience in dealing with the Free Worlds League Military will be invaluable if war should come. Captain-General Kenyon Marik has already made known his completely unreasonable demands which have effectively ended all talks between the League and the New Republic. Kenyon has nearly completed mustering his military and political support. All that remains is Parliament's vote on Resolution 288 which would give Marik unprecedented control over the entire Free Worlds League. Despite some efforts to defeat this measure the recent seizure of Bolan by the Lyran Commonwealth has all but assured its passage.

With chaos engulfing the Lyran-Marik border many merchants have flocked to the relatively stable Oliver Province. Increasing hostilities between House Steiner and House Marik have made the region a growing trade hub. However, this new Terran Province also has its share of problems. The Free Worlds League continues to occupy three star systems within the Province (Wing, Dubhe, Callison) that they previously shared with the defunct Hegemony. Talks to return the systems have been rebuffed out of hand by Captain-General Marik who claims them as League possessions. Perhaps the most troubling situation can be found on the planet of Denebola which has always had a tradition of conflict. This world was one of the first Terran colonies to declare independence from the corrupt Alliance. Following an unsuccessful campaign by the Alliance Global Militia to subdue the populace the newly isolated inhabitants struggled to simply survive. Two completely distinct groups of settlers managed to endure the harsh planetary conditions and establish contact with outsiders. One group the Zapidos (who named their world Lyracropis) made contact with the Federation of Skye and managed to secure a trading alliance. The other group, the Neurasian (who named their world Everwood), established relations with the Free Worlds League and made a similar agreement. Both remained totally unaware of the other due in a large part to their interstellar friends. The birth of Hegemony signaled an end to these agreements as the new Terran regime made contact with and between both groups. A new Terran settlement



was soon established on Slovakia (Denebola's third continent) and talks to reform a single planetary government began. Eventually a confederacy was established that became part of the Hegemony but the original colonists early contacts remained. To foster understanding between members of his new Star League Ian Cameron agreed to share Denebola with the Lyran Commonwealth and the Free Worlds League. When the Star League crumbled the House Steiner recognized Denebola as a Terran possession. Kenyon Marik hasn't and has actively supported Neurasian freedom fighters in their fight for independence. Marik's Iron Guard, which was formed by Neurasian volunteers long ago, strongly support the Captain-General and vows to reclaim their free homeworld. The Royal Command has designated the Oliver Province the Anti-Spinward Marik Flank in the event of war.

Premier Daniel MacKenzie of Oliver is a close personal friend of Ian Sinclair having served with him in the Star League Defense Forces during the Amaris Conflict. The MacKenzie family is no stranger to the Province they now rule as they have long been associated with Oliver. Since the planet's founding the MacKenzies have been at the forefront of its leadership. During the Star League they became the Dukes of Oliver and always remained staunch supporters of the Camerons. Daniel was the second of the Dukes three children and never expected to assume the throne. Joining the military as soon as he came of age he anticipated being a soldier for the rest of his life. Fate in the form of the Usurper changed all of that as Daniel's entire family, with the exception his younger sister, was killed. Returning home after serving with honor during the war Daniel took up his family's traditional position. After the founding of the new Republic, Regent Amanda Cameron appointed him leader of the entire Oliver Province. Premier MacKenzie has fostered his Provinces growing industry by creating special incentives for all merchants and by concentrating on rebuilding as many damaged recharge stations as possible.

OFFICERS

Lieutenant General Ariel MacKenzie is the younger sister of the Premier of Oliver. Like her brother she was a member of the SLDF during the Amaris Coup but was only in her third year in a local military academy when the conflict began. Trapped in the Hegemony Ariel became a highly successful resistance leader. After the war she completed her formal military schooling at the rebuilding Sandhurst Royal Military College teaching her instructors a thing or two about practical combat tactics. Daniel citing her overall combat experience appointed her the first commander of the Oliver Borderers. The General wholeheartedly continues to support her brother.

Major General Charles Tull is the elder member of the Oliver Borderers command staff and occupies the position of executive officer. Charged with the day to day operation of the unit he is a self described detail man. Many describe Charles as a jovial officer who is well liked by everyone, even his critics. Tull was actually the Premier's commanding officer for much of the Amaris Coup. Their relationship was so valued that Daniel specifically requested his services in the new Oliver Borderers. He is a trusted adviser to the MacKenzies who credit Tull with much of their Province's excellent security in spite of Marik aggression. On the battlefield he typically lulls his opponent into a false sense of security waiting until they over commit. Only then does he strike with devastating effect usually resulting in an overwhelming victory.



As a young man Bjorn Glyndwr learned to fight against the Draconis Combine for his native Rasalhague. An effective resistance fighter he managed to join the SLDF in order to escape the Kurita's omnipresent Internal Security Force (ISF). Bjorn was an exceptional junior officer during the Amaris Conflict who despite his true past coming to light fought with distinction. Glyndwr felt that he just couldn't leave the InnerSphere especially to the clutches of the Dragon. So he elected to join the Terran military and was posted to command the 3rd Oliver Borderers.

Brigadier Albert Masaryk is a native of Denebola and a veteran soldier who served with the SLDF during the war. Choosing to remain behind Albert has watched his homeworld descend into crisis as House Marik has supported terrorists on planet. Transferred to command of the 6th Oliver Brigade by the Regent it is hoped that he can help solve the current crisis in system.

Brigadier Arthur Gordon began his military career with the famed Northwind Highlanders. He never really liked the mercenary way of life and became completely disenfranchised when the Highlanders choose to remain neutral during the Amaris Conflict. Arthur joined Terran resistance fighters during the conflict and helped free the Hegemony from the Usurper's grip. Later he joined the fledging Terran military and received command of the 7th Oliver Borderers. Brigadier Gordon is an inspiring leader and an able tactician

TACTICS

Composed of Heavy to Medium weight BattleMechs and other equipment the Borderers of Oliver are jacks of all trades. Despite the ability to perform all types of different missions they generally prefer defensive actions and excel at peacekeeping operations. The paint scheme of the unit's equipment is tan and brown with gold accents when not participating in active combat operations.

1st Oliver Borderers

Brigade/ Elite/ Fanatical

CO: Lieutenant General Ariel MacKenzie

2nd Oliver Borderers

Brigade/ Elite/ Reliable

CO: Brigadier Jena Armstrong

3rd Oliver Borderers

Brigade/ Veteran/ Fanatical

CO: Brigadier Bjorn Glyndwr

4th Oliver Borderers

Brigade/ Veteran/ Fanatical

CO: Brigadier Joseph Garrison

5th Oliver Borderers

Brigade/ Veteran/ Reliable

CO: Brigadier Vance Brookings

6th Oliver Borderers

Brigade/ Veteran/ Reliable

CO: Brigadier Albert Masaryk

7th Oliver Borderers

Brigade/ Veteran/ Reliable

CO: Brigadier Arthur Gordon

8th Oliver Borderers

Brigade/ Regular/ Fanatical

CO: Brigadier Sara Ortiz

9th Oliver Borderers

Brigade/ Regular/ Reliable

CO: Brigadier Shane McGee



Sinclair Fusiliers

The Royal Watch



The Sinclair Fusiliers were formed by order of Commanding General Aleksandr Kerensky on February 2nd, 2777 following the successful rescue of Amanda Cameron. Named in honor of its first commanders, Ian Sinclair and Dawn McCormick (Note: Dawn's family has commanded the Northwind Fusilier regiment for the past four centuries), the new unit was tasked with the protection of the last Cameron. Composed of troops from the 13th Royal Infantry Division (the Superstition Division) and volunteers from Cameron's resistance cell the Fusiliers quickly proved their worth thwarting several different assassination attempts by the Usurper. In 2780 following the Amaris Coup any surviving members of the Royal Black Watch were invited to join the Fusiliers. Many survivors did cementing the unit's heritage as the modern day successors of the storied Black Watch regiment. In the few years since their initial formation many new recruits have joined the Fusiliers from the world of Northwind. Similar traditions and close family ties inspired many to join. Some Northwind Scots from Stuart's Highlanders came because of the Fusiliers ties to the Black Watch while others especially from McCormick's Fusiliers wanted to serve with the legendary woman who saved the Cameron line from extinction. When the Exodus began all the Fusiliers pledged that they would protect Amanda Cameron and her heirs wherever they might be.

As a whole the Fusiliers share some very interesting traditions. This is displayed for all to see in their uniforms. All members of the Fusiliers wear a Sinclair tartan cloak with their standard dress uniform. For special formal occasions certain Fusiliers may wear a variation of the Black Watch's ancient Scottish uniform. This is complete with kilt in Sinclair tartan (replacing the Black Watch tartan) including sporran with tassels and a special Terran dress uniform jacket open in front to show a white shirt trimmed in red. It is all complemented by a tam-o'-shanter cap that displays the Fusiliers insignia in front, black dress shoes and white gaiters. In addition, the Fusiliers duty to safeguard the Regent requires that they "dress the part". So they maybe found wearing almost any type of apparel (from suit and tie to casual everyday wear) while on duty a rarity for any military unit. Besides their clothing most Fusiliers seem to be superstitious a trait they no doubt inherited from the 13th Royal Infantry Division who makeup the bulk of the unit. It is not uncommon to see unit members performing some sort of strange ritual to satisfy their quirky behavior.



OFFICERS

The legendary commander of the Fusiliers is Major General Dawn McCormick. A former member of the Royal Black Watch Regiment she alone was responsible for saving Amanda Cameron. Dawn is as close to a mother as Amanda has and both remain very close. Today the two women are inseparable. Although a top candidate to command the entire Terran Republic Armed Services she has repeatedly turned down any attempt to promote her. Some tension still exists between Dawn and Regent-Consort Sinclair who is still fond of visiting his old unit.

Brigadier Langvin Sinclair is the first cousin of Premier Ian Sinclair who was the first commander of the Fusiliers. Langvin was a young resistance fighter during the Amaris Coup and joined the Fusiliers early on. Following Operation Liberation irregular soldiers who were unit members were given a chance to remain with the Fusiliers by undergoing formal military schooling. Langvin, a fanatical supporter of the last Cameron, along with several other irregulars attended these classes (Sinclair graduating at the top of this class) and returned to resume his high position with the Fusiliers.

A junior infantry officer with the 13th Royal Infantry Division when the Amaris Coup began Jordan Thomas saw some of the toughest fighting in that conflict. Rising through the ranks rapidly he was Brevet General Ian Sinclair's executive officer at the start of Operation Liberation. Sinclair and Thomas remain close friends even now. Taking command of the Fusiliers 3rd Brigade following Terra's liberation Brigadier Thomas enjoys being around his fellow soldiers. This mountain of a man can be seen in the trenches with his troopers during combat inspiring fanatical loyalty amongst the 3rd.

TACTICS

Each brigade of the Fusiliers has an assigned responsibility to the Regent. The 1st serves as the Regent's personal bodyguards always accompanying the Terran sovereign wherever she (or he) travels. The 2nd Brigade is the Regent's vanguard preceding the sovereign and the 1st to their destination securing the area before their arrival. The 3rd is the Regent's dedicated combat brigade assigned to only the most important assault missions. It is common for a Fusilier to serve in all three brigades as rotation is frequent and encouraged to avoid over specialization. In fact this may become a prerequisite to command the Fusiliers if General McCormick has her way. This proposal is currently before Regent Cameron and will likely become a requirement. As with the Black Watch all Fusilier Mechwarriors must be a graduate of the Gunslinger training program. This has only recently been accomplished with the reestablishment of the Terran Gunslinger Program. No further expansion of the Fusiliers is planned as they are satisfied that their present division level strength is adequate to perform their continuing duties.

1st Sinclair Fusiliers

Brigade/ Elite/ Fanatical

CO: Major General Dawn McCormick

2nd Sinclair Fusiliers

Brigade/ Veteran/ Fanatical

CO: Brigadier Langvin Sinclair

3rd Sinclair Fusiliers

Brigade/ Veteran/ Fanatical

CO: Brigadier Jordan Thomas



Altairian Star Cavalry

New Dawn Legion



Following the Amaris Coup the Draconis Combine continued to occupy several Terran worlds as part of House Kurita's efforts to stabilize the troubled Hegemony region. General Kerensky could not eject these Kuritan peacekeepers by force as he was attempting to hold the Star League together. So with talks to return the planets going nowhere fast Director-General Amanda Cameron dispatched the 359th BattleMech Division under the command of Major General Solomon Gardiner to help keep the peace and ensure the safety of the people of Altair. Within one jump Altair was easily the closest occupied world near Terra. Many within the rebuilding Terran government feared that the Combine would use Altair as a staging area for the conquest of Terra. The 359th's mission is to prevent this at all cost.

The Montgomery Division as it was called saw some of the heaviest fighting of any SLDF unit during the Periphery Rebellion. The 359th was stationed in the Taurian Concordat at the start of the conflict and managed to survive several assaults. After surviving the Periphery onslaught the Montgomery Division went on to serve with distinction in the Hegemony campaign. During Operation Liberation the 359th's rivalry with the 146th Royal BattleMech Division (The Patton Division) was showcased. The rivalry between the units had existed for many years but picked up in intensity during the Hegemony campaign. The 359th and the 146th competed for the most prestigious assignments during the Kerensky's crusade to dethrone the Usurper. Ultimately the 146th was the first unit to land on Terra led by Kerensky while the 359th landed in Asia.

This division was one of the first Star League units to declare loyalty to Amanda Cameron personally (second after the Sinclair Fusiliers) even before General Kerensky made his call for the Exodus. The 359th would never abandon the InnerSphere or its rightful sovereign. Upon their arrival on Altair citizens on planet heralded the arrival of the Star League's Cavalry. The unit soon adopted the name as its own. Even before the Exodus began the Star Cavalry was engaging the large Draconis task force (led by a Sword of Light unit) on planet in small unit skirmishes.

While many unit members are called arrogant by others the soldiers of the Star Cavalry know that they are among the very best. This supreme confidence has manifested itself in their new unit nickname. Viewing their support as absolutely crucial for the birth of the New Republic they have taken to calling themselves the New Dawn Legion.



OFFICERS

Like others in his family Major General Solomon Gardiner is a staunch supporter of the Camerons. The relationship between the Cameron and Gardiner families stretches far back into distant history. The two households apparently first met during the 2nd World War. The current amity began when the Cameron family ascended to rule the Terran Hegemony. Ever since, the Gardiners have been among the Camerons most ardent supporters and closest friends. Solomon was a personal friend of First Lord Richard Cameron and despite some misgivings trusted his liege's decision to station Rim Worlds troops in the Hegemony. Now in his sixties, Solomon still blames himself for not recognizing the Usurpers evil scheme from the beginning and has redoubled his efforts for the new Terran Republic.

Thanks to its large size (the largest Terran Regular unit deployed by the New Republic) the Star Cavalry is the only non-Provincial Guard unit to have a second Major General. This officer is the inventive Henry Resse who is called the Master of Communications for his highly successful efforts in maintaining the coordination of the unit in spite of their difficult situation. Reports describe him as a quiet man who speaks only when he is required to. Despite this the Altairian executive officer has proven to be exceptional when it comes to public relations and rallying the populace support.

The finest brigade commander in the Altairian Star Cavalry is Brigadier Jonathon Morningkill. This Native American officer is quickly rising through the ranks and will most likely become one of Terra's future military leaders. His service with the SLDF during the Amaris Coup and most recently with the TRAS on Altair has already assured Jon of a higher posting in the near future. Some say that Morningkill has an uncanny sixth sense that provides him with great anticipation on and off the battlefield.

TACTICS

The Altairian Star Cavalry specializes in mobile warfare and relies heavily on BattleMechs in nearly every operation. Their deployment to Altair has forced them to operate without communications for extended periods of time. This happens because of the star system's unstable sun which causes frequent blackouts. The Cavalry adopted a new paint scheme for ceremonial affairs, which is white and red with gold accents, but has yet to decorate its equipment in such fashion thanks to ongoing combat operations.

1st Altairian Star Cavalry Brigade/ Elite/ Fanatical

CO: Major General Solomon Gardiner

2nd Altairian Star Cavalry Brigade/ Elite/ Reliable

CO: Brigadier Jonathon Morningkill

3rd Altairian Star Cavalry Brigade/ Veteran/ Fanatical

CO: Brigadier Kimberly Forshane

4th Altairian Star Cavalry Brigade/ Veteran/ Reliable

CO: Brigadier Markus Loknar

5th Altairian Star Cavalry Brigade/ Regular/ Fanatical

CO: Brigadier Adam Ulrich

6th Altairian Star Cavalry Brigade/ Regular/ Reliable

CO: Brigadier Jean-Luc Renard



Royal Marines

By Space, By Sea, By Land



The Royal Marines are a special unit of the Terran Republic Armed Services (TRAS) Naval Command. As such the Royal Marines fall under an entirely different chain of command than any other frontline BattleMech equipped force in the Terran military. Overall they are just a small part of the Royal Navy's Marine Subcommand. The bulk of the Subcommand is actually made up of the Marine Guard which serves onboard Terran naval vessels and space facilities. The Guard is also responsible for garrisoning all of the Republic's embassies in foreign territory. Unlike the Marine Guard which is almost entirely an infantry force, the Royal Marines uses any and all equipment that will operate in space (primarily). Obviously this alters somewhat the Royal Marines strategic organization from the Terran Army standard. Replacing the ground vehicle (tank) regiment in Marine units is a nautical or wet navy (i.e. Boats and Subs) regiment deployed to secure enemy held sea territory. These vessels help the Royal Marines fight in their second favorite combat arena, the sea. Additionally Marine support units differ from standard. Conventional Fighters are replaced by Aerospace Fighters in Marine Air Support Units. Artillery support formations are entirely composed of BattleMechs completely eliminating all ground based conventional vehicles from Marine formations.

At the core of the Royal Marines is the 9th Royal CAAN (Cavalry, Armored, Aerospace, and Naval) Marine Regiment. Made up exclusively of Terran soldiers that could not leave their homeland. So the entire 9th chose to remain in the InnerSphere when the SLDF undertook the Exodus. Plans to further expand the Royal Marines, which is currently at full brigade strength, are already underway. For now the Royal Marines have been busy rebuilding their facilities on Carver V damaged during the Amaris Coup. The defenses of the Quantico Marine Fortification were gradually rebuilt and improved by the Royal Marines. Their motto *Per Astralis Per Mare Per Terram; By Space By Sea By Land*, is a variation of the original British Royal Marines motto that first appeared in 1775. As shown by their motto the entire unit has a great sense of history and tradition which every member proudly knows by heart.



OFFICERS

Vice Admiral Lorenzo Gonzales is the highest ranking Marine in the Terran Republic Armed Services. During the opening days of the Amaris Coup he was trapped along with the rest of the Star League Marines on Carver V. For six years he was among those heroes that held out until relieved by the SLDF during the Hegemony Campaign. He refused to depart on the Exodus and as the highest serving Marine officers he was soon tapped by Admiral Knight to head up the new Terran Subcommand. Gonzales is a masterful organizer who has already begun assembling the 2nd Royal Marines. This has been accomplished by gathering surviving CAAN veterans of the SLDF and new recruits who have only recently graduated. While nearly fully assembled personnel wise the Second still lacks much of its necessary equipment and probably won't become operational until next year. He plans further expansion as soon as possible.

Commodore Philip Hamilton comes from a very distinguished Terran family. When the Star League was formed one of the Camerons staunchest supporters was the Hamilton family led by their patriarch Peter. It was Peter Hamilton who volunteered to serve the First Lord as Chief Peacekeeper (while not a BSLA State Administrator but near that level of importance) along the Lyran and Draconis border moving his entire family to Sulafat a world shared by both sides. Promoting understanding between the neighboring realms the Hamiltons were relatively successful at maintaining order. Just as the Star League the Hamilton family began to breakup. Three distinct branches of the Hamiltons formed each backing a different Great House. Philip's father, Simon, led the Terran Hamiltons while his Aunt Katherine and Uncle Robert supported the Lyrans and Draconians respectively. During the Amaris Coup's final years Simon and most of his family were killed while trying to keep the peace between Lyran and Draconian citizens fighting over control of Sulafat. Philip who commanded a battalion of the 9th Royal CAAN didn't find out about his family's death until the conflicts end. He disowned his other family members for not interceding to help avert the slaughter. Philip still remains bitter over his family's murder and refuses to speak with any of his cousins. Despite this his cousin Russell, who is now a Duke in the Lyran Commonwealth, continues to try and reconcile with Philip. Pledging his loyalty to the new Republic and Regent Cameron, Philip vowed that he and his family would remain loyal to Terra forever and all time.

TACTICS

Trained to fight in any type of environment the Royal Marines excel in unusual combat conditions. Their favorite arena of battle is space and as such all Marines are adept at Zero-G operations. From boarding actions to fighting over barren planetoids the Royal Marines can do it all when it comes to deep space warfare. Underwater combat is another specialty of the Royal Marines. When planet side the Marines prefer fighting in or near water (i.e. establishing beach heads). This isn't to say that they can't fight on land but it is a tremendous waste of their other combat skills. For parade functions the Marines paint their gear navy blue and silver with gold accents.

1st Royal Marines

Brigade/ Elite/ Fanatical

CO: Commodore Philip Hamilton



Deneb Light Cavalry

The Swift Protectors



When Kerensky asked for volunteers to accompany him on the Exodus to preserve the ideals of the Star League one of the few units who rejected the General's request was the 4th Deneb Light Cavalry. Led by General Eveline McDennis the Fourth regarded the call to abandon the InnerSphere as an act of cowardice. Part of the Star League's Special Forces these elite troops declared that they would stay on the rapid deployment forces homeworld, Deneb Kaitos, and defend it from all aggressors. Following this declaration every InnerSphere nation attempted to sway the Light Cavalry into its military service. The rebuilding Terran nation held the inside track during these negotiations because Deneb Kaitos was a member world. However, the Federated Suns made a very lucrative offer of mercenary employment within their own military. The unit was nearly equally divided on what to do. Ian Sinclair made a final personal appeal to General McDennis and her troops saying that while the Terran state could not hope to match Davion's monetary offerings the Light Cavalry would always be welcomed on Deneb Kaitos. Ultimately the Deneb Light Cavalry chose to stand with their home planet and swore an oath of loyalty to the new Terran Republic.

Of course the Federated Suns was not happy at losing out on the services of the elite troops of the Light Cavalry. Some within the Davion government began to imply some sort of deception as they knew that the new Republic simply could not outbid the Federation. As the Capellan Confederation significantly built up its defenses by hiring four regiments of the Northwind Highlanders (a mercenary unit based in Terran space) to a long term contract Davion officials publicly wondered if the fledgling Terran state was violating its neutrality. To avoid a potential crisis and appease one of the signatories of the Centuran Accords, Regent Amanda Cameron agreed to allow the Deneb Light Cavalry train a new Davion unit in similar techniques. The Andalusian Cazadores have learned quickly while supervising the transition of formerly shared border worlds to complete Terran authority over the House Liaos official protest.

Shortly after the birth of the Republic the 997th Striker Regiment, the 3rd Strike Regiment, and the 167th Light Horse Regiment all joined the roster of the Deneb Light Cavalry. The Terran Royal Command wanted these units to become just as adept with rapid deployment operations as the Fourth was. There is still some tension in the newly expanded Light Cavalry as the 4th and 5th (formerly the 997th) still clash on a few issues. The rivalry between the two units has so far been beneficial with each learning from the



other. Both these highly skilled units were quickly declared ready by General McDennis and are currently training the 6th (formerly the 3rd) and the 7th (formerly the 167th) in quick reaction tactics. All units of the Deneb Light Cavalry have been placed on high alert following Bolan seizure by the Lyran Commonwealth and are ready to go in moments notice to defend the Terran Republic.

OFFICERS

One of the finest officers in the new Terran military is Major General Eveline McDennis. An accomplished Special Forces operative in her own right she commands the loyalty of all those who serve under her. Despite the General's decision to remain with the Republic, the CIB's Military Investigations branch has designated the Fourth a reliable unit because of it's commanders near mercenary stance. Of course McDennis in typically fashion has not minced words about the unit's assigned loyalty rating. The General has never been afraid to express her opinions to superiors a trait that Regent Cameron and Premier Sinclair appear to appreciate.

Brigadier Gerald Lowe is the former commander of the 997th Striker Regiment, one of the four regiments that made up the Star League's 5th RCT. During the Star League the Fifth was assigned to the Capellan Confederation where it remained until the Amaris Coup. After helping to liberate the Terran Hegemony they returned to Liao territory. When Kerensky issued his call for Exodus only the 997th turned down the Commanding General's offer. Brigadier Lowe, a close friend of Ian Sinclair, almost immediately afterwards pledged loyalty to the new Terran state. His unit's posting to the Light Cavalry caused some tension but Lowe has gradually formed a grudging respect for McDennis and her unit.

TACTICS

The rapid responders of the Deneb Light Cavalry utilize only the fastest military gear with absolutely no static equipment in their table of organization. Light BattleMechs, Hovertanks, Aerospace Fighters, and Jump Infantry compose the units entirely. Also being a former Star League Special Forces unit the Light Cavalry is equipped with some of the most advanced technology even known to mankind. With all this specialized equipment the units can better perform their highly mobile operations. Typically the units of the Deneb Light Cavalry will use their superior speed to completely outmaneuver opponents then destroy them. The Light Cavalry still paints their machines in the SLDFs standard light tan no matter the situation.

4th Deneb Light Cavalry

Brigade/ Elite/ Reliable

CO: Major General Eveline McDennis

5th Deneb Light Cavalry

Brigade/ Elite/ Fanatical

CO: Brigadier Gerald Lowe

6th Deneb Light Cavalry

Brigade/ Regular/ Fanatical

CO: Brigadier Bryant Hebert

7th Deneb Light Cavalry

Brigade/ Regular/ Reliable

CO: Brigadier Karen Lewis



Tau Ceti Rangers

Eternally Vigilant



In 2783 recruiters from the Great Houses began to sway SLDF units into their national militaries. The House Liao moved quickly to secure the loyalty of several Star League units including the 4th Tau Ceti Rangers. The Fourth was the sole surviving regiment of New Earth's premier military organization. This ancient Terran unit had been serving within the Capellan Confederation for many years during the Star League and had developed a close relationship with Liao. To counter Capellan offers of employment as highly paid mercenaries General Ian Sinclair granted the Rangers title to their ancestral homeworld. This brought him into conflict with Commanding General Kerensky who demanded that Sinclair withdraw the offer. Sinclair steadfastly refused and retired from the SLDF rather than continue to argue with Kerensky. This impressed many within the Rangers who seriously began considering returning to the Terran nation.

However a closer look at New Earth caused concern among many within the unit. The planet had been ravaged by the Usurper's troops especially after it became apparent that they would not be able to retain control over the world. Nearly half of New Earth's cities had been destroyed, the planet's infrastructure had been decimated, and the world's survivors were completely dispirited. New Earth's de facto leader and frontrunner to replace its fallen Duke before Sinclair's offer was Michael York. York was a distant relation of the Cameron family and a career soldier with the SLDF who saw extensive action during the Amaris Coup. While some people in York's position would have probably wanted to run the Rangers out of town he desperately wanted them to return home. Many Rangers credit York with welcoming them back to Tau Ceti and really making them feel at home once again. Under Project Phoenix and with the Rangers help New Earth recovered quickly managing to rebuild some key industrial facilities on world. So rather than take a mercenary contract with the House Liao which would have been more lucrative and a great deal easier the Rangers elected to return home.

A few members of the unit refused to leave Liao space and elected to resign from the Rangers officially becoming part of the Capellan Confederation Armed Forces (CCAF). These individuals along with other Capellans who previously served in the Star League Defense Force (SLDF) have gone onto form the Turin Light Cavalry. This new Liao unit based on the League's old Regimental Combat Teams has already proven itself in combat. While assembling on Turin they quickly dispatched a band of Periphery



outlaws who thought they were attacking an undefended world. Currently at four battalions in strength it will take quite sometime until the Light Cavalry reaches full RCT size as the Chancellor has decreed.

Despite their ultimate decision to leave the Capellan Confederation the unit has been allowed to retain some of their close ties to House Liao. For example, during Liao diplomatic missions into Terran space a detachment of the 4th Rangers serves as the Capellan honor guard rather than the Marine Guard does for all other nations. Some are hopeful that these connections will help avoid future conflict with the Capellans. For now the only sign of these ties are a few pieces of Liao equipment found in their TO&E. To augment their overall strength the 349th and the 277th Dragoon Regiments formerly of the Star League were attached as the 5th and 6th Tau Ceti Rangers.

OFFICERS

The new Duke of New Earth is the overall commander of the Tau Ceti Rangers, Major General Samuel Brandenburg. Still uncomfortable with his new noble position Samuel is at home among his troops and is currently overseeing the integration of the 5th and 6th Tau Ceti Rangers. His executive officer, Colonel Michelle Jax, is taking to her new title of Countess of Lanhold like a fish to water. She and newly elected Senator York (who is also the Count of Kellargo) help Duke Brandenburg govern New Earth from day to day. Even the Newcombe family who rules Neoasia and New Earth Trading Company has been supportive of the new Duke. Their only opposition on planet is Count Thomas Armstrong of Arctiqua one of the old nobles who survived the Amaris Coup.

Brigadier Erika Wright and Tayshuan Pennington are widely regarded as outsiders by many within the Fourth. The commanders and their units are of course Star League veterans of the Amaris Coup with a great deal of combat experience. However, as new additions to the Rangers they did not receive any noble titles on New Earth. To his credit Duke Brandenburg has not yet ruled out the possibility of advancement for those who distinguish themselves while defending the New Republic. For their parts Wright and Pennington have done their best to learn the Rangers ways and have helped New Earth's reconstruction efforts.

TACTICS

The Rangers have always utilized Medium to Heavy BattleMechs in their operations. They have quickly adapted to the Terran combined arms approach enhancing their capabilities as a vanguard unit. In addition, they have learned some deceptive strategies from their long term posting in Liao space. Typically the Rangers stylize their equipment with standard camouflage paint schemes for normal operations. Recently they have begun to adopt brown and gold colors for parade functions when necessary.

4th Tau Ceti Rangers

Brigade/ Veteran/ Reliable

CO: Major General Samuel Brandenburg

5th Tau Ceti Rangers

Brigade/ Elite/ Reliable

CO: Brigadier Erika Wright

6th Tau Ceti Rangers

Brigade/ Regular/ Reliable

CO: Brigadier Tayshuan Pennington



Sirian Lancers

The Flame of Freedom



For centuries the old Terran province of Sirius (that was composed of four star systems including Sirius, Procyon, Pollux, and Graham IV) contributed significantly to defense of the Hegemony. When the Star League was formed two of its original military Corps were based in the Sirian Province. The 5th (Sirian) and the 7th (Procyon) Corps fought with distinction during the Reunification War. Following that conflict the SLDF continued to develop and these Corps were eventually absorbed and changed into different military organizations. Four divisions (the 160th BattleMech [the Sirius Division], 58th BattleMech [the Pollux Division], 26th Royal BattleMech [the Graham Division], and 190th BattleMech [the Procyon Division]) came to embody the military commitment of the Sirian worlds during much of the Star League era. When the Periphery Rebellion began all four of these divisions were moved to counter the budding uprising. The 58th and the 190th were destroyed during Periphery Rebellion and their survivors were folded into other units. During the campaign to liberate the Hegemony from the grasp of the evil Usurper the 160th was effectively destroyed. Only the 26th managed to survive the entire conflict relatively intact.

The Free Worlds League immediately began a subtle campaign of political assimilation following the liberation of the Sirian worlds by Star League forces. This included aid to friendly areas of the Province as well as a massive propaganda effort to influence its citizen. Marik was nearly successful in swaying the Sirian worlds to his banner but the survival of Amanda Cameron ultimately doomed this undertaking. As Project Phoenix revitalized these planets the Captain-General's support among the populace dwindled. Unable to win the Province and other nearby Terran worlds by shrewd political maneuvering Kenyon Marik resorted to blatant threats. He began offering worlds of the New Republic to greedy League Provinces who would support a planned invasion of Terra. One of the first to accept his liege's offer was the power hungry Simon Graham-Marik who has stated his desire to conquer Graham IV as his new homeworld. For this purpose alone Graham-Marik has begun assembling a provincial



military unit of his own. The Graham Grenadiers have been assembled from some very skilled but highly questionable military sources that may even include some alleged war criminals from the Amaris Coup. Rather than intimidate the Sirian populace these actions have only seemed to galvanize them to resist any foreign invader.

This activity helped the Royal Command reconstitute the devastated 160th using loyal Terran soldiers. These included survivors from all four Sirian divisions and new volunteers raised from within the province with the assistance of Duke Ricardo. So it came as no surprise when General Kerensky called for his Exodus from the InnerSphere that the still rebuilding 160th elected to remain behind and defend the Terran nation. The 160th's sister division, the 26th Royal BattleMech Division (the Graham Division), elected to accompany General Kerensky and left the InnerSphere with the rest of the SLDF. Following the birth of the Terran Republic the Hegemony's old Sirian Province was formally disbanded but as a nod to the past the newly renamed Sirian Lancers (formerly the Star League's 160th BattleMech Division) would continue to draw most of their personnel from the Sirian worlds by decree of Regent Amanda Cameron.

OFFICERS

Major General Alvan Bessel of Pollux is the overall commander of the Sirian Lancers and a stern disciplinarian. His close personal relationship to Duke Victor Ricardo of Sirius and the other three Sirian Dukes insured him of this high position. A stickler for details General Bessel demands perfection from his troops as well as himself.

Brigadier Friedrich Clark of Sirius and Brigadier Lisa Abloff of Procyon are both young officers in their early thirties. Despite their youth both have loads of combat experience earned during the Amaris Coup. This is where the similarities end as they have drastically different personalities. Brigadier Clark is eager to please his superiors while Abloff frequently disagrees with General Bessel's controlling nature.

TACTICS

Each brigade has a parent Sirian world although they rotate frequently between them all. The 1st draws most of its personnel from Pollux while the 2nd is based from Sirius itself. The 3rd Lancers are Procyon's home brigade and have recently come into conflict with the Star Volunteers who have taken up garrisons on their native planet. The Lancers practice constantly in defense of the Sirian worlds honing their combat skills to a fine edge. With their knowledge of their home terrain and extensive defense plans the Sirian Lancers are superior guardians of their native lands. Signifying the departure of the 26th Royal BattleMech Division there is no plan to expand to a 4th Brigade which would be based from Graham IV. The Lancers decorate their vehicles with an ochre-red paint scheme for ceremonial functions.

1st Sirian Lancers

Brigade/ Veteran/ Reliable

CO: Major General Alvan Bessel

2nd Sirian Lancers

Brigade/ Regular/ Fanatical

CO: Brigadier Friedrich Clark

3rd Sirian Lancers

Brigade/ Regular/ Reliable

CO: Brigadier Lisa Abloff



Republican Legionaries

Debt of Honor



During the Amaris Coup some of the Usurpers own troops abandoned him. Realizing Stefan's mad thirst for power a few Rim World troops even helped General Kerensky liberate the Hegemony. While all of these Republican soldiers were shocked by their lord's initial actions all were aghast by the atrocities committed by Amaris. Refusing to ever fight again for their disgraced homeland some of them joined the SLDFs Exodus or went onto become mercenaries. A select number of these soldiers felt that they owed the Terran people a debt of honor that could not be repaid. Several times these soldiers attempted to volunteer for military service but understandably were turned down by Terran officials who would never again trust a Rim Worlder. The situation did not allow the new Republic the luxury of turning down any able bodied soldier so Premier Sinclair eventually agreed to meet with them. While Sinclair accepted their word of honor to Regent Amanda Cameron he said to all of them that they would have to prove their loyalty through their actions.

Following Republican soldiers from the Rim Worlds were many common citizens. The situation in their former homeland recently went from bad to worse. The vacuum left in the wake of the SLDFs departure, which had administered the Republic from 2767 to 2784, led to a state of near anarchy in the Rim Worlds. The political atmosphere on some planets resembles 18th century France or 24th century Terra as anyone attempting to restore order is quickly disposed of. Calls to dissolve the entire Rim Republic are frequent and widespread. Bandits who escaped Kerensky's wrath have returned with a vengeance to take advantage of this lawlessness. The Lyran Commonwealth has occupied several worlds in an effort to stabilize the region to no avail. (Note: As you know a provision of the Centuran Accords recognized any Lyran claim to Rim territories in exchange for non-interference with our Project Phoenix) In spite of the current chaos Project Phoenix has proceeded on schedule with the help of the Legionaries. Many vital facilities and personnel were identified and relocated by Republican troopers to Terran space aiding in critical reconstruction.

Despite their assistance the Central Intelligence Bureau Military Investigations branch continues to keep a close eye on this questionable unit going so far as to assign overseers to monitor their operations. For their part the Republican Legionnaires have welcomed this intense scrutiny as just another chance to prove themselves.



OFFICERS

The overall commander of the Republican Legionaries is Major General Thomas Kincaid. Thomas hails from a very notable former Terran family. His ancestors include Colonel Charles Kincaid who was the first Mechwarrior and General Amalthia Kincaid a hero of the Reunification War. It was after this war that the family moved wholesale to the Rim Worlds. Never well liked by many Terrans who often questioned their eccentric behavior they relocated to Apollo. Family legend tells another story however. First Lord Ian Cameron supposedly asked them to keep an eye on the Amaris family whom he didn't fully trust. Whatever the truth maybe this is where the Kincaids resided until the fateful reign of the Usurper. During the Amaris Coup the then-Colonel Thomas Kincaid was one of the few Rim World natives who actively helped General Kerensky retake Earth from the Usurper. Kincaid a member of the Star League Army at the time of the Coup immediately renounced his sovereign's actions. Although many within the SLDF suspected Kincaid of being an enemy agent he proved his loyalty to Kerensky time and again. Thomas was instrumental in helping the Star League subdue the Rim Republic. Kerensky appointed him Military Governor of the Rim Worlds a position Kincaid held until the Exodus. Thomas turned down Kerensky offer saying that he had a debt of honor, which has become the unit's motto, to the Terran state and his people. It is Kincaid who has been responsible for the Legionaries forming and the success of Project Phoenix in the Rim Republic. The Republicans deployment to Sabik, so that the SAS can watch them, has not seemed to bother their commander who has taken advantage of the posting to train his troops in new tactics improving their performance.

Brigadier Victoria Dormax comes from quite a distinguished Rim World family. Her direct ancestor, Colonel Katherine Dormax, was a prominent figure during the Reunification War helping to lead the Rift Republican Army's (RRA) resistance to the Star League's invasion. Victoria's brother, Samuel, was an ardent Stefan Amaris supporter and an infamous war criminal during the Coup. Victoria who was also a member of the Republican military during the Coup remained loyal to the Rim Worlds but not its mad tyrant. She surrendered to Star League forces as soon as they appeared in system and spent the rest of the conflict interned by the SLDF. After hearing of her brother's deplorable actions in the name of Amaris she sought out Thomas Kincaid and pledged her loyalty to his cause.

TACTICS

A very capable combat unit the Legionaries specializes in urban warfare. This due in part to their most practiced off the battlefield activity, aiding civilian building projects. The influx of refugees from the old Republic to "the Lyons Rim" (Lyons, Ko, Atria, Moore, Syrma) has kept the Republicans busy constructing housing for all of these new Terran citizens. The 1st has also benefited from its posting to Sabik were it has learned to operate in hostile environments quite effectively. For special occasions the Legionaries decorate their equipment in the RRAs old colors which are red and black.

1st Republican Legionaries

Brigade/ Veteran/ Questionable

CO: Major General Thomas Kincaid

2nd Republican Legionaries

Brigade/ Regular/ Questionable

CO: Brigadier Victoria Dormax



Star Volunteers

Blackstar Avengers



When the Great Houses began recruiting SLDF troopers General Ian Sinclair thought of recruiting House Regulars. While many troops and volunteers hailed from the different nations of the InnerSphere most declared their loyalty to General Kerensky. Some foreign soldiers did answer Sinclair's call to arms leaving their homelands behind to defend the Terran nation. They willingly renounced their citizenship from the Great Houses and swore an oath of fealty to the Regent of the Terran Republic. Dubbed the Star Volunteers all believe very strongly that Amanda Cameron and her heirs are the rightful successors to the First Lordship. One day they hold that the Star League will be reborn and the Volunteers themselves will be the premier military unit of the new union. All the unit members are anxious to prove their worth to their new countrymen.

Despite the warm welcome officially the Volunteers have received something of a cold shoulder from most Terrans. They are widely regarded as a den of spies within the Republic even though the Central Intelligence Bureau (CIB) and the Military Intelligence Command (MIC) have performed extensive security checks on every member. As such cooperation from the Terran Reserves and Logistics Command has been slow in coming. This has hurt somewhat the Volunteers ability to fight but the unit has not complained about the situation at all. This is not true of some Terran authorities who frequently protest the unit's presence in their territory. Royal Command has repeatedly denied requests to transfer and even eject the unit from Republic service stating that Terra needs every Mech it can get. This is true as the Houses field at least 120 frontline BattleMech regiments, a full third more than the Republic. Tensions continue grow between the 3rd Sirian Lancers and the Volunteers who currently garrison their homeland.

OFFICERS

The commander of the Star Volunteers is Colonel Asoka Jahan a native of Regulas in the Free Worlds League and former member of the Regular Hussars. A brilliant officer (possibly the best in the TRAS) Jahan has so far successfully guided his unit through a difficult integration process with the Terran populace. Composed entirely of highly skilled Mechwarriors the new unit has yet to develop any combat specialization.

1st Star Volunteers

'Mech Regiment/ Veteran/ Questionable

CO: Colonel Asoka Jahan



Deployment

(as of June 2785)

The Terran Republic is split into seven Provinces each containing at least twenty inhabited star systems. These Provinces serve dual roles as governing units and military operations area. While the Premier controls the Province politically he also wields subtle influence through his powers to activate System Defense Forces (SDFs) over military affairs. The Provincial Guard Commander (Lt. General) commands the Province ground defenses while Naval Fleet Commander (Vice Admiral) controls all naval assets stationed within a Province. All units listed below with the exception of the 1st Star Volunteers are at full brigade strength.

Terran BattleMech Forces

<u>Unit Name</u>	<u>E. Level</u>	<u>Loyalty</u>	<u>Homeworld</u>
1 st Terran Guard (Commanding Officer: Lieutenant General Robert Strickland)	Elite	Fanatical	Terra
2 nd Terran Guard (Commanding Officer: Brigadier Jason Riveria)	Veteran	Fanatical	Rigel Kent
3 rd Terran Guard (Commanding Officer: Brigadier Elizabeth Walden)	Veteran	Reliable	Fomalhaut
4 th Terran Guard (Commanding Officer: Brigadier Rafeal Garcia)	Regular	Fanatical	Caph
5 th Terran Guard (Commanding Officer: Brigadier Daniel Sims)	Regular	Fanatical	Keid
6 th Terran Guard (Commanding Officer: Brigadier Selena Mendoza)	Regular	Fanatical	New Home
7 th Terran Guard (Commanding Officer: Brigadier Janus Aurelian)	Regular	Reliable	Epsilon E
8 th Terran Guard (Commanding Officer: Brigadier Malcolm Small)	Regular	Reliable	Small World
9 th Terran Guard (Commanding Officer: Brigadier Jamal Saunders)	Green	Fanatical	Epsilon I
1 st Astan Borderers (Commanding Officer: Lieutenant General Sardius Grey)	Elite	Fanatical	Asta
2 nd Astan Borderers (Commanding Officer: Brigadier Shelton Northcutt)	Elite	Reliable	Lambrecht
3 rd Astan Borderers (Commanding Officer: Brigadier Gina Phelps)	Veteran	Fanatical	Dyev
4 th Astan Borderers (Commanding Officer: Brigadier Morgan Rosa)	Veteran	Reliable	Ko
5 th Astan Borderers (Commanding Officer: Brigadier Cheryl Irving)	Veteran	Reliable	Lyons
6 th Astan Borderers (Commanding Officer: Brigadier Vincent DiNapoli)	Regular	Fanatical	Yorii
7 th Astan Borderers (Commanding Officer: Brigadier Gianna Leto)	Regular	Reliable	Summer
8 th Astan Borderers (Commanding Officer: Brigadier Lou Brown)	Regular	Reliable	Thorin



9 th Astan Borderers (Commanding Officer: Brigadier Robert Godsey)	Regular	Questionable	Syrma
1 st Dieron Borderers (Commanding Officer: Lieutenant General Taro Isu)	Elite	Fanatical	Dieron
2 nd Dieron Borderers (Commanding Officer: Brigadier Wilson Dunn)	Elite	Fanatical	Al Na'ir
3 rd Dieron Borderers (Commanding Officer: Brigadier Shan Chi)	Elite	Reliable	Quentin
4 th Dieron Borderers (Commanding Officer: Brigadier Virginia Jordan)	Veteran	Fanatical	Nirasaki
5 th Dieron Borderers (Commanding Officer: Brigadier Noriko Akuri)	Veteran	Fanatical	Kervil
6 th Dieron Borderers (Commanding Officer: Brigadier William Russell)	Veteran	Fanatical	Telos IV
7 th Dieron Borderers (Commanding Officer: Brigadier Gabriel Vaughn)	Veteran	Reliable	Murchison
8 th Dieron Borderers (Commanding Officer: Brigadier Erik Clarke)	Regular	Fanatical	Galatia III
9 th Dieron Borderers (Commanding Officer: Brigadier Cornelius Gamble)	Regular	Fanatical	Towne
1 st Rhodesian Borderers (Commanding Officer: Lieutenant General William Marshall)	Elite	Fanatical	New Rhodes
2 nd Rhodesian Borderers (Commanding Officer: Brigadier Trent Atellar)	Elite	Reliable	Mallory's Wld
3 rd Rhodesian Borderers (Commanding Officer: Brigadier Gilbert Livingston)	Veteran	Fanatical	Mara
4 th Rhodesian Borderers (Commanding Officer: Brigadier George Baldwin)	Veteran	Fanatical	Ozawa
5 th Rhodesian Borderers (Commanding Officer: Brigadier Michael Argento)	Veteran	Reliable	Ronel
6 th Rhodesian Borderers (Commanding Officer: Brigadier Valdemar Einarsson)	Veteran	Reliable	Elbar
7 th Rhodesian Borderers (Commanding Officer: Brigadier Marina Raskovi)	Veteran	Reliable	Ankaa
8 th Rhodesian Borderers (Commanding Officer: Brigadier Jose Ramirez)	Regular	Fanatical	Tigress
9 th Rhodesian Borderers (Commanding Officer: Brigadier Suzanne Jackson)	Regular	Fanatical	Yangtze
1 st Nanking Borderers (Commanding Officer: Lieutenant General Donna Chang)	Elite	Fanatical	Nanking
2 nd Nanking Borderers (Commanding Officer: Brigadier Anatoli Gromov)	Elite	Questionable	Aldebaran
3 rd Nanking Borderers (Commanding Officer: Brigadier Wai Gada Mao)	Veteran	Fanatical	Ningpo
4 th Nanking Borderers (Commanding Officer: Brigadier Bruce Harris)	Veteran	Reliable	Zurich



5 th Nanking Borderers (Commanding Officer: Brigadier Mora Cruz)	Regular	Fanatical	Genoa
6 th Nanking Borderers (Commanding Officer: Brigadier Charles Reed)	Regular	Reliable	Slocum
7 th Nanking Borderers (Commanding Officer: Brigadier Hong Sai Lung)	Regular	Questionable	Bharat
8 th Nanking Borderers (Commanding Officer: Brigadier Susan Billings)	Green	Fanatical	Terra Ferma
9 th Nanking Borderers (Commanding Officer: Brigadier Ganesa Akbar)	Green	Reliable	Azha
1 st Talithan Borderers (Commanding Officer: Lieutenant General Hector Diaz)	Elite	Fanatical	Talitha
2 nd Talithan Borderers (Commanding Officer: Brigadier Kirk Wallace)	Elite	Reliable	Van Diemen
3 rd Talithan Borderers (Commanding Officer: Brigadier Chaz Lewis)	Elite	Reliable	Berenson
4 th Talithan Borderers (Commanding Officer: Brigadier Matthew Burton)	Elite	Reliable	Connaught
5 th Talithan Borderers (Commanding Officer: Brigadier Beau Yates)	Veteran	Fanatical	Menkalinan
6 th Talithan Borderers (Commanding Officer: Brigadier Cynthia Parks)	Veteran	Reliable	Wasat
7 th Talithan Borderers (Commanding Officer: Brigadier Samantha Martin)	Regular	Fanatical	Bordon
8 th Talithan Borderers (Commanding Officer: Brigadier Conrad Schnider)	Regular	Fanatical	Hall
9 th Talithan Borderers (Commanding Officer: Brigadier Randy Bowens)	Regular	Reliable	New Canton
1 st Oliver Borderers (Commanding Officer: Lieutenant General Ariel MacKenzie)	Elite	Fanatical	Oliver
2 nd Oliver Borderers (Commanding Officer: Brigadier Jena Armstrong)	Elite	Reliable	Chertan
3 rd Oliver Borderers (Commanding Officer: Brigadier Bjorn Glyndwr)	Veteran	Fanatical	Marcus
4 th Oliver Borderers (Commanding Officer: Brigadier Joseph Garrison)	Veteran	Fanatical	Wyatt
5 th Oliver Borderers (Commanding Officer: Brigadier Vance Brookings)	Veteran	Reliable	Zosma
6 th Oliver Borderers (Commanding Officer: Brigadier Albert Masaryk)	Veteran	Reliable	Denebola
7 th Oliver Borderers (Commanding Officer: Brigadier Arthur Gordon)	Veteran	Reliable	Alchiba
8 th Oliver Borderers (Commanding Officer: Brigadier Sara Ortiz)	Regular	Fanatical	Milton
9 th Oliver Borderers (Commanding Officer: Brigadier Shane McGee)	Regular	Reliable	Cor Caroli



FIELD MANUAL: TERRAN REPUBLIC 2785

1 st Sinclair Fusiliers (Commanding Officer: Major General Dawn McCormick)	Elite	Fanatical	Terra
2 nd Sinclair Fusiliers (Commanding Officer: Brigadier Langvin Sinclair)	Veteran	Fanatical	Terra
3 rd Sinclair Fusiliers (Commanding Officer: Brigadier Jordan Thomas)	Veteran	Fanatical	Mars
1 st Altairian Star Cavalry (Commanding Officer: Major General Solomon Gardiner)	Elite	Fanatical	Altair
2 nd Altairian Star Cavalry (Commanding Officer: Brigadier Jonathon Morningkill)	Elite	Reliable	Altair
3 rd Altairian Star Cavalry (Commanding Officer: Brigadier Kimberly Forshane)	Veteran	Fanatical	Altair
4 th Altairian Star Cavalry (Commanding Officer: Brigadier Markus Loknar)	Veteran	Reliable	Altair
5 th Altairian Star Cavalry (Commanding Officer: Brigadier Adam Ulrich)	Regular	Fanatical	Altair
6 th Altairian Star Cavalry (Commanding Officer: Brigadier Jean-Luc Renard)	Regular	Reliable	Altair
1 st Royal Marine (Commanding Officer: Commodore Philip Hamilton)	Elite	Fanatical	Carver V
4 th Deneb Light Cavalry (Commanding Officer: Major General Eveline McDennis)	Elite	Reliable	Deneb Kaitos
5 th Deneb Light Cavalry (Commanding Officer: Brigadier Gerald Lowe)	Elite	Fanatical	Errai
6 th Deneb Light Cavalry (Commanding Officer: Brigadier Bryant Hebert)	Regular	Fanatical	Errai
7 th Deneb Light Cavalry (Commanding Officer: Brigadier Karen Lewis)	Regular	Reliable	Deneb Kaitos
4 th Tau Ceti Rangers (Commanding Officer: Major General Samuel Brandenburg)	Veteran	Reliable	New Earth
5 th Tau Ceti Rangers (Commanding Officer: Brigadier Erika Wright)	Elite	Reliable	New Earth
6 th Tau Ceti Rangers (Commanding Officer: Brigadier Tayshuan Pennington)	Regular	Reliable	New Earth
1 st Sirian Lancers (Commanding Officer: Major General Alvan Bessel)	Veteran	Reliable	Sirius
2 nd Sirian Lancers (Commanding Officer: Brigadier Friedrich Clark)	Regular	Fanatical	Graham IV
3 rd Sirian Lancers (Commanding Officer: Brigadier Lisa Abloff)	Regular	Reliable	Pollux
1 st Republican Legionaries (Commanding Officer: Major General Thomas Kincaid)	Veteran	Questionable	Sabik
2 nd Republican Legionaries (Commanding Officer: Brigadier Victoria Dormax)	Regular	Questionable	Atria
1 st Star Volunteers (Commanding Officer: Colonel Asoka Jahan)	Veteran	Questionable	Procyon

TERRAN REPUBLIC

HOUSE SINCLAIR

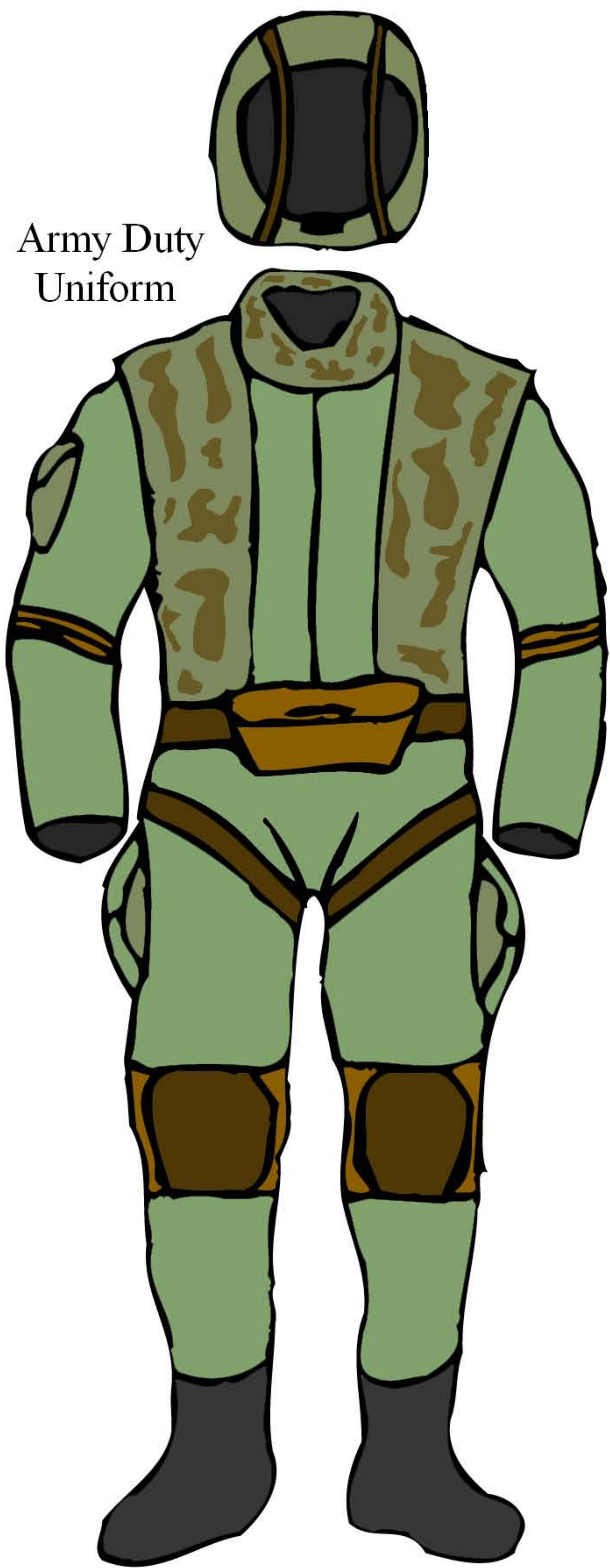


FROM THE ASHES OF FIRE

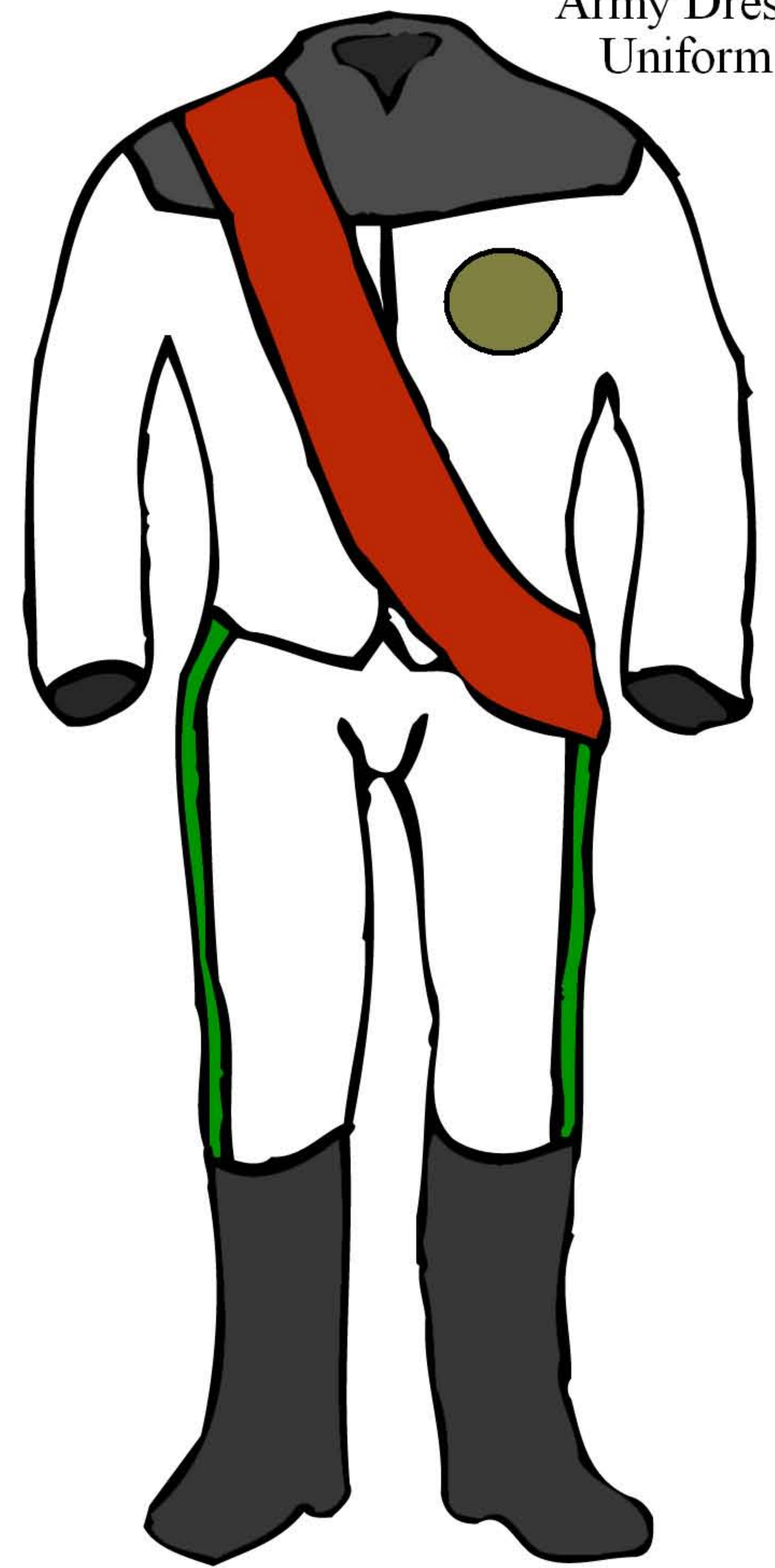
FREEDOM

Uniforms & Rank Insignias

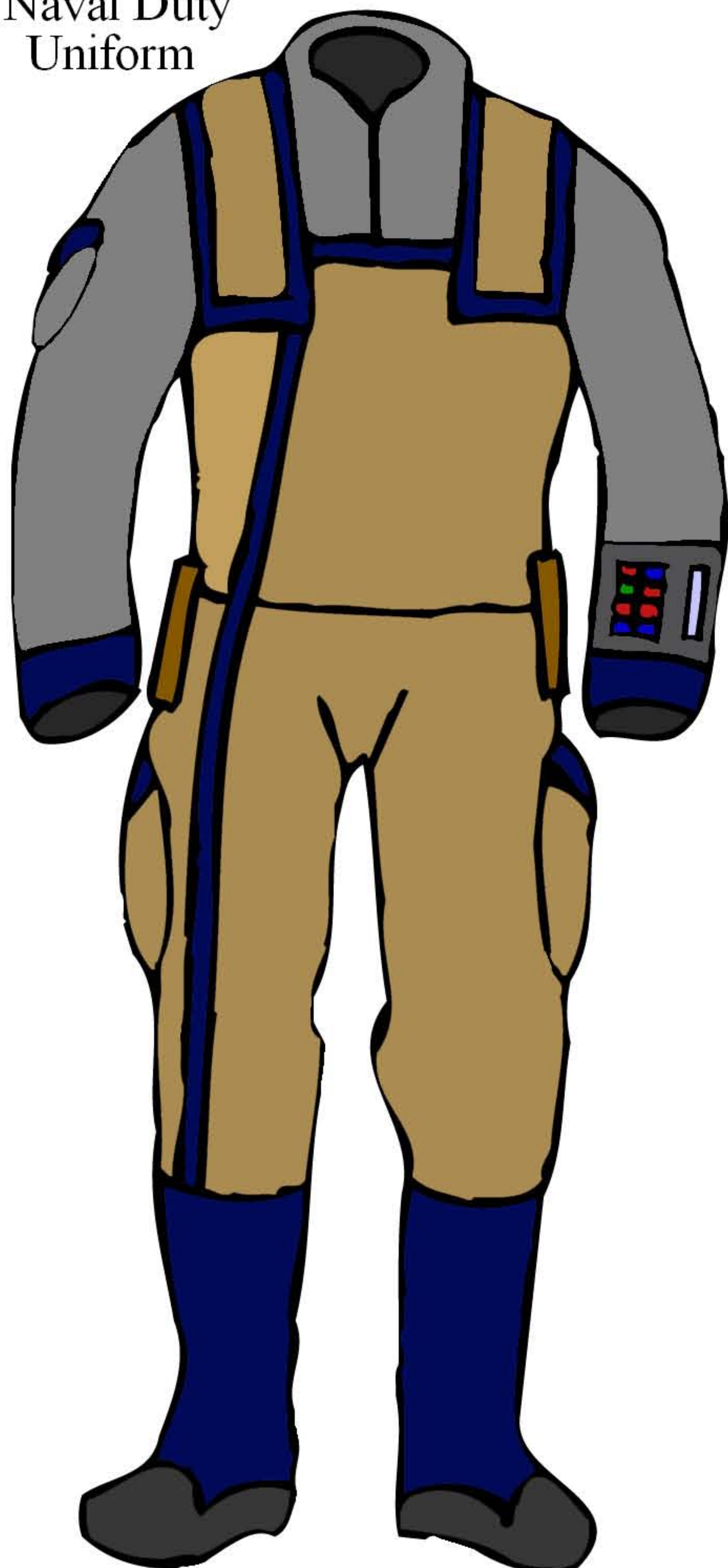
Army Duty Uniform



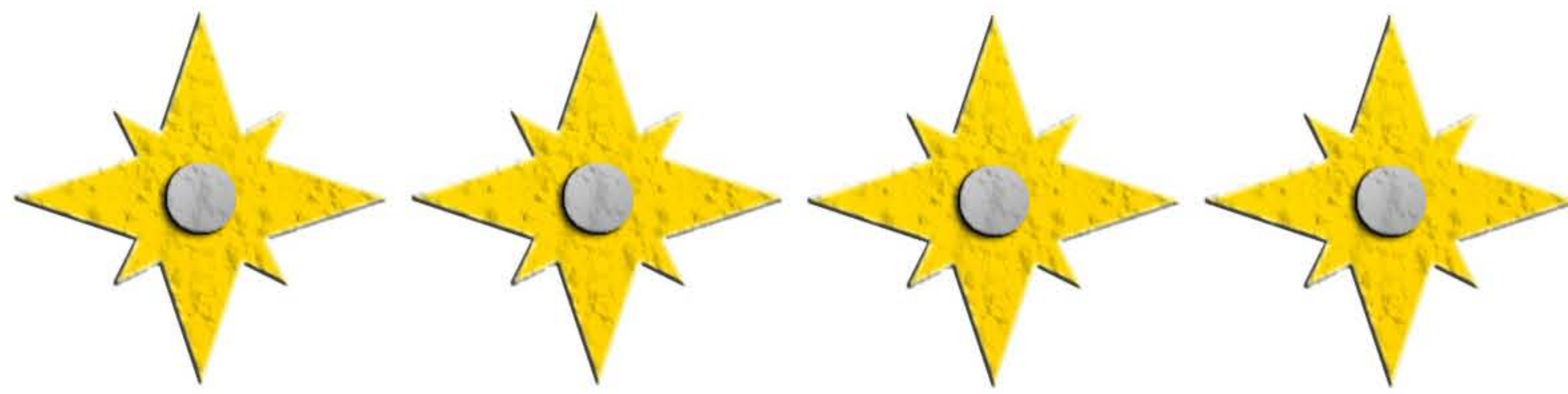
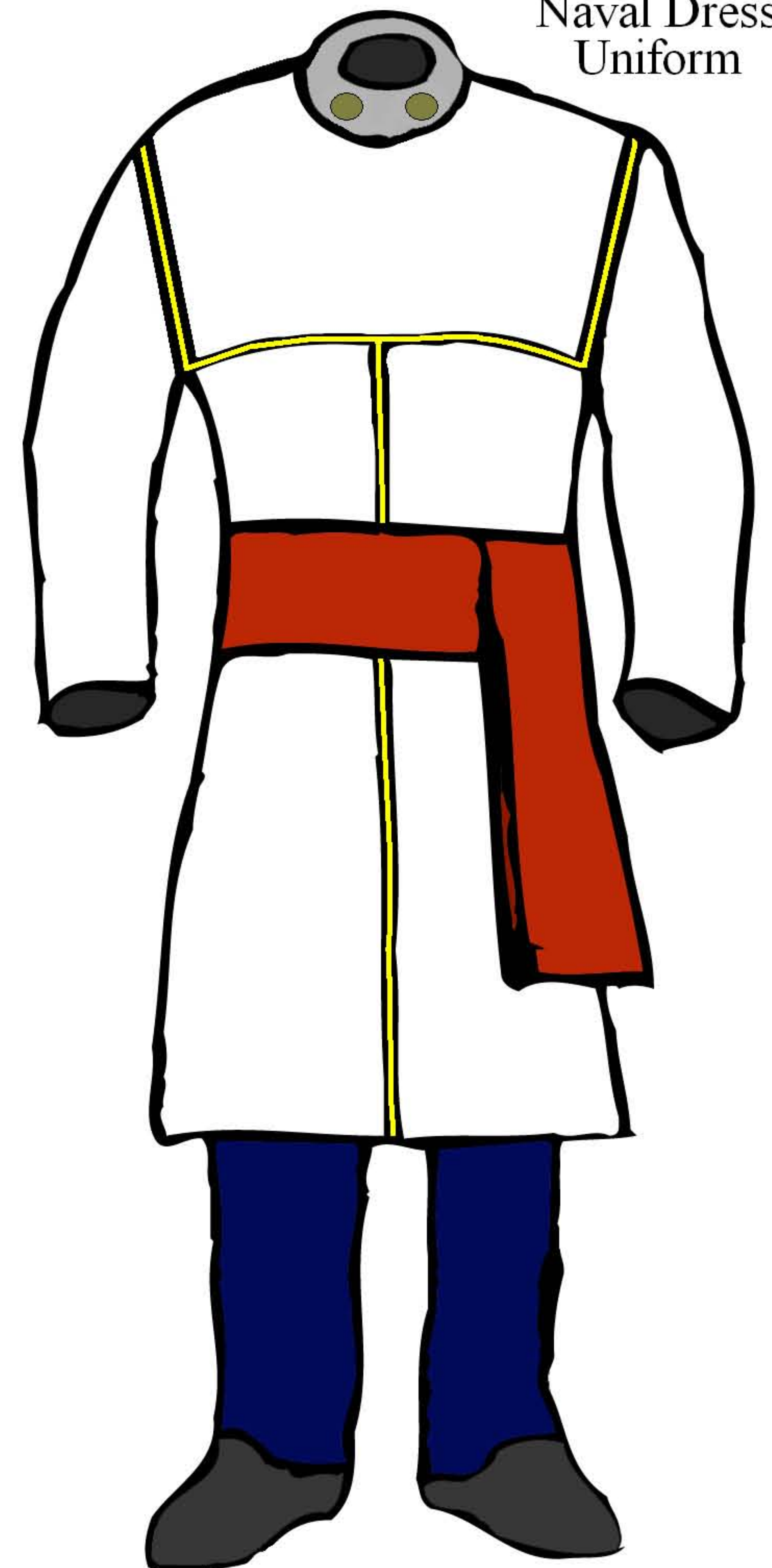
Army Dress Uniform



Naval Duty Uniform



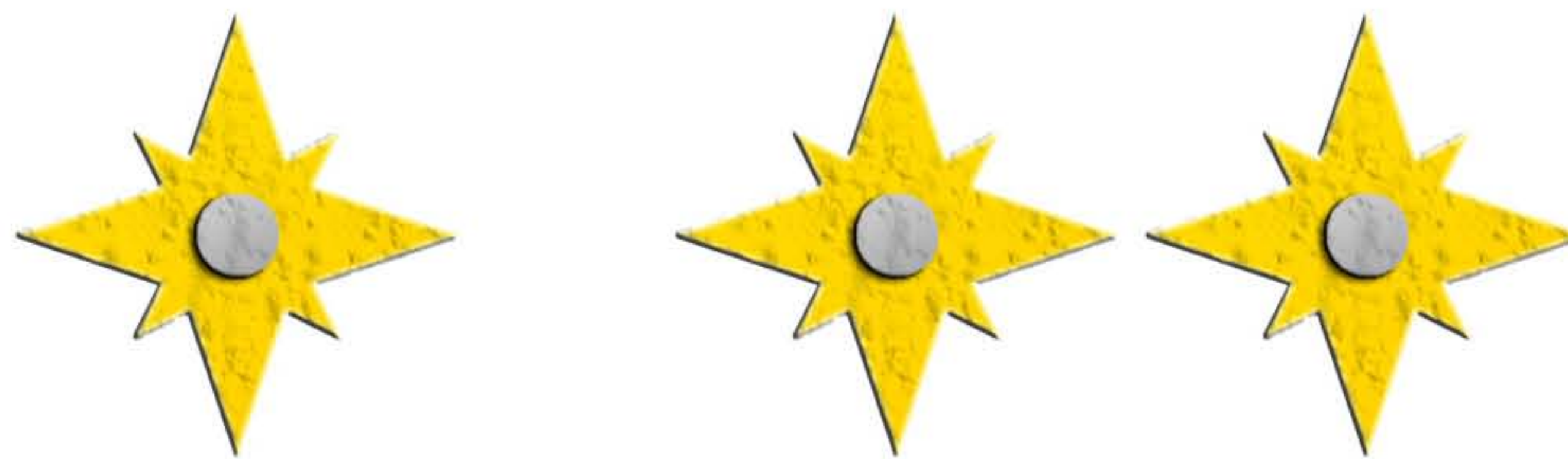
Naval Dress Uniform



Senior General



General



Major General

Lieutenant General



Lieutenant Colonel



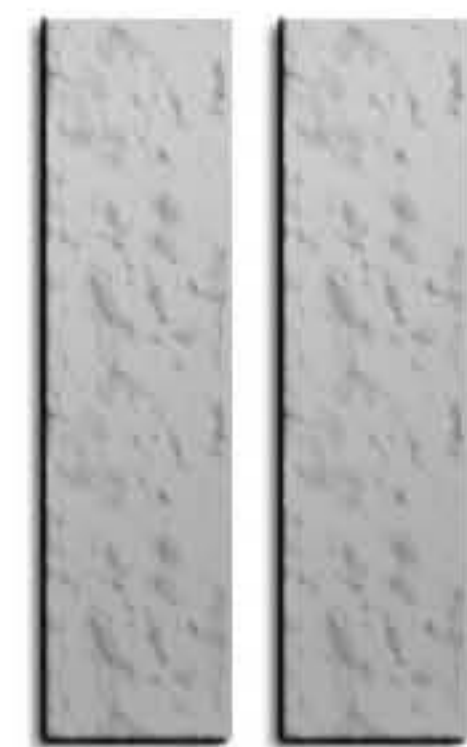
Colonel



Brigadier



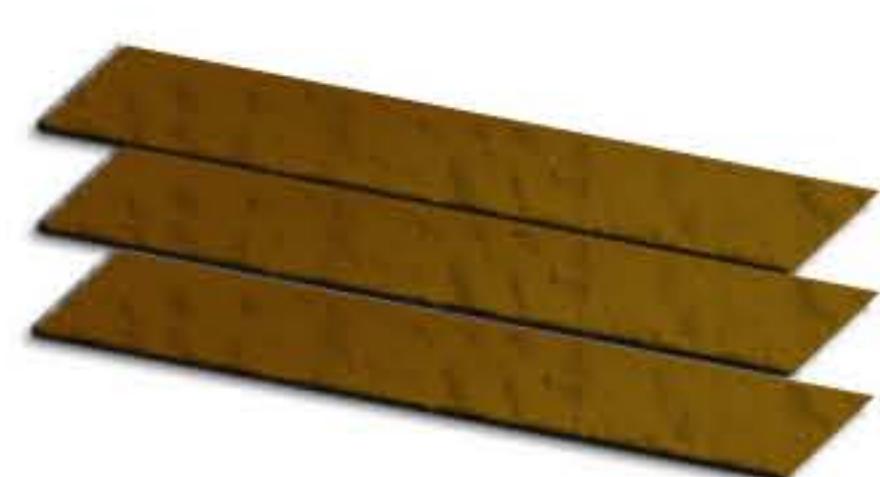
Lieutenant



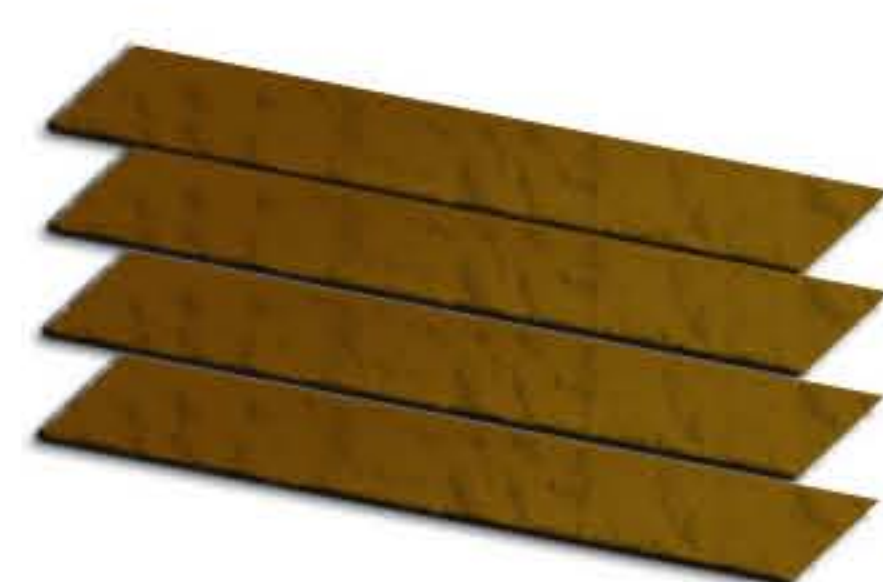
Captain



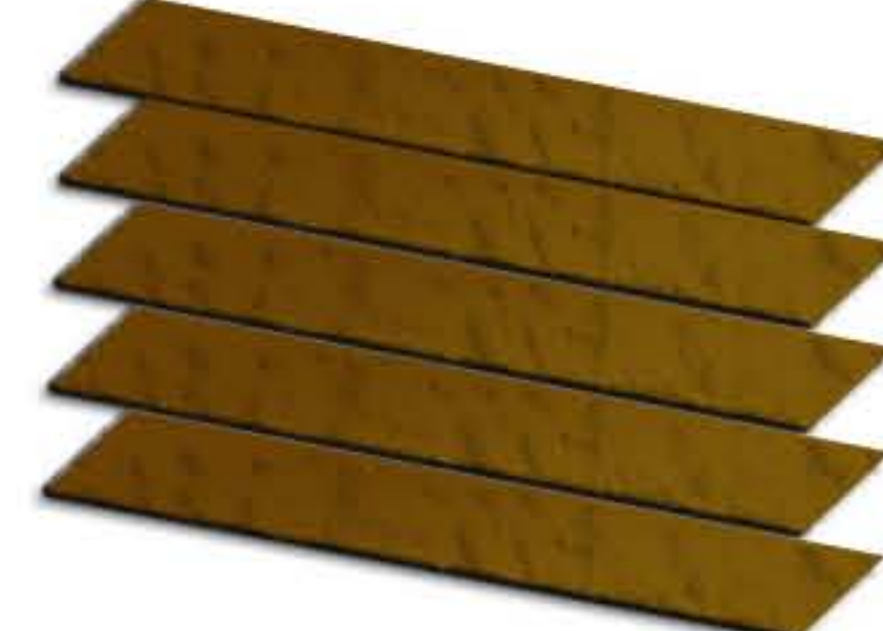
Major



Sergeant



Master Sergeant



Sergeant Major



Private



Corporal

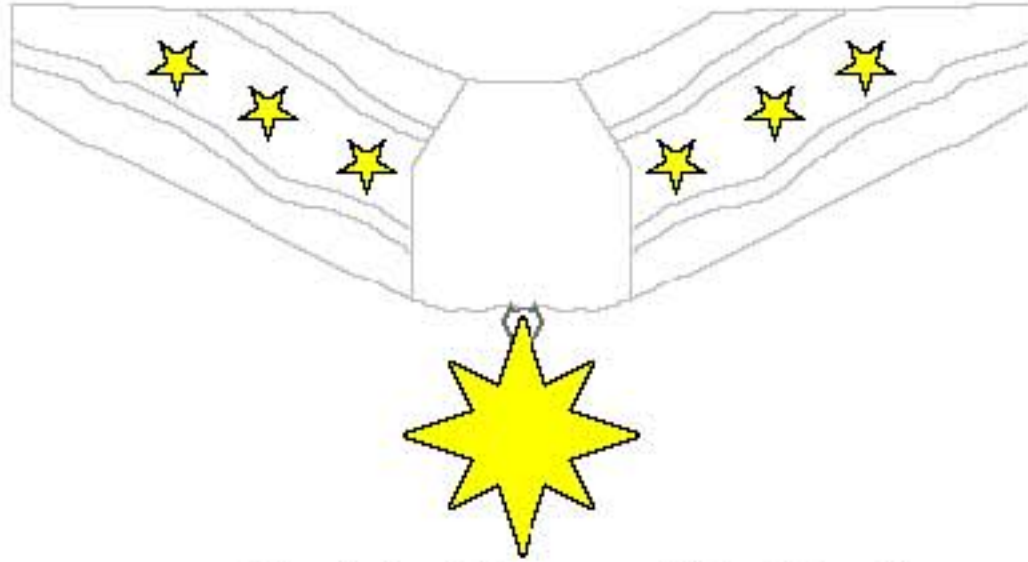
Medals & Decorations



Medal of Honor (Army)



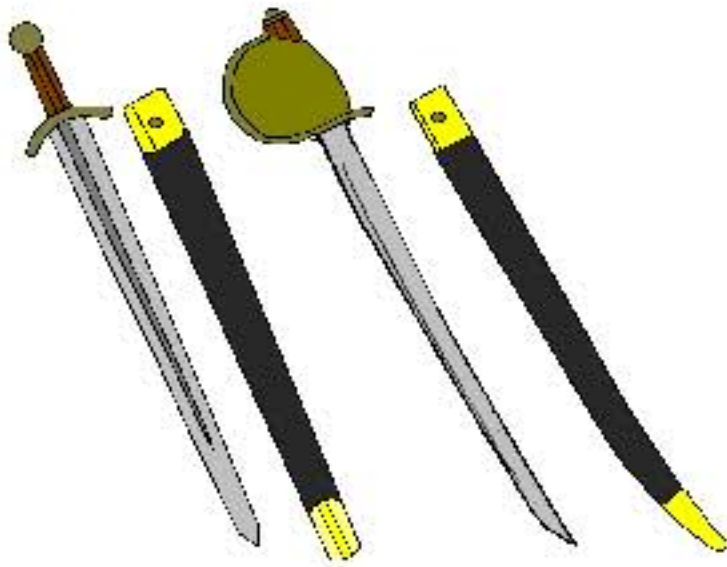
Medal of Honor (Navy)



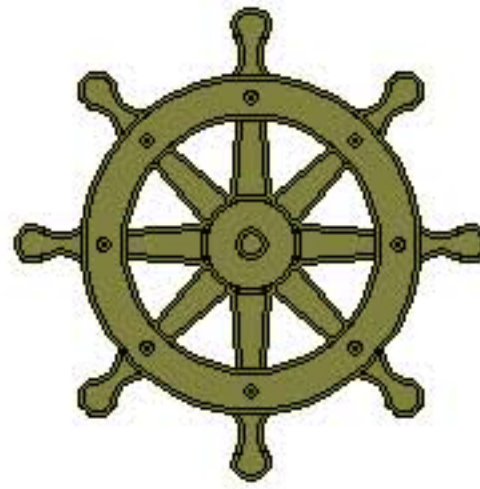
Medal of Honor (Civilian)



Freedom Legion



Sword of Valor
(Army) (Navy)



McKenna Wheel



Royal Flying Cross



Star of Sacrifice
(KIA) (WIA)



Orders of the Republic
(Star) (Phoenix) (Sword) (Crown) (Dove)

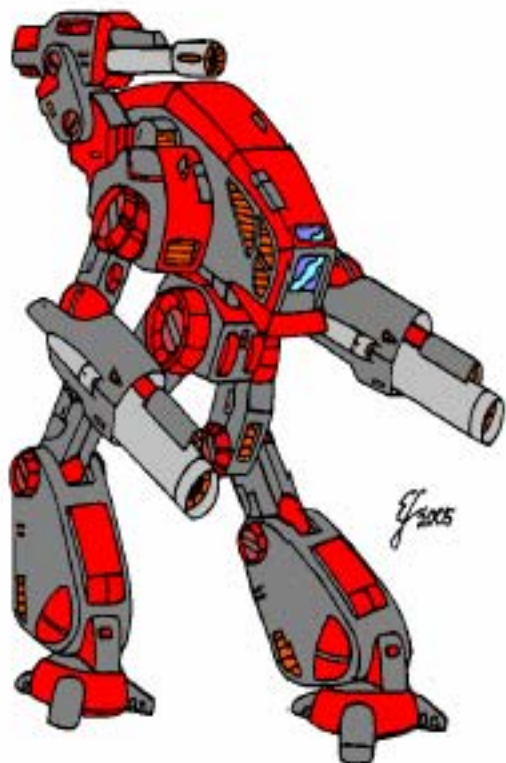


Service Medallions
(Gunslinger) (NovaStar) (BlackStar)



Campaign Service Medals
(Altairian Defense Medal)

Unit Paint Schemes



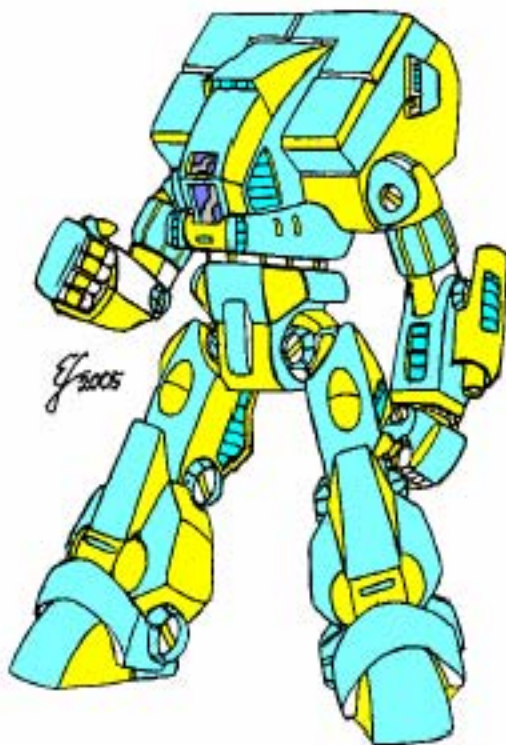
Sinclair Fusiliers
(Marauder)



Royal Marines
(Warhammer)



Oliver Borderers
(Thunderbolt)



Talithan Borderers
(Archer)

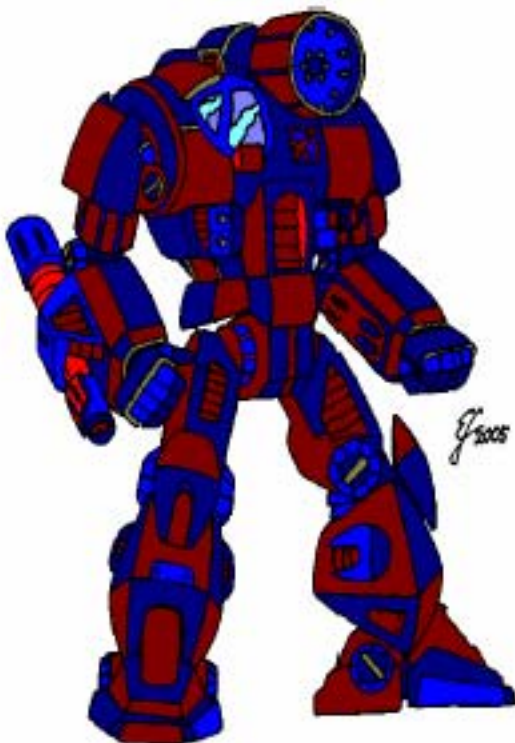
Unit Paint Schemes



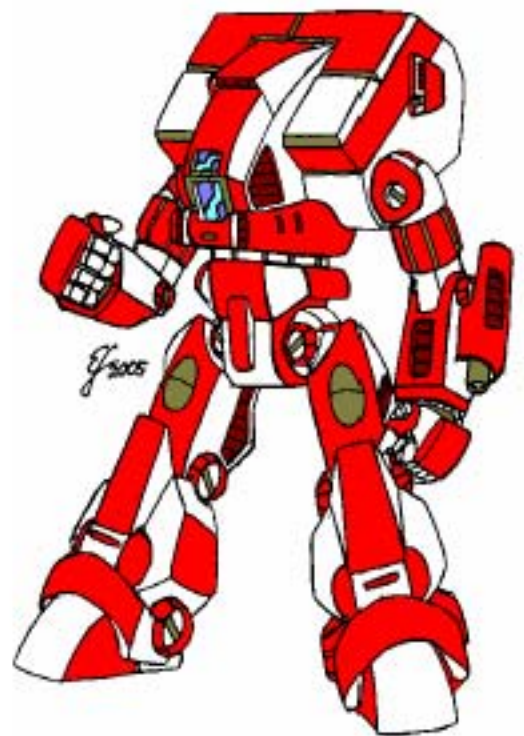
Terran Guard
(Marauder)



Republican Legionaries
(Warhammer)



Rhodesian Borderers
(Thunderbolt)



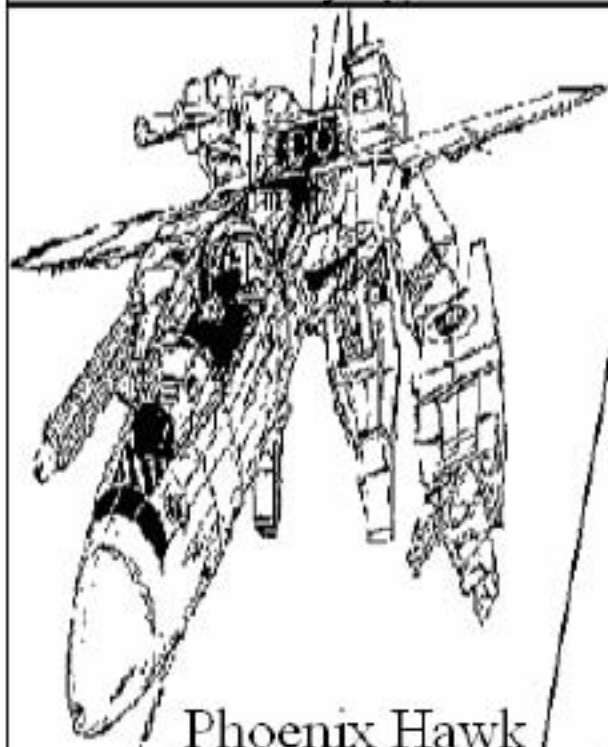
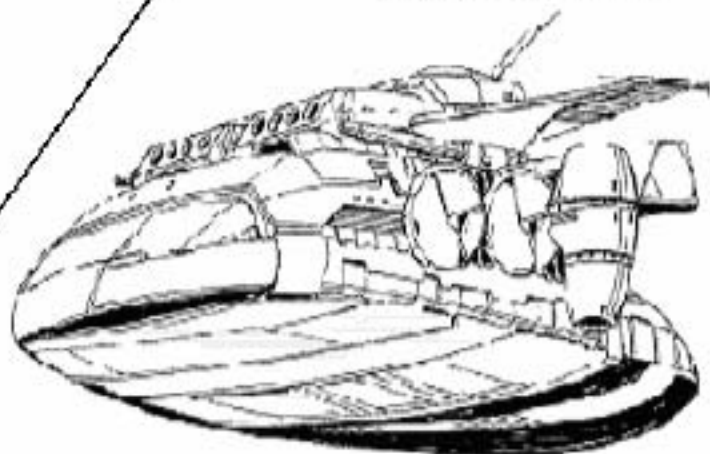
Altairian Star Cavalry
(Archer)

Cutting Edge Technology

Nighthawk
Powered Armor



Kanga Jump
Hover Tank



Phoenix Hawk
LAM

Bug-Eye class
Surveillance Vessel





Terran Mercenaries

To: General Jessica Dowd, Chief of Administration Command

CC: Lieutenant General Brandon Thomas, Chief of Liaison Subcommand

From: Major General Thomas Kincaid, Commander Office of Mercenary Relations & Republican Legionaries

Per your request I have completed a briefing on all mercenaries currently serving under contract to the Terran Republic. As you can plainly see it is not long as we had hoped. This is despite our best efforts to obtain the services of various groups especially those with SLDF origins. This can be directly attributed to our poor financial situation and being flatly outbid by the Great Houses who continue to gear up for war. Adding to this problem is the low amount of transport currently available to our new nation and the fact that the Royal Command has insisted on at least liaison level command rights. Another powerful motivating tool working against is that our military clearly faces an uphill struggle just to survive the coming conflict. Even the most desperate mercenaries know that they can't spend their money if they are dead. To make up for this we have offered generous technical support and enormous battlefield loss compensation. Also full salvage rights were extended to any interested command. However as you already must know, only homegrown mercenary commands with interests or debts have signed on to defend the new Republic. This seems to sit well with most of our soldiers as one would expect. Many Terrans saw mercenaries under contract to the Usurper help subjugate and in some cases pillage the Hegemony. Even the highly respected Northwind Highlanders have been criticized for their lack of action during the Coup. Despite this "beggars can't be choosers" as the old saying goes and these soldiers of fortune maybe instrumental in the continued existence of the Terran Republic.

Northwind Highlanders

Not in my Backyard



The Northwind Highlanders are one of the oldest mercenary commands known to exist in the InnerSphere. The Highlanders long history stretches far back to the ancient lands of Scotland. The current mercenary group's proud heritage actually began with the settlement of the planet of Northwind by Clan Stuart during the chaos of the first Exodus from Terra. A young independent colony world Northwind tried to maintain close ties with the nearby (yet significantly smaller) Terran Alliance. Despite political turmoil the Terran military managed to maintain friendly relations with the people of Northwind. When the Alliance government finally disintegrated and the Hegemony rose up in its place negotiations commenced that would eventually bring Northwind into the new state.



The Northwind Accords signed shortly before the 1st Terran Campaign of Persuasion formalized the arrangement and granted the world several special powers. In keeping with their martial traditions one of these rights was the ability to raise a standing military. This would shortly lead to the creation of the Northwind Highlanders in the later half of the twenty fourth century. The addition of Northwind allowed the Hegemony to add many more worlds like Small World through diplomatic means. Plus the planet served as an additional jump off point for the conquest of Quentin, Errai, Helen, and Towne. Membership in the Hegemony bought with it over four centuries of peace and prosperity to Northwind. As with so many things this golden age came to an abrupt end with the Amaris Coup. During the Usurper's reign the Highlanders and their native world escaped his wrath unscathed. This was because Amaris feared the Highlanders reprisal and the possible intervention of the Capellan Confederation (the Highlanders long time employer). This didn't set well with many Terrans as they expected the Highlanders aid during the crisis even though they were under no legal obligation as they were contracted by the House Liao. The Highlanders and Terrans formally patched their strained relations following Operation Liberation. Amanda Cameron placed no blame upon the Highlanders and when Northwind's Council of Elders publicly announced their genuine regret for their forced inaction during the war the issue seemed to be settled. However, many Terrans who lost family to the madman who would be First Lord still hold a grudge against the Highlanders. Regent Cameron renewed the Northwind Accords after the subsequent birth of the new Republic. Many hoped that the Highlanders would sign on to defend the new Terran nation but these hopes were dashed when they renewed their contract with the Capellan Confederation. However, the Highlanders new contract included a special clause that they would never be sent to attack the Terran state. In accordance with their agreement with the Republic two regiments of the Highlanders have been stationed on Northwind for its defense.

OFFICERS

Colonel Robert Stuart, the commanding officer of Stuart's Highlanders, is the overall commander of Northwind's defense. He deeply regrets the Highlanders inaction during the Amaris Coup. Stuart and many of his fellow Highlanders maintain a close relationship with some members of the Sinclair Fusiliers.

The young commander of the 3rd Kearny Highlanders is Colonel William Jaffray. He is a superb tactician and excellent strategist with many battlefield accomplishments. Like many of his fellow Highlanders he can't understand why some Terrans feel that they were betrayed by Northwind's neutrality.

TACTICS

Both Stuart's Highlanders and the 3rd Kearny Highlanders are medium weight BattleMech units capable of many different types of defensive warfare.

Stuart's Highlanders
Regiment/ Veteran/ Fanatical
CO: Colonel Robert Stuart

3rd Kearny Highlanders
Regiment/ Regular/ Reliable
CO: Colonel William Jaffray



Illician Lancers

Common Cause



The Illician Lancers are one of the largest and perhaps most distinguished bunch of mercenaries still around. The unit was formed in 2571 by the ancient Illician Order whose membership spread throughout the InnerSphere voluntarily decided to resign from service with the Great Houses. They gathered at the Order's hall on Terra to form an exclusive mercenary group dedicated to their common principles. Within a year the Lancers came together and instantly became one of the finest mercenary units ever established. This overstrength BattleMech Division was first hired by the Star League to reinforce their efforts during the Reunification War. The Lancers saw heavy combat in support of League forces earning them further acclaim. Unfortunately it was during this intense conflict where the 2nd Illician Rangers were completely destroyed. Stories of their heroism and battlefield expertise were so widespread that they were quickly able to build a new regiment, the 21st, to replace their fallen brethren. In fact, applications were so numerous that the Lancers were forced to turn away many qualified candidates. This reputation for excellence carried over into their negotiations with the Great Houses and even the Star League. Soon they had their choice of missions and could demand almost any contract terms they desired. This continued even throughout the Golden Age of mankind where peace reigned supreme. Following the Edict of 2650 the group was exclusively contracted by the Star League and granted the high honor of garrisoning Terra. It wasn't until the so-called Second Hidden War that the Lancers again saw large scale combat. Commanding General Ikolor Fredasa unable to directly intervene in the War of Davion Succession because of First Lord Jonathon Cameron's sickness loaned the Lancers to the Federated Suns. Engaging Lord Kurita's troops on a number of occasions they helped the House Davion hold off the Dragon's challenge. This success came at the high cost of the 3rd Illician Rangers who were wiped out by the ferocious Draconis advance. After the conflict ended the Lancers once again returned to Star League service and rebuilt. The 9th Illician Rangers were commissioned to replace the fallen 3rd lost in battle. The mercenaries began to field new offers of employment from the Great Houses when the High Council doubled the amount of troops each member-state could legally raise in 2752. The Periphery Uprising saw the Lancers relocated to the frontier to provide greater security versus this new threat. When the Amaris Coup struck Terra the units were cutoff from their primary headquarters on planet. The Lancers quickly heard of the horrific conditions in the occupied Hegemony and joined General Kerensky's crusade to liberate Terra. Fearing the worst about their comrades and dependants trapped on Terra the Lancers fought like demons against the followers of the Usurper. Kerensky included the 1st and 7th Illician Rangers in his final drive on Terra dubbed Operation Liberation. Both units were completely destroyed in the subsequent battle but their efforts helped secure Earth. After the conflict the remaining Lancers traveled to Terra and were horrified to find that their home, Illicia on the Terran island of Sicily, was annihilated. The group entered a long period of mourning during which several recruiters from the



Great Houses were forcibly expelled. Angered at the inaction of these Star League members during the Amaris Coup and enraged by their insensitivity the Lancers flatly refused to serve any of them. Instead they rebuilt their community and in the process forged a special bond with the people of Terra. Regent Amanda Cameron and Premier Ian Sinclair offered the Lancers a place in the new Terran military as a special House unit. They could not accept this heartfelt offer as the Elders correctly decided that the Lancers would always remain mercenaries in the eyes of the InnerSphere. Instead they gladly signed a contract to help defend the New Republic from any opponent even though better offers were made to the unit. In addition the Council of Elders of the Illician Order has publicly announced a new stipulation to be included in every subsequent Lancer contract. The clause enables the mercenaries to suspend operations for their current employer if their home on Terra is ever again threatened. Currently the Lancers are stationed within the Terran Province and serve as a large mobile reserve force.

OFFICERS

General Ford is a life long member of the Lancers whose family has belonged to the Order for generations. Walter is a superb leader with a sound grasp of strategy.

TACTICS

While the Lancers constitute an over strength Star League BattleMech Division they tend to function best as a Terran Combined Arms Brigade. However, each Illician command while listed at Brigade status operates very differently than the equivalent TRAS unit. Each comparable Lancer unit is typically ordered around multiple independent regiments that cooperate effectively but lack Terran combined arms training. Every Illician command has its own unique specialization that it masters with the utmost precision. Since the Amaris Coup the mercenaries have sought to rebuild their shattered administrative staff and logistical corps. The Lancers still enjoy full technical support and ample transport capability.

59th Strike Regiment
Brigade/ Elite/ Fanatical
CO: General Walter Ford

21st Illician Rangers
Brigade/ Elite/ Reliable
CO: Colonel Juno Fujikawa

4th Illician Rangers
Brigade/ Veteran/ Fanatical
CO: Colonel Henry Skinner

5th Illician Rangers
Brigade/ Veteran / Reliable
CO: Colonel Kelly Daniels

6th Illician Rangers
Brigade/ Regular/ Fanatical
CO: Colonel Adrian Barnard

8th Illician Rangers
Brigade/ Regular/ Fanatical
CO: Colonel Adam Bradley

9th Illician Rangers
Brigade/ Regular/ Reliable
CO: Colonel Stephanie Lawrence



Lexington Combat Group

Chip of the Old Block



As word of the Exodus spread throughout the Star League Defense Forces (SLDF) the alumni of the Lexington Military Academy gathered together one final time. Nine Star League officers, all former classmates of this small privately run school in North America, decided that they would not leave the InnerSphere with General Kerensky. Instead they agreed to form a mercenary unit and strike out on their own. While the SLDF prepared for its long journey into exile these officers secretly convinced a group of like minded individuals to join them. Aided by Terran efforts to build a military of their own within the Star League Defense Force the Lexingtons managed to “recruit” some personnel lost in the shuffle. This major administrative coup was a tremendous windfall for the new unit. Before the Exodus began in July several of the groups officers, one a brigade commander in the Star League Defense Force, started to fill their units with personnel who wish to stay in the InnerSphere and become mercenaries. Other classmates used their logistical connections to gather supplies in an unused depot on the world of Bryant. When the Exodus began these units and officers traveled to their new base and officially formed the Lexington Combat Group.

Stunned by the announcement and the sudden appearance of such a large new mercenary unit many Great Houses sent negotiators to find out more. Ian Sinclair was perhaps the most surprised by this development and launched his own investigation to discover if the Group had stolen from Terra. He found however that the Group had no such malice and was impressed by their resourcefulness. Wasting little time he began negotiating for the mercenary’s services on behalf of the New Republic. It was soon clear that the Lexingtons wanted more money than the fledgling Terran state could afford to pay. Sinclair wasn’t discouraged though as he had one last card to play during contract negotiations. Bluffing that he was still in contact with General Kerensky, Sinclair disclosed that the SLDF had recently reported a large bunch of equipment and troops missing. Concerned that Kerensky had discovered their scheme and would become very angry the Group signed on to defend Terra. The Lexington Combat Group remains on Bryant per their contract and serves as a mobile defense reserve for the TRAS.

OFFICERS

To make certain that all unit members were promoted with sufficient cause the founders of the Lexington Combat Group have setup a three tiered advancement system. These separate boards composed of senior officers, junior officers, and noncommissioned officers meet to approve any significant promotion (from Gunnery Sergeant up) within the Group. This insures that only qualified candidates will lead the Combat Groups and that no family comes to dominate the unit.

Major General Lochan Gael is an able leader whose exceptional combat record enabled to rise through the Star League Defense Forces (SLDF) rapidly. Gael led the 32nd



Recon Regiment, a special Star League unit assembled after the New Vandenburg Uprising, throughout the Amaris Coup. He was promoted to brigade commander after Lochan and his unit fought courageously on Terra during Operation Liberation. Four years after his promotion Gael led his brigade to Bryant to begin their lives anew as mercenaries. While he is still adjusting to life as a hired soldier Lochan continues to be a decisive commander.

Colonel Graham Yu might be the most intelligent commander in the Lexington Combat Group. His grasp of military science and engineering is staggering perhaps unrivaled. While respected by everyone in the unit Graham tends to be cold and aloof. Sometimes he has even been described as arrogant. This hasn't appeared to hamper his leadership so far but the Colonel has wondered aloud that he might have made a terrible mistake becoming a mercenary.

Colonel R. Jacob Danforth comes from a rich family who sent their disobedient young son to military school in order to tame him. Their efforts were only partially successful. Courageous and flippant are two words used most often to describe the Colonel. He freely admits that his big mouth has gotten him into trouble on more than one occasion. In fact Danforth would have probably been run out of the Star League Defense Force if it wasn't for the Amaris Coup. Jake as he is affectionately called is loved by his comrades in the Lexington Combat Group. It is even rumored that he was the one who floated the idea of going merc.

TACTICS

A young mercenary unit that is really still coming together the Lexington Combat Group currently has no tactical proficiency. Each Combat Group, identical to a Terran brigade, has a distinct weight classification that will probably lead to certain combat specializations over time. Some have questioned however that using a light weight reconnaissance group as a command section for the entire unit might not be so smart. General Gael has dismissed these critiques of his unit saying that they'll do just fine. The Lexington Combat Group enjoys its own transport assets and an exceptional support staff thanks to the efforts of the unit's founder.

32nd Recon Combat Group
Brigade/ Regular/ Reliable
CO: Major General Lochan Gael

241st Battle Combat Group
Brigade/ Regular/ Reliable
CO: Colonel Graham Yu

180th Dragoon Combat Group
Brigade/ Regular/ Reliable
CO: Colonel R. Jacob Danforth



Billings' Bandits

Back from Beyond



Many people throughout the InnerSphere and the Periphery were outraged by the passage of Council Directive 41 in 2722. This law engineered by House Marik and House Liao supposedly gave the Territorial States of the Star League (the Periphery) greater independence. In reality the directive opened the Periphery nations to rampant exploitation by InnerSphere corporations. By 2740 it was clear to certain people that something had to be done. One of these people was Colonel John Billings. A native Terran and veteran of the Star League Defense Forces (SLDF) John had been stationed in the Taurian Concordat. There he saw first hand the suffering of the Taurian people and the corruption of Star League companies. Quickly tendering his resignation Billings assembled a group of like minded soldiers forming his own personal mercenary unit. Billings' Bandits were hired soon afterwards by an unknown benefactor to train Periphery freedom fighters. For many years they taught the citizens of the Periphery to defend themselves against the tyranny of the Star League. These efforts eventually produced the Periphery BattleMech Divisions that went onto fight for the Territorial States freedom. The Bandits mysterious patron, Stefan Amaris, was exposed after his infamous Coup that conquered the Terran Hegemony and killed most of the Cameron family. Colonel Billings who wished only to free the Periphery was horrified by unwittingly helping a madman grab control of his native realm. John was instrumental in helping engineer a cease fire between the SLDF and the Periphery freedom fighters. Unfortunately John Billings was killed in action during the Usurper's reign while successfully preventing a Periphery BattleMech Division from attacking the InnerSphere itself. His son Jeff then took command of the Bandits and rebuilt the unit after that battle. Despite other more lucrative offers of employment Billings' offered the Bandits services to the new Terran Republic.

OFFICERS

Colonel Jeff Billings was trained exclusively by his father in a Periphery Mechwarrior Academy since he was a young boy and is an excellent military commander.

TACTICS

Despite focusing on extensive training maneuvers for several years the Bandits (a medium unit) are skilled in several different types of combat but excelling in fast strikes.

Billings' Bandits
Regiment/ Elite/ Fanatical
CO: Colonel Jeff Billings

Billings' Aerospace Bandits
Wing/ Regular/ Fanatical
CO: Major Mark Hastings



Hsien Hotheads

The best defense...



The Hsien Hotheads are one of the newest mercenary commands to appear in the InnerSphere. The Hotheads were formed by Duke Roderick Twohy of Hsien who was himself a veteran of the SLDF. As the traditional leader of the planet his family was targeted for death by the forces of Stefan Amaris. With the exception of Roderick the entire Twohy family was killed during the Usurper's initial takeover of the Terran Hegemony. After the liberation of his homeworld General Kerensky discharged him from military service so he could govern Hsien effectively. Some say Twohy became paranoid immediately after hearing about the plans for the Exodus. Roderick flatly refused to leave his native planet and heartily endorsed the Terran Republic after its birth. The Duke remained concerned by rumors of Capellan troop movements near the border. He is still not convinced that Liao will abide by the Centuran Accords. Adding to his apprehension is the looming danger posed by the Free Worlds League and Captain-General Kenyon Marik. Twohy set out to organize a dedicated military force to defend against these threats with the special permission of Regent Amanda Cameron. The group started out as a BattleMech company filled out by some members of the Ducal Guard under exclusive contract to the new Republic. Twohy was able to quickly expand his new mercenary unit to battalion size by investing a large portion of his personal fortune into recruiting new personnel. He was even able to obtain a battered but functional Overlord class Dropship to transport the Hotheads. The Duke personally commands the Hotheads in all situations.

OFFICERS

Captain Jake Morgan is the executive officer of the Hsien Hotheads as well as the commander of the Ducal Guard. Morgan is exceedingly loyal to the Duke but realizes his liege's obsession with unseen enemy threats is becoming unhealthy. Captain William Fitzgerald is a high profile mercenary free agent recently added to the Hotheads roster.

TACTICS

Striking hard and fast the Hotheads are composed of fast medium BattleMechs.

Hsien Hotheads

Battalion/ Veteran/ Reliable

CO: Duke Roderick Twohy



Large Force Organization

Even though the new Terran Republic Armed Services (TRAS) prefers to concentrate on deploying its ground forces at the brigade level with command running from regional military authorities many are still struggling to understand the subtleties of this young system. Many who served with the SLDF are still more familiar with larger scale deployments typical of that vast body. While these large organizations still exist in the Army of the New Republic their infrequent use has left them in a purely secondary role. However, for the sake of completeness we have included this up to date briefing on the seldom used and rarely practiced Terran large force organization.

Divisions remain almost completely unchanged from their recent Star League forbearers. They still approximately number three brigades in overall strength and are commanded by a Major General. The old formations of the past are gone forever with conventional armor operating as an integral part of Terran divisions. As a result divisional classifications have also changed to better reflect their new force strength. Five designations currently exist for divisions of the New Republic. They are as follows; Royal (made up of soldiers personally loyal to the Regent), Provincial (assembled forces of Provincial Borderers), Terran (composed of Terran Regulars), Mobile (rapid reaction forces from the Deneb Light Cavalry), and Marine (a still to be assembled formation of the Royal Marines). Their basic insignias (a Crown for Royal divisions, a regular Star for Provincials, a Terran star for Terran, a Dropship for the Mobile division, and a Globe for Marine units) displayed on their equipment during ceremonial duties with their number displayed overtop. These divisional numbers were mostly based on their Star League parent units while others are numbered in tribute to other SLDF usually fallen ones. Terran Divisions numbered the 1st are considered to be the best of that class.

Terran Corps on the other hand resemble early Star League formations seen during the Reunification War rather than General Kerensky's expanded Corps used through the Amaris Coup. Based on the standard InnerSphere 3x3 doctrine, Corps of the New Republic are made up of three divisions each. These formations are informally named for their planetary headquarters. The only insignia a Terran Corps has is a roman numeral again displayed during parade functions.

<u>Unit</u>	<u>Commander</u>	<u>HQs</u>
First (Terran) Corps	Lt. General Robert Strickland	Terra
1 st Royal Division	Major General Brian Sutton-Smith	
1 st Terran Guard		
2 nd Terran Guard		
3 rd Terran Guard		
151 st Royal Division	Major General Keng Sen Ong	Caph
4 th Terran Guard		
5 th Terran Guard		
6 th Terran Guard		
309 th Royal Division	Major General Jean Calvin	Epsilon E
7 th Terran Guard		
8 th Terran Guard		
9 th Terran Guard		



Lexington Combat Group	Major General Lochan Gael	Bryant
<i>32nd Recon Combat Group</i>		
<i>241st Battle Combat Group</i>		
<i>180th Dragoon Combat Group</i>		
Northwind Highlanders	Colonel Robert Stuart	Northwind
<i>Stuart's Highlanders</i>		
<i>3rd Kearny Highlanders</i>		
Second (Astan) Corps	Lieutenant General Sardius Grey	Asta
280 th Provincial Division	Major General James Carse	
<i>1st Astan Borderers</i>		
<i>2nd Astan Borderers</i>		
<i>3rd Astan Borderers</i>		
79 th Provincial Division	Major General Linda Hess	Ko
<i>4th Astan Borderers</i>		
<i>5th Astan Borderers</i>		
<i>6th Astan Borderers</i>		
272 nd Provincial Division	Major General Elizabeth Burns	Summer
<i>7th Astan Borderers</i>		
<i>8th Astan Borderers</i>		
<i>9th Astan Borderers</i>		
452 nd Terran Division	Major General Thomas Kincaid	Sabik
<i>1st Republican Legionaries</i>		
<i>2nd Republican Legionaries</i>		
Third (Dieron) Corps	Lieutenant General Taro Isu	Dieron
1 st Provincial Division	Major General Irving Settel	
<i>1st Dieron Borderers</i>		
<i>2nd Dieron Borderers</i>		
<i>3rd Dieron Borderers</i>		
326 th Provincial Division	Major General Diana Taylor	Nirasaki
<i>4th Dieron Borderers</i>		
<i>5th Dieron Borderers</i>		
<i>6th Dieron Borderers</i>		
126 th Provincial Division	Major General Don Handelman	Murchinson
<i>7th Dieron Borderers</i>		
<i>8th Dieron Borderers</i>		
<i>9th Dieron Borderers</i>		
1 st Mobile Division	Major General Eveline McDennis	Deneb Kaitos
<i>4th Deneb Light Cavalry</i>		
<i>5th Deneb Light Cavalry</i>		
<i>6th Deneb Light Cavalry</i>		
<i>7th Deneb Light Cavalry</i>		
Fourth (Rhodesian) Corps	Lt. General William Marshall	New Rhodes
270 th Provincial Division	Major General Lynn Atwood	
<i>1st Rhodesian Borderers</i>		
<i>2nd Rhodesian Borderers</i>		
<i>3rd Rhodesian Borderers</i>		



287 th Provincial Division	Major General Michael Crawford	Ozawa
4 th <i>Rhodesian Borderers</i>		
5 th <i>Rhodesian Borderers</i>		
6 th <i>Rhodesian Borderers</i>		
54 th Provincial Division	Major General Martin Henig	Ankaa
7 th <i>Rhodesian Borderers</i>		
8 th <i>Rhodesian Borderers</i>		
9 th <i>Rhodesian Borderers</i>		
Fifth (Nanking) Corps	Lieutenant General Donna Chang	Nanking
213 th Provincial Division	Major General Erik Baranov	
1 st <i>Nanking Borderers</i>		
2 nd <i>Nanking Borderers</i>		
3 rd <i>Nanking Borderers</i>		
197 th Provincial Division	Major General H.P. L'Orange	Zurich
4 th <i>Nanking Borderers</i>		
5 th <i>Nanking Borderers</i>		
6 th <i>Nanking Borderers</i>		
254 th Provincial Division	Major General Albert Ammerman	Terra Ferma
7 th <i>Nanking Borderers</i>		
8 th <i>Nanking Borderers</i>		
9 th <i>Nanking Borderers</i>		
<i>Hsien's Hotheads (B)</i>	Duke Roderick Twohy	Hsien
Sixth (Talithan) Corps	Lieutenant General Hector Diaz	Talitha
125 th Provincial Division	Major General Nigel Spivey	
1 st <i>Talithan Borderers</i>		
2 nd <i>Talithan Borderers</i>		
3 rd <i>Talithan Borderers</i>		
31 st Provincial Division	Major General Ernest Burrman	Connaught
4 th <i>Talithan Borderers</i>		
5 th <i>Talithan Borderers</i>		
6 th <i>Talithan Borderers</i>		
231 st Provincial Division	Major General Farran Zerbe	Bordon
7 th <i>Talithan Borderers</i>		
8 th <i>Talithan Borderers</i>		
9 th <i>Talithan Borderers</i>		
Seventh (Oliver) Corps	Lt. General Ariel MacKenzie	Oliver
123 rd Provincial Division	Major General Charles Tull	
1 st <i>Oliver Borderers</i>		
2 nd <i>Oliver Borderers</i>		
3 rd <i>Oliver Borderers</i>		
173 rd Provincial Division	Major General Doris Graber	Wyatt
4 th <i>Oliver Borderers</i>		
5 th <i>Oliver Borderers</i>		
6 th <i>Oliver Borderers</i>		
184 th Provincial Division	Major General Colin Seymore-Ure	Alchiba
7 th <i>Oliver Borderers</i>		



8th Oliver Borderers

9th Oliver Borderers

Eighth (Altairian) Corps

Lieutenant General Ludmila Zajonc Altair

217th Terran Division

Major General Solomon Gardiner

1st Altairian Star Cavalry

2nd Altairian Star Cavalry

3rd Altairian Star Cavalry

359th Terran Division

Major General Henry Reese

Altair

4th Altairian Star Cavalry

5th Altairian Star Cavalry

6th Altairian Star Cavalry

81st Terran Division

Major General Samuel Brandenburg New Earth

4th Tau Ceti Rangers

5th Tau Ceti Rangers

6th Tau Ceti Rangers

Ninth (Procyon) Corps

Lieutenant General Janice Hawkins Procyon

1st Star Volunteers

Procyon

160th Terran Division

Major General Alvan Bessel

Procyon

1st Sirian Lancers

2nd Sirian Lancers

3rd Sirian Lancers

Illician Lancers

General Walter Ford

Sheratan

59th Strike Regiment

21st Illician Rangers

4th Illician Rangers

5th Illician Rangers

6th Illician Rangers

8th Illician Rangers

9th Illician Rangers

Non-Aligned Units

1st Royal Marine

Carver V

Billing's Bandits

Ingress

13th Royal Division

Major General Dawn McCormick

Terra

1st Sinclair Fusiliers

2nd Sinclair Fusiliers

3rd Sinclair Fusiliers



Royal Navy

Starlight Avengers



The proud heritage of the Terran Royal Navy is rooted directly upon that of the once grand Star League Navy. This honored story can be traced back to the first Terran Navy and its commander, Fleet Admiral James McKenna who formed the Hegemony. In fact certain traditions now revived with the birth of the New Republic have indeed proven uniquely Terran. Perhaps most telling is the adherence to old world naming conventions when it comes to christening new naval ships. This ancient practice was begun long ago by Earth's great seafaring navies who named a particular warship class after the first vessel of that line. This custom carried on with the Navy as it ascended to patrol the vast dark ocean of space for the Terran Alliance after the first ever "black water" combat vessel, the TAS Charger, was launched in 2120. Of course among the new settled worlds of the InnerSphere this Terran Space Navy would go onto become the omnipresent control arm of an ineffectual Alliance Parliament and its widely hated Colonial Governors. As a result the new nations of the InnerSphere abandoned this and many other traditions they considered too Terran after gaining their independence during the Outer Reaches Rebellion. This symbolic snub of standing naval practices didn't extend to the newly born Terran Hegemony who viewed itself as the proper successor to the fallen Alliance. It embraced these naming conventions wholeheartedly as a means of fostering pride among its people after its founding. These new traditions remained unchanged until the dawn of the Star League when they were conveniently blurred by the House Lords as a means to foster interstellar unity. This policy died along with the League as new Terran naval leaders seized on these old traditions as a way to install pride in the New Republic's Fleet.

Unfortunately these glorious traditions stand in stark contrast to the current Royal Navy's bleak situation. Kerensky's Exodus left the new Republic to defend itself with no operable warships against the enormous fleets of the Great Houses. The SLDF didn't leave the new Terran nation completely helpless however. All combat vessels not capable of the long journey were left near Terran shipyards for restoration. These shipyards were also repaired by the SLDF prior to the Exodus in order to prepare the fleet for departure. This enabled the Terran combat fleet to grow and reach its current size quite rapidly. In addition a significant number of mothballed Hegemony warships that sat undisturbed during the Amaris Coup will be utilized to augment our small fleet of front line combat vessels. Thankfully many veteran sailors who served in the Star League Navy during the



Periphery Uprising and the Amaris Coup remained with the Terran Republic. This gives the Royal Navy an edge in experience against any other fleet currently within the InnerSphere. Another Terran advantage has always been superior technology like the SDS network deployed throughout the Republic. This along with other new innovations promises to give the fledgling Terran fleet a fighting chance in any future conflict.

The Royal Navy maintains many installations throughout Terran controlled space from which it operates. Naval headquarters, named the Admiralty after the Royal Navy's top command group, is located in the city of Normandy on the planet Keid. Other primary naval bases of the Republic can be found in the Terra, Carver, and Fomalhaut star systems. This does not include some large secondary facilities above Dieron, New Earth, Graham IV and Castor which are also very important to ongoing fleet operations. Most of the remaining stations found in nearly every inhabited system are minor in comparison yet serve a necessary role for all spacefaring fleets. Finally there are an undisclosed number of secret bases in the New Republic to help adequately defend the nation from foreign aggressors.

Despite the Navy's weakened status a strong rivalry still exists between it and the Terran Army. This was best shown in the debate that occurred over the Terran Military Royal Command Structure. Many in the Royal Navy campaigned for equal representation in the other six military commands that make up the TRAS. Regent Amanda Cameron chose to back many of the Army's recommendations for these high military posts citing the fleets weakened strength. Only one post went to a naval officer as Admiral Steven Aurelius was appointed Chief of Logistics Command. Despite the Admiral's advanced age and old war wounds he has an unmatched energy. He is also very meticulous and makes sure that every supply need is addressed by his command.

OFFICERS

Admiral Dana Knight is the Chief of Navy Command or the Royal Navy as it is more widely known. A native of Keid she was accepted at an early age to the prestigious Fleet School there on planet. Joining the Star League Navy just prior to the outbreak of the Periphery Uprising she rose through the ranks meteorically for several heroic actions. Knight was promoted to Vice Admiral following Operation Liberation but chose to retire from service afterwards. Her initial efforts and outstanding service during the war propelled Dana to the position of Duchess which had been vacant following the death Keid's ducal family at the hands of the Usurper. Knight continued her efforts to help rebuild her battered homeworld rather than departing with the Exodus. It wasn't long until Regent Amanda Cameron called on Knight to help defend the Terran nation. The Admiral is always very optimistic and predicts victory for the Royal Navy even if attacked by overwhelming force. She does realize however the high cost that any conflict will have on the combat fleet and the New Republic as a whole. Knight personally commands the 1st Fleet which is known as the Terran Home Fleet for its primary duty station which it will probably seldom leave. Currently made up of mainly reserve vessels with the exception of three warships it is purely a defensive grouping.

Perhaps the foremost naval commander in the InnerSphere, Vice Admiral Lasyeu Chweihau is considered to be the finest Terran fleet captain by most in the New Republic. This opinion has already been voiced by many of the sailors of the Royal Navy including Admiral Dana Knight. Lasyeu was born in Hong Kong on Terra to an English family that



had long resided in this Chinese city. Extremely gifted he was accepted to the prestigious Sandhurst Royal Military College where his talents for naval warfare were identified and cultivated. After his graduation with honors Chweihau became a Capellan Naval Attaché for the Star League Navy. When the Amaris Coup broke out he led a ship full of Liao volunteers to a stunning victory above Nanking against several Casper drones. Following this stunning success he joined the SLDF at Circinus where he was placed in charge of the Loyalist Fleet. This group of warships assembled from House “volunteers” (or depending on your point of view deserters) agreed to help the SLDF liberate the occupied Hegemony. Despite their ad hoc nature and lesser tech levels the Loyalist Fleet under Chweihau performed exceptionally. This of course led to Lasyeu’s meteoric rise through the Star League Navy culminating in his promotion to Rear Admiral at wars end. The termination of hostilities saw an end of his command and certain relegation to desk duty which Lasyeu despised. Rather than accept this fate and take part on the Exodus Chweihau offered to stay on with the new Royal Navy as long as he remained in command of a battle fleet. Regent Cameron agreed to this minor concession in order to obtain the services of such a renowned officer. So far he appears to be happy in his new position as commander of the extremely formidable 2nd Fleet which in the event of war will likely be deployed against Marik aggressors.

Vice Admiral Michael Beserick is a graduate of the Annapolis Naval Academy on Terra. His instructors at the academy noted the cadet’s firm grasp of naval warfare and the ability to think on the fly. A young Captain in command of the SLS Lady Shandra (a Cameron class Battlecruiser) at the start of the Periphery Uprising he earned many awards throughout the conflict for outstanding military service. The Lady Shandra was disabled during Operation Liberation and declared unworthy of repair by SLDF engineers. Beserick a native Terran would not leave his ship or his crew and refused to depart with the Exodus. Shortly after the Exodus he was promoted by Admiral Knight to Vice Admiral and placed in charge of day to day operations of the 1st Fleet. Michael performs most of his duties from the bridge of the newly restored TRS Lady Shandra. Vice Admiral Beserick has recently assumed sole command of the 3rd Fleet which just became operational. The Third while slightly lighter than the elite 2nd Fleet is just as capable and will likely face off against any Kurita invasion of Terran space.

Many refer to Vice Admiral Yin Zhang as the wise old sailor of the Royal Navy. This long time veteran of the SLDF rose through the naval ranks steadily as his quiet competence was recognized and rewarded. During the Amaris Coup he served as a senior aide to Admirals Grec and Brandt who came to rely on his sage advice. While he agreed to stay on with the New Republic, Zhang refused any attempt to promote him. In fact it is said that Zhang declined to take command of the Royal Navy instead nominating Admiral Knight for the position. His current duties as Chief of Warship Subcommand and Commander of the 4th (Spinward) Fleet apparently keep him busy enough. The Fourth is an entirely reserve formation made up of mothballed vessels and old sailors. The Fleet’s sole purpose is the defense of the Thompson Shipyards lying within the Keid star system.

Another contemporary of Vice Admiral Zhang is the commander of the 5th (Anti-Spinward) Fleet, Philip Davoe. This gruff old sailor has seen a lot and following the Amaris Coup officially retired from the Navy. When his comrades in the SLDF asked Davoe to partake in the Exodus he declined saying “I’m too damn old for such idealistic



nonsense”. However, Philip did not refuse Regent Amanda Cameron’s call to service for the duration of the crisis at hand. Placed in charge of the Terran Naval Reserve he has overseen the reactivation of three hundred Hegemony warships and many more Star League sailors dramatically increasing the strength of the Royal Navy. This feat pulled off in near complete secrecy is considered to be a great accomplishment by almost every knowledgeable Terran except Davoe. He insists that these “glorified museum pieces will only send brave veterans to an early grave”. Davoe’s Fifth Fleet composed entirely of light (mainly Destroyers and Corvettes) relics. Divided into its component flotillas it is charged with the security of the large naval installations in the New Earth, Castor, Graham, and Fomalhaut star systems.

The enigmatic Vice Admiral Fatima Varha-Kahdem is a veteran of the SLDF. Little is known about her military record but Fatima’s rapid advance through the ranks is testimony to an excellent career spent in the intelligence services. Fanatically loyal to Regent Cameron she was among the first high ranking officers to swear a personal oath of allegiance to the Terran sovereign. Officially she has many duties including command of the 6th (Surveillance) Fleet. The Sixth is made up of surveillance vessels entirely which includes a full flotilla of the ultra sophisticated Bug-Eye. These highly advanced craft were thought originally to have either been destroyed or departed with General Kerensky. How the Vice Admiral accomplished this is still something of a mystery.

TACTICS

Vastly outnumbered by their potential adversaries the Royal Navy religiously practices the strategy of their former enemy, Periphery rebels and bandits. These purely defensive (and unconventional) tactics with the help of many high tech devices, like the SDS network, will hopefully defeat any potential opponent. Recently Regent Cameron granted the fleet authorization to use any means necessary to defend Terran space. This includes the deployment of several hundred nuclear weapons as a defense of last resort. The ships of the new Royal Navy are now colored with a simpler white, gold, and gray design that replaces the intricate paint schemes of the old Star League Navy. These new colors are based on Judith Cameron’s Great White Fleet that once escorted the House Lords to Ares for one of Terra’s grandest diplomatic successes. It is hoped that this gesture will eventually help restore the realms former status as the InnerSphere’s grand arbiter of peace.

1st (Home) Fleet
Fleet/ Veteran/ Fanatical
CO: Admiral Dana Knight

2nd (Rimward) Fleet
Fleet/ Elite/ Fanatical
CO: Vice Admiral Lasyeu Chweihau

3rd (Coreward) Fleet
Fleet/ Elite/ Fanatical
CO: Vice Admiral Michael Beserick

4th (Spinward) Fleet
Fleet/ Veteran/ Reliable
CO: Vice Admiral Yin Zhang

5th (Anti-Spinward) Fleet
Fleet/ Regular/ Reliable
CO: Vice Admiral Pierre Devoe

6th (Surveillance) Fleet
Fleet/ Veteran/ Fanatical
CO: Vice Admiral Fatima Varha-Kahdem



Ships of the Line

by Vice Admiral Yin Zhang

To supplement the information already provided in this report a list of and deployment for all active warships has been included here in as directed. These line vessels comprise only a single reinforced flotilla in each of our two main battle fleets. As the Exodus left us with no operable warships just over a year ago, the Prometheus Program has to be regarded as highly successful. While efforts continue to salvage more Star League era craft (for details see the Prometheus Program detailed later on in this report) we currently field forty one of these extremely formidable ships as the solid core of the Royal navy. Another four ships are currently undergoing trials and shakedown cruises but are expected to be ready if conflict breaks out. Four more vessels are nearing full restoration but will not be prepared for operations in the near future. All of these vessels designed and built originally by the Star League will generally outperform any House craft of equivalent class. On the whole they are larger than their InnerSphere brethren thanks to superior naval engineering as well as falling outside the arms restrictions imposed on House fleets by the Edict of 2650. The Terran high tech edge also played a role in the excellent performance of these Star League combat vessels. Better interplanetary drives allow them to move as fast as or faster than their smaller House counterparts. Advanced armor composites give League warships more protection than their closest rivals. Finally innovative new weapon systems provide these craft with longer range naval firepower outdistancing their closest Spheroid competitor. The only major change undertaken by the New Republic has been the reclassification of certain (usually new designs) League warships to fit more traditional roles. Despite being able to outfight House warships individually or even two at a time any InnerSphere realm fields approximately five hundred line warships dwarfing our tiny active fleet. In addition these potential adversaries have activated their entire naval reserve since the fall of the League adding another five hundred vessels to their massive fleets. These include a sizable amount of retired Hegemony vessels already renowned for their capabilities. Given time the continued success of the Prometheus Program coupled with the tremendous potential of the Quicksilver Program may help close this massive naval gap to a manageable level.

Total Restored Line Warships (41)

- 2 McKenna class Battleship (Cameron's Strength, Sinclair's Will)
- 1 Texas class Battleship (Missouri)
- 1 Potemkin class Troop Cruiser (Odessa)
- 2 Sovetskii Soyuz class Heavy Cruiser (Jutland, Waterloo)
- 1 Sovremenny class Battlecruiser (Provornyy)
- 2 Black Lion class Battlecruiser (Porter, Nelson)
- 4 Cameron class Battlecruiser (Lady Shandra, Dido, Electra, Boadicea)
- 2 Congress class Frigate (Terran Senate, Royal Assembly)
- 3 Aegis class Heavy Cruiser (Furious, Monitor, Radiant)
- 6 Lola III class Destroyer (Potentate, Kaiser, Caliph, Suzerain, Monarch, Tsar)
- 1 Bainbridge class Destroyer (Peary)
- 9 Essex class Destroyer (Copenhagen, New York, Foundation Point, Aphros, Balardo Grande, Schrack, Oslo, Olivet, Normandy)



- 2 Riga class Escort (Yorktown, Andurien)
- 2 Genesis class Corvette (Eponine, Gavroche)
- 3 Vincent class Corvette (Memphis, Caspian, Charleston)

Undergoing Trails (4)

- 1 McKenna class Battleship (Collins' Spirit)
- 2 Black Lion class Battlecruiser (Hawkins, Jones)
- 1 Volga class Transport (Purveyor)

Currently being Restored (4)

- 2 Riga class Escort (Hornet, Wasp)
- 2 Vincent class Corvette (Aral, Raleigh)

Naval Line Deployment

(as of June 2785)

Even though the Royal Navy operates independently from the Terran Army they both deploy their forces in a similar fashion. After all both organizations have to support each other in order to protect the New Republic. Royal Command makes sure that both the Navy and the Army work together by setting broad goals or if necessary issuing strict orders. While a rivalry certainly exists between both branches of the Terran military they usually cooperate without incident. The speed at which they do is usually what Royal Command is most concerned about as any delay could cost Terran lives.

Ideally to provide the best possible defense the Navy would have a battle fleet for each Terran Province. These formations as well as any other naval unit posted in that area would report directly to a Provincial Fleet Commander holding the rank of Vice Admiral. This position is the Navy's equivalent to the Terran Army's Provincial Guard Commander who holds the rank of Lieutenant General. It is between these two high ranking individuals that many inter-service matters crop up and must be resolved. At this level of command cooperation is essential to insure orders are followed quickly. To avoid friction between the services a Provincial Military Commander could be appointed to lead all Terran forces in a select Province but this has yet to be done.

Unfortunately the Royal Navy's bleak situation prevents such deployments so a more ad hoc arrangement currently exists. Every Fleet now in existence is a mix of Line ships and Reserve vessels but in the future the Navy would like to deploy these ships separately. Line Fleets will be further divided into several different categories based on their composition and assigned missions. The main combat arm of the Royal Navy will continue to be the traditional Battle Fleet which relies on its heavily armed warships to quell any opposition. It is possible that a Carrier Fleet made up of warships that carry aerospace fighters as their primary weapon could be assembled in the distant future. These formations which the Star League experimented with during its final days showed promise but are still viewed a great deal of skepticism by the Admiralty. A Surveillance Fleet assembled from jump capable spy craft has already been assembled to help gather all possible information on any type of enemy aggression. Soon to be assembled is a Transport Fleet from warships that are dedicated troop or cargo carriers. The first of these vessels are currently in service with the 1st Fleet as auxiliary vessels. Probably after the



threat of war has passed a Discovery Fleet will be established to scout new worlds and perform various scientific missions. Reserve Fleets (which you can find more information under Naval Reserve) will round out the Royal Navy. Composed of retired warships they will serve as auxiliaries, part time defense craft, full time training vessels, or floating space museums.

<i>1st (Home) Fleet</i>	CO: Admiral Dana Knight	Terra
Command Squadron		
TRS Cameron's Strength (McKenna class Battleship)		
TRS Odessa (Potemkin class Troop Cruiser)		
TRS Purveyor (Volga class Transport)		
<i>2nd (Rimward) Fleet</i>	CO: Vice Admiral Lasyeu Chweihau	Carver V
Fleet Flagship		
TRS Sinclair's Will (McKenna class Battleship)		
Assault Squadron		
TRS Nelson (Black Lion class Battlecruiser)		
TRS Hawkins (Black Lion class Battlecruiser)		
TRS Jones (Black Lion class Battlecruiser)		
TRS Waterloo (Sovetskii Soyuz class Heavy Cruiser)		
Attack Squadron		
TRS Electra (Cameron class Battlecruiser)		
TRS Boadicea (Cameron class Battlecruiser)		
TRS Monitor (Aegis class Heavy Cruiser)		
TRS Radiant (Aegis class Heavy Cruiser)		
Combat Squadron		
TRS Royal Assembly (Congress class Frigate)		
TRS Suzerain (Lola III class Destroyer)		
TRS Monarch (Lola III class Destroyer)		
TRS Tsar (Lola III class Destroyer)		
Battle Squadron		
TRS Schrack (Essex class Destroyer)		
TRS Oslo (Essex class Destroyer)		
TRS Olivet (Essex class Destroyer)		
TRS Normandy (Essex class Destroyer)		
Strike Squadron		
TRS Provornyy (Sovremenyy class Battlecruiser)		
TRS Peary (Bainbridge class Destroyer)		
TRS Andurien (Riga class Escort)		
TRS Charleston (Vincent class Corvette)		
<i>3rd (Coreward) Fleet</i>	CO: Vice Admiral Michael Baserick	Dieron
Fleet Flagship		
TRS Collins' Spirit (McKenna class Battleship)		
Assault Squadron		
TRS Missouri (Texas class Battleship)		



- TRS Porter (Black Lion class Battlecruiser)
- TRS Lady Shandra (Cameron class Battlecruiser)
- TRS Dido (Cameron class Battlecruiser)
- Attack Squadron
 - TRS Jutland (Sovetskii Soyuz class Heavy Cruiser)
 - TRS Furious (Aegis class Heavy Cruiser)
 - TRS Foundation Point (Essex class Destroyer)
 - TRS Balerdo Grande (Essex class Destroyer)
- Combat Squadron
 - TRS Terran Senate (Congress class Frigate)
 - TRS Potentate (Lola III class Destroyer)
 - TRS Aphros (Essex class Destroyer)
 - TRS Yorktown (Riga class Escort)
- Battle Squadron
 - TRS Kaiser (Lola III class Destroyer)
 - TRS Caliph (Lola III class Destroyer)
 - TRS Copenhagen (Essex class Destroyer)
 - TRS New York (Essex class Destroyer)
- Strike Squadron
 - TRS Eponine (Genesis class Corvette)
 - TRS Gavroche (Genesis class Corvette)
 - TRS Memphis (Vincent class Corvette)
 - TRS Caspian (Vincent class Corvette)
- 6th (Surveillance) Fleet* CO: Vice Admiral Fatima Varha-Kahdem Mars
- Recon Squadron
 - TRS Beholder (Bug-Eye class Surveillance Vessel)
 - TRS Doppelganger (Bug-Eye class Surveillance Vessel)
 - TRS Rakshasa (Bug-Eye class Surveillance Vessel)
 - TRS Vampire (Bug-Eye class Surveillance Vessel)
- Recon Squadron
 - TRS Overseer (Bug-Eye class Surveillance Vessel)
 - TRS Harbinger (Bug-Eye class Surveillance Vessel)
 - TRS Prophet (Bug-Eye class Surveillance Vessel)
 - TRS Mystic (Bug-Eye class Surveillance Vessel)
- Recon Squadron
 - TRS Rogue (Bug-Eye class Surveillance Vessel)
 - TRS Renegade (Bug-Eye class Surveillance Vessel)
 - TRS Scoundrel (Bug-Eye class Surveillance Vessel)
 - TRS Thief (Bug-Eye class Surveillance Vessel)
- Recon Squadron
 - TRS Shadow Walker (Bug-Eye class Surveillance Vessel)
 - TRS Ghost Star (Bug-Eye class Surveillance Vessel)
 - TRS Phantom Moon (Bug-Eye class Surveillance Vessel)
 - TRS Dark Sun (Bug-Eye class Surveillance Vessel)



Strategic Planning

by Rear Admiral Sarah Eddings

Currently the Royal Navy is operating well below strength especially in comparison to the Fleets of the Great Houses. Our mobile forces other than warships generally match the size of the Terran Army in relation to other InnerSphere forces. That is to say they are only two-thirds as large as the next closest rival. However, our superior equipment and high level of combat experience help close the gap here somewhat. Static defenses that the SLDF could not easily take with them on their long journey are another matter entirely. Significant numbers of Star League space stations that survived the Amaris Coup intact or were rebuilt by the SLDF prior to the Exodus. These stations (be they recharging, cargo, battle or otherwise) could provide an edge if conflict should engulf the New Republic. Perhaps the greatest naval advantage that the Terran nation possesses is the newly restored SDS network. Once again this is due to the efforts of the SLDF. Many drone warships that defended the Terran state were disabled by powerful ECM devices used by the Star League Navy during the Hegemony's liberation. These drones were repaired and fitted with ECCMs to prevent any enemy from disabling them as the Star League had done during the Amaris Coup. Ground based SDS were also repaired or augmented by new facilities capable of defending inhabited worlds. This provides the Terran military with a formidable naval defense that significantly reduces the vulnerability of many worlds. Finally, as a last resort Kerensky left the Terran Republic with several nuclear missiles. Two types of missiles equipped with low-yield nuclear warheads, each capable of destroying any warship, are available to the TRAS. The first and easily most common is the ground based Davy Crockett. The other is the new, never before used, Alamo missile. The Alamo is deployed via an aerospace fighter that carries the weapon on a centerline pylon. The Alamo should be more effective than the Davy Crockett because of it's method of delivery. These weapons would only be deployed in space against enemy warships and in strict compliance with the Ares Conventions. With these forces at our disposal it would be wise to remain in a defensive posture until the situation changes more to our advantage. If we wage a spirited defense of our homeland (which I'm confident we will) any House that attempts to conquer us risks being conquered itself. With this in mind even the most aggressive House Lord must remain cautious in their advance against the New Republic. This strategy like those developed by Admiral Tirpitz before the 1st Terran World War or the Taurian Admirals prior to the Reunification War is dependant upon several factors and could fail. However, it represents our best chance at survival and as shown by Warlord Urizen Kurita during the formation of the Draconis Combine could very well succeed. The relatively small number of worlds we have to defend when compared to our large Spheroid neighbors also aids us. Even with our smaller Navy we should be able to deploy in strength quickly thanks to Terra's central location. It is for this reason that the Admiralty recommends that all Fleets with the exception of the 5th and 6th remain together. Our knowledge of nearby stellar terrain thanks to hyper-sensitive Star League cartography should facilitate our movement via non-standard jump points if necessary. Finally if attacked a highly mobile well-armed naval squadron could be detached from our main battle fleets to harass enemy shipping. This tactic in conjunction with Operation Silver Spear could be very disruptive to our main rival.



Shipyards

by Rear Admiral Samuel Erikson

The naval section of Project Phoenix codenamed the Prometheus Program has helped restore previously destroyed shipyards along with repairing other yards damaged during the Amaris Coup. The badly damaged yards over Graham IV and Carver V were restored as maintenance and base facilities for elements of the Royal Navy. Thanks to damage sustained in the war both installations are incapable of undertaking any type of major construction effort independently. Similar hidden repair facilities exist in the secret Luyten and Ross systems. Used extensively by the SLDF during the Amaris Coup their secret location helped resupply the Fleet without fear of reprisal. The Royal Navy is also transferring pieces of the Graham IV facility to build a new station in the Fomalhaut system. Completion for this project is unknown but some think it may signal a full move from Graham IV by the Navy. The Izumi Shipyards in the Altair system are currently in a state of limbo thanks to a Draconis occupation force. Terran sabotage has so far prevented their use by the Dragon who currently controls the facility. Royal Command believes that these facilities will be utilized by Kurita invaders to stage deeper strikes into the Republic's interior. This must be prevented at all cost. Finally the devastated Star League shipyards in the Terra Firma, Yorii, Sirius, and Wasat systems had to be scrapped with all useful parts going to help rebuild other shipyards. In total seven fully capable shipyards have been working since before the Exodus to repair damaged Star League vessels. Following General Kerensky's departure these yards listed below have been going nonstop to mobilize the largest naval force possible in order to safeguard the New Republic.

O'Neil Shipyards

Location: Terra (Earth)

Company: Krester's Ship Construction

Notes: Following the liberation of Earth from the clutches of the Usurper the Star League Navy immediately began to assess damage to Terran orbital yards. The three major shipyards orbiting the Cradle of Humanity had sustained significant damage. It was decided that all these shipyards be consolidated into one large orbiting station. Krester's Ship Construction was granted rights on the new yard by the Terran government. The O'Neil yards are named in honor of the engineer who designed the new combined facility which is easily the largest, by the amount of, spacedocks in the Republic.

Lowell Shipyards

Location: Terra (Mars)

Company: Blue Nose Clipperships

Notes: Crippled by Star League warships at the very start of the Amaris Coup the Lowell Yards were completely abandoned until the conclusion of Operation Liberation. Using parts from other shipyards the SLDF was able to fully restore the Martian space facility. Its dockyards are the largest in the Terran state and are capable of holding the biggest warships.



Titan Shipyards

Location: Terra (Titan)

Company: Mitchell Vehicles Interstellar

Notes: The Titan shipyards are the most state of the art naval facility in the InnerSphere. Under construction at the time of the Amaris Coup the yards remained incomplete until the SLDF liberated the Hegemony. The New Republic gave Mitchell Vehicles rights to the yards to in order to compensate the company for losses incurred during the Coup.

Terada Shipyards

Location: Dieron

Company: Matsui Technologies

Notes: The shipyards above Dieron never had the capability to construct warships only maintain them. These maintenance facilities helped service all Star League naval vessels stationed within the Draconis Combine. After the Hegemony's liberation the SLDF using salvaged parts from other spacedocks the Terada yards were fully repaired and upgraded in their capabilities. Matsui Technologies, who bought up what was left of Di Tron, was granted rights to the expanded Terada docks.

Nicholas Staryards

Location: New Earth

Company: New Earth Trading Company (NETC)

Notes: Badly damaged during the Amaris Coup the yards above New Earth were scheduled for scrapping by the SLDF until New Earth Trading Company (NETC) bought them vowing to restore them to operational status. Somehow NETC was able to fulfill its promise restoring one of the oldest space facilities in the Terran state. While old the newly renamed Nicholas Staryards (in honor of the yards former owner) have certainly helped restore the Royal Navy's fighting strength.

Thompson Shipyards

Location: Keid

Company: Federated Defense Systems (FDS)

Notes: The original Thompson Shipyards were completely destroyed during the Amaris Coup. The SLDF using shipbuilding facilities taken from the Rim Worlds Republic was able replace the yards above Keid. Rights to the new Thompson yards were bought up by a brand new Terran firm, Federated Defense Systems (FDS). While relatively modern the new yards are much smaller than the original.

Zaker Dockyards

Location: Castor

Company: Zaker Shipbuilding

Notes: With only two small yards capable of servicing destroyers Zaker Dockyards has always seemed to out do even larger competitors. The Zaker Yards never fell to the Usurper and were not damaged during the Amaris Coup. Under the leadership of Hugo Zaker the yards worked hard to supply the SLDF and now the TRAS. Given their location near the Free Worlds League it would seem that these docks will once again play a major role in the coming war.



Prometheus Program

by Rear Admiral Charles Julliard

Recognizing the significance of Terra's battered space facilities in relation to their operations the SLDF quickly began to look for a way to rebuild them. This program initiated by order of General Ian Sinclair in 2778 as an important part of Project Phoenix was the solution. The goal of the program was to aid in the defense of the newly liberated Hegemony by restoring naval facilities to full capacity. To accomplish this task in the fastest possible time parts from Star League naval bases all over the InnerSphere and those of the Rim Worlds Republic were scrounged up and sent to Terra. As time went on and General Kerensky decided to leave the InnerSphere it became clear that Prometheus was the best hope of building up the New Republic's fledgling Navy.

The Prometheus Program eventually came to consist of three different phases that were designed to rebuild Terra's naval defenses. Phase one, the restoration of Terran naval infrastructure, began in 2778 and was completed in early 2783. Phase two, gathering all damaged Star League naval craft around these rebuilt installations for repair, started in 2782 and finished in 2784. Phase three, repair work on these derelict vessels, began in 2783 and continues till today. With 45 to 50 warships restored a year it should take five or six years to complete this final phase of the program.

The durability of these Star League wrecks is readily apparent to all those taking part in this landmark endeavor. Despite enduring horrendous damage in the Periphery Uprising and the Amaris Coup those ships already repaired have performed well. The only exception to this rule is three Farragut class Battleships found partially disassembled by Star League engineers. Listed below is the total number of repairable League warships in Terran possession. Please note that some of these vessels have already been restored.

Total Salvageable Warships (248)

- 11 McKenna class Battleships
- 3 Farragut class Battleships
- 5 Texas class Battleships
- 5 Potemkin class Troop Cruisers
- 4 Luxor class Heavy Cruisers
- 4 Cameron class Battlecruisers
- 1 Sovremenny class Battlecruiser
- 20 Sovetskii Soyuz class Heavy Cruisers
- 5 Black Lion class Battlecruisers
- 2 Kimagure class Pursuit Cruisers
- 25 Congress class Frigates
- 20 Volga class Transports
- 7 Aegis class Heavy Cruisers
- 47 Lola III class Destroyers
- 1 Bainbridge class Destroyer
- 30 Essex class Destroyers
- 4 Riga class Escorts
- 2 Genesis class Corvettes
- 52 Vincent class Corvettes



Naval Reserve

by Vice Admiral Pierre Devoe

Terra's policy of storing retired warships, known as mothballing, rather than scrapping wholesale them continues to pay dividends for our realm. While other nations of the InnerSphere mothballed some of their decommissioned ships they could not hope to match the Terran Naval Reserve. The main reason for this was the age of the Terran Navy which existed long before any of the Great Houses. This in turn led to higher quality vessels and a special sense of pride in them by Terran sailors. This tremendous reserve fleet has not only helped maintain a strong space defense but provide extra capital by permitting the occasional sale of ancient vessels to the Great Houses during the Star League era.

The Amendment to the Edict of 2650 that allowed the nations of the Star League to double the size of their militaries forced the Navy to activate some of these reserve ships in order to keep pace. Ships like a number of refitted Avatar class Heavy Cruiser were called up to fill the gap. Others like the Aegis class Heavy Cruiser due for retirement were kept on with line fleets. Even the problematic Cameron class Battlecruiser was redeployed for frontline operations. As a result the Naval Reserve became depleted from its former high point in 2751 and now fielded fewer warships than the average House Reserve Fleet. Of course the Star League took the very best ships from the reserve leaving it in its worst condition ever.

When the Usurper successfully seized control of the Hegemony he gained control over some of the Naval Reserve. Many ships deposited in remote locations all over the Hegemony per standard military practice remained hidden from Amaris. After all, his minions were much more interested with other high tech defenses like the Terran SDS. These relics stored in clandestine positions would draw little interest for "the Empire". Amaris did flirt with the idea of crewing these old ships with Terran sailors. Shanghaied into service their families would be held hostage to ensure their loyalty. These plans were soon scrapped when the Usurper's henchmen found it took too much manpower away from vital defenses. With such an effective SDS at his command Amaris dropped plans to activate what few reserve warships he had at his disposal.

Kerensky had no interest in such elderly battle craft and decided to leave what reserve vessels remained in the hands of the New Republic. As ordered we have reactivated over three hundred such ships to help defend Terra. These glorified space museums will do their best to keep Terra free but their best days are clearly behind them. I urge their use in defensive operations only where they might have some kind of support. Remember all of these craft, no matter the specific details, were retired from active service because House warships could outperform them. Appearing below is a full list of reactivated reserve ships. A few still remain in mothballs do to extreme old age, various mechanical problems, or lack of trained crewmen.

Total Active Reserve Warships (328)

- 10 Monsoon class Battleships
- 16 Hegemony class Battlecruisers
- 30 Avatar class Heavy Cruisers
- 72 Riga class Frigates
- 44 Carson class Destroyers
- 22 Naga class Destroyers
- 22 Lola I class Destroyers
- 44 Bonaventure class Corvettes
- 20 Vigilant class Corvettes
- 24 Tracker class Surveillance Vessels
- 24 Nightwing class Surveillance Vessels



Naval Reserve Deployment

(as of June 2785)

1st (Home) Fleet

- 2 Assault Squadrons (2 Monsoon class Battleships, 6 Avatar class Heavy Cruisers)
- 1 Attack Squadron (4 Hegemony class Battlecruisers)
- 4 Combat Squadrons (16 Riga class Frigates)
- 5 Battle Squadrons (10 Carson class Destroyers, 5 Naga class Destroyers, 5 Lola I class Destroyers)
- 4 Strike Squadrons (12 Bonaventure class Corvettes, 4 Vigilant class Corvettes)

2nd (Rimward) Fleet

- 3 Assault Squadrons (3 Monsoon class Battleships, 9 Avatar class Heavy Cruisers)
- 1 Attack Squadron (4 Hegemony class Battlecruisers)
- 3 Combat Squadrons (12 Riga class Frigates)
- 2 Battle Squadrons (4 Carson class Destroyers, 2 Naga class Destroyers, 2 Lola I class Destroyers)
- 2 Strike Squadrons (6 Bonaventure class Corvettes, 2 Vigilant class Corvettes)

3rd (Coreward) Fleet

- 3 Assault Squadrons (3 Monsoon class Battleships, 9 Avatar class Heavy Cruisers)
- 1 Attack Squadron (4 Hegemony class Battlecruisers)
- 3 Combat Squadrons (12 Riga class Frigates)
- 2 Battle Squadrons (4 Carson class Destroyers, 2 Naga class Destroyers, 2 Lola I class Destroyers)
- 2 Strike Squadrons (6 Bonaventure class Corvettes, 2 Vigilant class Corvettes)

4th (Spinward) Fleet

- 2 Assault Squadrons (2 Monsoon class Battleships, 6 Avatar class Heavy Cruisers)
- 1 Attack Squadron (4 Hegemony class Battlecruisers)
- 4 Combat Squadrons (16 Riga class Frigates)
- 5 Battle Squadrons (10 Carson class Destroyers, 5 Naga class Destroyers, 5 Lola I class Destroyers)
- 4 Strike Squadrons (12 Bonaventure class Corvettes, 4 Vigilant class Corvettes)

5th (Anti-Spinward) Fleet

- 4 Combat Squadrons (16 Riga class Frigates)
- 8 Battle Squadrons (16 Carson class Destroyers, 8 Naga class Destroyers, 8 Lola I class Destroyers)
- 4 Strike Squadrons (12 Bonaventure class Corvettes, 4 Vigilant class Corvettes)

6th (Surveillance) Fleet

- 12 Recon Squadrons (24 Tracker class Surveillance Vessels, 24 Nightwing class Surveillance Vessels)



Rim Protectorate Status

While they lie well outside our territorial bounds the former worlds of the Rim Republic are vital to the continued survival of our nation. After all Project Phoenix has helped speed the recovery of Terran industry by relying on salvaged equipment from this Periphery state. This operation which began in 2778 ran smoothly until 2784 when the SLDF withdrew en masse from the InnerSphere. General Kerensky's departure left an enormous power vacuum in this once vast realm which claimed some two hundred and forty eight inhabited star systems. However, there could be an additional unknown number of secret worlds established by the devious Amaris clan. Working with the people of the Rim we have already located a number of these valuable locations. The situation in the Old Republic continues to degrade into a complete state of anarchy.

With the SLDF gone a horde of bandits have descended all across the Rim. These outlaws range from freedom fighters to Amaris fanatics to common pirates as well as petty warlords. Each of these factions all have their own agenda but none want to see a restored nation. The Rim Parliament is the only governing authority left in the Old Republic and continues to debate a suitable course of action. This useless dialogue has not endeared them to the people of the Rim. In reality many Parliamentarians long ago realized the fate of their nation and have been out for themselves all this time. Tales of this corruption have begun to reach the denizens of the Rim and the response has not been good. As a result some planets resemble revolutionary states of the past with public officials executed and anyone attempting to seize control found dead soon afterwards. The Lyran Commonwealth has moved in troops to secure key worlds and restore order along their border. This has further weakened any unity that might have remained in the disintegrating Rim Worlds Republic.

Responding quickly to the deteriorating situation Regent Amanda Cameron declared the establishment of a Protectorate just after the birth of the New Republic. Efforts to maintain order in the coreward arm of the Rim have so far paid dividends for our reconstruction allowing us to continue Project Phoenix unimpeded. These thirty four inhabited systems ruled from the friendly worlds of Illium and Yemelke are a bastion of stability amidst the disorder of the Old Republic. Some installations like those within the Dark Nebula and in the Star's End system are too large to be moved. Perhaps in the future they will be of use to us. All efforts to restore some semblance of order to the anti-spinward arm of the Rim have failed miserably.

Garrisoning this far off territory was initially a problem for the New Republic. Many Terrans were reluctant to leave home again especially so soon after fighting to liberate their native land. Adequate numbers of troops couldn't be really spared anyhow with the nation under threat from several different belligerent neighbors. It was ultimately decided to ask for volunteers and draw from certain undesirable forces to fill out the Protectorate's defenders. Some Terrans who lost their homes and families stepped forward just to escape the reminders of the Usurper's reign of terror. Others who wanted to find new opportunities outside of Terra and escape a new InnerSphere wide war also signed up. Old members of the SLDF who established new homes in the Rim Worlds during the occupation of the realm agreed to join up. Efforts were made by CIB to screen out those volunteers who had more evil motives in mind, such as revenge. Some were just plain troublemakers who had disgraced themselves in some type of way.

In the final analysis the Protectorate ended up with a disparate defense force that is just barely able to maintain order. The total BattleMech force deployed on the Rim by the New Republic is an expanded battalion of 48 machines. However they aren't organized into a single force but positioned all across the Protectorate. Sometimes there is only a single machine per world and on other systems a lance. Conventional forces are much larger and more organized. Five Provisional Combat Brigades from the bulk of the Protectorate's defense with other independent small units scattered throughout. Only a few ancient jumpships are available to transport these units around the Protectorate. A large aerospace fighter contingent of eight wings represents the most potent military force currently out on the Rim.

Newly promoted General Thomas Bryne is the Military Governor of the Rim Protectorate. Bryne is a capable officer in his mid-forties who volunteered to return to the Rim Worlds Republic after service there with the SLDF. While ambitious and loyal to a fault it remains to be seen if he can administer the Protectorate effectively. He was promoted to Major General after the war and has only previously commanded a single brigade in combat. With only administrative postings available in the New Republic he desperately sought a new billet. As the highest ranking Terran officer who volunteered for a posting out on the Rim he got his wish. He has already shown some political suave naming Illium his new capital.



RULES

This chapter provides new rules for regular campaign play that reflect the unique strengths and weaknesses of the TRAS and associated forces. These rules are for use with *BattleTech* and *Classic BattleTech RPG* as noted in the text. References to the *BattleTech Master Rules, Revised* are abbreviated as *BMR*.

The Unit Assignment Table includes tables for generating *BattleTech* forces quickly for pick-up games. Unit Specialized Abilities provides optional rules for replicating the unique characteristics of the various forces described within this book. *Classic BattleTech (CBT) RPG Rules* offers many new Life Paths and other relevant material for creating a Terran character during the 1st Succession War era. Finally, *New Equipment* provides descriptions and game information for new weapons and vehicles recently design by the Terran Republic.

UNIT ASSIGNMENT TABLES

The 'Mech, vehicle and fighter assignment tables in this section can be used alone, but were designed to be used as an expansion to the Creating Scenarios rules on page 97 of the *BMR*. These tables can also be used in conjunction with the standard Vehicle Assignment Tables (see p. 90, *CBT: RPG*) but I recommend you consult with your GM for accuracy's sake as certain equipment on these tables may not be available. While players can use these tables to generate any InnerSphere force (especially during this time period), they are designed specifically for the forces of the Terran Republic. When generating non-Terran forces for use in this time period I recommend you consult the Mercenary Rules Annex (starting on p. 73) in *Mercenaries Supplemental II* which has rules for creating units in different time periods.

Assigning Equipment

After determining the weight classes of the equipment in each force (see p. 104, *BMR*), use the appropriate Random Assignment Tables to determine the specific 'Mech, vehicle and aerospace fighter designs.

To use the table, players must first know the appropriate equipment rating (A, B, C, D or F) of their Terran unit which can be found in the next section of this chapter. The Equipment rating represents the unit's access to advanced combat vehicles and other types of military equipment. This rating is representative of the unit's relationship with the New Republic and determines how easily it can obtain equipment and supplies. [Note: In universe play, these ratings are determined by Logistics Command after reviewing reports from the Department of Military Investigations and consulting with the Terran Royal Command.]

Alternatively, the players may simply set equipment ratings for their forces (Equipment Rating C is considered average) or may each roll 1D6 to determine their force's equipment rating. For example; a result of 1 provides an A rating, a result of 2 would be a B rating, a 3 or 4 results in C rating, while a 5 would equal a D rating, and 6 an F rating. Using similar equipment ratings for both sides will increase the likelihood of an evenly matched battle.



RANDOM 'MECH ASSIGNMENT TABLE: TERRAN REPUBLIC 2785

Light 'Mechs (20 to 35 tons)		Equipment Rating			
2D6	A	B	C	D	F
2	SPR-5F Specter (35)	FFL-4A Firefly (30)	HER-1S Hermes (30)	LCT-1E Locust (20)	UM-R60 Urbanmech (30)
3	JVN-11N Javelin (30)	NTK-2Q Night Hawk (35)	THN-E Thorn (20)	STG-3G Stinger (20)	LCT-1E Locust (20)
4	TLN-5W Talon (35)	THN-E Thorn (20)	OTT-27J Ostscout (35)	WSP-1A Wasp (20)	STG-3G Stinger (20)
5	MON-66 Mongoose (25)	HSR-200-D Hussar (30)	SDR-5V Spider (30)	UM-R60 Urbanmech (30)	WSP-1A Wasp (20)
6	MCY-99 Mercury (20)	HER-1S Hermes (30)	HER-1S Hermes (30)	LCT-1E Locust (20)	LCT-1E Locust (20)
7	MON-66 Mongoose (25)	MCY-99 Mercury (20)	HSR-200-D Hussar (30)	STG-3G Stinger (20)	STG-3G Stinger (20)
8	MCY-99 Mercury (20)	MON-66 Mongoose (25)	FS9-H Firestarter (35)	WSP-1A Wasp (20)	WSP-1A Wasp (20)
9	TLN-5W Talon (35)	HSR-200-D Hussar (30)	THN-E Thorn (20)	PNT-9R Panther (35)	LCT-1E Locust (20)
10	PRW-1LR Prowler (25)	FLC-4N Falcon (30)	MCY-99 Mercury (20)	OTT-27J Ostscout (35)	STG-3G Stinger (20)
11	WSP-105 Wasp LAM (30)	NTK-2Q Night Hawk (35)	MON-66 Mongoose (25)	SDR-5V Spider (30)	WSP-1A Wasp (20)
12	STG-A5 Stinger LAM (30)	TLN-5W Talon (35)	NTK-2Q Night Hawk (35)	FS9-H Firestarter (35)	PNT-9R Panther (35)

Medium 'Mechs (40 to 55 tons)		Equipment Rating			
2D6	A	B	C	D	F
2	ASN-22 Assassin (40)	WVE-5N Wyvern (45)	CDA-2A Cicada (40)	CDA-2A Cicada (40)	WTH-1S Whitworth (40)
3	WVE-5N Wyvern (45)	HOP-4B Hoplite (55)	ASN-21 Assassin (40)	ASN-21 Assassin (40)	CLN-7V Chameleon (50)
4	KTO-19 Kintaro (55)	WVE-5N Wyvern (45)	PXH-1 Phoenix Hawk (45)	VL-2T Vulcan (40)	CDA-2A Cicada (40)
5	KTO-19 Kintaro (55)	STN-3M Sentinel (40)	VL-2T Vulcan (40)	PXH-1 Phoenix Hawk (45)	ASN-21 Assassin (40)
6	CRB-27 Crab (50)	KTO-19 Kintaro (55)	WTH-1 Whitworth (40)	WTH-1 Whitworth (40)	VL-2T Vulcan (40)
7	CRB-27 Crab (50)	STN-3M Sentinel (40)	PXH-1 Phoenix Hawk (45)	STY-3C Starslayer (50)	PXH-1 Phoenix Hawk (45)
8	STN-3M Sentinel (40)	KTO-19 Kintaro (55)	SHD-2H Shadow Hawk (55)	BJ-1 Blackjack (45)	BJ-1 Blackjack (45)
9	STN-3M Sentinel (40)	CRB-27 Crab (50)	STN-3M Sentinel (40)	CLNT-2-3T Clint (40)	CLNT-2-3T Clint (40)
10	LNX-9Q Lynx (55)	CRB-27 Crab (50)	WVE-5N Wyvern (45)	DV-6M Dervish (55)	STY-3C Starslayer (50)
11	BLK-1 Bulwark (50)	HOP-4C Hoplite (55)	CRB-27 Crab (50)	GRF-1N Griffin (55)	DV-6M Dervish (55)
12	PHX-HK2 Phoenix Hawk LAM (50)	LNX-9Q Lynx (55)	KTO-19 Kintaro (55)	SHD-2H Shadow Hawk (55)	GRF-1N Griffin (55)

Heavy 'Mechs (60 to 75 tons)		Equipment Rating			
2D6	A	B	C	D	F
2	EXT-4D Exterminator (65)	CHP-1N Champion (60)	RFL-3N Rifleman (60)	CPLT-A1 Catapult (65)	ON1-K Orion (75)
3	CTS-6Y Cestus (65)	LNC-25-01 Lancelot (60)	CRD-3R Crusader (65)	OSR-2C Ostroc (60)	WHM-6R Warhammer (70)
4	BMB-12D Bombardier (65)	ST-8A Shootist (70)	ARC-2R Archer (70)	OTL-4D Ostsol (60)	CPLT-A1 Catapult (65)
5	EXC-2A Excalibur (70)	BMB-12D Bombardier (65)	WHM-6R Warhammer (70)	CPLT-C1 Catapult (65)	CRD-3R Crusader (65)
6	ST-8A Shootist (70)	GLT-3N Guillotine (70)	MAD-3R Marauder (75)	ON1-K Orion (75)	RFL-3N Rifleman (60)
7	MAD-3Q Marauder (75)	MAD-3Q Marauder (75)	CHP-1N Champion (60)	TDR-5S Thunderbolt (65)	OSR-2C Ostroc (60)
8	ST-8A Shootist (70)	GLT-3N Guillotine (70)	LNC-25-01 Lancelot (60)	RFL-3N Rifleman (60)	OTL-4D Ostsol (60)
9	EXC-2A Excalibur (70)	MAD-3Q Marauder (75)	BMB-12D Bombardier (65)	CRD-3R Crusader (65)	CPLT-C1 Catapult (65)
10	MTR-5K Maelstrom (75)	EXC-2A Excalibur (70)	GLT-3N Guillotine (70)	ARC-2R Archer (70)	TDR-5S Thunderbolt (65)
11	DGR-3F Dragon Fire (75)	BL-6-KNT Black Knight (75)	FSL-8K Flashman (75)	WHM-6R Warhammer (70)	ARC-2R Archer (70)
12	MAD-4R Marauder (75)	FSL-8K Flashman (75)	BL-6-KNT Black Knight (75)	MAD-3R Marauder (75)	MAD-3R Marauder (75)

Assault 'Mechs (80 to 100 tons)		Equipment Rating			
2D6	A	B	C	D	F
2	THG-12A Thug (80)	SHG-2E Shogun (85)	GOL-1H Goliath (80)	AWS-8Q Awesome (80)	MSK-6S Mackie (100)
3	SPT-2N Spartan (80)	THG-11G Thug (80)	AS7-D Atlas (100)	CGR-1A1 Charger (80)	BNC-3E Banshee (95)
4	LGB-OW Longbow (85)	CP-10-Z Cyclops (90)	CP-10-Z Cyclops (90)	GOL-1H Goliath (80)	EMP-1A Emperor (90)
5	EMP-6A Emperor (90)	LGB-OW Longbow (85)	BLR-1G Battlemaster (85)	VTR-9B Victor (80)	STC-2C Striker (80)
6	LGB-7Q Longbow (85)	BLR-1G Battlemaster (85)	VTR-9B Victor (80)	VTR-9B Victor (80)	CGR-1A1 Charger (80)
7	HGN-732 Highlander (90)	CRK-5003-0 Crockett (85)	STK-3F Stalker (85)	BLR-1G Battlemaster (85)	AWS-8Q Awesome (80)
8	LGB-7Q Longbow (85)	HGN-732 Highlander (90)	AWS-8Q Awesome (80)	STK-3F Stalker (85)	STK-3F Stalker (85)
9	EMP-6A Emperor (90)	EMP-6A Emperor (90)	CRK-5003-0 Crockett (85)	CP-10-Z Cyclops (90)	VTR-9B Victor (80)
10	PLG-3Z Pillager (100)	AS7-D Atlas (100)	THG-11G Thug (80)	BNC-3E Banshee (95)	STK-3F Stalker (85)
11	PLG-3Z Pillager (100)	KGC-000 King Crab (100)	HGN-732 Highlander (90)	BNC-3E Banshee (95)	GOL-1H Goliath (80)
12	NSR-9J Nightstar (95)	PLG-3Z Pillager (100)	KGC-000 King Crab (100)	AS7-D Atlas (100)	CP-10-Z Cyclops (90)

Assigning Equipment in Classic BattleTech RPG

Players can also use the random assignment tables in this section to assign the starting BattleMech, Vehicle or Aerospace Fighter for a new CBT: RPG character that fights for the New Republic during this era. In this case, use these tables instead of the standard tables on pp. 90-94, CBT: RPG. Base the character's equipment rating (or status) on the character's current unit (or the unit with which he last served).

If the character has not served in a unit, assume he has a C rating (Status 2). Increase the rating by one level for every two of the following that the character possesses: Land Grant, Title, an appropriate Contact (such as TRAS), Well-Connected (Terran Republic), Social Standing of 7 or higher, or a Tour of Duty (only one Tour of Duty Path counts toward this total). Decrease the rating by one level for every two of the following: Bad Reputation, Poverty, Owns Vehicle or Ne'er-Do-Well (Life Path). The rating cannot increase above A or drop below C.



FIELD MANUAL: TERRAN REPUBLIC 2785

RANDOM VEHICLE ASSIGNMENT TABLE: TERRAN REPUBLIC 2785

2D6	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Gabriel Recon Hovercraft (5)	Chaparral Mobile Artillery (50)	Hi-Scout Drone Carrier (60)	LT-MOB-25 Mobile Long Tom Artillery (95)
3	APCs* (10)	Thor Armored Fighting Vehicle (55)	Demon Wheeled Tank (60)	LT-MOB-25 Mobile Long Tom Artillery (95)
4	Ripper VTOL (10)	Chaparral Mobile Artillery (50)	Marksman Mobile Artillery (65)	Rhino LRM Carrier (80)
5	Beagle Hovertank (15)	Thor Armored Fighting Vehicle (55)	Magi Anti-Infantry Vehicle (70)	Puma Heavy Tank (95)
6	Heavy APCs* (20)	Zephyr Hovertank (40)	Burke PPC Carrier (75)	Fury Heavy Tank (80)
7	Rotunda (20)	Goblin Medium Tank (45)	VLN-K65N Vn Lucknr Hvy Tk (75)	Fury II Heavy Tank (80)
8	Nightshade VTOL (25)	Zephyr Hovertank (40)	Demon Wheeled Tank (60)	Rhino LRM Carrier (80)
9	Cyrano VTOL (25)	Goblin Medium Tank (45)	Marksman Mobile Artillery (65)	Puma Heavy Tank (95)
10	Lightning Hovertank (35)	Zephyr Hovertank (40)	Magi Anti-Infantry Vehicle (70)	Fury Heavy Tank (80)
11	Lightning Hovertank (35)	Goblin Medium Tank (45)	Padilla Heavy Artillery Tank (75)	Fury II Heavy Tank (80)
12	Maulier Hover APC (15)	Kanga Hover/Jump Tank (50)	Coblitz Main Battle Tank (70)	Alacorn MK VI Heavy Tank (95)

Assigning Pilots

Once the players have determined their units they should then assign pilots to each. The players may use the Random Experience Level Table and the Random Skills Table (Expanded), p. 114, BMR.

If playing elements from a specific Terran unit, consult the appropriate unit writeup (starting with TRAS Rosters 2785); each (and sub-unit) has a rating of Elite, Veteran, Regular or Green. If playing an Elite unit, the controlling player should add a +4 modifier to the Random Experience Level roll and a +2 modifier to the Random Skills roll. If playing a Veteran unit, add +2 to the Experience roll and +1 to the Skill roll. If playing a Regular unit, apply no modifiers. For a Green unit, apply a -2 modifier to the Experience roll and -1 to the Skill roll.

RANDOM AEROSPACE ASSIGNMENT TABLE: TERRAN REPUBLIC 2785

2D6	Light Aerospace	Medium Aerospace	Heavy Aerospace	Dropships
2	CNT-1D Centurion (30)	LTN-G15 Lightning (50)	THB-D36 Thunderbird (100)	Fury class Troop Carrier (1,900)
3	SB-27 Sabre (25)	LTN-G15 Lightning (50)	STU-K5 Stuka (100)	Confederate class 'Mech Carrier (1,900)
4	TRN-3T Trident (20)	LCF-R15 Lucifer (65)	CHP-W5 Chippewa (90)	Intruder class Assault Ship (4,500)
5	SWF-606 Swift (25)	HCT-213B Hellcat II (50)	EGL-R6 Eagle (75)	Union class 'Mech Carrier (3,600)
6	SPD-502 Spad (30)	HCT-213B Hellcat II (50)	EGL-R6 Eagle (75)	Achilles class Assault Ship (4,500)
7	ZRO-114 Zero (35)	GTHA-100 Gotha (60)	HMR-HD Hammerhead (75)	Fortress class Assault Ship (6,000)
8	RGU-133E Rogue (40)	GTHA-300 Gotha (60)	HMR-HD Hammerhead (75)	Lion class Troop Carrier (7,300)
9	RGU-133F Rogue (40)	GTHA-500 Gotha (60)	RPR-100 Rapier (85)	Triumph class Troop Carrier (8,600)
10	RGU-133L Rogue (40)	GTHA-500 Gotha (60)	RPR-100 Rapier (85)	Dictator class 'Mech Carrier (9,000)
11	THK-63 Tomahawk (45)	IRN-SD1 Ironsides (65)	AHB-433 Ahab (90)	Overlord class 'Mech Carrier (9,700)
12	THK-53 Tomahawk (45)	IRN-SD1 Ironsides (65)	AHB-X Ahab (90)	Titan class Fighter Carrier (12,000)

UNIT SPECIALIZED ABILITIES

Every TRAS brigade has unique specialties and proficiencies that are based on its skill level and their commanders abilities. These unit abilities are firmly established in their descriptions given earlier on in this book. The information given here follows the examples set in official BattleTech Field Manuals, so for further details please refer to one of these fine books. Other products that are useful for understanding and utilizing these characteristics are *BattleTech*, *AeroTech 2*, *BattleForce 2*, & *the Classic BattleTech Role Playing Game (CBT RPG)*.

These unit specialized abilities presented here are entirely optional. Both the Gamemaster (GM) and the players should agree on their implementation if they so choose. Please feel free to change any of these abilities to fit your scenario or game type. These rules are certainly Level 3 in nature.

Most of these rules are designed for use with *Creating Scenarios* (page 97, *BattleTech Master Rules*). However, this does not preclude their use in other situations. These rules should only be used in BattleTech games unless otherwise stated.



Using Hidden Units Rules

Certain brigades of the New Republic can use the *Hidden Units* rules (see p. 83, *BMR*) to set up part or all of their forces when scenario circumstances allow. However units can only exercise this option if a scenario offers such an opportunity. For example in a chase scenario both sides move right from the start, so neither side can employ these rules. However, in a stand-up fight scenario one side is allowed to use these *Hidden Units* rules. In the end players must decide for themselves if a scenario accommodates the use of hidden units. Both players in all cases must agree before using these rules in a scenario.

Ignore the brigade's special ability to set up hidden units if the rules for a scenario type already call for hidden units.

Overlapping Abilities and Advantages

If opposing forces possess identical abilities or advantages, the advantages cancel each other out. For example, if two opposing units both have the advantage of choosing the side of the map from which they enter, ignore the advantage and instead determine entrance edges using standard rules.

Banking Initiative

Certain Terran brigades have a special awareness of the constantly evolving battlefield. These units can utilize this advantage by choosing to give up the initiative early on only to seize it later during combat.

In game terms, the player controlling these forces may, *prior* to making the Initiative roll, choose to relinquish the initiative to his opponent. For every two turns the controlling player elects to “lose” initiative in this manner, the unit may—at a later turn, and before making the Initiative roll—choose to seize the initiative. The controlling player may only “bank” up to two Initiative rolls (giving up four beforehand) at any one time in this way. For purposes of any other special abilities, consider the opponent to have won or lost the initiative (as appropriate) by a margin of 1.

Forcing the Initiative

Several commands of the New Republic have the ability to “force the initiative” and gain bonuses to their Initiative rolls in *BattleTech* games. The bonus is equal to the number of enemy units the side destroyed in the previous turn, reduced by the number of its own destroyed units.

For example, a side with this special ability receives a +2 Initiative bonus if it has destroyed four enemy units and lost only two during the previous turn.

Off-Map Movement

Some Terran units are proficient in tactical movement behind the lines of combat. Commands with the *off-map movement* ability may move units off the map during play. These units re-enter play at a predetermined map edge. A player may only use this ability if the scenario type allows for it. For example, an offensive force may not use this ability in breakthrough scenarios; in a hold-the-line scenario, the defending force cannot use off-map movement.



To use this ability, the controlling player writes down the exit hex and map sheet of each unit moving off-map. The controlling player then writes down the hex, map sheet and turn at which each unit will re-enter. Before re-entering the map, an exiting unit must remain off the map for the amount of time it would take to travel from its exit hex to its entrance hex. To calculate travel time count the number of blank half hexes along the map edges between the entrance and exit hexes. Next, divide this number by the unit's Running/Flank MP rating (rounding up). The result is the *minimum* number of turns the unit must remain off the map. The controlling player can delay the unit's re-entry past this point if so desired but must select the re-entry turn when the unit leaves the map.

Each returning unit re-enters the map in the End Phase of the turn noted on its "written orders." At that time, the opposing player can check the unit's orders to make sure the move was legal. If the move was illegal, the unit is considered destroyed and removed from play. (A move is illegal if the unit does not remain off the map for the required travel time or does not enter at the location and turn noted on its written orders.) In a campaign setting, these "destroyed" units may be brought back into play in a later battle, since they are actually lost rather than destroyed.

If a returning unit is supposed to enter the map in a hex containing an enemy unit, or containing a friendly unit that would violate the stacking limits of the hex, the returning unit is placed in a hex of the opposing player's choice adjacent to the intended entry hex. Once the returning unit has re-entered the map, any enemy unit adjacent to it may immediately attack it using the rules for *Point Blank Shots from Hidden Units* (see p. 83, *BMR*). This attack does not restrict the attacking unit's ability to make attacks in the following turn. Units off the map cannot engage in combat. If the opposing force destroys all the units remaining on the map before off-map units return, the battle is lost.

Overrun Combat

Specified Terran forces are capable of "overrun" combat during *BattleTech* play. Under certain circumstances, these commands may fire before enemy units can move or fire. When rolling Initiative for overrun-capable forces, note the die roll result's margin of success. Divide the margin of success by 2 and round fractions down. The result equals the number of individual units that may move, designate their targets and fire before any other units move and fire. "Extra" successes (such as when the player has more successes than there are units available to move) do not carry over into a later turn. For example, an overrun-capable force makes an Initiative roll of 11, while its opponent rolls a 6. That gives the overrun-capable force a Margin of Success of 5, allowing two units to move and fire before any opposing units may move (5 divided by 2 is 2.5, rounded down to 2).

Units employing the overrun capability do not take part in the normal move/fire sequence and so do not count when determining how many units each side must move when alternating turns during the Movement, Reaction and Weapon Attack phases. Overrunning units make physical attacks as normal during the Physical Attack Phase.

Equipment Ratings

Below is a list of Terran brigades separated into two broad categories, Provincial Guards and Terran Regulars. This followed by overall commands and then individual units. Each unit name is followed by a letter indicating the priority rating assigned by



Logistics Command. The higher the rating denotes which units receive the best equipment in the fastest manner possible. While units with lower ratings get worse (older or problem) equipment at a slower rate. These ratings are based on unit performance, loyalty to the realm and/or the Regent, and special connections within the military. This rating also indicates an average rather than overall equipment status. Use this table and section when assigning vehicles and equipment to Terran units.

EQUIPMENT RATINGS		
Rating	Description	Example
A	Top Priority	Sinclair Fusiliers
B	Very Good	Royal Marines
C	Good	Oliver Borderers
D	Adequate	Sirian Lancers
F	Deficient	Republican Legionaries

PROVINCIAL GUARDS

Terran Guard (A)

The Terran Guards can never be intimidated. If any enemy unit is within 6 hexes of a Terran Guard unit the Guard player can intimidate the opposing unit/s. To resist intimidation requires a successful Piloting Skill Roll (or Gunnery Skill roll for units with no piloting skill) by the unit being intimidated. No penalty is suffered by Elite forces, a +1 penalty for Veterans, +2 for Regular and +4 for Green. If failed the unit is unable to fire and must move its maximum run/flank MP away from all Guard units in the following turn. Afterwards the unit functions normally. If playing as the defender in a scenario you gain +2 Initiative bonus.

Astan Borderers (C)

When randomly determining units all rolls for unit weight may add a +1 bonus and one roll for unit type may be made per lance on the C column of the Lyran Commonwealth Random Unit Assignment Table. Due to the Astan Borderers extensive training in large unit maneuvers up to a quarter of the force may be deployed off map, entering on any map edge except the enemies on turn 3 or later.

If the 9th Brigade is fighting alongside a Republic Legionnaires the entire force suffers a -1 penalty to all initiative rolls.

Dieron Borderers (C)

When randomly determining units replace all units with a weight lighter than 40 tons with a medium weight unit rolled from the B column of the Random Unit Assignment Table. When fighting against an enemy comprised entirely of DCMS forces you gain a +1 bonus to initiative for the entire game. Due to the higher than average number of Gunslinger trained pilots, may add a +2 bonus to FOUR gunnery rolls if randomly determining Piloting and Gunnery skills.

If 7th Brigade is engaging DCMS units alone then any unit can offer a challenge of single combat to an opposing unit of the same type ('Mech to 'Mech, vehicle to vehicle etc); if accepted no one else should engage these combatants until the duel is over. If another unit does engage whilst the duel is ongoing the force that the unit belongs



to suffers a -2 penalty to initiative rolls for the rest of the game due to the shame/loss of honor incurred.

Rhodesian Borderers (C)

When randomly determining units using the Random Unit Assignment Table the controlling player may choose to re-roll any unit that does not have jump jets, but the player must take the new unit rolled. Due to the Rhodesian Borderers reliance on speed, maneuverability and excellent communications they gain a +3 initiative bonus if all deployed units have a basic movement of 5/8 or better. Because of the very best support staff supplied by General Hayden the unit gains a +1 bonus to all repair rolls.

Trent Atellar has a preference for showing off his superior intellect by outwitting his opponent; this is reflected by 2nd Brigade having use of the Banking Initiative special ability.

Nanking Borderers (C)

When randomly assigning units two light BattleMechs may be replaced with medium weight 'Mechs, but only if the deployed force contains a combination of four or more hovercraft or VTOLs. Up to a quarter of the Nanking Borderers units may be deployed anywhere on the map using the Hidden Units rule. When fighting against an enemy comprised entirely of CCAF forces you gain a +1 bonus to initiative for the entire game. All units gain a -1 bonus to piloting skill rolls if in water or within 2 hexes of water terrain.

4th Brigade gains a +2 bonus to initiative if a third or more of the deployed forces are infantry.

Talithan Borderers (C)

When randomly determining units using the Random Unit Assignment Table the controlling player may choose to re-roll any unit that does not have a Walking/Cruising/Safe Thrust MP of 5 or better, but the player must take the new unit rolled. When randomly determining units using the Random Unit Assignment Table the controlling player must re-roll any unit with a weight greater than 80 tons; if the new unit again weighs greater than 80 tons a medium 'Mech must be selected from the 'D' RAT: Terran Republic 2785. Due to their extensive combat experience the Talithan Borderers are immune to intimidation. Opponents may not use the Overrun Combat special ability when facing any Talithan unit. Their ongoing training in guerrilla warfare and hit-and-run tactics allows up to two lances to be deployed anywhere in the opponents half of the board using the Hidden Units rule.

Once per game 9th Brigade can give up the initiative for up to three turns in succession after turn 4, automatically gaining the initiative for the following number of turns (i.e. give two up, gain the following two).

Oliver Borderers (C)

If acting as the defender in a scenario the player gains a +1 bonus to all initiative rolls. Commanders gain a +1 initiative bonus when facing Free Worlds League military forces. This bonus stacks with the bonus for being the defender in a scenario. When deploying the Oliver Borderers on a divisional scale (or games where this level of



deployment is being portrayed) up to half of the force may be off the board at any one time using the Off-Map Movement special ability. Because of their reliance on medium and heavy BattleMechs the Borderers may utilize the Banking Initiative special ability, reflecting their expertise when facing more maneuverable and/or heavier forces.

TERRAN REGULARS

Sinclair Fusiliers (A)

All units of the Sinclair Fusiliers can use the Forcing Initiative special ability, and none can be intimidated. All Fusilier Mechwarriors gain a -1 to-hit modifier at all ranges and on called shots due to their Gunslinger training.

Due to their position as the bodyguards of the Terran Republics Regent when opponents are facing units from 1st Brigade they cannot utilize the Overrun Combat ability. Opposing forces cannot utilize any off-map movement abilities when facing 2nd Brigade due to their role in securing a site before the sovereigns' arrival. As the dedicated combat brigade 3rd Brigade has the Overrun Combat special ability.

Altairian Star Cavalry (B)

If ninety percent of the Cavalry's force is made up of Battlemechs then they may utilize the Off-Map Movement special ability. All Cavalry units suffer no penalties when fighting in conditions that would hamper vision and/or communications (i.e. night, fog, sun spots etc.).

2nd Brigade of the Altairian Star Cavalry may re-roll any one result per turn if Brigadier Morningkill is present. If he is removed from the field (for any reason) then this ability is lost and the force suffers a -2 initiative penalty for the following three turns.

Royal Marines (B)

When randomly determining units, all tracked and wheeled vehicles and conventional aircraft must be re-rolled, as these are not present in the Royal Marines order of battle. Because of their expertise at fighting in both the black and blue water all piloting skill rolls resulting from low/zero gravity and water environments are ignored. Due to most of their combat taking place in environments hostile to BattleMechs, the Marines vehicles have had their armor especially hardened to avoid being breached. Because of this breaching rolls only occur on an 11+ (as opposed to 10+). If at any point the sixty percent of the force is in low gravity or water then you gain a +3 initiative modifier, for as long as this situation applies.

Deneb Light Cavalry (B)

As the original members of the Deneb Light Cavalry 4th Brigade retained all its former SLDF equipment, and as such has an Equipment Rating of A. Do not roll for a unit's weight. All units must be rolled on the lightest RAT available; however you may add 2 to all rolls for unit type. All Deneb Light Cavalry units may use the 'Off-Board Movement' and 'Overrun Combat' special rules.

4th and 5th Brigades may use the 'overrun combat' special ability. In addition if using a force comprised solely from these two units up to twenty percent of the force can enter from the same map edge as the enemy, though no earlier than turn 4.

**Tau Ceti Rangers (C)**

The Rangers player can choose up to half his units rather than roll randomly for them. However, the choice is limited to the medium weight class of the Random Unit Assignment Table. When using a combined arms force gain a +3 bonus to initiative.

However if this force comprises of units from the 4th Brigade and either the 5th or 6th Brigades you only gain a +1 bonus. 4th brigade can deploy up to half of their force using the hidden unit rules.

Sirian Lancers (D)

Due to the Lancers continuous training in defensive operations the player may select the placement of all mapsheets if acting as the defender in a scenario. If the Sirian Lancers are acting as defenders in a scenario increase all terrain based defensive modifiers for their units by +1. When fielding a combined arms force the Sirian Lancers gain the Forcing the Initiative special ability.

If 3rd Brigade are fighting alongside the Star Volunteers suffer a -1 penalty to all initiative rolls.

Republican Legionaries (F)

When the Legionaries are fighting in urban terrain all units may be deployed using the hidden unit rules, and gain a +1 bonus to initiative rolls as long as two units remain in urban terrain.

1st Brigade suffers only half the penalties from fighting in any terrain classed in the BMR and other books as Hostile Terrain.

Star Volunteers (F)

Due to the High Command's view of the Star Volunteers all rolls on the Random Unit Assignment Tables suffer a -1 penalty. If fighting alongside any other TRAS command apply a -3 penalty to initiative rolls. However all Star Volunteer units gain a -1 bonus to all to-hit (both ranged and physical attacks) and PSR target numbers, to reflect them trying to prove themselves to their fellow warriors. The Star Volunteers cannot deploy combined arms forces.

UNIT CBT:RPG RULES

This section provides several new affiliations to supplement those found in the character creation rules provided in Classic BattleTech RPG (CBT: RPG), the Classic BattleTech Companion and other publications. These rules enable players and gamemasters to create characters better tailored to campaigns in this setting.

UNIT AFFILIATIONS

These affiliations cannot be selected at the start of character generation, and players should begin their character's life under his or her birth affiliation first, using that affiliation to establish bonus skills and traits. One of these 'unit affiliations' may be selected after the successful completion of a military based Higher Education Path as



long as the character's next path is a 'Tour of Duty' from the Real Life Paths and all the prerequisites for the affiliation are met.

The affiliations represent the character being assigned to a specific TRAS unit for the duration of his military enlistment, and only under exceptional circumstances (at the discretion of the gamesmaster) would a character be reassigned to another unit.

The additional traits and skills awarded from the unit affiliation are in addition to those already obtained through the character's primary affiliation, and are retained for life. In addition if a character serves out his time with the unit without being dishonorably discharged (i.e. due to event rolls is stopped from taking any more military paths, with the exception of physical causes) he gains a Good Reputation <former unit> trait.

PROVINCIAL GUARDS

Terran Guard

Prerequisites: Must be a graduate of a Military Academy

Primary Language: Original Affiliation

Attribute Thresholds: SOC +1

Bonus Skills: Protocol/Terran Republic +2

Bonus Traits: Well-Equipped, Well-Connected, Quirk/Loyalty to Terran Republic.

Officers who are promoted out of the Terran Guard to take up a command position gain the Stigma/Social General.

Next Path: After 1 tour with the Guard may take an AIT of choice if qualified, before returning to take another tour.

Path Restrictions: Must choose at least two "Tour of Duty" Real Life Paths before ending character creation.

Astan Borderers

Prerequisites: None

Primary Language: Original Affiliation

Attribute Thresholds: INT +1

Bonus Skills: Protocol/Draconis Combine +1, Strategy +1

Bonus Traits: Quirk/Distrusts House Kurita, Quirk/Hates Rim Worlders (applies to members of 9th Brigade ONLY), Quirk/Familiar with Federation of Skye (applies to members of 7th Brigade ONLY)

Path Restrictions: Must choose at least two "Tour of Duty" Real Life Paths before ending character creation.

Dieron Borderers

Prerequisites: None

Primary Language: Original Affiliation

Attribute Thresholds: WIL +1, EDG -1

Bonus Skills: Tactics/Any +1

Bonus Traits: Quirk/Hates Kurita, Vehicle (4)

Path Restrictions: Must choose at least two "Tour of Duty" Real Life Paths before ending character creation.



Rhodesian Borderers

Prerequisites: None

Primary Language: Original Affiliation

Attribute Thresholds: DEX +1, RFL +1

Bonus Skills: Piloting/Mech +1, Protocol/Federated Suns +1, Tactics/Air +1

Bonus Traits: Natural Aptitude/Comms

Path Restrictions: Must choose at least two “Tour of Duty” Real Life Paths before ending character creation.

Nanking Borderers

Prerequisites: None

Primary Language: Original Affiliation

Attribute Thresholds: INT +1, WIL +1

Bonus Skills: Perception +1, Protocol/Capellan Confederation +1, Stealth +2

Bonus Traits: Contact, Quirk/Paranoid about House Liao

Path Restrictions: Must choose at least two “Tour of Duty” Real Life Paths before ending character creation.

Talithan Borderers

Prerequisites: None

Primary Language: Original Affiliation

Attribute Thresholds: DEX +1, RFL +2, EDG +1

Bonus Skills: Demolitions +1, Reconnaissance +1, Strategy +1, Technician/Any +1

Bonus Traits: Brave, Tech Empathy. Players may take combat sense at half the normal cost, and can choose to replace any lost limbs with fully functional permanent prosthetics (Type 5) for free, at a penalty of CHA -2

Path Restrictions: Must choose at least three “Tour of Duty” Real Life Paths before ending character creation.

Oliver Borderers

Prerequisites: None

Primary Language: Original Affiliation

Attribute Thresholds: CHA +1

Bonus Skills: Negotiation +1, Protocol/Free Worlds League +1, Tactics/Mech +1, Tactics/Ground +1

Bonus Traits: Patience, Quirk/Military Jack of all Trades

Path Restrictions: Must choose at least two “Tour of Duty” Real Life Paths before ending character creation.

TERRAN REGULARS

Sinclair Fusiliers

Prerequisites: Terran Republic affiliation only. No “questionable” events in their history (per the GM’s judgement); due to the nature of the Fusiliers position any such



events cannot be hidden by a character's Contacts. Must be Gunslinger trained.

Primary Language: Original Affiliation

Attribute Thresholds: DEX +1, WIL +2, INT +1, RFL +1, STR +1, BOD +1, CHA -1, EDG -1

Bonus Skills: Choose four from - Bureaucracy/Terran Republic +1, Perception +2, Protocol/Terran Republic +1, Quickdraw +2, Reconnaissance +1, Surveillance +1

Bonus Traits: Quirk/Superstitious, Quirk/Loyalty to House Sinclair, Quirk/Paranoid about Sovereigns safety, and choose two from - Alertness, Combat Sense, Custom Vehicle (2), Fit

Path Restrictions: Must choose at least three "Tour of Duty" Real Life Paths before ending character creation.

Altairian Star Cavalry

Prerequisites: None

Primary Language: Original Affiliation

Attribute Thresholds: INT +1, EDG +1

Bonus Skills: Perception +2, Protocol/Draconis Combine +1

Bonus Traits: Quirk/Arrogant, may purchase Combat Sense for half the normal cost.

Path Restrictions: Must choose at least two "Tour of Duty" Real Life Paths before ending character creation.

Royal Marine

Prerequisites: None

Primary Language: Original Affiliation

Attribute Thresholds: BOD +1, RFL +1, WIL +1

Bonus Skills: Piloting/Any +1, Swimming +2, Tactics/Aero +1, Tactics/Mech +1, Tactics/Space +1, Zero-G Operations +2

Bonus Traits: Fit, G-Tolerance, Quirk/Loyalty Marine (Corps) Subcommand. May purchase Alertness and Combat Sense for half the normal cost.

Path Restrictions: Must choose at least two "Tour of Duty" Real Life Paths before ending character creation.

Deneb Light Cavalry

Prerequisites: None

Primary Language: Original Affiliation

Attribute Thresholds: RFL +1, INT +1

Bonus Skills: Perception +2, Piloting/Chosen Primary AIT field +1, Tactics/Any +1

Bonus Traits: Well-Equipped (2)

Next Path: After one tour with the Deneb Light Cavalry may take the Special Forces AIT if qualified, before returning to take another tour.

Path Restrictions: Must choose at least two "Tour of Duty" Real Life Paths before ending character creation.

Tau Ceti Rangers

Prerequisites: None

Primary Language: Original Affiliation



Attribute Thresholds: None

Bonus Skills: Deception +1, Martial Arts/Any +1, Protocol/Capellan Confederation +1, Sensor Operations +1

Bonus Traits: Alertness, Quirk/Close Relationship to Liao

Path Restrictions: Must choose at least two 'Tour of Duty' Real Life Paths before ending character creation.

Sirian Lancers

Prerequisites: None

Primary Language: Original Affiliation

Attribute Thresholds: BOD +1, EDG +1

Bonus Skills: Navigation/Ground +2, Perception +1, Protocol/Free Worlds League +1, Reconnaissance +1

Bonus Traits: Good Vision, Patience

Path Restrictions: Must choose at least two 'Tour of Duty' Real Life Paths before ending character creation.

Republican Legionaries

Prerequisites: Open to Rim Worlds Republic affiliation only

Primary Language: Original Affiliation

Attribute Thresholds: BOD +1, WIL +1, EDG -1

Bonus Skills: First Aid +1, Protocol/Rim Worlds Republic +1, Scrounge +2, Survival +1

Bonus Traits: Quirk/Indebted to the New Republic, Shameful Heritage, Stigma/Rim Worlder, Toughness

Path Restrictions: Must choose at least two 'Tour of Duty' Real Life Paths before ending character creation.

Star Volunteers

Prerequisites: Open to all affiliations except Terran Republic and Rim Worlds Republic

Primary Language: Original Affiliation

Attribute Thresholds: BOD +1, STR +1, WIL +1

Bonus Skills: Bureaucracy/Terran Republic +1, Fast Talk +1, Scrounge +1, Streetwise/Original Affiliation -1

Bonus Traits: Quirk/Loyalty to the Regent or Cameron family, Stigma/Foreigner

Path Restrictions: Must choose at least two 'Tour of Duty' Real Life Paths before ending character creation.

CBT: RPG RULES

The character creation supplements for Field Manual: Terran Republic 2785 (Dawn of the 1st Succession War) has been split into two different sections. The first section, the Star League Era, is to be used for lifepaths taken prior to December 31, 2784. Section two, the New Republic Era, is for paths taken after January 1, 2785 marking the creation of the new Terran state. As always players, should consult with their Gamemaster to determine specifics for their character.



RANK TRAIT

The table below lists the different levels of Rank Trait used by the Star League and the Terran Republic.

RANK TABLE: STAR LEAGUE & TERRAN REPUBLIC		
ENLISTED RANKS		
Trait Points	SLDF	TRAS
1	Recruit	-
2	Private	Private
3	-	-
4	Corporal	Corporal
5	-	-
6	Sergeant	Sergeant
7	-	-
8	-	Master Sergeant
9	Master Sergeant	-
10	-	Sergeant Major
OFFICER (COMMISSIONED) RANKS		
Trait Points	SLDF	TRAS
1	-	-
2	Lieutenant	Lieutenant
3	Captain	Captain
4	Major	Major
5	-	-
6	-	Lieutenant Colonel
7	Colonel	Colonel
8	-	Brigadier
9	Lieutenant General	Major General
10	Major General	Lieutenant General
11*	General	General
12*	Commanding General	Senior General

* These ranks are not normally attainable by player characters but are included here for comparison.

ADDITIONAL LIFE PATHS

The following rules are for use with the Classic BattleTech Role Playing Game (CBT:RPG) formerly known as Mechwarrior 3 (MW3). These new paths are meant to supplement those given in the previously mentioned BattleTech products. Together you should be able to create characters for this time period. Please use 2D10 when rolling for events given in these rules.

STAR LEAGUE ERA

Affiliations



Terran Hegemony

The Hegemony was established in 2316 by Admiral James McKenna to replace the hopelessly inept Terran Alliance. Initially feared by the emerging states of the InnerSphere as a hostile aggressor the second Terran nation gradually became the mediator of conflicts between the Great Houses. In addition to its role as a neutral arbiter the Hegemony became the scientific leader of mankind making many revolutionary discoveries (i.e. the BattleMech). These two factors contributed to the creation of the Star League under the aegis of the Terran Hegemony. While the Hegemony continued to exist it was overshadowed by the Star League even after it disbanded.

Primary Language: English

Secondary Language: French, German, Scottish-Gaelic, Russian

Bonus Skills: Computers +1, Academics/Any +2

Bonus Traits: Quirk/Loyal to the Star League, may take Natural Aptitude/Computers or Natural Aptitude/Bureaucracy at no cost.

Paths: May take University path from High School but characters that elect to take this special option do not receive basic university skills (this excludes Event Rolls and University Subpaths).

Star League

Some call the Star League the greatest human endeavor ever undertaken. Formed at the urging of Ian Cameron on July 9, 2571 by unanimous agreement of the Great Houses of the InnerSphere. Following the brutal Reunification War, which brought the defiant nations of the Periphery under its control, the League became the first government to rule over all of mankind. The end of the Periphery conflict ushered in an unparalleled Golden Age which saw historical prosperity that is beyond compare. This scientific and economic advancement continued unabated until the Amaris Coup.

Primary Language: Original Affiliation

Bonus Skills: Administration +1, Bureaucracy/Star League + 1

Bonus Traits: Quirk/Loyal to the Star League, In For Life

Paths: Must take either Star League Bureaucracy, Star League Academy, or Military Enlistment paths before the end of character creation.

Restrictions: May not have xenophobia or hatred of a particular political or ethnic group. (Note these may be bought off at the end of character creation if acquired due to affiliation or path).

Rim Worlds Republic

The Rim Worlds was founded in 2250 and is the oldest interstellar nation still in existence. The Republic formed two decades prior to the Free Worlds League birth and has always been a turbulent realm. To say the government is Byzantine in nature is almost an understatement. Coups are frequent and the end of a leaders reign is usually a violent one. Many are masters of the divide and conquer strategy practiced so well in their everyday life. In spite of this the Rim Worlds has continued to thrive and even the current crisis has been taken in stride by the common Republican citizen.

Primary Language: English

Secondary Languages: German, Greek, Arabic



Bonus Skills: Fast Talk +1, Perception +1, Choose One; Survival +1, Scrounge +1,
Bureaucracy/Rim Worlds +1

Bonus Traits: Choose One; Enemy (1) or Quirk/Paranoid

Path Restrictions: None

Life Paths

Stage 3: Major Star League Academy (Generic)

Any Affiliation. Cannot have Combat Paralysis, Slow Learner, or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Hearing, Poor Vision. No seriously “questionable” events unless the character has or purchases Contact (2) Gamemaster’s judgment.

The Star League had over 200 military academies in the Hegemony, and 100 on Terra itself. Though all were excellent, a few rose above the others. The following is the typical profile for a “generic” Star League Academy and may be taken as a path by itself or the Gamemaster may allow a character to select to attend one of the more famous Star League academies.

Time: 2 Year

Attribute Minimums: INT 4, BOD 3, SOC 3

Attribute Thresholds: RFL +1, WIL+1, INT+1

Traits: Promotion, Well-Equipped

Skills: Bureaucracy/SLDF +1, Academic/Star League History +2, Strategy +1,
Computers +2, Blades +1

Fields: Basic Training/Basic Training (Naval)

Previous Path: Any path or event that would allow admittance into a Military Academy

Next Path: Advanced Individual Training

Star League Academy Events

2 “We don’t tolerate those old hatreds in the SLDF, Cadet.” [Bad Reputation, Stigma/Uncooperative, may not take any more Star League related paths]

3 You get a superb head shot with your autocannon...during a live fire exercise. [Bad Reputation, Enemy (2), Timid]

4 You’re not cut out for the SLDF, but you discover a new talent that the BLSA is interested in exploiting. [-2 to all Basic Training Field skills, may not take any other military paths, but choose one: Computers +3, Administration +3, Protocol/Star League +3, Technician/Any +3]

5 It’s good to be skilled but it’s better to be lucky. Too bad you’re not the latter. [Gremlins or Lemon & Clumsy]

6 New worlds means new experiences...even if it’s off academy grounds. [WIL -1, -2 to a Military Field skill, -2 to any two skills, choose one: Gambling +2, Seduction +2, Escape Artists +2]

7 Sometimes the pressure leaves marks. [Choose one: Madness (2), CHA-2, or Introvert & Addiction]

8 SLDF may pride itself on integration, but you and your rival proved to be the exceptions. [Enemy choose one: Unattractive or Bad Reputation]

9 She may have your heart, but your ass belongs to Kerensky! [Dependent]



- 10 Your DI just gave you a bit too much PT. [BOD +1, High Endurance, -2 to any one skill, -1 to two Military Field skills]
- 11 You graduated! That’s all that matters! [+1 to any Military Field skill]
- 12 You take to the survival training like a duck to water. [Survival +3, Tracking +3, Hunting +2]
- 13 Time in the Quartermaster command may have been boring but it’ll pay off. [Scrounging +3, Negotiation +2]
- 14 Rep-Dep, Transpo, Admin... You hopped around quite a bit! [Well-Connected and choose two: Bureaucracy/SLDF+2, Administration +2, Computers +2]
- 15 You impress an instructor and get a patron who is more than willing to put in a good word. [Good Reputation, Contact (2)]
- 16 You may not have made many friends, but your performance made up for it. [Introvert, Natural Aptitude/Any, +3 to any two skills, +2 to any one skill]
- 17 “Officer thinking Cadet!” [Leadership +3, +3 to two Military Field skills, may take OCS]
- 18 Graduated at the top of your class! [+3 to three Military Field skills, Leadership +3, Good Reputation (2), Well Connected, Vehicle (4), may take OCS or receive Promotion (3)]
- 19 [Choose one event or roll twice and apply both results]
- 20 [Choose two events or roll three times and apply each event]

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training graduates only

Time: 2 years

Traits: Promotion to Rank (6)

Skills: Leadership +1, add +1 to three Basic Training Skills and +2 to any AIT skill

Fields:

- Aerospace Pilot (minimum DEX 4, RFL 4)
- Aircraft Pilot (minimum DEX 4, RFL 3)
- Cavalry
- DropShip Pilot (minimum DEX 4)
- Infantry
- Marine (minimum WIL 4, may not have TDS Trait)
- MechWarrior (minimum DEX 4, RFL 4)
- Scientist (minimum INT 3)
- Scout
- Ship's Crew

Events: Do not roll events for Advanced Individual Training.

Next Path: Special Training (3, part of this pass; take if character enters Scientist, DropShip Pilot, Infantry, Marine, MechWarrior, or Scout fields), Covert Ops (4, Scout only), Tour of Duty: Star League(4)

Subpath: Special Training

AIT graduates only

Time: 3 years



Attribute Thresholds: Add +1 to any one threshold of player's choice

Skills: Leadership +1, +1 to three Basic Training skills, +1 to half the character's AIT skills (round up), and +1 to any one other skill

Traits: Promotion, Wealth, Well-Equipped

Fields:

Doctor (Scientist Field required, minimum DEX 4, INT 5)

JumpShip Pilot (DropShip Pilot Field required, minimum INT 5, may not have TDS Trait)

Military Scientist (minimum INT 5)

Special Forces (Terran Hegemony Affiliation only, Infantry, Marine, MechWarrior, or Scout Field required, minimum BOD 4, RFL 4, INT 3, WIL 5)

Next Path: Covert Ops (4, Special Forces or Military Scientist only), Think Tank (4, Military Scientist Field only), Tour of Duty: Star League (4)

Subpath: Officer Candidate School (OCS)

Entry via event roll only

Time: 1 year

Attribute Thresholds: WIL +1

Traits: Rank (6)*

Skills: Leadership +2, Tactics/Any +2

Fields: Officer Training

Next Path: Tour of Duty: Star League

* In order to gain a commission, an Officer Candidate must perform one tour of duty as a Sergeant. After first Tour of Duty character gains Commission (Rank 1)

Sandhurst Royal Military College

Any Affiliation. Cannot have Combat Paralysis, Slow Learner, or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Hearing, Poor Vision. No seriously "questionable" events unless the character has or purchases Contact (2) Gamemaster's judgment.

Founded in 1741 and considered one of, if not the, finest military academy in human space, Sandhurst Royal Military College in England has more than a millennia of history. Along with the basic training found in all SLDF academies, Sandhurst concentrates on strategy since nearly its entire class goes on to important and powerful positions in the SLDF. The Sandhurst School Rag is blue decorated with the Union Jack of Great Britain.

Time: 2 Year

Attribute Minimums: INT 4, BOD 3, SOC 4

Attribute Thresholds: RFL +1, WIL+1, INT+1, SOC+1

Traits: Well-Equipped, Good Reputation

Skills: Academic/Star League History +3, Academic/Military History +2, Bureaucracy/SLDF +2, Strategy +1, Protocol/Star League +3, Computers +2, Blades +1

Fields: Basic Training

Events: Roll on Star League Academy/Generic



Previous Path: Any path or event that would allow admittance into a Military Academy

Next Path: Advanced Individual Training

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training graduates only

Time: 2 years

Traits: Promotion to Rank (6)

Skills: Leadership +2, Strategy +1, add +1 to two Basic Training Skills and +2 to two AIT skills, Tactics/Any +2

Fields:

Aerospace Pilot (minimum DEX 4, RFL 4)

Cavalry

Infantry

Marine (minimum WIL 4, may not have TDS Trait)

MechWarrior (minimum DEX 4, RFL 4)

Scientist

Scout (minimum WIL 3)

Events: Do not roll events for Advanced Individual Training.

Next Path: Special Training (3, part of this pass; take if character enters Scientist, DropShip Pilot, Infantry, Marine, MechWarrior, or Scout fields), Covert Ops (4, Scout only), Tour of Duty: Star League(4)

Subpath: Special Training

AIT graduates only

Time: 3 years

Attribute Thresholds: Add +1 to any one threshold of player's choice

Skills: Leadership +1, +1 to three Basic Training skills, +1 to half the character's AIT skills (round up), and +1 to any one other skill

Traits: Promotion, Wealth, Well-Equipped

Fields:

Doctor (Scientist Field required, minimum DEX 4, INT 5, WIL 3)

Military Scientist (minimum INT 5)

Special Forces (Terran Hegemony Affiliation only, Infantry, Marine, MechWarrior, or Scout Field required, minimum BOD 4, RFL 4, INT 3, WIL 5)

Next Path: Covert Ops (4, Special Forces or Military Scientist only), Think Tank (4, Military Scientist Field only), Tour of Duty: Star League (4)

Subpath: Officer Candidate School (OCS)

Entry via event roll only

Time: 1 year

Attribute Thresholds: WIL +1

Traits: Rank (6)*

Skills: Leadership +2, Tactics/Any +2

Fields: Officer Training

Next Path: Tour of Duty: Star League



* In order to gain a commission, an Officer Candidate must perform one tour of duty as a Sergeant. After first Tour of Duty character gains Commission (Rank 1)

West Point Military Academy

Any Affiliation. Cannot have Combat Paralysis, Slow Learner, or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Hearing, Poor Vision. No seriously "questionable" events unless the character has or purchases Contact (2) Gamemaster's judgment.

Founded in 1802, West Point has traditionally concentrated on ground forces, a tradition that continues today. Unlike most of the other military academies on Earth, West Point concentrates far more on physical toughness, ground tactics, and harsh discipline at the expense of other pursuits. This leads to West Point alumni being characterized as blunt and undiplomatic but extremely competent and tireless, a characterization that the school heartily endorses. The West Point School Rag is dark grey with the red, white, and blue stripes of the United States of America.

Time: 2 Year

Attribute Minimums: INT 3, BOD 4, RFL 3

Attribute Thresholds: BOD+1, WIL+1, INT+1, CHA-1

Traits: Well-Equipped, Toughness, Introvert

Skills: Academic/Star League History +1, Academic/Military History +2, Tactics/Infantry +1, Computers +1, Blades +1, Rifles +1, Running +2, Survival +2, Navigation/Ground +2

Fields: Basic Training

Events: Roll on Star League Academy/Generic

Previous Path: Any path or event that would allow admittance into a Military Academy

Next Path: Advanced Individual Training

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training graduates only

Time: 2 years

Traits: Promotion to Rank (6)

Skills: Add +2 to two Basic Training Skills and +1 to one Military Field skill, Tactics/Any +2

Fields:

Aircraft Pilot (minimum DEX 4, RFL 3)

Cavalry

Infantry

MechWarrior (minimum DEX 4, RFL 4)

Events: Do not roll events for Advanced Individual Training.

Next Path: Special Training (3, part of this pass; take if character enters Infantry, Marine, MechWarrior, or Scout fields), Tour of Duty: Star League(4)

Subpath: Special Training

AIT graduates only

Time: 3 years



Attribute Thresholds: Add +1 to any one threshold of player's choice

Skills: Leadership +1, +1 to three Basic Training skills, +1 to half the character's AIT skills (round up), and +1 to any one other skill

Traits: Promotion, Wealth, Well-Equipped

Fields:

Special Forces (Terran Hegemony Affiliation only, Infantry, Marine, MechWarrior, or Scout Field required, minimum BOD 4, RFL 4, INT 3, WIL 5)

Next Path: Covert Ops (4), Tour of Duty: Star League (4)

Subpath: Officer Candidate School (OCS)

Entry via event roll only

Time: 1 year

Attribute Thresholds: WIL +1

Traits: Rank (6)*

Skills: Leadership +2, Tactics/Any +2

Fields: Officer Training

Next Path: Tour of Duty: Star League

* In order to gain a commission, an Officer Candidate must perform one tour of duty as a Sergeant. After first Tour of Duty character gains Commission (Rank 1)

Saint Cyr Military Academy of France

Any Affiliation. Cannot have Combat Paralysis, Slow Learner, or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Hearing, Poor Vision. No seriously "questionable" events unless the character has or purchases Contact (2) Gamemaster's judgment.

Founded by Napoleon Bonaparte in 1802, Saint Cyr has long had reputation for churning out superior strategists, administrators, and intelligence officers. In addition, a strong sense of protocol is maintained with strict rules on uniforms, numerous balls, and even more elaborate than usual ceremonies. As a result, most Saint Cyr graduates are seen as ivory tower snobs who wouldn't know an autocannon from a machine gun. On the upside, many alumni get on the fast track in the Intelligence and Administration Commands as well as the influential Planning and Strategy Sub-Command (the commander of which is traditionally a Saint Cyr graduate). The Saint Cyr School Rag is blue decorated with the golden lilies of France.

Time: 2 Year

Attribute Minimums: INT 4, BOD 3, SOC 4

Attribute Thresholds: RFL +1, INT+1, SOC +1

Traits: Well-Equipped, Stigma/Incompetent (Only in combat units)

Skills: Academic/Star League History +2, Academic/Military History +2, Protocol/Star League +4, Computers +2, Blades +1, Bureaucracy/SLDF +3, Administration +2

Fields: Basic Training

Events: Roll on Star League Academy/Generic

Previous Path: Any path or event that would allow admittance into a Military Academy

Next Path: Advanced Individual Training

**Mandatory Subpath: Advanced Individual Training (AIT)**

Basic Training graduates only

Time: 2 years

Traits: Promotion to Rank (6)

Skills: Leadership +1, Strategy +1, add +1 to two Basic Training Skills and +2 to an AIT skill

Fields:

Aerospace Pilot (minimum DEX 4, RFL 4)

Aircraft Pilot (minimum DEX 4, RFL 3)

Cavalry

Infantry

Marine (minimum WIL 4, may not have TDS Trait)

MechWarrior (minimum DEX 4, RFL 4)

Scientist (minimum INT 3)

Scout

Events: Do not roll events for Advanced Individual Training.

Next Path: Special Training (3, part of this pass; take if character enters Scientist, DropShip Pilot, Infantry, Marine, MechWarrior, or Scout fields), Covert Ops (4, Scout only), Tour of Duty: Star League(4)

Subpath: Special Training

AIT graduates only

Time: 3 years

Attribute Thresholds: Add +1 to any one threshold of player's choice

Skills: Leadership +1, +1 to three Basic Training skills, +1 to half the character's AIT skills (round up), and +1 to any one other skill

Traits: Promotion, Wealth, Well-Equipped

Fields:

Doctor (Scientist Field required, minimum DEX 4, INT 5)

Military Scientist (Minimum INT 5)

Special Forces (Terran Hegemony Affiliation only, Infantry, Marine, MechWarrior, or Scout Field required, minimum BOD 4, RFL 4, INT 3, WIL 5)

Next Path: Covert Ops (4, Special Forces or Military Scientist only), Think Tank (4, Military Scientist Field only), Tour of Duty: Star League (4)

Subpath: Officer Candidate School (OCS)

Entry via event roll only

Time: 1 year

Attribute Thresholds: WIL +1

*Traits: Rank (6)**

Skills: Leadership +2, Tactics/Any +2

Fields: Officer Training

Next Path: Tour of Duty: Star League

* In order to gain a commission, an Officer Candidate must perform one tour of duty as a



Sergeant. After first Tour of Duty character gains Commission (Rank 1)

Annapolis Naval Academy

Any Affiliation. Cannot have Combat Paralysis, Slow Learner, TDS or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Hearing, Poor Vision. No seriously “questionable” events unless the character has or purchases Contact (2) Gamemaster’s judgment.

Founded in 1840, the Annapolis Naval Academy is most famous for being the alma matter of James McKenna. Though containing diverse space MOSES, it still retains its ancient tradition of training sailors for a “wet navy” and graduates in that MOS are always in high demand by CAAN unit recruiters. A (mostly) friendly 900 year old rivalry with West Point still thrives and sports matches between the two are enormous events. The color of the Annapolis School Rag is green with the red, white, and blue stripes of the United States of America.

Time: 2 Year

Attribute Minimums: INT 4, BOD 3, RFL 4, DEX 4

Attribute Thresholds: RFL+1, DEX+1, INT+1

Traits: Well-Equipped

Skills: Academic/Star League History +2, Academic/Military History +1, Academic/Naval History +1, Bureaucracy/SLDF +2, Protocol/Star League +2, Computers +2, Swimming +2, Survival +1

Fields: Basic Training (Cavalry and Marine only)/Basic Training (Naval)

Events: Roll on Star League Academy/Generic

Previous Path: Any path or event that would allow admittance into a Military Academy

Next Path: Advanced Individual Training

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training graduates only

Time: 2 years

Traits: Promotion to Rank (6)

Skills: Leadership +1, add +1 to three Basic Training Skills, either +2 to Perception or Sensor Operations

Fields:

Aerospace Pilot (minimum DEX 4, RFL 4)

Aerospace Pilot Specialist (minimum DEX 4, RFL 4; character takes one skill at +5, one skill at +4, two skills at +3, and four skills at +2)

Cavalry (Hover, Naval, and Sub only) (minimum DEX 3)

DropShip Pilot (minimum DEX 4)

DropShip Pilot Specialist (minimum RFL 4. Players can select eight skills from the list, applying +5 points to one, +4 points to a second, +3 points to two, and +2 to the remaining three)

Marine (minimum WIL 4, may not have TDS Trait)

Ship’s Crew

Events: Do not roll events for Advanced Individual Training.

Next Path: Special Training (3, part of this pass; take if character enters DropShip Pilot



only), Tour of Duty: Star League(4)

Subpath: Naval Training

AIT graduates only

Time: 3 years

Attribute Thresholds: Add +1 to any one threshold of player's choice

Skills: Leadership +1, Strategy +1, Tactics/Space +1

Fields:

JumpShip Pilot (DropShip Pilot Field required, minimum INT 5, may not have TDS Trait)

WarShip Pilot (DropShip Pilot or JumpShip Pilot Field required, minimum INT 6, may not have TDS trait)

Next Path: Tour of Duty: Star League (4)

Subpath: Officer Candidate School (OCS)

Entry via event roll only

Time: 1 year

Attribute Thresholds: WIL +1

*Traits: Rank (6)**

Skills: Leadership +2, Tactics/Space +2

Fields: Naval Officer Training

Next Path: Tour of Duty: Star League

* In order to gain a commission, an Officer Candidate must perform one tour of duty as a Sergeant. After first Tour of Duty character gains Commission (Rank 1)

Frunze Military Academy

Any Affiliation. Cannot have Combat Paralysis, Slow Learner, or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Hearing, Poor Vision. No seriously "questionable" events unless the character has or purchases Contact (2) Gamemaster's judgment.

Founded in 1701, the Frunze Military Academy is the oldest military academy in existence. Located in St. Petersburg and having trained Soviet officers from Lenin until the Second Soviet Civil War, Frunze retains the old Soviet "engineering philosophy" of extremely focused training. This leads to graduates who have tremendous skill in their MOS but are far less well rounded than the average SLDF academy graduate. As a result, many Frunze alumni rise to middle ranks quickly but find it difficult to successfully utilize the combined-arms tactics needed to achieve high ranks. The Frunze School Rag is dark red decorated with the sickle and hammer of the Soviet Union.

Time: 1 Year

Attribute Minimums: INT 4, BOD 3, RFL 3

Attribute Thresholds: RFL +1, WIL+1, INT+1

Traits: Well-Equipped

Skills: Academic/Star League History +2, Academic/Military History +1, Computers +1, Blades +1

Fields: Basic Training

Events: Roll on Star League Academy/Generic



Previous Path: Any path or event that would allow admittance into a Military Academy

Next Path: Advanced Individual Training

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training graduates only

Time: 3 years

Traits: Promotion to Rank (6)

Skills: +2 to two Military Field skills, Tactics/AIT +2, select Natural/Aptitude for any one Basic Training or AIT skill

Fields:

Aerospace Pilot Specialist (minimum DEX 4, RFL 4; character takes one skill at +5, one skill at +4I, two skills at +3, and four skills at +2)

Aircraft Pilot (minimum DEX 4, RFL 3)

Cavalry

Infantry

MechWarrior (minimum DEX 4, RFL 4)

Scientist (minimum INT 3)

Scout

Events: Do not roll events for Advanced Individual Training.

Next Path: Special Training (3, part of this pass; take if character enters Scientist, Infantry, Marine, MechWarrior, or Scout fields), Covert Ops (4, Scout only), Tour of Duty: Star League(4)

Subpath: Special Training

AIT graduates only

Time: 3 years

Attribute Thresholds: Add +1 to any one threshold of player's choice

Skills: Leadership +1, +1 to three Basic Training skills, +1 to half the character's AIT skills (round up), and +1 to any one other skill

Traits: Promotion, Wealth, Well-Equipped

Fields:

Doctor (Scientist Field required, minimum DEX 4, INT 5)

Military Scientist (minimum INT 5)

Special Forces (Terran Hegemony Affiliation only, Infantry, Marine, MechWarrior, or Scout Field required, minimum BOD 4, RFL 4, INT 3, WIL 5)

Next Path: Covert Ops (4, Special Forces or Military Scientist only), Think Tank (4, Military Scientist Field only), Tour of Duty: Star League (4)

Subpath: Officer Candidate School (OCS)

Entry via event roll only

Time: 1 year

Attribute Thresholds: WIL +1

Traits: Rank (6)*

Skills: Leadership +2, Tactics/Any +2

Fields: Officer Training



Next Path: Tour of Duty: Star League

* In order to gain a commission, an Officer Candidate must perform one tour of duty as a Sergeant. After first Tour of Duty character gains Commission (Rank 1)

Malinovsky Battlemech and Tank Academy of Russia

Any Affiliation. Cannot have Combat Paralysis, Slow Learner, or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Hearing, Poor Vision. No seriously “questionable” events unless the character has or purchases Contact (2) Gamemaster’s judgment.

Founded in 1932, the Malinovsky Battlemech and Tank Academy of Russia is, in many ways, a mirror of its sister school, the Frunze Military Academy. Preserving its ancient tradition of combined-arms tactics for armored forces, Malinovsky produces officers with superior organizational and tactical skills. The downside is that the training in a cadet’s MOS, while high, is slightly below the standards of Malinovsky’s high rank among Earth military academies. Despite their differences in doctrine, Malinovsky cadets maintain a friendly rivalry with the Frunze Military Academy which leads to several good natured pranks on both sides and a mock battles during both schools annual maneuvers. The Malinovsky School Rag is a bright red decorated with the sickle and hammer of the Soviet Union.

Time: 2 Year

Attribute Minimums: INT 4, BOD 3, RFL 3

Attribute Thresholds: RFL +1, DEX+1, INT+1

Traits: Well-Equipped

Skills: Academic/Star League History +2, Academic/Military History +2,
Bureaucracy/SLDF +2, Computers +1, Blades +1, Running +2,
Navigation/Ground +2

Fields: Basic Training

Events: Roll on Star League Academy/Generic

Previous Path: Any path or event that would allow admittance into a Military Academy

Next Path: Advanced Individual Training

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training graduates only

Time: 2 years

Traits: Promotion to Rank (6)

Skills: Leadership +2, Strategy +1, Tactics/Air Support +1, Tactics/Ground +2,
Tactics/Anti-Battlemech +1, Tactics/Battlemech +1, Tactics/Infantry +1, add +1 to
two Basic Training Skills, +1 to any AIT skill

Fields:

Aircraft Pilot (minimum DEX 4, RFL 3)

Cavalry

Infantry

MechWarrior (minimum DEX 4, RFL 4)

Events: Do not roll events for Advanced Individual Training.

Next Path: Special Training (3, part of this pass; take if character enters Scientist,

DropShip Pilot, Infantry, Marine, MechWarrior, or Scout fields), Covert Ops (4,



Scout only), Tour of Duty: Star League(4)

Subpath: Special Training

AIT graduates only

Time: 3 years

Attribute Thresholds: Add +1 to any one threshold of player's choice

Skills: Leadership +1, +1 to three Basic Training skills, +1 to half the character's AIT skills (round up), and +1 to any one other skill

Traits: Promotion, Wealth, Well-Equipped

Fields:

Special Forces (Terran Hegemony Affiliation only, Infantry, Marine, MechWarrior, or Scout Field required, minimum BOD 4, RFL 4, INT 3, WIL 5)

Next Path: Covert Ops (4, Special Forces only), Tour of Duty: Star League (4)

Subpath: Officer Candidate School (OCS)

Entry via event roll only

Time: 1 year

Attribute Thresholds: WIL +1

*Traits: Rank (6)**

Skills: Leadership +2, Tactics/Any +2

Fields: Officer Training

Next Path: Tour of Duty: Star League

* In order to gain a commission, an Officer Candidate must perform one tour of duty as a Sergeant. After first Tour of Duty character gains Commission (Rank 1)

Kure Naval Academy Of Japan

Any Affiliation. Cannot have Combat Paralysis, Slow Learner, or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Hearing, Poor Vision. No seriously "questionable" events unless the character has or purchases Contact (2) Gamemaster's judgment.

Originally founded in 1888, the Kure Naval Academy is steeped in history even more so than most other Earth military academies. Ancient Japanese history and language, Bushido philosophy, and swordplay are taught along with some of the best naval training available in the League. As a result many observers dub Kure the "Star League's Naval Sun Zhang" and in fact many of its applicants and instructors hail from the Draconis Combine. As a result, Intelligence Command gives each application extra scrutiny and keeps an eye on the academy's cadets. However, many Kure alumni go on to act as liaison officers in the Draconis Combine and the Academy is often seen as a link between the SLDF and the DCMS and was even visited by high ranking members of the DCMS on sever occasions during the Good Years. The Kure School Rag is white decorated with the rising sun of Japan.

Time: 2 Year

Attribute Minimums: INT 4, BOD 3, RFL 4, DEX 4

Attribute Thresholds: RFL +1, DEX+1, INT+1



Traits: Well-Equipped, Quirk/Honorable

Skills: Academic/Star League History +2, Academic/Naval History +2,
Academic/Japanese History +1, Interest/Bushido +1, Protocol/Star League +1,
Computers +1, Blades +2, Language/Japanese +1, Swimming +2

Fields: Basic Training/Basic Training (Naval)

Events: Roll on Star League Academy/Generic

Previous Path: Any path or event that would allow admittance into a Military Academy

Next Path: Advanced Individual Training

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training graduates only

Time: 2 years

Traits: Promotion to Rank (6)

Skills: Leadership +1, add +1 to three Basic Training Skills and +2 to two AIT skills

Fields:

Aerospace Pilot (minimum DEX 4, RFL 4)

Aerospace Pilot Specialist (minimum DEX 4, RFL 4; character takes one skill at +5, one skill at +4, two skills at +3, and four skills at +2)

DropShip Pilot (minimum DEX 4)

DropShip Pilot Specialist (minimum RFL 4. Players can select eight skills from the list, applying +5 points to one, +4 points to a second, +3 points to two, and +2 to the remaining three)

Marine (minimum WIL 4, may not have TDS Trait)

Ship's Crew

Events: Do not roll events for Advanced Individual Training.

Next Path: Special Training (3, part of this pass; take if character enters Scientist, DropShip Pilot, Infantry, Marine, MechWarrior, or Scout fields), Covert Ops (4, Scout only), Tour of Duty: Star League(4)

Subpath: Naval Training

AIT graduates only

Time: 3 years

Attribute Thresholds: Add +1 to any one threshold of player's choice

Skills: Leadership +1, Strategy +1, Tactics/Space +1

Fields:

JumpShip Pilot (DropShip Pilot Field required, minimum INT 5, may not have TDS Trait)

WarShip Pilot (DropShip Pilot or JumpShip Pilot Field required, minimum INT 6, may not have TDS trait)

Next Path: Tour of Duty: Star League (4)

Subpath: Officer Candidate School (OCS)

Entry via event roll only

Time: 1 year

Attribute Thresholds: WIL +1

Traits: Rank (6)*



Skills: Leadership +2, Tactics/Space +2

Fields: Naval Officer Training

Next Path: Tour of Duty: Star League

* In order to gain a commission, an Officer Candidate must perform one tour of duty as a Sergeant. After first Tour of Duty character gains Commission (Rank 1)

Krieg Universtat of Germany

Any Affiliation. Cannot have Combat Paralysis, Slow Learner, or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Hearing, Poor Vision. No seriously "questionable" events unless the character has or purchases Contact (2) Gamemaster's judgment. Must select either Technician/Scientist (Techniker/Wissenschaftler) College or Military (Reichswehr) College.

Founded in 1811, Krieg Universtat of Germany has a long history of producing legendary armor officers a tradition that has since extended to Battlemech officers. In recent years, however, Krieg has developed a reputation for having one of the best technical program of any military academy in the Terran Hegemony. In 2620, the cadre, in an unusual move, split the academy into a technical school and a military one and graduates of both have gone on to hold top positions in the SLDF. The Krieg School Rag is blue with the black, red, and gold stripes of Germany.

Krieg Reichswehr College

Time: 2 Year

Attribute Minimums: INT 4, BOD 3

Attribute Thresholds: RFL +1, WIL+1, INT+1

Traits: Well-Equipped

Skills: Academic/Star League History +2, Academic/Military History +4, Protocol/Star League +1, Bureaucracy/SLDF +2, Tactics/Ground +2, Strategy +1, Computers +2, Blades +1

Fields: Basic Training

Events: Roll on Star League Academy/Generic

Previous Path: Any path or event that would allow admittance into a Military Academy

Next Path: Advanced Individual Training

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training graduates only

Time: 2 years

Traits: Promotion to Rank (6)

Skills: Strategy +1, Tactics/Any +2, add +1 to two Basic Training Skills and +2 to any AIT skill

Fields:

Aerospace Pilot (minimum DEX 4, RFL 4)

Aircraft Pilot (minimum DEX 4, RFL 3)

Cavalry (minimum DEX 3)

Infantry

MechWarrior (minimum DEX 4, RFL 4)



Scout

Events: Do not roll events for Advanced Individual Training.

Next Path: Special Training (3, part of this pass; take if character enters Scientist, DropShip Pilot, Infantry, Marine, MechWarrior, or Scout fields), Covert Ops (4, Scout only), Tour of Duty: Star League(4)

Subpath: Special Training

AIT graduates only

Time: 3 years

Attribute Thresholds: Add +1 to any one threshold of player's choice

Skills: Leadership +1, +1 to three Basic Training skills, +1 to half the character's AIT skills (round up), and +1 to any one other skill

Traits: Promotion, Wealth, Well-Equipped

Fields:

Special Forces (Terran Hegemony Affiliation only, Infantry, Marine, MechWarrior, or Scout Field required, minimum BOD 4, RFL 4, INT 3, WIL 5)

Next Path: Covert Ops (4, Special Forces), Tour of Duty: Star League (4)

Krieg Techniker/Wissenschaftler College

Time: 2 Year

Attribute Minimums: INT 4, BOD 3, DEX 3

Attribute Thresholds: RFL +1, INT+2

Traits: Well-Equipped

Skills: Academic/Star League History +2, Academic/Military History +2, Academic/Any Relevant +2, Protocol/Star League +1, Bureaucracy/SLDF +2, Computers +3

Fields: Basic Technician or Scientist

Events: Roll on Star League Academy/Generic

Previous Path: Any path or event that would allow admittance into a Military Academy

Next Path: Advanced Individual Training

Mandatory Subpath: Advanced Technical Training (ATT)

Basic Technician graduates only

Time: 2 years

Traits: Promotion to Rank (6)

Skills: +2 to three Basic Technician skills, +2 to one ATT skill

Fields:

Aerospace Technician (Basic Technician Field Required)

'Mech Technician (Basic Technician Field Required)

Vehicle Technician (Basic Technician Field Required)

Engineer (Basic Technician Field Required)

Events: Do not roll events for Advanced Individual Training.

Next Path: Special Training (3, part of this pass; take if character enters Scientist, DropShip Pilot, Infantry, Marine, MechWarrior, or Scout fields), Covert Ops (4, Scout only), Tour of Duty: Star League(4)



Mandatory Subpath: Advanced Scientific Training (AST)

Basic Technician/Scientist graduates only

Time: 3 years

Traits: Promotion to Rank (6)

Skills: +2 to two Basic Scientist skills, +2 to one AST skill, +1 to one AST skill

Fields:

HPG Tech (Basic Technician Field Required)

Planetary Surveyor (Scientist Field required)

Military Scientist (Minimum INT 5)

Doctor (Scientist Field required, minimum DEX 4, INT 5)

Events: Do not roll events for Advanced Individual Training.

Next Path: Special Training (3, part of this pass; take if character enters Scientist, DropShip Pilot, Infantry, Marine, MechWarrior, or Scout fields), Covert Ops (4, Scout only), Tour of Duty: Star League(4)

Subpath: Officer Candidate School (OCS)

Entry via event roll only

Time: 1 year

Attribute Thresholds: WIL +1

Traits: Rank (6)*

Skills: Leadership +2, Tactics/Any +2

Fields: Officer Training

Next Path: Tour of Duty: Star League

* In order to gain a commission, an Officer Candidate must perform one tour of duty as a Sergeant. After first Tour of Duty character gains Commission (Rank 1)

Military Academy of Aphros

Any Affiliation. Cannot have Combat Paralysis, Slow Learner, or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Hearing, Poor Vision. No seriously "questionable" events unless the character has or purchases Contact (2) Gamemaster's judgment.

Founded in 2242, the MAA was built on a high plateau and surrounded by wastelands and serves as one of the major centers of the SLDF's Gunslinger Program. A side effect of the harsh environment of Venus is a long history of developing survival and zero-g training. In addition to its legendary MechWarrior program, the academy also trains fighter and Dropship pilots. The Aphros School Rag is orange decorated with the symbol of Venus.

Time: 2 Year

Attribute Minimums: INT 4, BOD 3, RFL 3

Attribute Thresholds: RFL +1, INT+1, DEX+1

Traits: Well-Equipped

Skills: Academic/Star League History +2, Academic/Military History +2, Protocol/Star League +1, Computers +2, Zero-G Operations +1, Survival +2, Swimming +2

Fields: Basic Training/Basic Training (Naval)

Events: Roll on Star League Academy/Generic

Previous Path: Any path or event that would allow admittance into a Military Academy



Next Path: Advanced Individual Training

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training graduates only

Time: 2 years

Traits: Promotion to Rank (6)

Skills: Leadership +1, add +1 to three Basic Training Skills and +1 to any one other skill

Fields:

Aerospace Pilot (minimum DEX 4, RFL 4)

Aerospace Pilot Specialist (minimum DEX 4, RFL 4; character takes one skill at +5, one skill at +4, two skills at +3, and four skills at +2)

Marine (minimum WIL 4, may not have TDS Trait)

MechWarrior (minimum DEX 4, RFL 4)

Events: Do not roll events for Advanced Individual Training.

Next Path: Dropship Training (3, part of this pass; take if character enters Aerospace Pilot or Aerospace Pilot Specialist only), Tour of Duty: Star League(4)

Subpath: Dropship Training

AIT graduates only

Time: 2 years

Skills: +1 to two Basic Training skills, +1 to Tactics/Space

Fields:

DropShip Pilot (minimum DEX 4)

DropShip Pilot Specialist (minimum RFL 4. Players can select eight skills from the list, applying +5 points to one, +4 points to a second, +3 points to two, and +2 to the remaining three)

Next Path: Tour of Duty: Star League (4)

Subpath: Officer Candidate School (OCS)

Entry via event roll only

Time: 1 year

Attribute Thresholds: WIL +1

Traits: Rank (6)*

Skills: Leadership +2, Tactics/Any +2

Fields: Officer Training

Next Path: Tour of Duty: Star League

* In order to gain a commission, an Officer Candidate must perform one tour of duty as a Sergeant. After first Tour of Duty character gains Commission (Rank 1)

Subpath: Gunslinger Program

Entry via event roll only

Time: 2 years

Attribute Thresholds: RFL+1, DEX+1

Traits: Promotion, Good Reputation, Contact

Skills: Tactics/Battlemech +3, Perception +3, +2 to 3 Mechwarrior AIT skills, Pick two: Natural Aptitude Piloting/Battlemech, Natural Aptitude Gunnery/Ballistic/



Humanoid, Natural Aptitude /Gunnery/Laser/Humanoid, Natural Aptitude /Gunnery/Missile/Humanoid

Next Path: Tour of Duty: Star League (4)

War Academy of Mars

Any Affiliation. Cannot have Combat Paralysis, Slow Learner, or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Hearing, Poor Vision. No seriously “questionable” events unless the character has or purchases Contact (2) Gamemaster’s judgment.

Founded in 2601, the War Academy of Mars not only serves as one of the SLDF’s prime military academies but as its headquarters. Being the center of strategic thought for the SLDF, WAM provides its students superior leadership and strategic training, and graduating from the WAM guaranties an officer plenty of action and responsibility. The WAM School Rag is bright red decorated with the symbol of Mars.

Time: 2 Year

Attribute Minimums: INT 4, BOD 3, RFL 3

Attribute Thresholds: RFL +1, WIL+1, INT+1

Traits: Well-Equipped, Good Reputation

Skills: Academic/Star League History +3, Academic/Military History +2, Protocol/Star League +1, Leadership +2, Strategy +1, Bureaucracy/SLDF +1, Computers +2, Blades +1

Fields: Basic Training/Basic Training (Naval)

Events: Roll on Star League Academy/Generic

Previous Path: Any path or event that would allow admittance into a Military Academy

Next Path: Advanced Individual Training

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training graduates only

Time: 2 years

Traits: Promotion to Rank (6)

Skills: Leadership +1, Strategy +1, add +1 to two Basic Training Skills and +2 to two AIT skills

Fields:

Aerospace Pilot (minimum DEX 4, RFL 4)

Aircraft Pilot (minimum DEX 4, RFL 3)

Cavalry

DropShip Pilot (minimum DEX 4)

Infantry

Marine (minimum WIL 4, may not have TDS Trait)

MechWarrior (minimum DEX 4, RFL 4)

Scientist (minimum INT 3)

Scout

Events: Do not roll events for Advanced Individual Training.

Next Path: Special Training (3, part of this pass; take if character enters Scientist, DropShip Pilot, Infantry, Marine, MechWarrior, or Scout fields),Covert Ops (4,



Scout only), Tour of Duty: Star League(4)

Subpath: Special Training

AIT graduates only

Time: 3 years

Attribute Thresholds: Add +1 to any one threshold of player's choice

Skills: Leadership +1, +1 to three Basic Training skills, +1 to half the character's AIT skills (round up), and +1 to any one other skill

Traits: Promotion, Wealth, Well-Equipped

Fields:

Doctor (Scientist Field required, minimum DEX 4, INT 5)

JumpShip Pilot (DropShip Pilot Field required, minimum INT 5, may not have TDS Trait)

Military Scientist (minimum INT 5)

Special Forces (Terran Hegemony Affiliation only, Infantry, Marine, MechWarrior, or Scout Field required, minimum BOD 4, RFL 4, INT 3, WIL 5)

Next Path: Covert Ops (4, Special Forces or Military Scientist only), Think Tank (4, Military Scientist Field only), Tour of Duty: Star League (4)

Subpath: Officer Candidate School (OCS)

Entry via event roll only

Time: 1 year

Attribute Thresholds: WIL +1

Traits: Rank (6)*

Skills: Leadership +2, Tactics/Any +2

Fields: Officer Training

Next Path: Tour of Duty: Star League

* In order to gain a commission, an Officer Candidate must perform one tour of duty as a Sergeant. After first Tour of Duty character gains Commission (Rank 1)

Combat College of New Earth

Any Affiliation. Cannot have Combat Paralysis, Slow Learner, or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Hearing, Poor Vision. No seriously "questionable" events unless the character has or purchases Contact (2) Gamemaster's judgment.

Built in 2331, the Combat College of New Earth was the first military academy built outside the Sol system and as such has continuously strived to keep itself equal, if not surpassing, the best academies on Terra. Because it was previously the site for training the original Colonial Marines of the old Terran Alliance, the CCNE has a wide array of both space and ground MOSes and emphasizes combined arms tactics that lend themselves to rapid planetary assaults. The CCNE School Rag is a deep purple.

Time: 2 Year

Attribute Minimums: INT 4, BOD 3, RFL 3

Attribute Thresholds: RFL +1, WIL+1, INT+1



Traits: Well-Equipped

Skills: Academic/Star League History +4, Academic/Military History +2, Protocol/Star League +1, Computers +2, Blades +1, Strategy +1

Fields: Basic Training/Basic Training (Naval)

Events: Roll on Star League Academy/Generic

Previous Path: Any path or event that would allow admittance into a Military Academy

Next Path: Advanced Individual Training

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training graduates only

Time: 2 years

Traits: Promotion to Rank (6)

Skills: Leadership +1, add +1 to two Basic Training Skills, +2 to any AIT skill, Tactics/Space +1, Tactics/Air Support +1, Tactics/Ground +1

Fields:

Aerospace Pilot (minimum DEX 4, RFL 4)

Aircraft Pilot (minimum DEX 4, RFL 3)

Cavalry

DropShip Pilot (minimum DEX 4)

DropShip Pilot Specialist (minimum RFL 4. Players can select eight skills from the list, applying +5 points to one, +4 points to a second, +3 points to two, and +2 to the remaining three)

Infantry

Marine (minimum WIL 4, may not have TDS Trait)

MechWarrior (minimum DEX 4, RFL 4)

Ship's Crew

Events: Do not roll events for Advanced Individual Training.

Next Path: Special Training (3, part of this pass; take if character enters Scientist, DropShip Pilot, Infantry, Marine, MechWarrior, or Scout fields), Covert Ops (4, Scout only), Tour of Duty: Star League(4)

Subpath: Special Training

AIT graduates only

Time: 3 years

Attribute Thresholds: Add +1 to any one threshold of player's choice

Skills: Leadership +1, +1 to three Basic Training skills, +1 to half the character's AIT skills (round up), and +1 to any one other skill

Traits: Promotion, Wealth, Well-Equipped

Fields:

Doctor (Scientist Field required, minimum DEX 4, INT 5)

JumpShip Pilot (DropShip Pilot or DropShip Pilot Specialist Field required, minimum INT 5, may not have TDS Trait)

Military Scientist (minimum INT 5)

Special Forces (Terran Hegemony Affiliation only, Infantry, Marine, MechWarrior, or Scout Field required, minimum BOD 4, RFL 4, INT 3, WIL 5)



Next Path: Covert Ops (4, Special Forces or Military Scientist only), Think Tank (4, Military Scientist Field only), Tour of Duty: Star League (4)

Subpath: Officer Candidate School (OCS)

Entry via event roll only

Time: 1 year

Attribute Thresholds: WIL +1

Traits: Rank (6)*

Skills: Leadership +2, Tactics/Any +2

Fields: Officer Training

Next Path: Tour of Duty: Star League

* In order to gain a commission, an Officer Candidate must perform one tour of duty as a Sergeant. After first Tour of Duty character gains Commission (Rank 1)

Fleet School of Keid

Any Affiliation. Cannot have Combat Paralysis, Slow Learner, TDS, or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Hearing, Poor Vision. No seriously "questionable" events unless the character has or purchases Contact (2) Gamemaster's judgment.

Founded in 2500, the Fleet School of Keid represents the top SLDF naval academy outside of Terra. Most of cadets' time is spent in microgravity in order to gauge them for the experience and most Keid graduates end up gaining a few inches by graduation. Competition with the Kure Naval Academy is fierce and cumulates with a biannual mock simulator battle. During the Second Hidden War, suspicions against Kure graduates were so high that many Keid and Kure alumni could barely work together. The Keid School Rag is half blue and half black.

Time: 2 Year

Attribute Minimums: INT 4, BOD 3, RFL 4, DEX 4

Attribute Thresholds: RFL +1, DEX+1, INT+1

Traits: Well-Equipped, G-Tolerance

Skills: Academic/Star League History +2, Academic/Naval History +4, Tactics/Space +1, Computers +2, Blades +1, Zero-G Operations +3

Fields: Basic Training (Naval)

Events: Roll on Star League Academy/Generic

Previous Path: Any path or event that would allow admittance into a Military Academy

Next Path: Advanced Individual Training

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training graduates only

Time: 2 years

Traits: Promotion to Rank (6)

Skills: Leadership +1, add +1 to two Basic Training Skills and +2 to two AIT skills

Fields:

Aerospace Pilot (minimum DEX 4, RFL 4)

Aerospace Pilot Specialist (minimum DEX 4, RFL 4; character takes one skill at



+5, one skill at +4, two skills at +3, and four skills at +2)

DropShip Pilot (minimum DEX 4)

DropShip Pilot Specialist (minimum RFL 4. Players can select eight skills from the list, applying +5 points to one, +4 points to a second, +3 points to two, and +2 to the remaining three)

Ship's Crew

Events: Do not roll events for Advanced Individual Training.

Next Path: Special Training (3, part of this pass; take if character enters Scientist, DropShip Pilot, Infantry, Marine, MechWarrior, or Scout fields), Covert Ops (4, Scout only), Tour of Duty: Star League(4)

Subpath: Naval Training

AIT graduates only

Time: 3 years

Attribute Thresholds: Add +1 to any one threshold of player's choice

Skills: Leadership +1, Strategy +1, Tactics/Space +1

Fields:

JumpShip Pilot (DropShip Pilot Field required, minimum INT 5, may not have TDS Trait)

WarShip Pilot (DropShip Pilot or JumpShip Pilot Field required, minimum INT 6, may not have TDS trait)

Next Path: Tour of Duty: Star League (4)

Subpath: Officer Candidate School (OCS)

Entry via event roll only

Time: 1 year

Attribute Thresholds: WIL +1

Traits: Rank (6)*

Skills: Leadership +2, Tactics/Space +2

Fields: Naval Officer Training

Next Path: Tour of Duty: Star League

* In order to gain a commission, an Officer Candidate must perform one tour of duty as a Sergeant. After first Tour of Duty character gains Commission (Rank 1)

Flight Academy of Graham

Any Affiliation. Cannot have Combat Paralysis, Slow Learner, or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Hearing, Poor Vision. No seriously "questionable" events unless the character has or purchases Contact (2) Gamemaster's judgment.

Dedicated wholly to the training of Aerospace pilots, the Flight Academy of Graham is one of the League's most unusual academies because it exists entirely in space. Graduating over 2,000 Aerospace pilots a year, the Flight Academy is the largest academy of its kind in known space. The Flight Academy's School Rag is black with white stars.

Time: 2 Year

Attribute Minimums: INT 4, BOD 3, RFL 4, DEX 4



Attribute Thresholds: RFL +1, DEX+1, INT+1

Traits: Well-Equipped, G-Tolerance

Skills: Academic/Star League History +2, Academic/Naval History +2, Protocol/Star League +1, Computers +2, Blades +1, Navigation/Space +1, Zero-G Operations +2

Fields: Basic Training (Naval)

Events: Roll on Star League Academy/Generic

Previous Path: Any path or event that would allow admittance into a Military Academy

Next Path: Advanced Individual Training

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training graduates only

Time: 2 years

Traits: Promotion to Rank (6)

Skills: Navigation/Space +1, add +2 to three Basic Training Skills and +2 to two AIT skills

Fields:

Aerospace Pilot (minimum DEX 4, RFL 4)

Aerospace Pilot Specialist (minimum DEX 4, RFL 4; character takes one skill at +5, one skill at +4, two skills at +3, and four skills at +2)

Events: Do not roll events for Advanced Individual Training.

Next Path: Special Training (3, part of this pass; take if character enters Scientist, DropShip Pilot, Infantry, Marine, MechWarrior, or Scout fields), Covert Ops (4, Scout only), Tour of Duty: Star League (4)

Subpath: Officer Candidate School (OCS)

Entry via event roll only

Time: 1 year

Attribute Thresholds: WIL +1

Traits: Rank (6)*

Skills: Leadership +2, Tactics/Any +2

Fields: Officer Training

Next Path: Tour of Duty: Star League

* In order to gain a commission, an Officer Candidate must perform one tour of duty as a Sergeant. After first Tour of Duty character gains Commission (Rank 1)

Stage 3: Major Rim Worlds Academy (Generic)

Affiliation Rim Worlds Republic only. Cannot have Combat Paralysis or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Hearing, Poor Vision. No seriously "questionable" events unless the character has or purchases a Contact (2) who can hide the event at the Gamemaster's discretion.

With over 200 worlds the Rim Worlds Republic had several different military academies. Some of these were secret training facilities constructed by Tadeo Amaris and reactivated by the Usurper. Many still carry on proud Republican traditions left over from the Reunification War. For many years they have excelled in training some of the best tank crews in the known universe. The key to this specialization could be the instructors'



ability to effectively teach their students how to utilize terrain as an integral battlefield advantage. As with many other Rim Worlds institutions the typical Republican military academy has something of a cutthroat atmosphere. Cadets often make aggressive moves against fellow cadets and even instructors on rare occasions in order to get a head.

Since some of these training facilities are secret and little or no information is currently known about them this Generic life path can be used as is. However, if the character chooses to attend a more specific Rim World Academy (i.e. the Apollo Military Institute) replace the typical information listed below with those establishments given data.

Time: 2 Years

Attribute Minimums: INT 3, BOD 3, SOC 3

Attribute Thresholds: DEX+1, RFL +1, WIL+1, SOC+1

Traits: Promotion

Skills: Academic/Military History +2, Protocol/Rim Worlds +2, Navigation/Ground +2

Fields: Basic Training

Events: Roll on Rim Worlds Academy Event Table

Previous Path: Any path or event that would allow admittance into a Military Academy

Next Path: Advanced Individual Training Subpath (mandatory)

Rim Worlds Academy Events

2 This wasn't a live fire drill! [Bad Reputation (2), Clumsy (2), Stigma/Incompetent (1), lose all AIT skills, may not take any more military Paths]

3 Don't you know who I am? [Enemy (3), Enemy (1), Bad Reputation (1)]

4 Extracurricular activities ruined much of your potential. [Choose two: Addiction (2), Bad Reputation (2), Dependent (2), SOC -2]

5 What is your major malfunction cadet! [Slow Learner (3)]

6 Sorry doesn't cut it cadet. [Stigma/Clutz (1), Bad Reputation (1)]

7 A serious accident leaves you permanently injured [Choose One: Disabled (1), Lost Limb (1), Poor Hearing (1), Poor Vision (1), Unattractive (1)]

8 Somebody has got it in for you. [Enemy (1)]

9 Your best course was Sex Ed [Seduction +1]

10 Extra study pays off. [+1 to any skill]

11 Your one courageous son of a gun [Brave (1)]

12 Man is there anybody you don't know? [Well-Connected (1)]

13 It isn't wise to show up the instructor. [Toughness (3), Enemy (2)]

14 You've got some family kid. [Proud Heritage (2)]

15 Wow! How did you do that? [Natural Aptitude/Any Combat Skill (2), Choose One: Good Hearing (1), G-Tolerance (1), Good Vision (1), High Endurance (1), Night Vision (1), Patience (1)]

16 Congratulations. You've been selected for a special assignment. [Contact (2), +3 to any three skills, take Special Forces AIT next]

17 A born leader. [Attractive (1), Gregarious (1), Natural Aptitude/Leadership (1), WIL +1, Leadership +3, take OCS next]

18 Graduate at the top of your class. [Fast Learner (3), Good Reputation (2), Well Connected (1), +3 to two Military Field skills, take OCS next]



19 [Choose one event or roll twice and apply both results]

20 [Choose two events or roll three times and apply each event]

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training graduates only

Time: 2 years

Traits: Promotion

Skills: Navigation/Any +1, add +1 to three Basic Training Skills, and +1 to any one skill

Fields:

Aerospace Pilot (minimum DEX 4, RFL 4)

Aircraft Pilot (minimum DEX 4, RFL 3)

Cavalry

DropShip Pilot (minimum DEX 4)

Infantry

Marine (minimum WIL 4, may not have TDS Trait)

MechWarrior (minimum DEX 3, RFL 4)

Scientist (minimum INT 3)

Scout

Ship's Crew

Events: Do not roll events for Advanced Individual Training.

Next Path: Tour of Duty: Rim Worlds Republic (4), Covert Ops (4, Scout only), or Special Training (3, part of this pass; take if character enters DropShip Pilot, Infantry, Marine, MechWarrior, Scientist, or Scout fields)

Subpath: Special Training

AIT graduates only

Time: 3 years

Attribute Thresholds: Add +1 to any one threshold of player's choice

Skills: Leadership +1, +1 to three Basic Training skills, +1 to half the character's AIT skills (round up), and +1 to any one other skill

Traits: Promotion, Wealth, Well-Equipped

Fields:

Doctor (Scientist Field required, minimum DEX 4, INT 5)

JumpShip Pilot (DropShip Pilot Field required, minimum INT 5, may not have TDS Trait)

Military Scientist (minimum INT 5)

Special Forces (Infantry, Marine, MechWarrior, or Scout Field required, minimum BOD 4, RFL 4, INT 3, WIL 5)

Next Path: Tour of Duty: Rim Worlds Republic (4) or Covert Ops (4, Special Forces or Military Scientist only)

Subpath: Officer Candidate School (OCS)

Entry via event roll only

Time: 1 year

Attribute Thresholds: CHA +1

Traits: Commission (Rank 1)



Fields: Officer Training

Next Path: Tour of Duty: Rim Worlds Republic (4)

Apollo Military Institute

No Disabled, Glass Jaw, Poor Hearing, or Poor Vision, in addition to the requirements above.

The Apollo Military Institute (AMI) was established in 2341 by the visionary First Consul Arabella Rowe. It has always been the premiere military academy of the Rim Worlds Republic and is one of the oldest such facilities located outside of Terra. Arabella Rowe successfully transformed the entire Republic from a backwards fringe state into a modern interstellar nation. The Institute was one of her first steps in the beginning of this modernization project. By the end of her reign the Rim Republic Army had been changed from a loosely organized bandit force to a highly professional military. One thing the early Institute lacked was a naval training center because Arabella did not want to provoke the growing Lyran fleet. Although naval courses were added to the school's curriculum over time they never matched the Institute's excellent ground force studies. Chosen for their patriotism as well as their overall ability alumni of the Military Institute have always been extremely loyal to the Republic.

Attribute Minimums: INT 5, DEX 4, REF 4, SOC 3

Attribute Thresholds: DEX+1, RFL +1, WIL+1, SOC+1

Traits: Promotion, Quirk/Loyalty to Rim Worlds Republic

Skills: Academic/Military History +2, Protocol/Rim Worlds +2, Navigation/Ground +2, and +1 to all skills in the characters AIT subpath if it is Cavalry, Infantry, or Mechwarrior.

Fields: Basic Training

Events: Roll on Rim Worlds Academy (Generic) Event Table

Previous Path: Any path or event that would allow admittance into a Military Academy

Next Path: Advanced Individual Training Subpath (mandatory)

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training graduates only

Time: 2 years

Traits: Promotion

Skills: Leadership +1, Navigation/Any +1, add +1 to three Basic Training Skills, and +2 to any one skill

Fields:

Aerospace Pilot (minimum DEX 4, RFL 4)

Aircraft Pilot (minimum DEX 4, RFL 3)

Cavalry

DropShip Pilot (minimum DEX 4)

Infantry

Marine (minimum WIL 4, may not have TDS Trait)

MechWarrior (minimum DEX 4, RFL 5)

Scientist (minimum INT 3)

Scout



Ship's Crew

Events: Do not roll events for Advanced Individual Training.

Next Path: Tour of Duty: Rim Worlds Republic (4), Covert Ops (4, Scout only), or Special Training (3, part of this pass; take if character enters DropShip Pilot, Infantry, Marine, MechWarrior, Scientist, or Scout fields)

Subpath: Special Training

AIT graduates only

Time: 3 years

Attribute Thresholds: Add +1 to any one threshold of player's choice

Skills: Leadership +3, +1 to three Basic Training skills, +1 to half the character's AIT skills (round up), and +2 to any one other skill

Traits: Promotion, Wealth, Well-Equipped

Fields:

Doctor (Scientist Field required, minimum DEX 4, INT 5)

Military Scientist (minimum INT 5)

Special Forces (Infantry, Marine, MechWarrior, or Scout Field required, minimum BOD 4, RFL 4, INT 3, WIL 5)

Next Path: Tour of Duty: Rim Worlds Republic (4) or Covert Ops (4, Special Forces or Military Scientist only)

Subpath: Naval Training

AIT graduates only

Time: 3 years

Attribute Thresholds: Add +1 to any one threshold of player's choice

Skills: Leadership +1, Strategy +1, Tactics/Space +1

Fields:

JumpShip Pilot (DropShip Pilot Field required, minimum INT 5, may not have TDS Trait)

WarShip Pilot (DropShip Pilot or JumpShip Pilot Field required, minimum INT 6, may not have TDS trait)

Next Path: Tour of Duty: Rim Worlds Republic (4)

Subpath: Officer Candidate School (OCS)

Entry via event roll only

Time: 1 year

Attribute Thresholds: CHA +1

Traits: Commission (Rank 1)

Fields: Officer Training

Next Path: Tour of Duty: Rim Worlds Republic (4)

Stage 4: Tour of Duty: Star League

Available to characters who completed training at a Star League Academy or military enlistment.

Time: 2 years

Traits: Vehicle (2) for MechWarrior, Aerospace Pilot, Aircraft Pilot, Cavalry-trained



Characters only. Well-Equipped if part of a Royal House unit (Terran Hegemony Affiliation only).

Skills: Add +2 to any two skills from your Military Fields, a +2 to any other skill, and a +1 to any other skill

Tour of Duty: Star League Event

2 Ambush! Captured by cruel Periphery rebels. [Choose two: Glass Jaw, Disabled (3), Combat Paralysis]

3 Who knew that scruffy Periphery bandits could deal such a blow to the SLDF? [+1 to any Military Field skill, BOD-1 and choose one: Combat Paralysis, Disabled (2), Lost Limb (3)]

4 Caught between two “allies” you take fire from both sides. [Quirk/Hate a major House, Choose one: Enemy (2), Demotion (1 if an Officer, 2 if Enlisted)]

5 Sure you took the position, but it cost you. [+3 to any three Military Field skills, choose two: Poor Hearing (2), Poor Vision (2), Addiction (2), Glass Jaw, or Combat Paralysis]

6 You found out that the Martial Olympiads aren’t completely safe. [Disabled (2) or Addiction (2), -1 to two Military Fields]

7 Exposing fraud by Inner Sphere companies has its benefits and its drawbacks... [Good Reputation, Contact, Enemy (3)]

8 Even a proud SLDF trooper has to find SOMETHING to do with his time off. [Choose one: Addiction (2) or Enemy (2) and choose one: Gambling +1, Seduction +1]

9 General Kerensky was right, administration IS the dullest and most mind numbing of chores. [Administration +1, Bureaucracy/SLDF +2, -1 to any two Military Fields skills]

10 Garrison duty. [+1 to any two skills]

11 Your tip off gets you the appreciation of the SAS. [Contact, Streetwise +2]

12 Help successfully nip a local insurrection in the bud. [+2 to any Military Field, +1 to any two Military Fields]

13 Liaison isn’t always easy but you have a knack. [Negotiation +4, Protocol/Any +4, add one year to this path]

14 Your unit successfully defended against the suicide wave, but it made you think about your place in life. [+3 to any 2 skills plus choose: Brave & Quirk/Gung Ho, or Timid & Quirk/Pacifist]

15 Right time, right place! [Glory +2, Promotion, Leadership +2, +2 to any two Military Fields]

16 You may not be your regiment’s Champion, but you held your own against the Dracs and impressed your superiors. [If a Mechwarrior attend Gunslinger program, otherwise attend specialized training (+4 to 4 AIT fields, Promotion, and add two years to this path)]

17 Officer material! [Good Reputation, Contact, attend OCS or Promotion (2), if already an officer Promotion, if already on the path to OCS graduate with Rank (2)]

18 Awarded the Star League Medal of Valor! Doors open up for you. [Strategy +4, Tactics/Any +4, Leadership +3, Glory, Good Reputation (2), Promotion, Custom Vehicle (2), Wealth (2), EDG +1]

19 [Choose one event or roll twice and apply both results.]

20 [Choose two events or roll three times and apply all results.]

**Stage 4: Star League Bureaucracy**

Star League Affiliation Only. May not have Addiction (2), Introvert, or Stigma/Uncooperative. Must have either the Merchant Field, Political Science Major, or appropriate skills from Trade School or University paths.

Time: 3 Years

Attribute Minimums: INT 4, CHA 3

Traits: Well-Connected (2)

Skills: Protocol/Star League +2, Bureaucracy/Star League +3, Administration +3, Fast Talk +2 Choose: Career/Diplomat +3 or Career/Bureaucrat +3

Previous Path: Trade School, University, Post Graduate Studies

Next Path: Repeat or return to the last path the character took.

Star League Bureaucracy Events

- 2 Accused of treason! [Stigma/Traitor (2), choose either to lose all Wealth, Well-Connected, and Well-Equipped traits, subtract -1 to all skills gained in this path and add 1D6 to the time of this path or select Enemy (3), Dark Secret (3), and must select the Ne'er Do Well or Tour of Duty: Piracy for next path]
- 3 They couldn't pin anything on you but someone out there knows more. [Bad Reputation (1), Enemy (2), Quirk/Paranoid (1)]
- 4 Being held hostage by Periphery rebels scars you for good. (Timid (1), choose either Disabled (2) or Madness/Flashbacks (2) and may not take any other Star League or military paths)
- 5 "Look, this is out of my hands! It's not my fault, I swear! REALLY!" [Enemy (2), Fast Talk -2]
- 6 Never knew you could actually go blind from doing all that paper work. [Poor Vision (2)]
- 7 You find out that space travel isn't exactly your thing...at all. [Transit Disorientation Syndrome (1)]
- 8 You know sometimes it's okay to lie, just a little. [Quirk/Honest (1)]
- 9 Logged a lot of overtime with your assistants [Seduction +1]
- 10 Life schooled you in the arts of diplomacy [Negotiation +2]
- 11 You pick up another language. [Language/Any +3]
- 12 Very outgoing, aren't you. [Gregarious (1)]
- 13 You're an organizational mastermind. [Natural Aptitude/ Star League Bureaucracy (1)]
- 14 Multitasking is not a problem. [Ambidextrous (2)]
- 15 Doesn't matter what the system is, you pick it up fast. [Fast Learner (3)]
- 16 You have the uncanny ability to see a problem before it happens no matter how trivial. [Sixth Sense (4)]
- 17 Your exposure of fraudulent Inner Sphere business practices attracts attention, both good and bad. [Patron (6), Good Reputation (1), Contact (1), Enemy (2)]
- 18 Your dogged efforts earn you the Order of the Palm! [Good Reputation (2), Wealth (2), Well-Connected (1), Contact (2)]
- 19 [Choose one event or roll twice and apply both results]
- 20 [Choose two events or roll three times and apply all results]



Stage 4: Tour of Duty: Rim Worlds Republic

Available to characters who completed training at a Rim World Academy or Republican citizens who chose the military enlistment path.

Time: 2 years

Traits: Vehicle (3) for Cavalry and Aircraft Pilots. Vehicle (2) for MechWarriors and Aerospace Pilots only.

Skills: Add +3 to any skill, add +2 to any two skills from your Military Fields

Previous Path: Any which would allow entry into a regular Tour of Duty

Tour of Duty: Rim Worlds Republic Events

2 Long live Stefan Amaris! [May take no further paths in the Rim Worlds Republic,

Choose: Bad Reputation (5), Impatient (1) or Dark Secret (5), Introvert (1)]

3 Captured by pirates. You escaped but the scars remain. [Choose either: Glass Jaw (3), Poor Vision (2) or Slow Learner (3), Poor Hearing (2)]

4 Perhaps following orders and fighting the SLDF wasn't such a good idea. [+1 to any three of the character's Military Field skills, Timid (1), and choose either Combat Paralysis (4) or two of the following: Addiction (2), Disability (2), Poor Vision (2)]

5 Your loyalty is called into question. [Bad Reputation (3)]

6 You chose the wrong friends. [Enemy (2)]

7 Looking over your shoulder eventually takes its toll. [Madness/Paranoia (1)]

8 You needed something to forget the pain. [Addiction (1)]

9 It must be the uniform. [Seduction +1]

10 Uneventful garrison duty. [+1 to any one skill]

11 That posting really toughened you up. [Thick-Skinned (1)]

12 Advanced your career at the cost of another. [SOC +1, Promotion (1), Enemy (1)]

13 Last time we'll be seeing those bandits! [Tactics/Any +1, +1 to any two of the character's Military Field skills]

14 Hey aren't you.... [Proud Heritage (2)]

15 You know where Amaris hid some weapons. [Wealth (1) and choose one of the following: Custom Vehicle (2), Vehicle (2), or Well-Equipped (2)]

16 Stick with us kid and you'll go far. [Well-Connected (4)]

17 You don't have to go looking for jobs, jobs come looking for you. [Good Reputation (4), Wealth (2), character may choose as his next path Tour of Duty with any nation or mercenary group]

18 Heroic actions are recognized even if you weren't on the winning side. [Brave (1), Good Reputation (5), Glory, and choose one of the following: Custom Vehicle (2), Vehicle (2), or Well-Equipped (2)]

19 [Choose one event or roll twice and apply both results]

20 [Choose two events or roll three times and apply each event]

NEW REPUBLIC ERA

The turbulent times that heralded the end of the Hegemony and the birth of the Republic open existing life paths not normally available to Terran characters. Characters that grew up on Terran worlds during the Amaris occupation (2767-2779) may take Stage 1: (Clan) War Orphan and Stage 2: Adolescent Warfare. Generic events replace any



specific events given in these paths that just don't fit. Of course, this is all at the discretion of the individual Gamemaster.

Affiliations

Terran Republic

The Republic is the third incarnation of the Terran state and the successor of the once mighty Hegemony. Many fled the cradle of humanity in the wake the horrific reign of the Usurper. The cruel occupation has left its mark on Terra. The Amaris Coup spawned something of a cultural revival as different ethnic groups rediscovered their heritage. This aided the Terran resistance as cells used native dialects to confuse their tormentors. It seems as though only the most proud or those too poor to leave have remained behind however. Surrounded the Republic now struggles to survive the approaching conflict.

Primary Language: English*, French, German, Spanish, Mandarin

Secondary Language: Portuguese, Japanese, Cantonese, Arabic

Bonus Skills: Computers +1, Negotiation +1, Secondary Language +2

Bonus Traits: If the character takes Quirk/Stubborn (1), Quirk/Arrogant (1), or Poverty (1), he may receive either Natural Aptitude (2) at no cost or Fast Learner at a cost of 1 trait point only.

Paths: May take University path from High School but may not gain any additional skills if taken this way.

Restrictions: While every Terran speaks English some don't use it as their primary language. To account for this the four other most popular tongues have been given as primary languages. In addition, the next most popular dialects have been listed as secondary languages. The character may choose another language other than those listed with your GMs permission. English must be one of the character's languages however.

Life Paths

Stage 3: Major Terran Republic Academy (Generic)

Affiliation Terran Republic only. Cannot have Combat Paralysis, Slow Learner, or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Hearing, Poor Vision. No seriously "questionable" events unless the character has or purchases Contact (2) Gamemaster's judgment.

A mere handful of military academies now exist within the Terran Republic. Currently finding trained personnel is not a problem for the military as there are many all too familiar with the art of war. Of the 200 military schools run by the SLDF in the Hegemony prior to the Amaris Coup only 20 remain in operation. A major focus of Project Phoenix is the reconstruction of these damaged installations. The newly established "outer" Provinces of the Republic have helped founding or rebuilding military academies on their capital worlds.

The following is the typical profile for a "generic" Terran Republic Military Academy and may be taken as a path by itself or if the Gamemaster allows it a character can attend one of the more notable Terran academies.



Time: 2 Year

Attribute Minimums: INT 4, BOD 3, SOC 3

Attribute Thresholds: RFL +1, WIL+1, INT+1

Traits: Promotion, Well-Equipped

Skills: Bureaucracy/TRAS +1, Academic/Military History +2, Strategy +1, Computers +2, Leadership +1

Fields: Basic Training/Basic Training (Naval)

Previous Path: Any path or event that would allow admittance into a Military Academy

Next Path: Advanced Individual Training

Terran Republic Academy Events

- 2 The Republic needs soldiers, not problems! Expelled. [Bad Reputation (1), -2 to all Basic Training skills, no more legitimate military paths]
- 3 Your family was suspecting of collaborating with the Usurper. [Shameful Heritage (1), Bad Reputation (3), Enemy (1)]
- 4 Look out! Injured in a training accident [Choose either; Lost Limb (3) & Unattractive (1), or Poor Hearing (4), or Poor Vision (4)]
- 5 Insulting that VIP wasn't very smart. [Enemy (3)]
- 6 Stay away from me, your bad luck. [Unlucky (2)]
- 7 Shoot first, ask questions later is your motto. [Impatient (1)]
- 8 Not everyone is a born leader. [Leadership -1]
- 9 Got extra friendly with one of your instructors. [Seduction +1]
- 10 Loved the academy so much you did more than the other cadets. [+1 to any skill]
- 11 War is the last resort when diplomacy fails. [Negotiation +3]
- 12 Your family was well known in the Hegemony. [Proud Heritage (1)]
- 13 No one can sneak up on you. [Alertness (2)]
- 14 Your hard work qualifies you for special training [May take a second AIT immediately after finishing the first AIT, choose either OCS, Special Training or Gunslinger Program]
- 15 Technical Wizard [Tech Empathy (3)]
- 16 Cool under fire. [Combat Sense (4)]
- 17 As tough as they come. [Toughness (3) & Pain Resistance (3)]
- 18 Graduated at the top of your class. A credit to the Terran nation! [+3 to three Military Field skills, Leadership +3, Good Reputation (2), Well Connected (2), Vehicle (2), take OCS next]
- 19 [Choose one event or roll twice and apply both results]
- 20 [Choose two events or roll three times and apply each event]

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training graduates only

Time: 2 years

Traits: Promotion (2)

Skills: Leadership +1, add +1 to three Basic Training Skills and +2 to any AIT skill

Fields:

Aerospace Pilot (minimum DEX 4, RFL 4)

Aircraft Pilot (minimum DEX 4, RFL 3)



Cavalry
DropShip Pilot (minimum DEX 4)
Infantry
Marine (minimum WIL 4, may not have TDS Trait)
MechWarrior (minimum DEX 4, RFL 4)
Scientist (minimum INT 3)
Scout
Ship's Crew

Events: Do not roll events for Advanced Individual Training.

Next Path: Special Training (3, part of this pass; take if character enters Scientist, DropShip Pilot, Infantry, Marine, MechWarrior, or Scout fields), Covert Ops (4, Scout only), Tour of Duty: Terran Republic (4)

Subpath: Special Training

AIT graduates only

Time: 3 years

Attribute Thresholds: Add +1 to any one threshold of player's choice

Skills: Leadership +1, +1 to three Basic Training skills, +1 to half the character's AIT skills (round up), and +1 to any one other skill

Traits: Promotion, Wealth, Well-Equipped

Fields:

Doctor (Scientist Field required, minimum DEX 4, INT 5)

JumpShip Pilot (DropShip Pilot Field required, minimum INT 5, may not have TDS Trait)

Military Scientist (minimum INT 5)

Special Forces (Infantry, Marine, MechWarrior, or Scout Field required, minimum BOD 4, RFL 4, INT 3, WIL 5)

Next Path: Covert Ops (4, Special Forces or Military Scientist only), Think Tank (4, Military Scientist Field only), Tour of Duty: Terran Republic (4)

Subpath: Officer Candidate School (OCS)

Entry via event roll only

Time: 1 year

Attribute Thresholds: Choose one; WIL +1 or CHA +1

Traits: Commission (Rank 1)

Skills: Leadership +1, Tactics/Any +2

Fields: Officer Training

Next Path: Tour of Duty: Terran Republic (4)

Royal Military Academy of Terra (RMAT)

Affiliation Terran Republic only. Cannot have Combat Paralysis, Slow Learner, or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Hearing, Poor Vision. No seriously "questionable" events unless the character has or purchases Contact (2) Gamemaster's judgment.

In the wake of the Amaris Conflict General Ian Sinclair temporarily consolidated the one hundred military academies located on Terra itself. This was done to speed the



recovery of the military education system and insure a new class of Terran officers would join the military as soon as possible. With Kerensky's departure the new TRAS decided to make the change to a planet-wide academy permanent in 2784. Today the eight formerly premier military academies of Earth (Sandhurst Royal Military College, Saint Cyr Military Academy, Frunze Military Academy, Malinovsky BattleMech & Tank Academy, Krieg Universitat, Kure Naval Academy, West Point Military Academy, and Annapolis Naval Academy) serve as campuses to the largest war college in the known universe. Some of these campuses have already focused their teaching methods exclusively on one area of warfare. Only Sandhurst and West Point have retained their entire instructional programs. A rivalry between these campuses has quickly sprung up. The blue RMAAT School Rag is decorated with the colors of the Terran Alliance (Green, Red, & White) which all of these military academies first jointly operated under.

Time: 2 Year

Attribute Minimums: INT 4, BOD 3, RFL 3, DEX 3

Attribute Thresholds: RFL +1, BOD +1, INT +1, DEX +1, WIL +1

Traits: Promotion, Well-Equipped (2)

Bonus Academy Traits: If the character takes Quirk/Loyalty to the Terran Republic (1) he may receive either Natural Aptitude (2) at no cost or Fast Learner at a cost of 1 trait point only.

Skills: Academic/Terran History +2, Academic/Military History +2, Bureaucracy/TRAS +2, Protocol/Terran Republic +2, Computers +2, Blades +1, Tactics/Any +1, Running +1

Fields: Basic Training/Basic Training (Naval)

Events: Roll on Major Terran Republic Academy (Generic)

Previous Path: Any path or event that would allow admittance into a Military Academy

Next Path: Advanced Individual Training

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training graduates only

Time: 2 years

Traits: Promotion (2)

Skills: Leadership +1, Strategy +1, add +1 to three Basic Training Skills and +2 to any AIT skill

Fields:

Aerospace Pilot (minimum DEX 4, RFL 4)

Aircraft Pilot (minimum DEX 4, RFL 3)

Cavalry

DropShip Pilot (minimum DEX 4)

Infantry

Marine (minimum WIL 4, may not have TDS Trait)

MechWarrior (minimum DEX 4, RFL 4)

Scientist (minimum INT 3)

Scout

Ship's Crew

Events: Do not roll events for Advanced Individual Training.

Next Path: Special Training (3, part of this pass; take if character enters Scientist,



DropShip Pilot, Infantry, Marine, MechWarrior, or Scout fields), Covert Ops (4, Scout only), Naval Training (3), Tour of Duty: Terran Republic (4)

Subpath: Naval Training

AIT graduates only

Time: 3 years

Attribute Thresholds: Add +1 to any one threshold of player's choice

Skills: Leadership +2, Strategy +1, Tactics/Space +1

Fields:

JumpShip Pilot (DropShip Pilot Field required, minimum INT 5, may not have TDS Trait)

WarShip Pilot (DropShip Pilot or JumpShip Pilot Field required, minimum INT 6, may not have TDS trait)

Next Path: Tour of Duty: Terran Republic (4)

Subpath: Special Training

AIT graduates only

Time: 3 years

Attribute Thresholds: Add +1 to any one threshold of player's choice

Skills: Leadership +2, +1 to three Basic Training skills, +1 to half the character's AIT skills (round up), and +1 to any one other skill

Traits: Promotion, Wealth, Well-Equipped

Fields:

Aerospace Pilot Specialist (Aerospace Pilot Field required, minimum DEX 4, RFL 4; character takes one skill at +5, one skill at +4, two skills at +3, and four skills at +2)

Doctor (Scientist Field required, minimum DEX 4, INT 5)

DropShip Pilot Specialist (DropShip Pilot Field required, minimum RFL 4. Players can select eight skills from the list, applying +5 points to one, +4 points to a second, +3 points to two, and +2 to the remaining three)

JumpShip Pilot (DropShip Pilot Field required, minimum INT 5, may not have TDS Trait)

Military Scientist (minimum INT 5)

Special Forces (Infantry, Marine, MechWarrior, or Scout Field required, minimum BOD 4, RFL 4, INT 3, WIL 5)

Next Path: Covert Ops (4, Special Forces or Military Scientist only), Think Tank (4, Military Scientist Field only), Tour of Duty: Terran Republic (4)

Subpath: Officer Candidate School (OCS)

Entry via event roll only

Time: 1 year

Attribute Thresholds: Choose one; WIL +1 or CHA +1

Traits: Commission (Rank 1)

Skills: Leadership +2, Tactics/Any +2

Fields: Officer Training

Next Path: Tour of Duty: Terran Republic (4)



Naval Academy of Aphros (NAA)

Affiliation Terran Republic only. Cannot have Combat Paralysis, Slow Learner, TDS or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Hearing, Poor Vision. No seriously "questionable" events unless the character has or purchases Contact (2) Gamemaster's judgment.

The Military Academy of Aphros was originally established in 2242 by the Alliance Global Militia in the wake of the Outer Reaches Rebellion. The school funded by a Terran Parliament who wished to remain strong on defense despite the loss of many of its colonies. Built in the harsh environment of Venus on a high plateau that was surrounded by wastelands the academy developed a long history of superior survival and zero-g training. Eventually the school went onto serve as one of the major centers of the SLDF's Gunslinger Program. All that history nearly came to an end when the Academy was destroyed by an Amaris nuclear weapon. Some space facilities that trained fighter and dropship pilots survived the attack by the Usurper. Although these orbital facilities were damaged during the Coup the Republic decided to rebuild the school around this remaining space station. The station was expanded to include advanced courses (such as training Jumpship and Warship crews) and rechristened the Naval Academy of Aphros or NAA. The Aphros School Rag remains unchanged, it is orange decorated with the symbol of Venus.

Time: 2 Year

Attribute Minimums: INT 4, BOD 3, RFL 3

Attribute Thresholds: RFL +1, INT+1, DEX+1

Traits: Well-Equipped

Bonus Academy Traits: If the character takes Addiction (1) he may receive Natural Aptitude/ Navigation (1) at no extra cost.

Skills: Academic/Terran History +2, Academic/Military History +2, Protocol/Terran Republic +1, Computers +2, Zero-G Operations +3, Survival +1, Swimming +1

Fields: Basic Training (Naval)

Events: Roll on Major Terran Republic Academy (Generic)

Previous Path: Any path or event that would allow admittance into a Military Academy

Next Path: Advanced Individual Training

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training graduates only

Time: 2 years

Traits: Promotion (2)

Skills: Leadership +1, add +1 to three Basic Training Skills and +1 to any one other skill

Fields:

Aerospace Pilot (minimum DEX 4, RFL 4)

DropShip Pilot (minimum DEX 4)

Marine (minimum WIL 4, may not have TDS Trait)

MechWarrior (minimum DEX 4, RFL 4)

Scientist (minimum INT 3)

Ship's Crew



Events: Do not roll events for Advanced Individual Training.

Next Path: Naval Training (3, part of this pass; take if character enters Aerospace Pilot or Dropship Pilot only), Tour of Duty: Terran Republic (4)

Subpath: Naval Training

AIT graduates only

Time: 3 years

Attribute Thresholds: Add +1 to any one threshold of player's choice

Skills: Leadership +2, Strategy +1, Tactics/Space +1

Fields:

Aerospace Pilot Specialist (Aerospace Pilot Field required, minimum DEX 4, RFL 4; character takes one skill at +5, one skill at +4, two skills at +3, and four skills at +2)

DropShip Pilot Specialist (DropShip Pilot Field required, minimum RFL 4. Players can select eight skills from the list, applying +5 points to one, +4 points to a second, +3 points to two, and +2 to the remaining three)

JumpShip Pilot (DropShip Pilot Field required, minimum INT 5, may not have TDS Trait)

WarShip Pilot (DropShip Pilot or JumpShip Pilot Field required, minimum INT 6, may not have TDS trait)

Next Path: Tour of Duty: Terran Republic (4)

Subpath: Officer Candidate School (OCS)

Entry via event roll only

Time: 1 year

Attribute Thresholds: WIL +1

Traits: Commission (Rank 1)

Skills: Leadership +2, Tactics/Any +2

Fields: Officer Training

Next Path: Tour of Duty: Terran Republic (4)

War Academy of Mars (WAM)

Affiliation Terran Republic only. Cannot have Combat Paralysis, Slow Learner, or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Hearing, Poor Vision. No seriously "questionable" events unless the character has or purchases Contact (2) Gamemaster's judgment.

Established by the SLDF in 2601 following the conclusion of the Reunification War. It was also during this time period that the Star League began training its own troops rather than recruiting soldiers from the Great Houses. Eventually it became more than just a premier military academy serving as the headquarters for the Terran Military Region and Star League's 1st Army. WAM jointly operating as an academy and a strategic command post gave cadets excellent leadership skills and a firm grasp of League wide strategy. Graduates of the War Academy were almost guaranteed high profile assignments. During the Amaris Coup the academy may have sustained the greatest damage of any of the Terran schools that make up the so-called War Triad. The 23rd Republican Dragoons attempted to seize the War Academy during the initial Coup



but were thwarted by the Mars cadets for six whole weeks. The infuriated Amaris commander of then ordered a nuclear strike that destroyed the Academy and its cadets. Very little remained and what did was defaced by the victorious troops of the Usurper. At the insistence of Amanda Cameron and General Ian Sinclair the SLDF rebuilt the Academy with equipment taken from Periphery Mechwarrior Academies. WAM now concentrates primarily on ground combat (BattleMech, Vehicle, Infantry with Officer training) only and is the headquarters of the Terran Gunslinger Program. The academy retains its distinguished reputation for producing excellent leaders with a sound grasp of strategy. The WAM School Rag remains unchanged from its Star League heritage. It is bright red and decorated with the symbol of Mars.

Time: 2 Year

Attribute Minimums: INT 4, BOD 3, RFL 3

Attribute Thresholds: RFL +1, WIL+1, INT+1

Traits: Well-Equipped, Good Reputation

Bonus Academy Traits: If the character takes Introvert (1) he may receive Natural Aptitude (1) in either Leadership or Strategy at no extra cost.

Skills: Academic/Terran History +3, Academic/Military History +2, Protocol/Terran Republic +1, Leadership +2, Strategy +1, Bureaucracy/TRAS +1, Computers +2, Blades +1

Fields: Basic Training

Events: Roll on Major Terran Republic Academy (Generic)

Previous Path: Any path or event that would allow admittance into a Military Academy

Next Path: Advanced Individual Training

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training graduates only

Time: 2 years

Traits: Promotion (2)

Skills: Leadership +1, Strategy +1, add +1 to two Basic Training Skills and +2 to two AIT skills

Fields:

- Cavalry
- Infantry
- MechWarrior (minimum DEX 4, RFL 4)
- Scientist (minimum INT 3)
- Scout

Events: Do not roll events for Advanced Individual Training.

Next Path: Special Training (3, part of this pass; take if character enters Scientist, Infantry, MechWarrior, or Scout fields), Covert Ops (4, Scout only), Tour of Duty: Terran Republic (4)

Subpath: Special Training

AIT graduates only

Time: 3 years

Attribute Thresholds: Add +1 to any one threshold of player's choice

Skills: Leadership +1, +1 to three Basic Training skills, +1 to half the character's AIT



skills (round up), and +1 to any one other skill

Traits: Promotion, Wealth, Well-Equipped

Fields:

Doctor (Scientist Field required, minimum DEX 4, INT 5)

Military Scientist (minimum INT 5)

Special Forces (Infantry, MechWarrior, or Scout Field required, minimum BOD 4, RFL 4, INT 3, WIL 5)

Next Path: Covert Ops (4, Special Forces or Military Scientist only), Think Tank (4, Military Scientist Field only), Tour of Duty: Terran Republic (4)

Subpath: Officer Candidate School (OCS)

Entry via event roll only

Time: 1 year

Attribute Thresholds: WIL +1

Traits: Commission (1)

Skills: Leadership +2, Tactics/Any +2

Fields: Officer Training

Next Path: Tour of Duty: Terran Republic (4)

Subpath: Gunslinger Program

Entry via event roll only

Time: 2 years

Attribute Thresholds: RFL+1, DEX+1

Traits: Promotion, Good Reputation, Contact

Skills: Tactics/Battlemech +3, Perception +3, +2 to 3 Mechwarrior AIT skills, Pick two: Natural Aptitude Piloting/Battlemech, Natural Aptitude Gunnery/Ballistic/Humanoid, Natural Aptitude /Gunnery/Laser/Humanoid, Natural Aptitude /Gunnery/Missile/Humanoid

Next Path: Tour of Duty: Terran Republic (4)

Combat College of New Earth (CCNE)

Affiliation Terran Republic only. Cannot have Combat Paralysis, Slow Learner, or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Hearing, Poor Vision. No seriously “questionable” events unless the character has or purchases Contact (2) Gamemaster’s judgment.

Built by the new Hegemony Armed Forces (HAF) in 2331 just prior to the launch of the 3rd Terran Campaign of Persuasion. It was founded as part of Director-General James McKenna’s effort to enhance the capabilities of the Hegemony military. With the proud distinction of being the first military academy established outside the Sol system the Combat College strives to equal its predecessors performance on “old” Earth. The campus itself sustained only moderate damage during the Amaris Coup and was the first to recover fully during Operation Liberation. The school’s prestige is also on the rise as General Kerensky maintained his headquarters nearby and Premier Ian Sinclair is among the College’s alumni. The Combat College while significantly smaller than the Royal Military Academy of Terra concentrates on producing the very best soldiers for the New Republic. Both schools are looking to renew their annual contests to determine whose



cadets are the best. The CCNE School Rag is green in color and decorated with the New Earth's symbol.

Time: 2 Year

Attribute Minimums: INT 4, BOD 3, RFL 3

Attribute Thresholds: RFL +1, WIL+1, INT+1

Traits: Well-Equipped

Bonus Academy Traits: If the character takes Quirk/New Earther (1) he may receive Natural Aptitude (1) in either Strategy or Tactics at no extra cost.

Skills: Academic/Terran History +4, Academic/Military History +2, Protocol/Terran Republic +1, Computers +2, Blades +1, Strategy +1

Fields: Basic Training/Basic Training (Naval)

Events: Roll on Major Terran Republic Academy (Generic)

Previous Path: Any path or event that would allow admittance into a Military Academy

Next Path: Advanced Individual Training

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training graduates only

Time: 2 years

Traits: Promotion (2)

Skills: Leadership +1, add +1 to two Basic Training Skills, +2 to any AIT skill, Tactics/Space +1, Tactics/Air Support +1, Tactics/Ground +1

Fields:

Aerospace Pilot (minimum DEX 4, RFL 4)

Aircraft Pilot (minimum DEX 4, RFL 3)

Cavalry

DropShip Pilot (minimum DEX 4)

Infantry

Marine (minimum WIL 4, may not have TDS Trait)

MechWarrior (minimum DEX 4, RFL 4)

Ship's Crew

Events: Do not roll events for Advanced Individual Training.

Next Path: Special Training (3, part of this pass; take if character enters Scientist, DropShip Pilot, Infantry, Marine, MechWarrior, or Scout fields), Covert Ops (4, Scout only), Tour of Duty: Terran Republic (4)

Subpath: Special Training

AIT graduates only

Time: 3 years

Attribute Thresholds: Add +1 to any one threshold of player's choice

Skills: Leadership +1, +1 to three Basic Training skills, +1 to half the character's AIT skills (round up), and +1 to any one other skill

Traits: Promotion, Wealth, Well-Equipped

Fields:

Doctor (Scientist Field required, minimum DEX 4, INT 5)

JumpShip Pilot (DropShip Pilot or DropShip Pilot Specialist Field required, minimum INT 5, may not have TDS Trait)



Military Scientist (minimum INT 5)

Special Forces (Infantry, Marine, MechWarrior, or Scout Field required, minimum BOD 4, RFL 4, INT 3, WIL 5)

Next Path: Covert Ops (4, Special Forces or Military Scientist only), Think Tank (4, Military Scientist Field only), Tour of Duty: Terran Republic (4)

Subpath: Officer Candidate School (OCS)

Entry via event roll only

Time: 1 year

Attribute Thresholds: WIL +1

Traits: Commission (1)

Skills: Leadership +2, Tactics/Any +2

Fields: Officer Training

Next Path: Tour of Duty: Terran Republic (4)

Fleet School of Keid

Affiliation Terran Republic only. Cannot have Combat Paralysis, Slow Learner, TDS, or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Hearing, Poor Vision. No seriously "questionable" events unless the character has or purchases Contact (2) Gamemaster's judgment.

Established in 2500 by order of Director-General Deborah Cameron the Fleet School of Keid was the largest naval academy in the Terran Hegemony. The school continued to grow during the Star League when it served as the premier naval academy in the InnerSphere. This all changed with the Amaris Coup when the forces of the Usurper destroyed the military university. Reconstruction work was begun by the SLDF after the conclusion of Operation Liberation as part of Project Phoenix. Very little new was added as crews used only what could be salvaged. Currently the Fleet School is much smaller than it was prior to the Amaris Coup and it remains to be seen if the academy will ever regain the prominence it once had. Keid is currently competing with the Naval Academy of Aphros for funding and a rivalry has begun between the schools. The Keid School Rag is half blue and half black.

Time: 2 Year

Attribute Minimums: INT 4, BOD 3, RFL 4, DEX 4

Attribute Thresholds: RFL +1, DEX+1, INT+1

Traits: Well-Equipped, G-Tolerance

Bonus Academy Traits: If the character takes Quirk/Complainer (1) he may receive Natural Aptitude (1) in either Technician or Scrounge at no extra cost.

Skills: Academic/Terran History +2, Academic/Naval History +4, Tactics/Space +1, Computers +2, Blades +1, Zero-G Operations +2, Scrounge +1

Fields: Basic Training (Naval)

Events: Roll on Major Terran Republic Academy (Generic)

Previous Path: Any path or event that would allow admittance into a Military Academy

Next Path: Advanced Individual Training

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training graduates only



Time: 2 years

Traits: Promotion (2)

Skills: Leadership +1, add +1 to two Basic Training Skills and +2 to two AIT skills

Fields:

Aerospace Pilot (minimum DEX 4, RFL 4)

DropShip Pilot (minimum DEX 4)

Marine (minimum WIL 4, may not have TDS Trait)

Ship's Crew

Events: Do not roll events for Advanced Individual Training.

Next Path: Special Training (3, part of this pass; take if character enters Aerospace Pilot or DropShip Pilot), Covert Ops (4, Scout only), Tour of Duty: Terran Republic (4)

Subpath: Naval Training

AIT graduates only

Time: 3 years

Attribute Thresholds: Add +1 to any one threshold of player's choice

Skills: Leadership +1, Strategy +1, Tactics/Space +1

Fields:

Aerospace Pilot Specialist (Aerospace Pilot Field required, minimum DEX 4, RFL 4; character takes one skill at +5, one skill at +4, two skills at +3, and four skills at +2)

DropShip Pilot Specialist (DropShip Pilot Field required, minimum RFL 4. Players can select eight skills from the list, applying +5 points to one, +4 points to a second, +3 points to two, and +2 to the remaining three)

JumpShip Pilot (DropShip Pilot Field required, minimum INT 5, may not have TDS Trait)

Special Forces (Marine Field required, minimum BOD 4, RFL 4, INT 3, WIL 5)

WarShip Pilot (DropShip Pilot or JumpShip Pilot Field required, minimum INT 6, may not have TDS trait)

Next Path: Tour of Duty: Terran Republic (4)

Subpath: Officer Candidate School (OCS)

Entry via event roll only

Time: 1 year

Attribute Thresholds: WIL +1

Traits: Commission (1)

Skills: Leadership +2, Tactics/Space +2

Fields: Naval Officer Training

Next Path: Tour of Duty: Terran Republic (4)

Flight Academy of Graham

Affiliation Terran Republic only. Cannot have Combat Paralysis, Slow Learner, TDS, or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Hearing, Poor Vision. No seriously "questionable" events unless the character has or purchases Contact (2) Gamemaster's judgment.



The Flight Academy of Graham is a one of a kind military school for the Terran Republic as it is dedicated to the training of aerospace pilots exclusively. The academy sustained little damage during the Amaris Coup as it was seized intact by the Usurper's troops. Abandoned till the wars end its restoration was put off by the SLDF until the Combat College of New Earth could be restored. While it graduates less than two thousand pilots annually it's courses have been slightly expanded by order of Regent Amanda Cameron. The Flight Academy's School Rag is black with white stars.

Time: 2 Year

Attribute Minimums: INT 4, BOD 3, RFL 4, DEX 4

Attribute Thresholds: RFL +1, DEX+1, INT+1

Traits: Well-Equipped, G-Tolerance

Bonus Academy Traits: If the character takes Quirk/ Indifferent (1) he may receive Natural Aptitude/Piloting/Aero at no extra cost.

Skills: Academic/Terran History +2, Academic/Aerospace History +2, Protocol/Terran Republic +1, Computers +2, Blades +1, Navigation/Space +1, Zero-G Operations +2

Fields: Basic Training (Naval)

Events: Roll on Major Terran Republic Academy (Generic)

Previous Path: Any path or event that would allow admittance into a Military Academy

Next Path: Advanced Individual Training

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training graduates only

Time: 2 years

Traits: Promotion (2)

Skills: Navigation/Space +1, add +2 to three Basic Training Skills and +2 to two AIT skills

Fields:

Aerospace Pilot (minimum DEX 4, RFL 4)

DropShip Pilot (minimum DEX 4)

Events: Do not roll events for Advanced Individual Training.

Next Path: Special Training (3, part of this pass; take if character enters Aerospace Pilot or DropShip Pilot), Tour of Duty: Terran Republic (4)

Subpath: Special Training

AIT graduates only

Time: 3 years

Attribute Thresholds: Add +1 to any one threshold of player's choice

Skills: Leadership +1, +1 to three Basic Training skills, +1 to half the character's AIT skills (round up), and +1 to any one other skill

Traits: Promotion, Wealth, Well-Equipped

Fields:

Military Scientist (minimum INT 5)

Aerospace Pilot Specialist (Aerospace Pilot Field required, minimum DEX 4, RFL 4; character takes one skill at +5, one skill at +4l, two skills at +3,



and four skills at +2)

DropShip Pilot Specialist (DropShip Pilot Field required, minimum RFL 4.

Players can select eight skills from the list, applying +5 points to one, +4 points to a second, +3 points to two, and +2 to the remaining three)

Next Path: Think Tank (4, Military Scientist only), Tour of Duty: Terran Republic (4)

Subpath: Officer Candidate School (OCS)

Entry via event roll only

Time: 1 year

Attribute Thresholds: WIL +1

Traits: Commission (1)

Skills: Leadership +2, Tactics/Any +2

Fields: Officer Training

Next Path: Tour of Duty: Terran Republic (4)

Stage 4: Tour of Duty: Terran Republic

Available to characters who completed training at a Terran Republic Academy or military enlistment.

Time: 2 years

Traits: Vehicle (2) for MechWarrior, Aerospace Pilot, Aircraft Pilot, Cavalry-trained Characters only. Infantry characters received Well-Equipped (2).

Skills: Add +2 to any two skills from your Military Fields, a +2 to any other skill, and a +1 to any other skill

Tour of Duty: Terran Republic Event

2 “You are a traitor!” [May take no further paths in the Terran Republic, choose Bad Reputation (3) and Madness/Any (3), or Enemy (3) and Bloodmark (3), or Unlucky (6)]

3 Barely survived your first engagement. [Lost Limb (5) or Poor Hearing (5)]

4 You wake up in a field hospital and can’t remember much more than that. [Amnesia (3) and choose one of the following; Addiction (1), Disabled (1), Lost Limb (1), Low Endurance (1), Night Blindness (1), Poor Hearing (1), Timid (1), or Unattractive (1)]

5 Vendetta! You kill a VIP’s only son in combat. [Enemy (3)]

6 Your equipment is a veteran of the last Age of War. [Lemon (2) or Poorly Equipped (1) for Infantry]

7 Saw heavy combat. [+4 to any two Military Field skills and choose Disability (2), Poor Hearing (2), or Poor Vision (2)]

8 Slacker. [Lose +1 to any skill]

9 “Don’t you ever think of anything else?” [Seduction +1]

10 Picked up a new skill. [Any Skill +2]

11 “Can you give us a hand?” [Tech/Any +3]

12 You like a machine. [High Endurance +1]

13 Established some lasting relationships. [Well Connected (2) or Contact (2)]

14 Military life kept you in top shape. [Fit (3)]

15 Qualified for special training. [Choose from OCS, Special Training or Gunslinger Program]

16 At home on the battlefield. [Combat Sense (4)]



17 Exemplary service has its rewards. [MechWarriors, Pilots, and Armor Crew get Vehicle (2) and choose either Custom Vehicle (4) or Owns Vehicle (4). Infantry gets Well-Equipped (6).]

18 Inducted into the Orders of the Republic for actions above and beyond the call of duty. [Good Reputation (2), Glory +1, Title, Land Grant]

19 [Choose one event or roll twice and apply both results]

20 [Choose two events or roll three times and apply each event]

Stage 4: Peacemaker

Terran Republic Affiliation Only. May not have Addiction (2), Introvert (1), Stigma/Uncooperative (1), or Transit Disorientation Syndrome (1). Must have one of the following skill fields; Merchant, Officer Training, or Politician.

For several centuries the Great Houses have looked to Terra for assistance in settling disputes. With time the nation's role as an impartial mediator took hold as more conflicts were peacefully resolved by skilled Terran negotiators. It was Director Deborah Cameron who then initiated the "Strategy of Aggressive Peacemaking". This policy called for teams of diplomatic mediators to travel unimpeded between hostile realms and diffuse a potential crisis for only a small fee. This proactive approach to interstellar diplomacy would eventually lead to the creation of the Star League. The League's new Department of Social Relations established Political Emergency Response Teams (PERT) that continued the work of solving problems with diplomacy. Regent Amanda Cameron has reaffirmed Terra's commitment to peacemaking despite the hostilities that now exist throughout the InnerSphere. These idealistic Peacemakers continue to strive for diplomatic solutions even in the face of certain conflict.

Time: 3 Years

Attribute Minimums: INT 4, CHA 3

Traits: Well-Connected (2) or Contact (2)

Skills: Career/Diplomat +2, choose two of the following skills at +3, and one of the following skills at +2. Administration, Bureaucracy/Any, Fast Talk, Language/Any, Negotiation, Perception, Protocol/Any, Streetwise.

Previous Path: University/Political Science Major (3), Tour of Duty: Terran Republic (4), Free Trader (4), Postgraduate Studies (4).

Next Path: Repeat or return to the last path the character took.

Terran Negotiator Events

2 You came in peace but went in pieces. [May not take this path again; choose Lost Limb (5), Poor Hearing (5), or Poor Vision (6)]

3 Can the price of peace be too high? [Dark Secret (5)]

4 A major diplomatic faux pas starts a war & leaves you disgraced. [Bad Reputation (4)]

5 Well, I guess you just can't please everyone. [Enemy (3)]

6 Developed some bad habits. [Addiction (2)]

7 Traveling to all those different planets haven't helped your allergies. [Allergy (1)]

8 Smuggler in your spare time. [Wealth (4), In for Life (3), and choose Bad Reputation (2) or Dark Secret (2)]

9 You can charm the pants off of anyone. [Seduction +1]

10 Pick up the odd skill while in the foreign service. [+1 to any one skill]



- 11 Really focused at improving your talents as a diplomatic mediator. [+1 to any three skill earned from this path]
- 12 You're an excellent listener. [Good Hearing (1)]
- 13 There's always some room to negotiate. [Natural Aptitude/Negotiation (1) and Fast Talk +1]
- 14 Sometimes you travel incognito. [Alternate Identity (2)]
- 15 You've got, it. [Attractive (1), Gregarious (1), & Patience (1)]
- 16 Sometimes you know what the delegates will say before they speak. [Sixth Sense (4)]
- 17 There are many rewards for excellent service. [Choose one; Wealth (5), Title (5), Land Grant (5), or Property (5)]
- 18 Your diplomatic credentials are known and respected throughout the InnerSphere. [Good Reputation (4), and choose Well Connected (4) or Contact (3)]
- 19 [Choose one event or roll twice and apply both results]
- 20 [Choose two events or roll three times and apply all results]

Stage 4: Journeyman

Terran Republic Affiliation Only. May not have Slow Learner (3), Transit Disorientation Syndrome (1), or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Hearing, and Poor Vision. Must have the Engineering Skill Field.

In an effort to rebuild Terran infrastructure following the Amaris Coup elite engineers were dispatched to the Rim Worlds Republic to scrounge up whatever equipment that could aid in reconstruction. This was Project Phoenix. Their missions were soon expanded to help other worlds in the Periphery maintain habitability in the post Star League era, an increasing problem. This secondary goodwill mission made easier one of their primary goals; finding secret Amaris facilities built throughout the Periphery and shipping their useful parts to Terra. These highly skilled techs that literally traveled all over began to call themselves Journeyman. The name also pays homage to craftsman of long ago.

Time: 3 Years

Attribute Minimums: DEX 3, INT 4, WIL 3

Traits: Good Reputation (2)

Skills: Appraisal +2, Career/Journeyman +2, Scrounge +2, Perception +2, and choose two of the following skills at +1. Bureaucracy/Any, Communications/Conventional, Computers, Engineer, Language/Any, Negotiation, Streetwise/Any, Survival, Technician/Any, or Training.

Previous Path: University/Engineering School (3), Civilian Job (4), Postgraduate Studies (4).

Next Path: Repeat or return to the last path the character took adding +1 to event rolls.

Terran Journeyman Events

- 2 Hey, don't touch that!!! Hurt in a terrible accident. [May not take this path again; choose Lost Limb (5), Poor Hearing (5), or Poor Vision (6)]
- 3 Your ship crashes on a desolate planet. You survive relatively unscathed but years have gone by. [Add 1d6 years to this path and Survival +3]
- 4 You search and search but can't find anything of use. [Unlucky (4)]



- 5 Complain, Complain, Complain. [Bad Reputation (1), Quirk/Complainer (1), and Stigma/Whiner (1)]
- 6 Like to drink a little too much. [Addiction (2)]
- 7 No, no, no! You don't know what your doing. Let me do that. [Quirk/Know It All (1)]
- 8 Spent a long time underneath equipment, sleeping. [Lose both +1 skills gained from this path]
- 9 Is that a ruler in your pocket, or are you happy to see me? [Seduction +1]
- 10 Your expertise extends outside the garage. [+1 to any one skill]
- 11 Handy, aren't you? [+1 to any three skill earned from this path]
- 12 Got used to all that atmospheric turbulence. [G-Tolerance (1)]
- 13 Made some friends. [Contact (1) and Gregarious (1)]
- 14 Two hands are better than one. [Ambidextrous (2)]
- 15 How did you get that to work? [Tech Empathy (3)]
- 16 You don't mind getting dirty. [Thick Skinned (1) and choose Toughness (3) or Pain Resistance (3)]
- 17 Patented an invention of your own. [Wealth (5) and Good Reputation (1)]
- 18 You can make a plane from a pencil and some duct tape. [Good Reputation (1), Natural Aptitude/Engineering (1), Natural Aptitude/Tech/Any (1), double all skills earned from this path, and choose Tech Empathy (3), Fast Learner (3), or Contact (3)]
- 19 [Choose one event or roll twice and apply both results]
- 20 [Choose two events or roll three times and apply all results]

NEW EQUIPMENT

The technical expertise of the Terran people has been unmatched for centuries. The development of the BattleMech, for example, gave the Hegemony military a distinct advantage for many years. Prior to and during the Star League era this technological edge was considered vital in order to maintain Terra's continued prominence. The dissolution of the Star League has done much to level the playing field as the Great Houses of the Inner Sphere have been able to close the high tech gap. Scientifically the New Republic currently maintains a slim lead over its neighbors by fielding some of the Star League most advanced weaponry. Luckily this new equipment has not fallen into enemy hands and could help turn the tide of battle in the favor of the new Terran nation.

These items are considered Level 2 BattleTech only for this alternate BattleTech setting. Currently these pieces of equipment are available solely to the military forces of the Terran Republic.

SNUB-NOSED PPC

The Snub-Nosed or Light Particle Projection Cannon was first developed by Terran engineers during the Age of War. In spite of their success in developing a powerful new weapon that weighed only half as much as the original, the SN PPC never saw actual combat. Particle feedback was the most serious problem that caused a severe lack of accuracy at close range. This could be overcome by eliminating the PPC's field inhibitors but created problems of its own. Removing this safety feature could cause the weapon to explode and risked damaging the pilots or crippling the vehicle. In addition,



many pointed out that two Medium Lasers could easily match the SN PPCs range and damage while weighing even less. The project was discontinued and research devoted to other more promising weapon designs.

When First Lord Jonathan Cameron came to the throne in 2690 he greatly expanded the budget of the SLDF and approved vast new weapons programs. This shed new light on the SN PPC. Military scientists took a second look and discovered that if the same technique was applied to the ER PPC a more effective short range weapon could be fashioned. Their idea held up as the advanced capacitors that gave the ER PPC its increased range also eliminated particle feedback. In addition, the second generation SN PPC had a slightly longer range allowing it to compete with multiple Medium Lasers which could not concentrate their damage effectively.

Prior to the turn of the century these new weapons entered full production and their quick development showed everyone the benefit of the First Lord's military build up. The only beneficiaries of the SN PPC were Royal units of the SLDF. During the Periphery Uprising and the Amaris Coup these weapons proved their worth but a lack of spare parts put their future in serious jeopardy. General Kerensky, at the request of Regent Amanda Cameron, restored the factory on Terra that produced the SN PPC prior to the start of the Exodus. Once again the weapon reentered full production in the New Republic and has been distributed to many Terran frontline units.

Game Notes

Essentially a “sawed off Particle Projection Cannon” the Snub-Nosed PPC is a scaled down version of the ER PPC. It has no minimum range, occupies one less critical space, and is fifty percent lighter than the original but retains the PPCs potent firepower. This focused damage can devastate even the largest battlefield opponent (example: a head shot to any BattleMech would seriously injury it or possibly even cripple it) something a couple of Medium Lasers could not do. The effective range of the SN PPC has also been reduced by half as a result of its compact design. This gives the weapon a range of about three hundred and thirty meters on the battlefield. While the heat of the SN PPC has also been slightly reduced from that of the original ER PPCs it still generates a tremendous amount of waste heat for a weapon of its size. However this is a typical drawback for any type of PPC.

HEADHUNTER MISSILES

One of the most advanced missile warheads ever designed by the Star League was the famous (or infamous) Headhunter. Their development was financed by Jonathan Cameron's military renaissance shortly after he ascended the Star Throne. It was originally thought of as a weapon that when deployed by conventional vehicles could level the playing field with any BattleMech. This would give the Star League an advantage over any 'Mech force. The warhead is equipped with an advanced image recognition system that identifies the target and guides the missile towards the head of the Mech. When launched the Headhunters automatically “fly high” heading strait for their target. Mechwarriors, of course, disliked this new weapon system immediately after learning of its successful development. Of course, after entering full production they were



distributed to Star League Royal units only. Some SLDF officers would not use the special ordinance claiming it violated a Mechwarrior's honor and several false problems were reported. Despite these officers being disciplined for creating fake complaints this attitude remained prevalent. Brutal fighting during the Periphery Uprising forced the SLDF to use any and all means at its disposal to end the rebellion. This allowed Headhunters to finally prove themselves in combat against the Periphery BattleMech Divisions. They performed exceptionally giving the SLDF an advantage they sorely needed against determined rebel opposition. Then as many Star League Mechwarriors feared the formidable Headhunter was turned against them following Amaris' seizure of the Hegemony. Despite partisan efforts to disrupt or destroy the Headhunter production line these missiles found their way into the Usurper's forces. Both sides deployed the Headhunter Missile without mercy during the Amaris Conflict leading to high casualty rates on both sides. General Kerensky wanted to dismantle the entire Headhunter weapon industry after the war but Amanda Cameron overruled him on advice from Ian Sinclair. Today our very survival may depend on the performance of the Headhunter Missile.

TERRAN REPUBLIC 2785 WEAPONS TABLE

Type	Heat	Damage	Min.	Short	Med.	Long	Tons	Criticals	Ammo
SN PPC	12	10	-	1-4	5-8	9-11	3.5	2	-

AEROTECH 2 WEAPONS SUPPLEMENT

Type	Class	Attack Heat	Value	Max Range	Tons	Ammo Per Ton
SN PPC	PPC	12	10	Medium	3.5	-

BATTLEFORCE 2 ROSTER SUPPLEMENT

Name	MP	Damage PB/M/L	Over-heat	Class	Armor/Structure	Point Value	Specials
ASN-22 Assassin	7J	3/2/1	0	M	3/2	10	
BLK-1 Bulwark	6	4/3/1	1	M	4/2	12	
JVN-11N Javelin	6J	3/2/0	0	L	2/1	7	
MAD-3Q Marauder	4	4/3/1	3	H	6/6	13	
MAD-4R Marauder	4	5/4/3	0	H	6/3	14	
PRW-1LR Prowler	8	3/2/0	1	L	2/1	7	
THG-12A Thug	5	6/4/0	0	A	6/3	15	

TERRAN REPUBLIC 2785 EQUIPMENT COSTS AND BATTLE VALUES

Munitions Type	Cost Multiplier
LRM & SRM	
Headhunter Missiles	5 x normal

Type	Cost (unloaded)	Ammo Costs (per ton)	Battle Value
SN PPC	275,000	-	117



Game Notes

Headhunter Missiles are highly specialized weapons designed for anti-BattleMech operations only. The missiles can only be used on standard SRM and LRM racks. Their specialized equipment reduces the missiles overall accuracy. They function best when targeting bipedal 'Mechs and suffer only a +2 to hit modifier. Quad 'Mechs can be targeted but at a +4 to hit modifier. Headhunters are not effective when used against targets other than 'Mechs. If the Headhunters strike a targeted BattleMech use the punch tables for hit locations. To determine the number of missile hits, roll 3D6 and use the two lowest dice. Tons, criticals, and damage are dependent on the type of missile used.

BATTLEMECH VARIANTS

General Ian Sinclair set out to rebuild the shattered 1st Army (Terran Military Region) of the SLDF immediately after assuming control of the Royal Command. For that purpose Commanding General Kerensky approved the creation of several new BattleMech designs. Impressed by the Marauders' performance and the potential of the other 'Mechs in its series the New Republic purchased the design rights from General Motors (which after the Amaris Coup had become a Federated Suns company).

Mitchell Vehicles picked up the rights to produce the MAD-4R Marauder and the DGR-3F Dragon Fire. They weren't the only ones who wanted to make the proven Marauder. Independence Weaponry of Quentin was awarded a contract to produce an improved Marauder design that could also be used as the basis to refit existing 'Mechs. This became the MAD-3Q Marauder. Other designs like the MTR-5K Maelstrom and the NSR-9J Nightstar were grabbed up by Krupp Stellar Works and Skobel 'MechWorks respectively. Both of these companies went onto design two further Marauder type BattleMechs, the BLK-1 Bulwark and the PRW-1LR Prowler.

Several other high tech variants were produced in large numbers by the Terran Republic. The Maltex Corporation of Errai has created ASN-22 Assassin and the THG-12A Thug. These speedy BattleMechs are both equipped with the ultra high tech Null-Signature System and will probably be deployed in special lances. These lances will include the SPR-5F Spector and EXT-4D Exterminator which are also equipped with the Null-Signature System. The still rebuilding Stormvanger Industries of Caph has also managed to upgrade the venerable Javelin class BattleMech with the new JVN-11N model. More variants are likely to appear soon within the TRAS due to the present state of affairs in the InnerSphere.

PRW-1LR Prowler

Mass: 25 tons

Introduced: 2784

Chassis: Skobel Prowler with EndoSteel

Power Plant: Nissan 200 XL

Cruising Speed: 86.4 kph

Maximum Speed: 129.6 kph



Jump Jets: None

Jump Capacity: None

Armor: Starguard Ferro-Fibrous

Armament:

2 Blankenburg 250 Snub-Nosed PPCs

1 Blankenburg Medium Laser

3 Blankenburg Small Lasers

Manufacturer: Skobel 'MechWorks

Primary Factory: Terra

Communications System: Dalban Micronics

Targeting and Tracking System: DLK Type Phased Array Sensor System

OVERVIEW

Following the Usurper's defeat General Ian Sinclair began to search for new BattleMech designs that would replenish Star League Royal (Terran) units. These advanced designs would eventually make up the new core of the Terran defense force. General Motors promising new Marauder series was ultimately chosen to fulfill this role. Two Mechs in that series, the Marauder and the Nightstar, had already proven themselves during the Amaris Conflict. Their excellent performance laid the foundation for the Marauder series developing reputation. Two other designs, the Dragon Fire and the Maelstrom, never made it off the drawing board in time to see action during that conflict. Despite this they showed a lot of potential and added to the series value. After purchasing the rights to the Marauder series from General Motors the Terran military requested two further designs based on the Marauder model. One, nicknamed the Mini Marauder was a light 'Mech only one-third the size of the original with twice the speed. Skobel 'Mechworks which had just been granted permission to begin production of the Nightstar accepted the design challenge. Working quickly and using advanced technology they came up with the Prowler. The new Mech entered production immediately on the retooled Jackrabbit line.

CAPABILITIES

While the Prowler is primarily designed as a Light 'Mech Killer it can serve in several different roles. Its power plant, the Nissan 200 XL, provides the Prowler with maximum speed of over 129 kilometers per hour. This is more than ample to track down and kill all but the fastest BattleMechs. In addition, the Prowler makes an excellent raider and is adequately equipped for extended operations. The newly restored Blankenburg Technologies manufactured the Prowler's weapons system, which is entirely energy based. Two Blankenburg Snub-Nosed Particle Projection Cannons give the Prowler its punch and allow it to match the Marauder's firepower at closer ranges. These new weapons are supported by a Medium Laser and three Small Lasers completing the 'Mechs arsenal. The Prowler also makes a fine Command Mech for Light Lances. This is because designers insisted on including the Dalban Micronics communications system that was featured so prominently on the Marauder. The Prowler's targeting and tracking system is taken from the Nightstar also produced by Skobel now. The DLK Type Phased Array Sensor System is perhaps the finest in the InnerSphere as it gives the Prowler tremendous accuracy.

**DEPLOYMENT**

Three Terran units have so far received the Prowler; the Sinclair Fusiliers, the Terran Guard, and the Tau Ceti Rangers. The Fourth Tau Ceti Rangers have taken such a liking to the Prowler that they have begun to embrace the entire Marauder series and they currently field all six of its 'Mechs (including the Marauder, the Dragon Fire, the Maelstrom, the Nightstar, the Prowler, and the Bulwark).

Type: PRW-1LR Prowler

Technology Base: InnerSphere Level 2

Tonnage: 25 tons

Equipment		Mass
<i>Internal Structure:</i>	EndoSteel	1.5
<i>Engine:</i>	200 XL	4.5
<i>Walking MP:</i>	8	
<i>Running MP:</i>	12	
<i>Jumping MP:</i>	0	0
<i>Heat Sinks:</i>	10 (20)	0
<i>Gyro:</i>		2
<i>Cockpit:</i>		3
<i>Armor Factor:</i>	80	5

	<i>Internal Structure</i>	<i>Armor Value</i>
<i>Head</i>	3	8
<i>Center Torso</i>	8	10/ 4
<i>R/L Torso</i>	6	8/ 3
<i>R/L Arm</i>	4	7
<i>R/L Leg</i>	6	11

Weapons and Ammo:	Location	Criticals	Mass
SN PPC	Right Arm	2	3.5
SN PPC	Left Arm	2	3.5
Medium Laser	Head	1	1
Small Laser	Right Arm	1	.5
Small Laser	Left Arm	1	.5

Cost – 3,838,543

Battle Value – 659

BLK-1 Bulwark

Mass: 50 tons

Introduced: 2784

Chassis: KSW Bulwark with EndoSteel

Power Plant: Vlar 300 XL



Cruising Speed: 64.8 kph

Maximum Speed: 97.2 kph

Jump Jets: None

Jump Capacity: None

Armor: PanzerSlab Type 5

Armament:

1 Blankenburg 200 ER PPC

2 Blankenburg 250 Snub-Nosed PPCs

2 Blankenburg Medium Lasers

Manufacturer: Krupp Stellar Works

Primary Factory: Terra

Communications System: Dalban Micronics

Targeting and Tracking System: DLK Type Phased Array Sensor System

OVERVIEW

The sixth and final design in the Marauder series is the BLK-1 Bulwark made by Krupp Stellar Works. It was envisioned by the Royal Command as the main frontline medium BattleMech for the emerging Terran state. General Sinclair said that “the new ‘Mech would serve as the Bulwark of Royal units” and hence the name. Based heavily on the original Marauder, the Bulwark was engineered at the same time as the Prowler. The Krupp design team proceeded at a more deliberate pace and closely followed the progress of Skobel engineers working on the Prowler. This allowed them to correct some of the minor flaws in the Marauder series like the problematical collar that connects the ‘Mechs torso to its legs. The result is a highly reliable BattleMech that is a third smaller and fifty percent faster than the original.

CAPABILITIES

The Bulwark is a multi-propose BattleMech just like its big brother (the Marauder) and its little brother (the Prowler). Equipped with the Vlar extra light fusion engine the Bulwark has a maximum speed of just over 97 kilometers per hour, average speed for a medium ‘Mech. The Krupp design team chose to equip the medium sized Marauder with an entirely energy based armament for extended operations. This mirrored Krupp’s other Marauder type design, the MTR-5K Maelstrom. The Bulwark’s main gun is the Blankenburg 200 Extended Range Particle Projection Cannon which gives it long range firepower. Like its little brother the Prowler, it features two Blankenburg 250 Snub-Nosed Particle Projection Cannons that allow it to match the Marauder’s firepower at closer ranges. Rounding out the Bulwark’s arsenal are two Blankenburg Medium Lasers. While formidable these energy based weapons create the BattleMechs only drawback, high waste heat. The Bulwark is unable to fire all its weaponry even with its sixteen double heat sinks working at full capacity. The DLK Type Phased Array Sensor System, also used on the Prowler, grants the Bulwark’s Mechwarrior superior precision with its armament. The Bulwark makes an excellent command BattleMech for medium lances because of its Dalban Micronics communications system. This sophisticated equipment allows the Mechwarrior to coordinate his lance-mates activities quickly and efficiently.

**DEPLOYMENT**

The first Bulwark walked off the Krupp assembly line late in 2784. Like the Prowler only three Terran units have received the Bulwark so far. They include the Sinclair Fusiliers, the Terran Guard, and the Tau Ceti Rangers. The Fourth Tau Ceti Rangers obsession with the Marauder series also includes the new Bulwark. Despite excellent early reviews several Mechwarriors from all three units have expressed concerns about the 'Mechs high heat output. This has led to talk of a cooler variant that could replace the ER PPC with several Streak SRMs. While the 'Mech would still overheat if it fired everything it would be more accurate at short ranges.

Type: BLK-1 Bulwark**Technology Base:** InnerSphere Level 2**Tonnage:** 50 tons**Equipment**

		Mass
<i>Internal Structure:</i>	EndoSteel	2.5
<i>Engine:</i>	300 XL	9.5
<i>Walking MP:</i>	6	
<i>Running MP:</i>	9	
<i>Jumping MP:</i>	0	0
<i>Heat Sinks:</i>	16 (32)	6
<i>Gyro:</i>		3
<i>Cockpit:</i>		3
<i>Armor Factor:</i>	160	10

	<i>Internal Structure</i>	<i>Armor Value</i>
<i>Head</i>	3	9
<i>Center Torso</i>	16	23/ 8
<i>R/L Torso</i>	12	16/ 6
<i>R/L Arm</i>	8	15
<i>R/L Leg</i>	12	23

Weapons and Ammo:	Location	Criticals	Mass
ER PPC	Right Torso	3	7
SN PPC	Right Arm	2	3.5
SN PPC	Left Arm	2	3.5
Medium Laser	Right Arm	1	1
Medium Laser	Left Arm	1	1

Cost – 9,909,000

Battle Value – 1277

Coblitz Main Battle Tank**Mass:** 70 tons



Introduced: 2785

Movement Type: Tracked

Power Plant: Magna 350XL

Cruising Speed: 54.3 kph

Flank Speed: 86.6 kph

Armor: Grumman CRT Ferro-Fibrous Armor with Case

Armament:

1 Magna Hellstar II PPC

1 Holly-15 Long Range Missile Launcher

2 Holly SRM-2 Launchers

2 Ramsey-65 Machine Guns

Manufacturer: Grumman Industries

Primary Factory: Terra

Communication System: Hesperus 5 GT

Targeting & Tracking System: Lynx RM

OVERVIEW

The Coblitz Main Battle Tank was developed in the early 2780s to fill a need in the Terran Republic Armed Forces for a new main battle tank. The massive battles of the Amaris Crisis and the subsequent departure of the SLDF left the nascent Terran Republic Armed Forces desperately short of equipment. Surrounded on all sides by potentially hostile nations, the Republic began a crash rearmament program. One of the first companies to respond was Grumman Industries. While many Terran industries were destroyed by the heavy fighting of the Amaris Crisis, Grumman somehow managed to emerge from the crisis with only minimal damage to their factories. [Editor's Note: It is believed that Grumman benefited from the location of their factories on Long Island in North America. Mostly isolated from the mainland, Amaris stationed only a few troops on the island. These troops were withdrawn from the island to counter the SLDF invasion. While the Amaris troops did inflict some damage on the factories before they left, the damage was mostly superficial and easily repaired.] While many other Terran companies were forced to use their cash reserves to rebuild their damaged and destroyed factories, Grumman was able to use their money to quickly buy up several defense companies, all of which were on the verge of bankruptcy. One of these companies was Killosh Industries, the manufacturer of the Magi Tank. The Killosh factories were completely leveled during the fighting and the company did not have the funds to rebuild them. As a result Grumman was able to buy the company and its surviving backup data core, which contained design data on all of the company's designs, for a song. When the Republic issued a call for a new main battle tank the Grumman decided to enter the competition. The company's corporate officers directed the design team to base the new tank on the same chassis as the Magi, in an effort to earn some return on their purchase of Killosh Industries. The Magi chassis required several major modifications in order to transform it from an urban combat vehicle into a suitable main battle tank. During the competitive testing phase, the new Grumman tank outperformed all of its competitors. The design was quickly selected for production and named the Coblitz after the famous Field Marshal Mears Coblitz, commander of the Hegemony Armed Forces under Director James McKenna. [Editor's Note: Field Marshal Coblitz was a strong proponent of the



theory of rapid forward movement. During his time commanding Terran Armored Regiments, Field Marshal Coblitz was known for constantly driving his divisions harder and faster than any other commander in the HAF. The high speed of the new Grumman tank inspired the design team to assign the project the code name Coblitz. When the tank was accepted by the Republic Armed Forces the senior officers adopted the name Coblitz as the official designation for the design.]

CAPABILITIES

The Coblitz is designed to serve as the primary Main Battle Tank of the Terran Republic Armed Forces. Based on the chassis of the Magi Tank, the Coblitz combines heavy armor and firepower with a high speed chassis.

While the Coblitz shares a common chassis the Magi, the design team needed to make a number of changes in order to turn the design into an effective MBT. The massive Magna 350 fusion engine of the Magi provided the tank with impressive mobility, but that mobility came at a high price. The engine constituted more than 60% of the tanks' mass, limiting the Magi to the firepower of a light tank. Fortunately advances in technology provided the engineers with a solution to this problem. The newly developed Magna 350 Extra Light Fusion engine develops the same amount of power as the original Magna 350, but weighs only half as much. This allows the Coblitz to retain the speed and mobility of the Magi, while freeing up a significant amount of mass for weapons. Of course the new engine doesn't come without a price; the Magna 350 Extra Light costs nearly twice as much as the standard model.

All of the weight that was freed up by switching to the lighter engine was used to improve the weapons and armor. While the Magi were only effective against infantry and soft targets, the Coblitz is a serious threat to other tanks and even Battlemechs. The main gun of the tank is the reliable Magna Hellstar II PPC. The PPC is mated to the Magi's Lynx RM targeting computer, one of the most advanced systems available to the Star League. The fire control system provides the tank with the ability to track and engage several targets simultaneously.

The design team decided that to be an effective MBT, they would need to provide the PPC with a full 360 degree field of fire, which required the addition of a turret to the Magi chassis. In order to maintain the low silhouette of the Magi, thereby reduce the Coblitz's exposure to enemy fire, the new turret is unmanned. The gunner and tank commander are seated in the hull of the tank and control the turret remotely. This results in a turret that is less than half a meter tall and only 2 meters wide. [Editor's Note: The Coblitz is only 2.6 meters tall at its highest point and 3.7 meters across. By comparison the Magi is 2.2 meters tall and 3.7 meters across.] In addition to the PPC, the turret also carries a Holly-15 Long Range Missile Launcher. The LRM launcher is mounted so that it can be used for both indirect and direct fire.

The Coblitz also carries 2 Holly SRM-2 launchers on the front of the tank. These are intended for use at close range, where the PPC and LRM are ineffective. Rounding out the weapons are 2 Ramsey-65 Machine Guns. These are the same guns that were mounted on the Magi and are used to defend against infantry.

While the Magi carried an impressive 9.5 tons of Ferro-Fibrous armor, the design team considered that inadequate for a main battle tank. The Coblitz mounts 14 tons of Ferro Fibrous armor, which provides excellent protection to the tank. However rather



then mount the Killosh Xtra-Weave carried on the Magi, the designers switched to the superior Grumman CRT armor. The main reason for the change was due to problems with the Killosh armor. The Killosh armor tended to suffer from hair line cracks during abrupt maneuvers. The Grumman armor is of a slightly different composition and not subject to this problem. With all of the ammunition carried on board the Coblitz, the design team decided to retain the CASE system, protecting the crew in the event of an ammunition explosion.

DEPLOYMENT

The Coblitz has been produced in large numbers. The tank has quickly become a common sight in units throughout the New Republic.

Technology Base: InnerSphere Tracked Vehicle - Level 2 - 70 tons

Equipment		Mass
<i>Internal Structure:</i>		7
<i>Engine:</i>	350 XL	22.5
<i>Cruising MP:</i>	5	
<i>Flank MP:</i>	8	
<i>Power Amplifier:</i>		0
<i>Heat Sinks:</i>	10 – Single	0
<i>Control Equipment:</i>		3.5
<i>Crew:</i>	5 Members	0
<i>Suspension:</i>		0
<i>Turret:</i>		1.5
<i>Armor Factor:</i>	251 - Ferro-Fibrous	14

	<i>Internal Structure</i>	<i>Armor Value</i>
<i>Front</i>	7	61
<i>Left</i>	7	50
<i>Right</i>	7	50
<i>Rear</i>	7	30
<i>Turret</i>	7	60

Weapons, Ammo, and Equipment	Location	Space	Tonnage
PPC	Turret	1	7
LRM 15	Turret	1	7
Ammo (LRM) 16	Body	1	2
2 SRM 2s	Front	2	2
Ammo (SRM) 50	Body	1	1
2 Machine Guns	Front	2	1
Ammo (Machine Gun) 200	Body	1	1
CASE	Body	1	.5

BV – 830
 Cost – 12,697,017



Anchorage class Dropship

Type: Military Spheroid
Use: Nautical (Wet Naval) Carrier
Technology: InnerSphere Level 2
Introduced: 2772
Mass: 7,200 tons

Dimensions

Length: 85 meters
Width: 85 meters
Height: 110 meters

Fuel: 150 tons (4,500 fuel points)
Tons/Burn-day: 1.84
Safe Thrust: 3
Maximum Thrust: 5
Heat Sinks: 389 (778)
Structural Integrity: 30

Armor Factor: *(Capital Scale)*
Fore: 465 47
Sides: 461 46
Aft: 461 46

Weapons			Range Values			
Arc	Type	Heat	S	M	L	Extreme
-	Long Tom	20	-	-	-	20*
-	Arrow IV	30	-	-	-	60*
Nose	PPC	45	3	3	3	-
Nose	AC	9	3	3	-	-
Nose	Laser	60	4	4	4	-
FL	PPC	45	3	3	3	-
FL	AC	9	3	3	-	-
FL	Laser	60	4	4	4	-
FR	PPC	45	3	3	3	-
FR	AC	9	3	3	-	-
FR	Laser	60	4	4	4	-
AL	PPC	45	3	3	3	-
AL	AC	9	3	3	-	-
AL	Laser	60	4	4	4	-
AR	PPC	45	3	3	3	-
AR	AC	9	3	3	-	-
AR	Laser	60	4	4	4	-
Aft	PPC	45	3	3	3	-



Aft	AC	9	3	3	-	-
Aft	Laser	60	4	4	4	-

Cargo: 200 tons

Bay 1: Cargo	3 Doors
Bay 2: Heavy Vehicles (24)	6 Doors
Bay 3: Heavy Vehicles (12)	3 Doors

Escape Pods: 0

Life Boats: 20

Crew: 18

Armament:

- 1 Long Tom Artillery System
- 3 Arrow IV Systems
- 18 ER PPCs
- 18 AC/10s
- 30 ER Large Lasers

OVERVIEW

During the late 21st century the wet navies of Earth began to decline. The birth of the Terran Alliance in 2086 led to a general decline in national militaries all over the planet. Newer technologies like improvements in aerospace engineering made naval surface craft obsolete. The final blow came with the colonization of Tau Ceti or New Earth. Following the first Exodus most planets had a single world government with no need to control the seas against rival nations. By this time other military innovations rendered wet navies completely extinct. It wasn't until the mid 28th century when the Star League authorized many research projects to stay ahead of ever expanding House militaries that wet navies were even thought of again in a practical way. An idea was floated that if a large nautical (wet naval) force could be inserted onto a contested world with large bodies of water it could give the SLDF a strategic advantage. Many criticized this as backward thinking but the project went ahead. Work stopped with the Amaris Coup but was found in the aftermath by the rebuilding Terran authorities. Despite the high cost work went ahead on what was dubbed the Anchorage class Dropship for use by the Royal Marines.

CAPABILITIES

This dropship has many unusual capabilities. For starters the Anchorage can only set down in water not on land. This wet naval carrier was specifically designed to splash down on large bodies of water and stay a float indefinitely. Deploying a full battalion of nautical forces quickly the Anchorage is one of a kind. The lowest deck of the ship which is submerged when floating carries a company of submarines. While the deck above which is at water level when floating carries two companies of heavy nautical surface vessels. To facilitate the launching and recovery of these vessels the Anchorage has no landing struts (so it can't land per say) and its engines are mounted center mass rather



than in the dropships aft section. These engines are able to achieve 2.5Gs at maximum burn. With nearly double the structural integrity of an Overlord class Dropship the Anchorage has excellent armor protection. The vessel's armament is also impressive. One Long Tom Artillery Piece and three Arrow IV Artillery Systems keep any enemy nautical vessels far away from the Anchorage when it is a float. Also these Artillery Systems can help Marine forces advance on land providing devastating long range firepower. Eighteen Extended Range Particle Projection Cannons, eighteen Autocannon/10s, and thirty Extended Range Large Lasers round out the dropships arsenal. These weapons are responsible for keeping aerospace fighters away and when on sea destroying any units that are foolish enough to get too close.

DEPLOYMENT

The Wet Naval Carrier was named in honor of the final sea battle of the Amaris Coup. During the invasion of North America the SLDF's opening thrust came across the Bering Strait into Alaska. Despite a good start elite Amaris forces drove the SLDF back threatening to halt the invasion altogether. Using a daring flanking maneuver Star League forces came ashore at the city of Anchorage. Fighting off some stiff resistance the SLDF regained the invasion's initial momentum and never looked back. So all Dropships of this class are to be named in honor of a famous sea battle from history. Entering limited production in 2772 it is unknown how many Anchorages will be constructed over time. Currently there are a total of five craft in service all with the Royal Marines but even with plans to expand that force it is doubtful that more than fifty of these vessels will ever be built.

Genesis class Corvette

In service: 2756

In class: 13

Mass: 400,000 tons

Sail Integrity: 4

Thrust: 4/6

Fuel: 3,000 tons

Structural Integrity: 60

Armor: 480 tons Lamellar Ferro Carbide (N: 96, FL/R: 86, AL/R: 86, A: 76)

Docking Collars: 2

Fighters: 18

Small Craft: 4

Crew: 169 minimum (29 Officers, 140 Enlisted)

Lifeboats: 20

Escape Pods: 0

Grav Decks: 1 95 meter

Cargo: 26,908 tons

Bay 1: Small Craft (4) 2 doors



Bay 2: Fighters (18) 6 doors

Bay 3: Cargo (26,908 tons) 2 doors

Other Equipment

Lithium Fusion Battery & HyperPulse Generator (HPG)

Weapons: (*Heat Sinks:* 2,505 [5,010])

Forward

6 Medium Naval PPCs

10 Extended Range Large Lasers

Fore Left/Fore Right

6 Medium Naval PPCs

10 Extended Range Large Lasers

Left Broadside/Right Broadside

10 Extended Range Large Lasers

Aft Left/Aft Right

3 Medium Naval PPCs

10 Extended Range Large Lasers

Aft

6 Medium Naval PPCs

10 Extended Range Large Lasers

Ammo:

None

OVERVIEW

When the SLS Genesis was launched in the year 2756, press agents working for Blue Nose Clipperships hailed it as the first of a new breed of Star League warship, the culmination of centuries of naval experience, incorporating the most advanced hardware available in a compact and lethal package which would set the pattern for all warships that would follow it. Of course this was not exactly the case.

The Genesis began her existence as Blue Nose Clipperships' offering to the competition that would eventually produce the Magpie class Corvette. Though rejected by the SLDF in favor of the substantially less expensive Di Tron design, a number of Admirals were none the less intrigued by the Blue Nose design, impressed with the combination of speed, armor protection and firepower they were able to accommodate on such a small hull. Seeing the ship as an ideal raider, they succeeded in convincing the remainder of the admiralty to contract the company to construct a handful of examples for evaluation. In the process Blue Nose decided to turn the class into a showcase of modern technology and advanced design.

Though SLS Genesis was launched amid great fanfare describing her as the future of naval warfare, many Admirals considered the Genesis and her sister ships to be far too radical. One famous complaint, which has recently resurfaced, had to do with what the ship was supposed to be. The Star League classified the vessel as a destroyer even though it was actually the size of a large corvette massing slightly less than the venerable Vincent class. Its performance and intended role further complicated things actually



placing it within the frigate classification. Admirals simply didn't know what to do with the Genesis. Caught up heavily in Star League traditions, few used the ship as it was intended. Most just used the Genesis' under their command as simple pickets or AA ships, and as a result the class soon earned a reputation as an overpriced but adequate warship, which could do its job well, but had far too many expensive bells and whistles when compared to ships like the Lola III, Essex, and Dewey.

It took four years for the Genesis to break free of this reputation, and even then it took the direct intervention of General Kerensky. In 2760, Kerensky had all six existing Genesis class vessels organized into a single force, designated the 12th Fleet Destroyer Squadron, under the command of Rear Admiral Ross Lamarche. Assigned the task of suppressing pirate activities in the Taurian Concordat, Lamarche set his warships on long, independent patrols (which the Genesis was especially good at and was in fact designed for). The excellent performance of the Genesis and her sisters during this duty, including a string of highly successful strikes into the Pirate's Haven star cluster, finally validated the design. Blue Nose Clipperships (the original designers) was soon called upon to resume construction of the Genesis class (suspended in 2759) with an order for twenty more ships.

Three years later however, the Amaris Coup struck the Star League. Blue Nose had since completed seven new Genesis class vessels. Six of these, known informally as the Mis fleet (each was named for a character in Victor Hugo's classic novel *Les Miserables*), had already been assigned to the 12th Fleet Destroyer Squadron, while the seventh, the Cosette, was undergoing shakedown trials at Mars. After first helping to cripple the Blue Nose Yards, the Cosette moved in system along with a pair of Riga class destroyers in order to support SLDF ground forces fighting in Geneva. Unknown to the officers of the small fleet, however, Amaris had gained control of the SDS system. Both Rigas were lost to ground fire, while the Cosette found itself in a game of cat and mouse with the Caspar drones, eventually being caught and overwhelmed.

CAPABILITIES

One of the most surprising things about the Genesis was its massive weapons load. Despite its four hundred thousand ton mass, the Genesis packed an incredible arsenal of weaponry. Thirty medium naval PPCs in ten turrets give the ship firepower comparable to destroyers half again its size. The ship's secondary firepower is also remarkable. Dissatisfied with naval missiles for anti-fighter defense, the designers decided on an at the time unprecedented array of eighty improved large lasers. Though these lasers lack the range of naval missiles, they have more than enough range to engage fighters. A full wing of eighteen fighters further augments the Genesis' offensive power.

As it was supposed to be a showcase of the future of naval architecture, Blue Nose Clipperships spared no expense on their warship. Though carrying less than five hundred tons of armor, the advanced Lamellor Ferro Carbide composite provides excellent protection.

To increase the ship's flexibility, designers included a lithium fusion battery system, and a pair of docking collars. Compared to its contemporaries, the Genesis carried a pitiful amount of cargo, however a little less than twenty seven thousand tons of space was more than enough for the ship to operate continuously for a year.



DEPLOYMENT

The surviving twelve Genesis class ships, all part of the 12th Fleet Destroyer Squadron, led the way into the Terran Hegemony when Kerensky launched his campaign against Amaris. Genesis class vessels were often called upon to conduct highly dangerous scouting operations against occupied worlds, and more than once they did not come back. By the end of the campaign, only one ship, the Marius, was still operational. Four others, the Eponine, Gavroche, Javert, and the Genesis herself, were crippled but salvageable. Only the Javert and Genesis were repaired prior to the Exodus and together with the Marius departed the InnerSphere with General Kerensky. Despite their poor conditions the Eponine and Gavroche were targeted for immediate renovation by the fledgling Royal Navy due to their high tech advantages. As they were recommissioned the Terran Admiralty made the controversial decision to change the Genesis ship classification to that of Corvette. Some remain dissatisfied with this designation and predict it will cause problems within the fleet. Admiral Knight has voiced her support for the change stating that the Genesis will be able to serve the new nation best as a Corvette. Rumors of construction of new Genesis class Corvettes and other Star League era warships continue to abound. This will probably occur after the conclusion of the current naval renovation effort.

Bainbridge class Destroyer

In service: 2765

In class: 11

Mass: 620,000 tons

Sail Integrity: 4

Thrust: 5/8

Fuel: 3000 tons

Structural Integrity: 75

Armor: 337 tons, Ferro Carbide (N: 60, FL/R: 55, AL/R: 50, A: 48)

Docking Collars: 0

Fighters: 12

Small Craft: 6

Crew: 198 minimum (33 Officers, 165 Enlisted)

Lifeboats: 13

Escape Pods: 30

Grav Decks: 2, 175 & 150 meters in diameter

Cargo: 40,948 tons

Bay 1: Fighters (12) 3 doors

Bay 2: Small Craft (6) 1 door

Bay 3: Cargo (40,948 tons) 2 doors

**Other Equipment**

Lithium Fusion Battery & HyperPulse Generator (HPG)

Weapons: (*Heat Sinks:* 1,400 [2,800])*Forward*

2 NAC-35s

2 NL-45s

2 ER PPCs

Fore Left/Fore Right

3 Light NPPCs

2 ER PPCs

Left Broadside/Right Broadside

2 NAC-35s

1 NL-45

2 ER PPCs

Aft Left/Aft Right

3 Light NPPCs

2 ER PPCs

Aft

4 NL-45s

2 ER PPCs

Ammo:

900 rounds of Naval Autocannon/35 ammunition

OVERVIEW

The Bainbridge –class DDA was designed to meet a need for a faster type of destroyer to screen the SLDF’s Sovremenny and Milwaukee class cruisers.

Unlike its competitor, the Gorgon –class, the Bainbridge was not designed by a corporate committee; rather, she was designed by a team by SLDF naval officers loaned out to newly expanded Warship builder Zaker Aerospace. Based in the Castor system, the company had been a Jumpship builder for decades prior to 2756. In that year, Hugo Zaker, replacing his father Bruno, took the position of CEO. Hugo was a nervous man, always seeing threats to himself and his company. His obsession with defending himself led him to favor a stronger defense for the Star League, and in 2758 he ordered the construction of two new building docks capable of constructing destroyers. However, Zaker was seen as a nut by most of the SLDF’s Shipbuilding Office, and for a time it seemed that no orders would be forthcoming. Things changed however, with the DDA competition. Most of the SLDF’s normal contractors were busy with other projects, leading the Admirals to search for someone new. Given his low standing with the Powers-That-Be, Zaker might still have not landed that contract had it not been for his personal friendship with Ryan Richter. Richter’s concerns about the SLDF’s approach to shipbuilding mirrored Zaker’s own, and the two became close allies in pushing through their ideas. As one of the major forces behind whole concept of the fast cruiser, Richter had a good deal of influence regarding the ships intended to screen said cruisers. He used this influence to win Zaker the contract to develop and build the Bainbridge class DDA.



CAPABILITIES

The Bainbridge was built to accompany and screen fast cruisers. A Lithium Fusion Battery enabled it to scout ahead of these formations for enemy defenses prior to actual combat. It's 4G maximum thrust gives it the acceleration to keep up with the cruisers; normally the DDAs were deployed ahead of the cruisers using their weaponry to clear a path for the bigger ships. The ship's armament reflects the fact that the Bainbridge was intended to work with ships carrying long-range firepower. The main guns of the Attack Destroyer are six Naval Autocannon/35s mounted in pairs in the nose and in the broadsides. These cannons have immense striking power, but only limited range. To give the ship some weapons that can hit from a distance, the Bainbridge mounts three light NPPCs in each side, and also mounts a number of NL-45s for anti-dropship fire. Rounding out the ship's array are 16 ER PPCs, which give a good anti-fighter capacity.

A desire to keep costs under control lend to the designers leaving off the Gorgon's Lamellor ferro-carbide armor in favor of standard ferro-carbide plate. This decision turned out reasonably well; the ship is well armored for a destroyer and unlike its competitor its rear armor is still good (80% as thick as that in front). Moreover, the Bainbridge carries twice as many fighters as the Gorgon class. Given the three squadron fighter complements of the Milwaukee and Sovremenny classes, it was intended that a complete fighter regiment be assigned to a fast cruiser and its three (intended) escorting DDA thus providing the fighters with an organic command structure. Last but certainly not least, the naval officers who designed the Bainbridge gave special attention to keeping her well maintained. The ships access panels are easy to open and her systems were designed with a view to making maintenance easy. Coupled with her excellent crew quarters, these features made a tour of duty on a Bainbridge an assignment to be coveted.

DEPLOYMENT

Like the Gorgon class, the first two vessels (the Bainbridge and the Ruben James) were assigned to exercises upon completion in the summer of 2765, these being done paired with the Sovremenny class cruiser Udaloy. The trials of the Bainbridge class turned out much better than the competition, with the convoy raiding mission the Gorgon had failed at seeing the two DDAs swinging around and easily killing the Avenger-class dropships sneaking up on the cruiser, following the raiders pound the convoy's accompanying Black Lion (the Nelson) to simulated scrap. The results of the trials convinced the admiralty to accept the Bainbridge as its new DDA and an order was placed for 54 of them.

Construction of the next pair, the Kane and the Fuller, began at once. On November 29th 2766 both ships were commissioned into the fleet. However, by this time events in the Hegemony had thoroughly alarmed Hugo Zaker. When the SLDF garrison of Castor had been pulled out in March they had been replaced by the 74th Republican Guard (the Hammurabi Division). For once Zaker's instincts found an audience, for many within the SLDF harbored suspicions about Stephen Amaris. Alone among the Hegemony's shipbuilding systems, Castor began to take precautions. Commodore Alan Burke, the system's ranking naval officer had SLDF techs install a virus into the systems Caspar drones control computers, enabling Burke to take control of them at any time. On December 12th the SLDF's 95th Special Operations Group (SOG) entered the system on



its way to the Periphery. Burke and Zaker delayed the unit's departure on every pretext, hoping to keep some ground forces close to hand. When Amaris made his move on the 26th, their planning was vindicated. The Hammurabi Division struck the local defense forces on the planet without warning and then tried to turn the system's SDS weaponry against Burke's ships. The shock they received when their drones would not respond soon paled compared to the shock when the drones moved in-system towards the planet and there engaged its ground-based weapons. Though the drones were all but wiped out, they crippled the defenses enough for Udaloy and the four DDAs to rain a furious barrage down upon the Amaris troops. As they did, the 95th SOG landed a safe distance away. When the bombardment lifted, they charged in and by the morning of the 29th the 74th Republican Guards were no more. Castor still belonged to the Star League.

Zaker continued production of the Bainbridge throughout the war to liberate the Terran Hegemony. Though production was slow due to lack of materials, the yard produced 6 more ships, with construction slightly outpacing losses. Bainbridge class ships were used in twos and threes to screen Sovremenny class cruisers, often operating in the vanguard of planetary assaults. Despite this, on the eve of the assault on Terra there were six operational ships left and these were assigned along with the Sovremenny class cruisers Sovremenny and Udaloy to the lead group of SLDF warships for the attack. Though the DDAs gave a great accounting of themselves (by some counts, they and the two CAs destroyed 35 Caspars) all six were lost. They were not the last Bainbridge class ships produced though as Zaker Aerospace delivered one more ship, the Edsall, in 2780. Edsall left on the Exodus with General Kerensky.

Hugo Zaker wholeheartedly supported the foundation of the new Terran Republic after refusing to leave the InnerSphere and his family's business. His shipyards in the Castor system have restored many vessels (mainly destroyer size and below) for the Royal Navy including a Bainbridge class Destroyer, the Peary. Zaker has also become obsessed with defeating the evil Captain-General Kenyon Marik who failed to help the Star League defeat the Usurper. Construction of new Bainbridges could commence as soon as the Terran Naval Restoration Project is completed.

Sovremenny class Battlecruiser

In service: 2760

In class: 6

Mass: 830,000 tons

Sail Integrity: 5

Thrust: 5/8

Fuel: 2500 tons

Structural Integrity: 80

Armor: 1300 tons, Lamellar Ferro Carbide (N: 228, FL/R: 224, AL/R: 224, A: 224)

Docking Collars: 4

Fighters: 18

Small Craft: 8

Crew: 243 minimum (41 Officers, 202 Enlisted)



Lifeboats: 0

Escape Pods: 20

Grav Decks: 2, 55 & 90 meters in diameter

Cargo: 29,269 tons

Bay 1: Fighters (18) 4 door

Bay 2: Small Craft (8) 2 doors

Bay 3: Cargo (29,269 tons) 2 doors

Other Equipment

HyperPulse Generator (HPG)

Weapons: (*Heat Sinks:* 2235 [4470])

Nose

2 Killer Whale Missile Launchers

Fore Left/Fore Right

3 Heavy Naval PPCs

1 Killer Whale Missile Launcher

Left Broadside/Right Broadside

3 Naval Autocannon/30s

2 Heavy Naval PPCs

Aft Left/Aft Right

3 Naval Autocannon/30s

2 Heavy Naval PPCs

1 Killer Whale Missile Launcher

Ammo:

60 Killer Whale Missiles

1200 rounds of Naval Autocannon/30 ammunition

OVERVIEW

Though General Rebecca Fredasa's New Arms order is best known for producing the Sovetskii Soyuz, the intent of the program was in fact far more reaching, with virtually every arm of the Star League Defense Force fleet due for modernization. Though the Periphery Uprising and the Amaris Coup would rip through the League before much of this work could be completed, a series of new ships none the less made it into service.

Among these was a new high speed cruiser intended to replace the aging and scarce Kimagure, giving the Star League Defense Force a fast attack capability its fleet thus far sorely lacked. The first of this new Sovremenyy class would enter service in 2760.

CAPABILITIES

When one gets a look at a Sovremenyy, it is not hard to imagine why the class earned the nickname Doppleganger. Blue Nose Clipperships used the basic design of their proven Sovetskii Soyuz as their template, and at first glance the two ships are almost



indistinguishable. Only the slightly enlarged aft section and the twin forward PPC mounts give the Sovremenny away.

However these similarities hide a world of differences in capabilities reflecting the two different design principles that went into the ships. The Sovetskii Soyuz was a stopgap measure, a design that compromised practically everything in the name of being produced as quickly as possible. The Sovremenny compromises nothing in the name of expediency. The designers sought to squeeze every ounce of combat potential they could in the modified hull, and they succeeded in a grand style. Though the ship's main battery of fourteen Kreuss XX naval particle cannons and twelve Scarborough autocannons do not give the Sovremenny the apocalyptic firepower of such heavily armed ships as the Black Lion, they still give her a terrifying punch, while the ship's heavy armor belt outclassed even some battleships thanks to the use of advanced Lamellor Ferro Carbide composites.

Anything the Sovremenny can't outfight, it can almost certainly outrun thanks to its powerful propulsion system, allowing the ship to produce a full four Gs of thrust at maximum output. About the only thing missing from the design is a lithium fusion battery, and even this was only out of necessity. With so much else crammed in the hull, designers simply could not find the room for a LF battery without reducing the ship's already tiny cargo capacity even further.

DEPLOYMENT

Pending final approval for large scale deployment, Bluenose Clipperships produced Sovremennys at a rather leisurely pace, launching six ships in the years leading up to the Amaris Coup. The last one produced, the Oktyabrskava Revolutsiva, was just completed on Christmas Eve 2766, and was seized intact by Stephan Amaris's forces. Unknown to everyone but Amaris's top officers, the ship remained over Terra as Amaris's last defense and possibly his escape craft until just a month before the final assault by Kerensky, when it and two battalions of Rim Worlds troops disappeared. It is believed the ship and troops fled to the Periphery to avoid destruction by the vengeful Star League Defense Force. Unfortunately the current situation prevents further investigation into the vessels whereabouts. However, the Oktyabrskava Revolutsiva and her crew are viewed as war criminals by the Terran Republic.

Three of the remaining ships; the Sovremenny, Nesokrushimyy, and Udaloy were destroyed during the campaign to retake the Terran Hegemony from the forces of the Usurper. The Osmotritelnyy survived the Amaris Conflict intact and departed with General Aleksandr Kerensky on the Exodus. The Provornyy was damaged during Operation Liberation and repaired after the Star League Defense Force began Operation Exodus. In reality her crew elected to remain behind with the new Terran Republic, so the ship's repair was prioritized later than other ship's that left with Kerensky. The TRS Provornyy became one of the first warships to be commissioned by the New Republic for the Royal Navy.

Construction of new Sovremennys, now reclassified as Battlecruisers by the New Republic, is being considered after the conclusion of the current naval renovation effort. This new construction would probably not begin for sometime as many serviceable derelict vessels still await repair.



Hegemony class Battlecruiser

Introduction: 2316

In Class: 72

Mass: 900,000 tons

Sail Integrity: 5

Thrust: 3/5

Fuel: 1,000 tons

Structural Integrity: 80

Armor: 1439 tons, Standard (N: 104, FL/R: 104, AL/R: 104, A: 104)

Docking Collars: 4

Fighters: 18

Small Craft: 8

Crew: 301 minimum (52 Officers, 249 Enlisted)

Lifeboats: 35

Escape Pods: 20

Grav Decks: 3 100 meters in diameter

Cargo: 40,310 tons

Bay 1: Fighters (18) 4 doors

Bay 2: Cargo (40,310 tons) 5 doors

Bay 3: Small Craft (8) 2 doors

Weapons: (*Heat Sinks: 5,310*)

Fore Left / Fore Right

9 NAC 30s

1 White Shark Missile Launcher

Left Broadside / Right Broadside

12 NL 45s

2 White Shark Missile Launchers

Aft Left / Aft Right

12 NL 45s

2 White Shark Missile Launchers

Ammo:

1620 rounds of Naval Autocannon/30 ammunition

200 White Shark Missiles

Refit Notes:

Upgraded with Modern Interplanetary Drive, same thrust rating 3/5

Cargo: 121,182 tons

OVERVIEW

The pride of the Terran Navy was originally designated the Alliance class Battlecruiser. The ship was designed by James McKenna following the success of the



Dreadnought class Battleship, the Dart class Cruiser, and the Essex class Destroyer. Locked in a bitter partisan battle the Alliance Parliament nonetheless overwhelmingly approved funding for this new vessel. No doubt these corrupt politicians were hoping to keep Admiral McKenna busy rather than wisely investing in a cutting edge naval project. McKenna forged ahead in spite of this obvious pandering to create one of the finest warships of all time. As the ship neared completion the situation on Terra grew out of control as different political factions began to fight violently for control. Of course, McKenna took action to prevent further loss of life by forcibly disbanding the Alliance in favor of a new regime. On the same day that McKenna announced the government's Charter he also officially renamed the Battlecruiser class in its honor, the Hegemony.

CAPABILITIES

James McKenna had envisioned the Hegemony class Battlecruiser as a formidable mobile command vessel that could direct a major naval campaign effectively. The vessel utilized some of the most advanced technology of the day. For example, the Battlecruiser was the first warship ever equipped with Type II Fusion Engines enabling it to achieve an impressive 2.5Gs at maximum thrust. The warship's superior speed and advanced communications gear allowed commanders to lead from any position along the battle front. In fact the Hegemony was so effect operating in mutually supporting battlegroups of six or more warships that many battlecruisers to this day, such as the Cameron class, are built around this principle. The main arsenal of the Hegemony is fashioned to take full advantage of its intended role. Eighteen Naval Autocannon/30s located in the forward sides provide most of the Hegemony's punch. Forty eight Naval Laser-45s support these massive main guns and are located in the vessel's broadsides and aft section. This weapon array created two very distinct gaps in its offensive coverage which is an intentional design element. The Hegemony would form a battleline with other warships covering the fore and aft of the line, presenting essentially a wall of death. This tactical doctrine, harkening back to the good ole days of sail powered warships calmly sailing broadside to broadside and hammering each other to bits, pretty much dictated a pure broadside fighter, and the Hegemony class is certainly that. Though unable to project fire directly forward or aft, the Battlecruiser could deliver a concentration of fire from her broadsides that was, for its day, unprecedented. Even the warship's ten White Shark missile launchers included to provide small craft defense are located in the same areas. These missiles were often used in conjunction with the Hegemony's other capital weapons. So the Battlecruisers eighteen fighter and four dropships were expected to take out any other small craft. The only major drawback was that the Hegemony only had forty thousand tons of cargo space available and as such could not operate independently. However, since the cruiser was designed to operate as part of a group this didn't seem to matter very much.

DEPLOYMENT

The Hegemony class was not completed in time to see combat during the demise of the Terran Alliance. Instead the warship's first true test came during the Campaigns of Persuasion where it performed exceptionally well. After one hundred years of service the Battlecruisers underwent a major refit to install Modern Interplanetary Drives. This resulted in the tripling of the ship's cargo space eliminating the Battlecruisers constant



need of resupply. With this handicap removed the Navy began to deploy Hegemony's in a more haphazard solo fashion. This combined with the neglect shown the fleet after the introduction of the BattleMech led to the loss of some vessels during the latter phases of the Age of War. Despite these setbacks the design went on to prove its worth during the Reunification War and the early years of the Star League. In the mid-2600s the League Admiralty called for a new Battlecruiser to fill the gap created by the aging Hegemony. Unfortunately what they got was the Cameron class which was clearly outperformed by the ancient Hegemony class in a series of wargames. While this added to the vessels mystique and led to special refits for one Hegemony class ship, the vessels design age was clearly catching up. This was shown annually during regular maintenance which had to be doubled then tripled on these elderly craft. Appropriately this venerable class was finally retired after the Star League's new Battlecruiser, named the Black Lion in honor the first Hegemony class ship, proved wildly successful. Some were sold to the Great Houses while others remained in mothballs serving as floating space museums until the Amaris Coup. Many of these formidable veteran ships serve in the fleets of every Great House including the Terran Republic.

NOTABLE SHIPS:

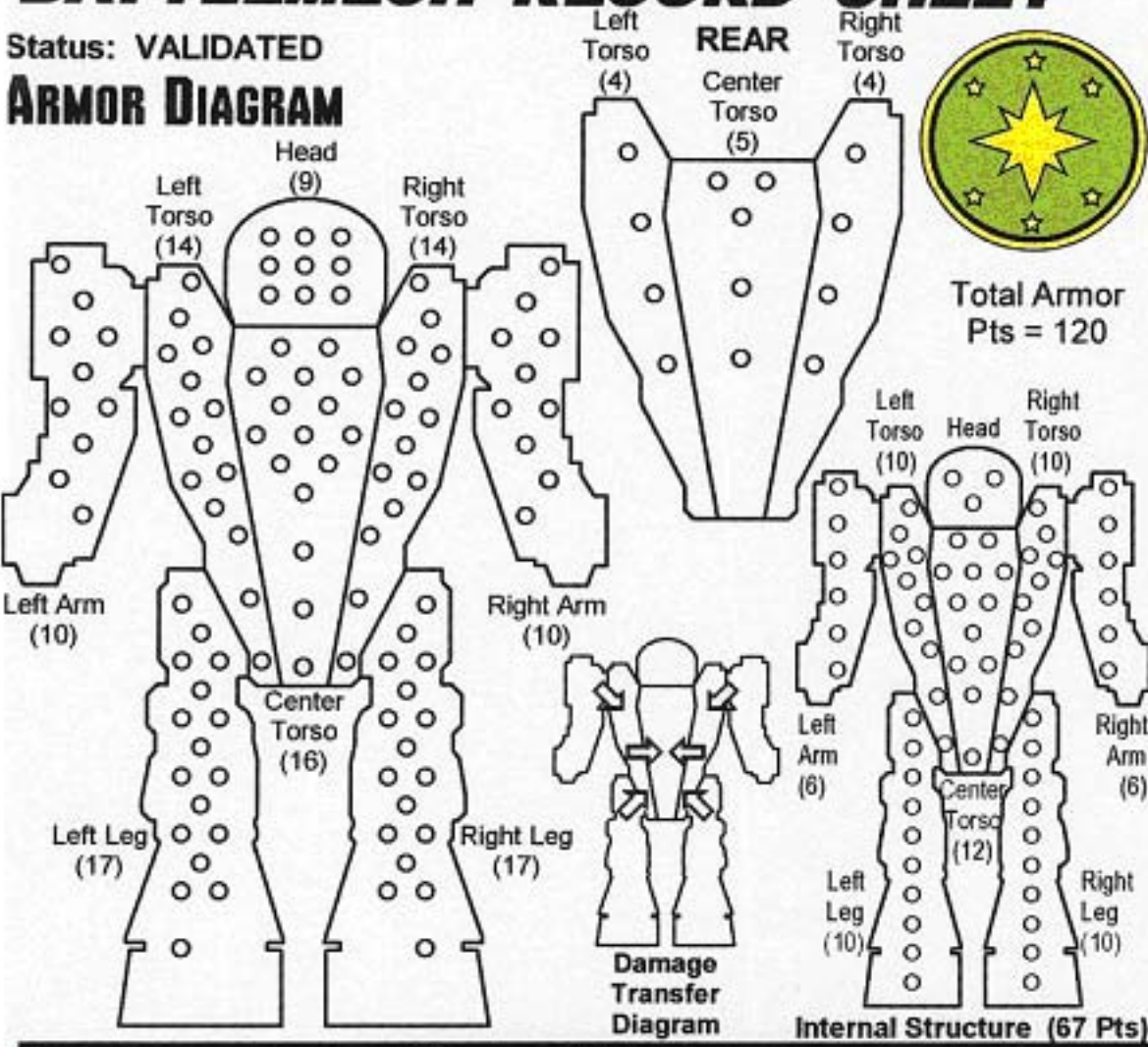
One of the best known warships of all time and the first ship of this class was the THS Black Lion. The Lion served as the flagship for Director-General James McKenna throughout his reign. The grand old ship commanded by McKenna himself during the Campaigns of Persuasion distinguished itself several times over. Always at the vanguard of a Terran taskforce the Black Lion's mere presence inspired Hegemony troops onward even during the hardest battles. Even in the dark aftermath of the Symra Ambush the battlecruiser's mere appearance helped restore order. It wasn't long after that James McKenna died but the Black Lion continued to serve on as the Hegemony's flagship. Eventually the noble vessel was retired but not decommissioned in orbit of Earth where the ship was converted into a fully functional museum. Here it remained until the Usurper attempted to seize Earth. The crew of the ancient relic almost managed to maneuver the Lion into position to support the Black Watch. Republican troops in control of Terran SDSs fired first however and destroyed the Hegemony's flagship. The remnants of the Black Lion crashed into the Pacific Ocean several miles from Unity City. Some have proposed a massive salvage operation to restore the old Terran flagship but this massive undertaking would clearly have to wait until the current threat level has receded.

Another Hegemony class that is known throughout the InnerSphere is the THS Kiev. One of the final ships of her class launched in 2420 with advanced (now standard) systems the Kiev quickly distinguished itself. The invention of the BattleMech left the Terran Navy in poor condition and by 2470 the Kiev was one of the few Hegemony warships that remained battle worthy. When Director Theodore Cameron ordered a first strike against a gathering Marik fleet based at Oriente he chose the Kiev as his flagship. The assault was wildly successful with the Kiev playing a major role destroying three Marik warships and driving the Captain-General's own Battlecruiser from the field. With this the ship became known as the Eagle's Bane on both sides of the border. The ship while loved by the Terrans had no place in the Star League due to its past actions versus Marik and was retired. However after the League's fall Ian Sinclair ordered her restoration resulting in Kenyon Marik's vow to destroy the Kiev once and for all.

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Assassin ASN-22**
 Mass: **40 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **7** Inner Sphere
 Running: **11** Biped 'Mech
 Jumping: **7** Level 3 / 2750

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Small Laser	RA	1	3	-	1	2	3
1	Medium Laser	LA	3	5	-	3	6	9
1	Small Laser	LA	1	3	-	1	2	3
1	LRM 10	RT	4	1/hit	6	7	14	21
1	SRM 4	LT	3	2/hit	-	3	6	9
1	Null Signature System		10					

Ammo Type: LRM 10 Rounds: 12 BV: 30

SRM 4 SRM # Total Heat Sinks: 10 Double (20) SRM # Double (20)

Auto Eject: Operational Disabled Weapon Heat: (25)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

** Avoid Inferno explosion on..

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WZK GAMES

CRITICAL HIT TABLE

Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Lower Arm Actuator	3. Cockpit	3. Lower Arm Actuator
4. Hand Actuator	4. Endo Steel	4. Hand Actuator
5. Null Signature System	5. Sensors	5. Null Signature System
6. Medium Laser	6. Life Support	6. Medium Laser
1. Small Laser		1. Small Laser
2. Endo Steel		2. Endo Steel
3. Endo Steel		3. Endo Steel
4. Endo Steel		4. Endo Steel
5. Endo Steel		5. Endo Steel
6. Roll Again		6. Roll Again
Left Torso	Center Torso	Right Torso
1. XL Engine	1. XL Engine	1. XL Engine
2. XL Engine	2. XL Engine	2. XL Engine
3. XL Engine	3. XL Engine	3. XL Engine
4. Null Signature System	4. Gyro	4. Null Signature System
5. CASE	5. Gyro	5. CASE
6. SRM 4	6. Gyro	6. LRM 10
1. Ammo (SRM 4) 25	1. Gyro	1. LRM 10
2. Endo Steel	2. XL Engine	2. Ammo (LRM 10) 12
3. Endo Steel	3. XL Engine	3. Endo Steel
4. Endo Steel	4. XL Engine	4. Endo Steel
5. Jump Jet	5. Null Signature System	5. Jump Jet
6. Jump Jet	6. Jump Jet	6. Jump Jet
Left Leg		Right Leg
1. Hip		1. Hip
2. Upper Leg Actuator		2. Upper Leg Actuator
3. Lower Leg Actuator		3. Lower Leg Actuator
4. Foot Actuator		4. Foot Actuator
5. Null Signature System		5. Null Signature System
6. Jump Jet		6. Jump Jet

Engine Hits ○ ○ ○

Gyro Hits ○ ○

Sensor Hits ○ ○

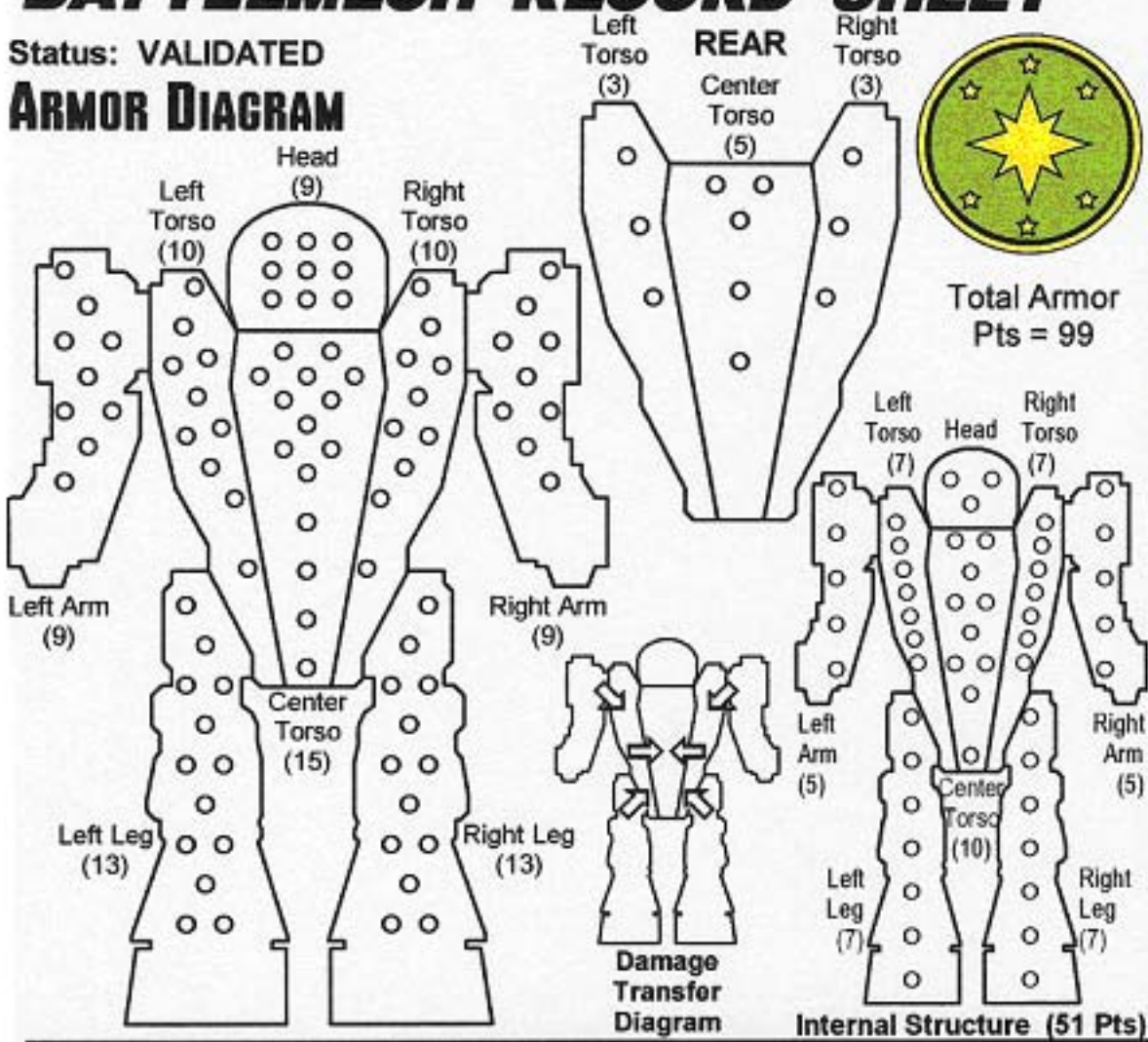
Life Support ○

Battle Value: **1,001**
 Weapon Value: **585 / 585**
 Cost, C-Bills: **10,294,994**

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



Total Armor Pts = 99

'MECH DATA

Type: **Javelin JVN-11N**
 Mass: **30 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **6** Level 2 / 2750

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6 w/ Artemis IV RT		4	2/hit	-	3	6	9
1	SRM 6 w/ Artemis IV LT		4	2/hit	-	3	6	9

Ammo Type: SRM 6 Rounds: 30 BV: 32

Total Heat Sinks: 10 Double (20)
 ○○○○○○○○○○

Auto Eject: Operational Disabled Weapon Heat: (8)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Lower Arm Actuator	3. Cockpit	3. Lower Arm Actuator
4. Hand Actuator	4. Roll Again	4. Hand Actuator
5. Ferro-Fibrous	5. Sensors	5. Ferro-Fibrous
6. Ferro-Fibrous	6. Life Support	6. Ferro-Fibrous
1. Ferro-Fibrous		1. Ferro-Fibrous
2. Ferro-Fibrous		2. Ferro-Fibrous
3. Ferro-Fibrous		3. Ferro-Fibrous
4. Roll Again		4. Double Heat Sink
5. Roll Again		5. Double Heat Sink
6. Roll Again		6. Double Heat Sink
Left Torso	Center Torso	Right Torso
1. XL Engine	1. XL Engine	1. XL Engine
2. XL Engine	2. XL Engine	2. XL Engine
3. XL Engine	3. XL Engine	3. XL Engine
4. SRM 6	4. Gyro	4. SRM 6
5. SRM 6	5. Gyro	5. SRM 6
6. Artemis IV FCS	6. Gyro	6. Artemis IV FCS
1. Ammo (SRM 6) 15	1. Gyro	1. Ammo (SRM 6) 15
2. Double Heat Sink	2. XL Engine	2. Double Heat Sink
3. Double Heat Sink	3. XL Engine	3. Double Heat Sink
4. Double Heat Sink	4. XL Engine	4. Double Heat Sink
5. Ferro-Fibrous	5. Jump Jet	5. Ferro-Fibrous
6. Ferro-Fibrous	6. Jump Jet	6. Ferro-Fibrous
Left Leg	Right Leg	
1. Hip	1. Hip	
2. Upper Leg Actuator	2. Upper Leg Actuator	
3. Lower Leg Actuator	3. Lower Leg Actuator	
4. Foot Actuator	4. Foot Actuator	
5. Jump Jet	5. Jump Jet	
6. Jump Jet	6. Jump Jet	

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **652**
 Weapon Value: **383 / 319**
 Cost, C-Bills: **4,304,040**

HEAT SCALE

** Avoid Inferno explosion on..

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

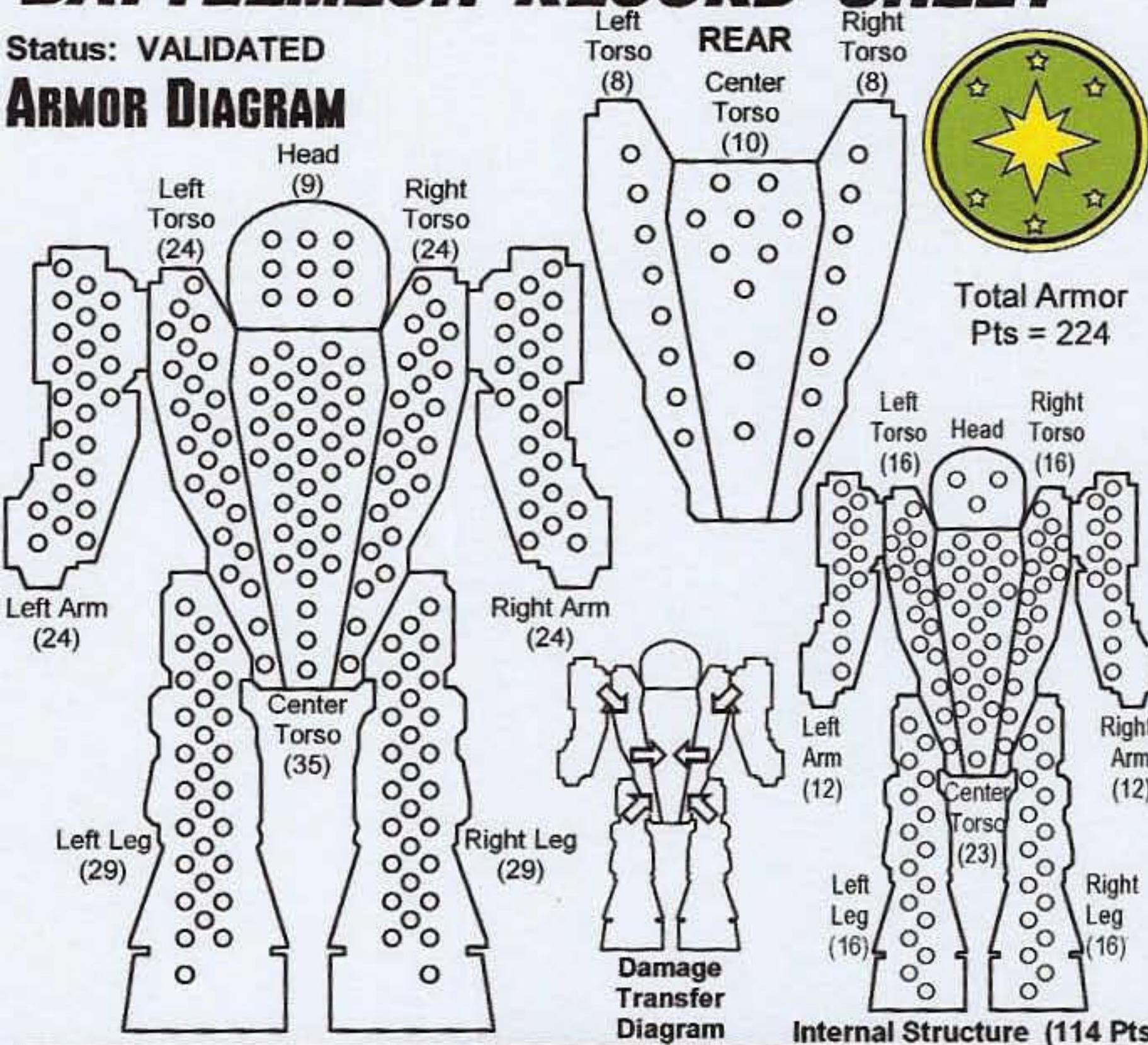


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 224

Damage Transfer Diagram

Internal Structure (114 Pts)

'MECH DATA

Type: **Marauder MAD-3Q**
 Mass: **75 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **0** Level 2 / 2750

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
2	Medium Laser	RA	3	5	-	3	6	9
1	PPC	LA	10	10	3	6	12	18
2	Medium Laser	LA	3	5	-	3	6	9
1	SRM 6 w/ Artemis IV RT		4	2/hit	-	3	6	9
1	SRM 6 w/ Artemis IV LT		4	2/hit	-	3	6	9

Ammo Type: SRM 6 Rounds: 30 BV: 16

Total Heat Sinks: 11 Double (22)

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Auto Eject: Operational Disabled Weapon Heat: (40)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator PPC PPC PPC <p>1-3</p> <ol style="list-style-type: none"> Medium Laser Medium Laser Ferro-Fibrous Ferro-Fibrous Roll Again Roll Again <p>4-6</p>	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support 	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator PPC PPC PPC <p>1-3</p> <ol style="list-style-type: none"> Medium Laser Medium Laser Ferro-Fibrous Ferro-Fibrous Roll Again Roll Again <p>4-6</p>	<p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Roll Again Roll Again <p>4-6</p>	<p>Right Torso</p> <ol style="list-style-type: none"> SRM 6 SRM 6 Artemis IV FCS Ammo (SRM 6) 15 CASE Ferro-Fibrous <p>1-3</p> <ol style="list-style-type: none"> Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Roll Again Roll Again <p>4-6</p>	<p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again 	<p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again
---	--	--	--	---	---	--

Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Battle Value: **1,303**
 Weapon Value: **1,893 / 1,820**
 Cost, C-Bills: **7,873,250**

HEAT SCALE

** Avoid Inferno explosion on..

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDSGAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Prowler PRW-1LR

Mass: 25 tons

Movement Points: Tech, Config. & Level:

Walking: 8 Inner Sphere

Running: 12 Biped 'Mech

Jumping: 0 Level 2 / 2750

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	RA	1	3	-	1	2	3
1	SN PPC*	RA	12	10	-	4	8	11
1	Small Laser	LA	1	3	-	1	2	3
1	SN PPC*	LA	12	10	-	4	8	11
1	Medium Laser	HD	3	5	-	3	6	9

Total Heat Sinks: 10 Double (20)

○○○○○○○○○○

Auto Eject: Operational Disabled

Weapon Heat: (29)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

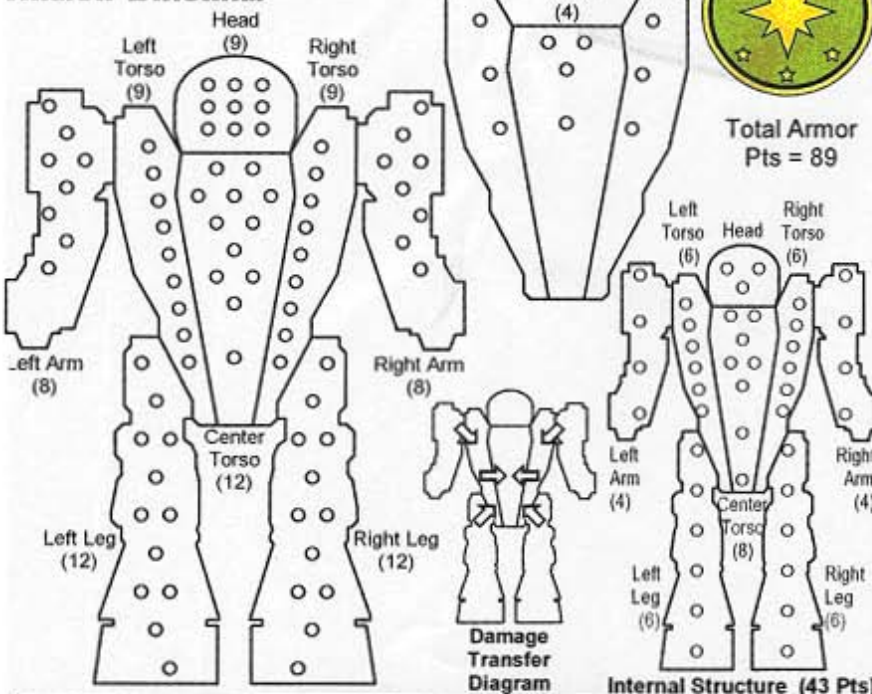
HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

TRKGAMES

Status: Custom* Weapons

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Endo Steel

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Small Laser
5. SN PPC
6. SN PPC

4-6

Left Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Endo Steel
5. Endo Steel
6. Ferro-Fibrous

1-3

1. Ferro-Fibrous
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Endo Steel

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Ferro-Fibrous

Head

1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

1-3

Center Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

4-6

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Endo Steel
6. Endo Steel

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: 716

Weapon Value: 531 / 531

Cost, C-Bills: 3,901,041

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Endo Steel

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Small Laser
5. SN PPC
6. SN PPC

4-6

Right Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Endo Steel
5. Endo Steel
6. Ferro-Fibrous

1-3

1. Ferro-Fibrous
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Endo Steel

4-6

Right Leg

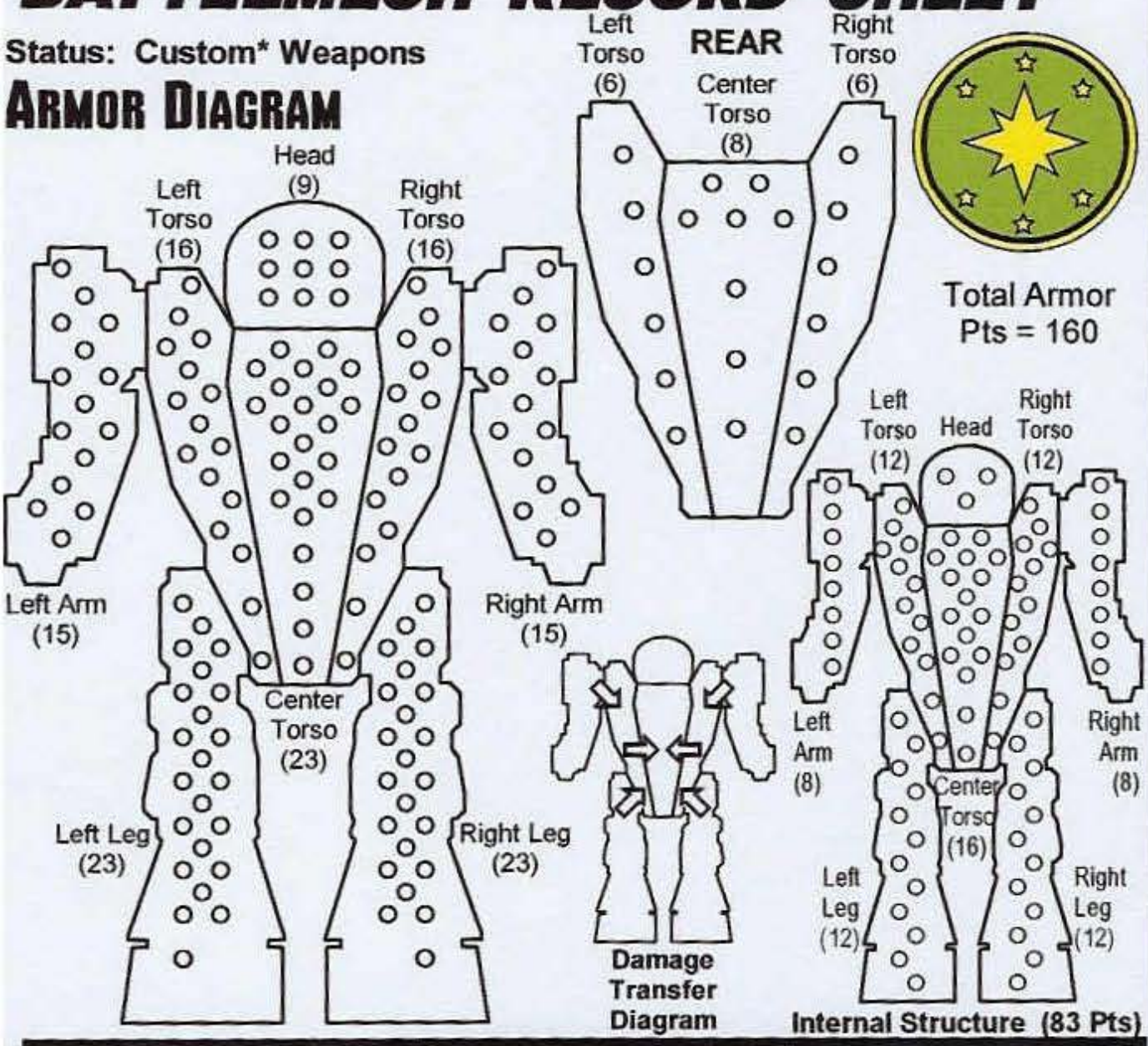
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: Custom* Weapons

ARMOR DIAGRAM



Total Armor Pts = 160

'MECH DATA

Type: **Bulwark BLK-1**
 Mass: **50 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **0** Level 2 / 2750

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SN PPC*	RA	12	10	-	4	8	11
1	Medium Laser	RA	3	5	-	3	6	9
1	SN PPC*	LA	12	10	-	4	8	11
1	Medium Laser	LA	3	5	-	3	6	9
1	ER PPC	RT	15	10	-	7	14	23

Total Heat Sinks: 16 Double (32)

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Auto Eject: Operational Disabled
 Weapon Heat: (45)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Lower Arm Actuator	3. Cockpit	3. Lower Arm Actuator
4. Hand Actuator	4. Roll Again	4. Hand Actuator
5. Endo Steel	5. Sensors	5. Endo Steel
6. Endo Steel	6. Life Support	6. Endo Steel
1. [SN PPC		1. [SN PPC
2. [SN PPC		2. [SN PPC
3. Medium Laser		3. Medium Laser
4. [Double Heat Sink		4. [Double Heat Sink
5. [Double Heat Sink		5. [Double Heat Sink
6. [Double Heat Sink		6. [Double Heat Sink
Left Torso	Center Torso	Right Torso
1. XL Engine	1. XL Engine	1. XL Engine
2. XL Engine	2. XL Engine	2. XL Engine
3. XL Engine	3. XL Engine	3. XL Engine
4. [Double Heat Sink	4. Gyro	4. [ER PPC
5. [Double Heat Sink	5. Gyro	5. ER PPC
6. [Double Heat Sink	6. Gyro	6. ER PPC
1. Endo Steel	1. Gyro	1. [Double Heat Sink
2. Endo Steel	2. XL Engine	2. [Double Heat Sink
3. Endo Steel	3. XL Engine	3. [Double Heat Sink
4. Endo Steel	4. XL Engine	4. Endo Steel
5. Endo Steel	5. Endo Steel	5. Endo Steel
6. Roll Again	6. Roll Again	6. Roll Again
Left Leg		Right Leg
1. Hip		1. Hip
2. Upper Leg Actuator		2. Upper Leg Actuator
3. Lower Leg Actuator		3. Lower Leg Actuator
4. Foot Actuator		4. Foot Actuator
5. Endo Steel		5. Endo Steel
6. Roll Again		6. Roll Again

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **1,164**
 Weapon Value: **1,480 / 1,480**
 Cost, C-Bills: **9,921,000**

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

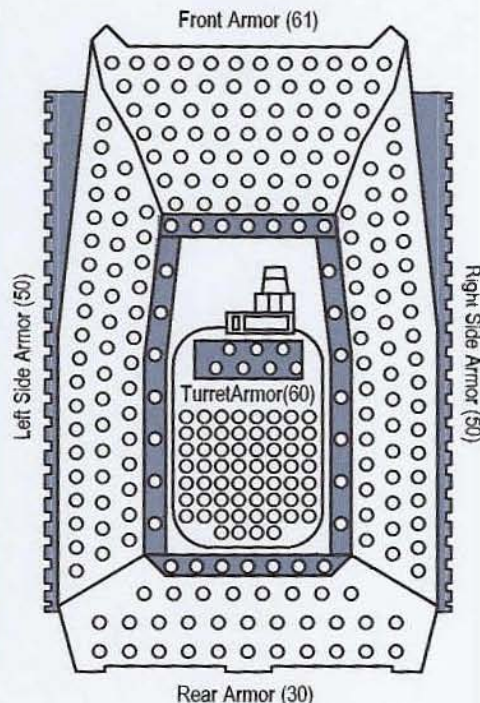




TRACKED VEHICLE RECORD SHEET

Type: Coblitz Main Battle Tank			Weapons Inventory							
Config: Tracked		Tons: 70		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	1 PPC	T	10	3	6	12	18
Inner Sphere		MP:	MP:	1 LRM 15	T	1/hit	6	7	14	21
2785 Level 2		5	8	2 SRM 2	F	2/hit	-	3	6	9
Crew:				2 Machine Gun	F	2	-	1	2	3
Gunnery Skill:		Driving Skill:								
Cost, C-Bills: 12,697,017										
BV: 830			WV: 1,041 / 1,041							
Ammo										
Ammo Type	Rounds									
LRM 15	16									
SRM 2	50									
Machine Gun	200									
Body Inventory										
350 Magna XL Fusion Engine										
5 Crew Members										
1 CASE System										
Critical Damage										
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>							
Track Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>							

Total Armor Pts = 251
(Ferro-Fibrous)



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MOVEMENT RECORD				
Turn Num	Type C/F	Num Hex	To-Hits	Damage & Notes:
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				

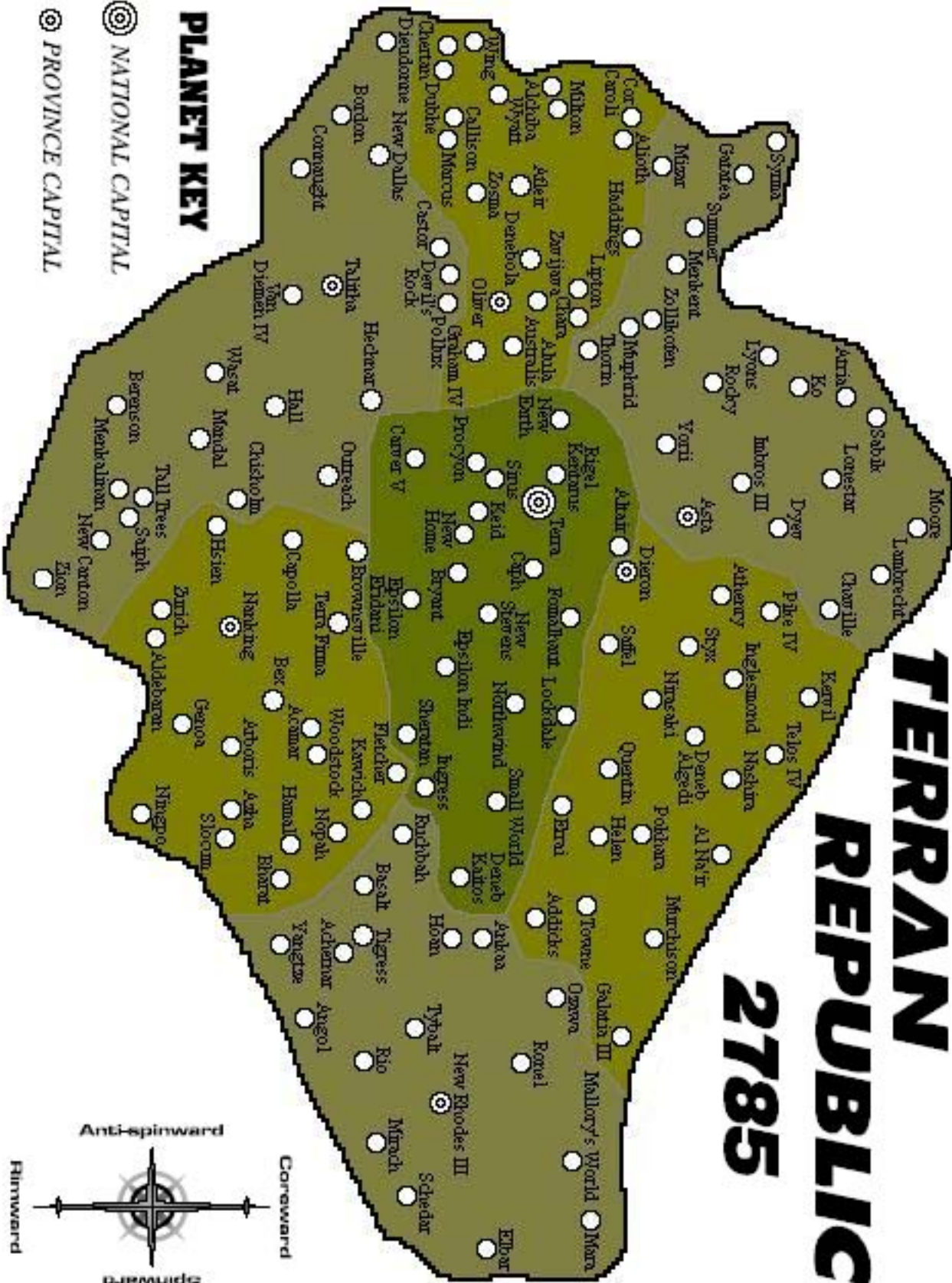
TRACKED VEHICLE CRITICAL HITS (1D6)	
Roll	Result
1	Crew Stunned (no actions for rest of this turn and next 2 turns).
2	Main Weapon Jams (no fire from largest system for one turn).
3	Engine hit (no movement for rest of game).
4	Crew Killed (vehicle out of game).
5	Fuel Tank Hit (vehicle explodes).
6	Ammo/Power Plant Hit (vehicle explodes).

TRACKED VEHICLE HIT LOCATIONS (2D6)		
Roll	Front/Back	Side
2	Armor (Critical)	Armor (Critical)
3	Armor ¹	Armor ¹
4	Armor ²	Armor ²
5	Armor	Armor ²
6	Armor	Armor
7	Armor	Armor
8	Armor	Armor
9	Armor	Armor
10	Turret Armor	Turret Armor
11	Turret Armor ⁴	Turret Armor ⁴
12	Turret Armor (Crit)	Armor (Crit)

¹ Track has been destroyed; unit cannot move for rest of the game.
² Track has been damaged; -1 Cruising MP for rest of the game.
⁴ Turret Locks in current position and cannot be moved for rest of game; it can only fire out of its current arc.

TERRAN REPUBLIC

2785



PLANET KEY

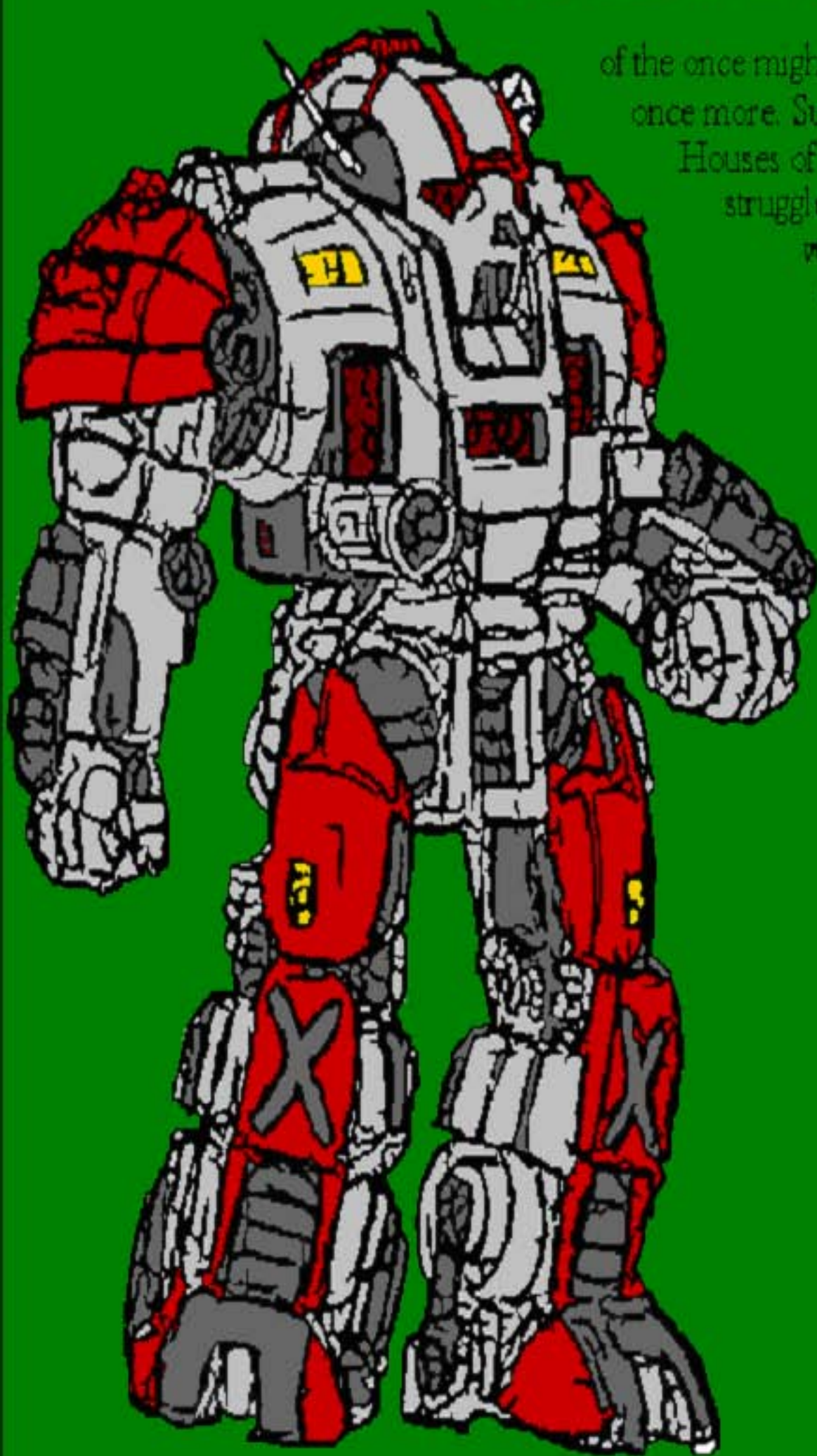
 NATIONAL CAPITAL

 PROVINCE CAPITAL



FROM THE ASHES

of the once mighty Star League an old nation has arisen once more. Surrounded on all sides by the five Great Houses of the Inner Sphere the survivors of Terra struggle to endure the onset of a great new war with only their highly refined diplomatic skills and superior scientific knowledge to help them avoid destruction.



BattleTech Field Manual:

Terran Republic 2785 provides profiles on every frontline Terran military unit, including their loyalties, and provides special rules, new equipment and Mechs unique to this reborn nation.

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Johnathan